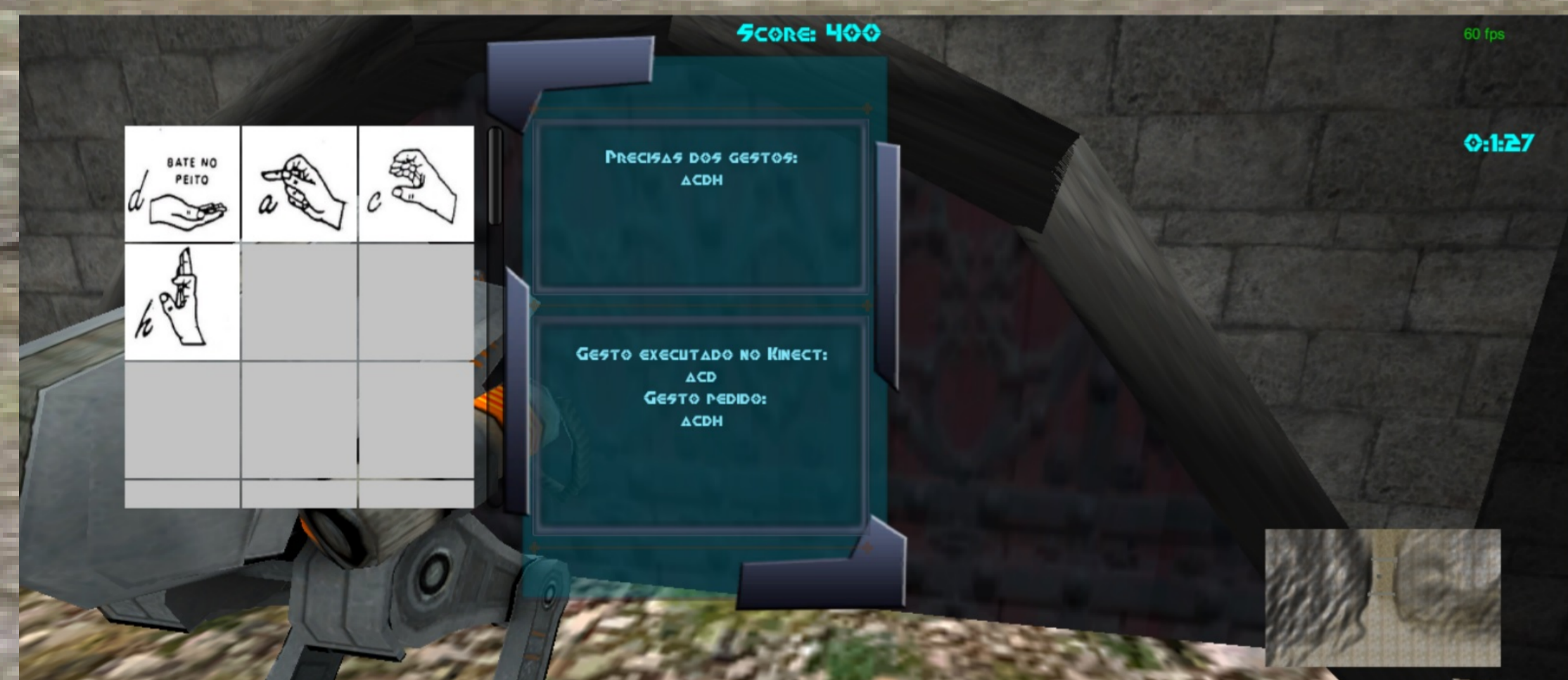
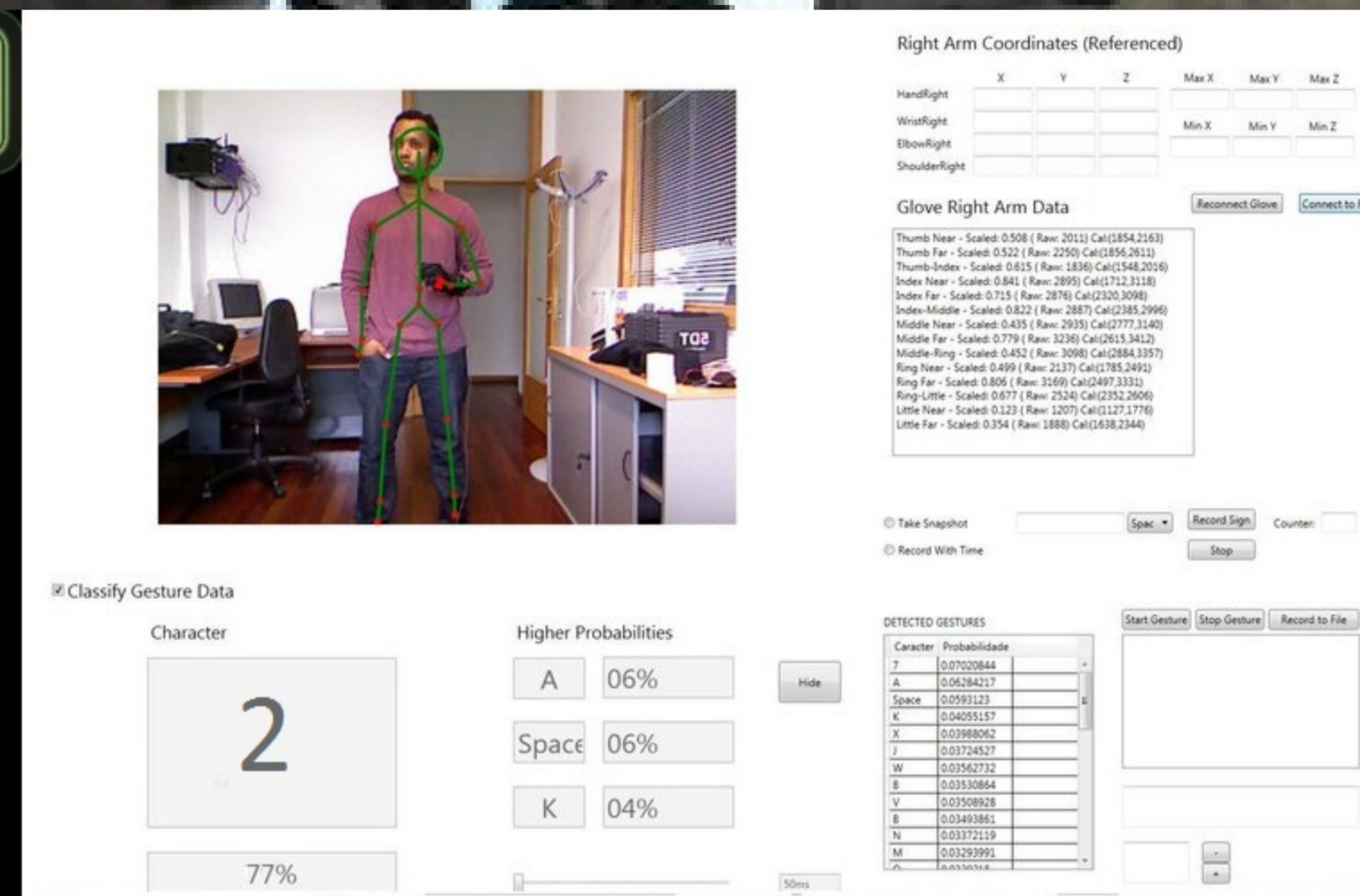


Serious Games for Sign Language

Better Learning
Better Communication
for people
with disabilities



This project aims to create a bidirectional translator for Portuguese Sign Language (LGP). The project counts with 3 modules:

- Gesture recognition with Kinect and Sensor Gloves;
- Translation of text to gestures animated using an avatar;
- Didactic game to enforce the learning of LPG;



Sign language Linguistic aspects:

- Articulation spot;
- Hand position, movement and orientation;
- Body movement and expression;



Sign language characteristics:

- Used as a form of expression;
- Composed by arbitrary symbols;
- Dynamic and constantly evolving;