



Problem

Nearly 3.6% of Americans are deaf or hard of hearing, and few hearing people are fluent in ASL. This causes communication barriers between hearing people and deaf people.

Target Audience

Complete beginners interested in learning American Sign Language (ASL) that would benefit from a gamified solution.

Major Algorithms

- Video lessons broken into sets of five
- Allows for quick navigation between letters
- Practices in sets of five
- Account to save data locally

Current Market

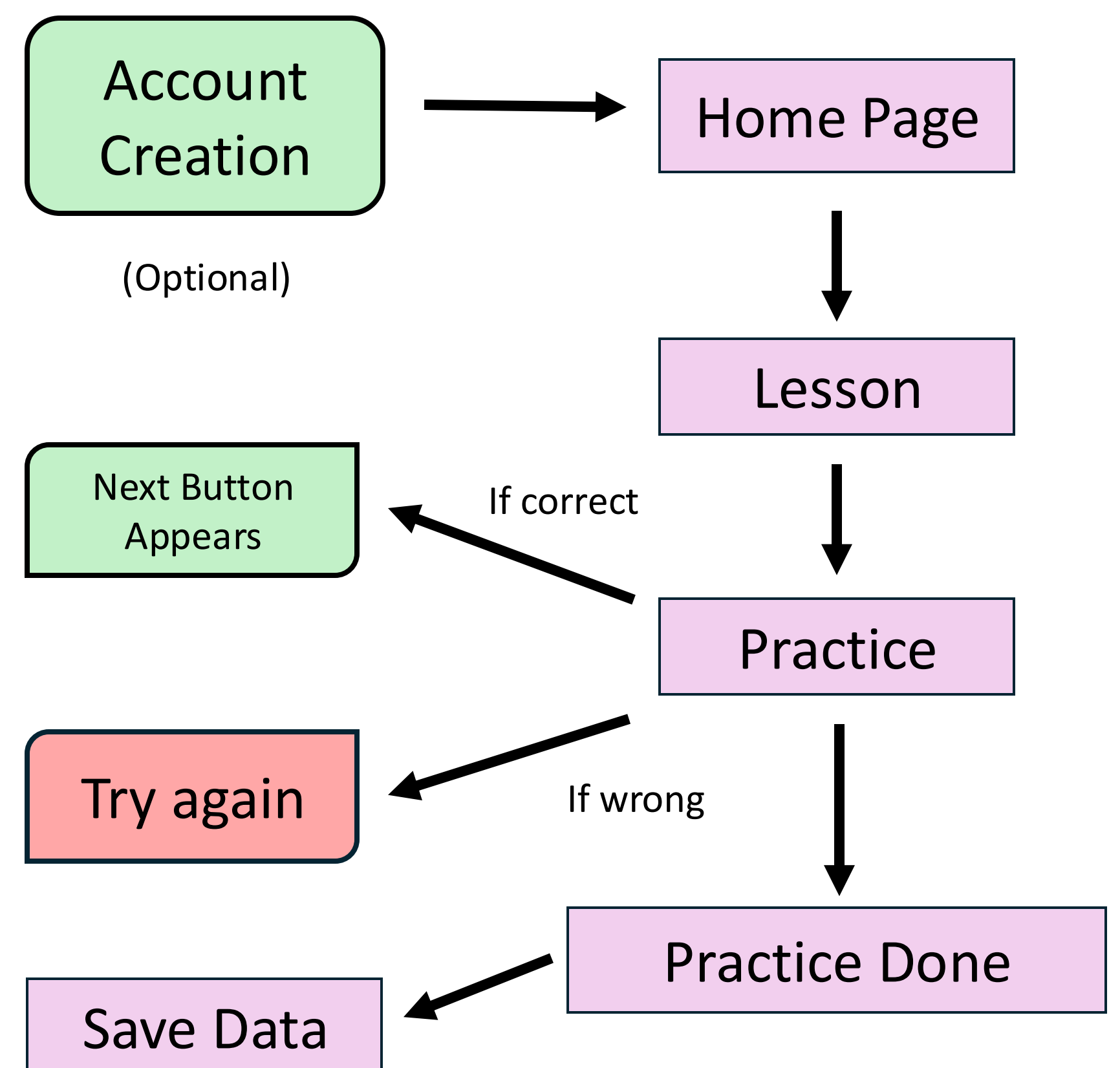
- Not fun
- Not interactive
- Only videos
- Lack decent visuals



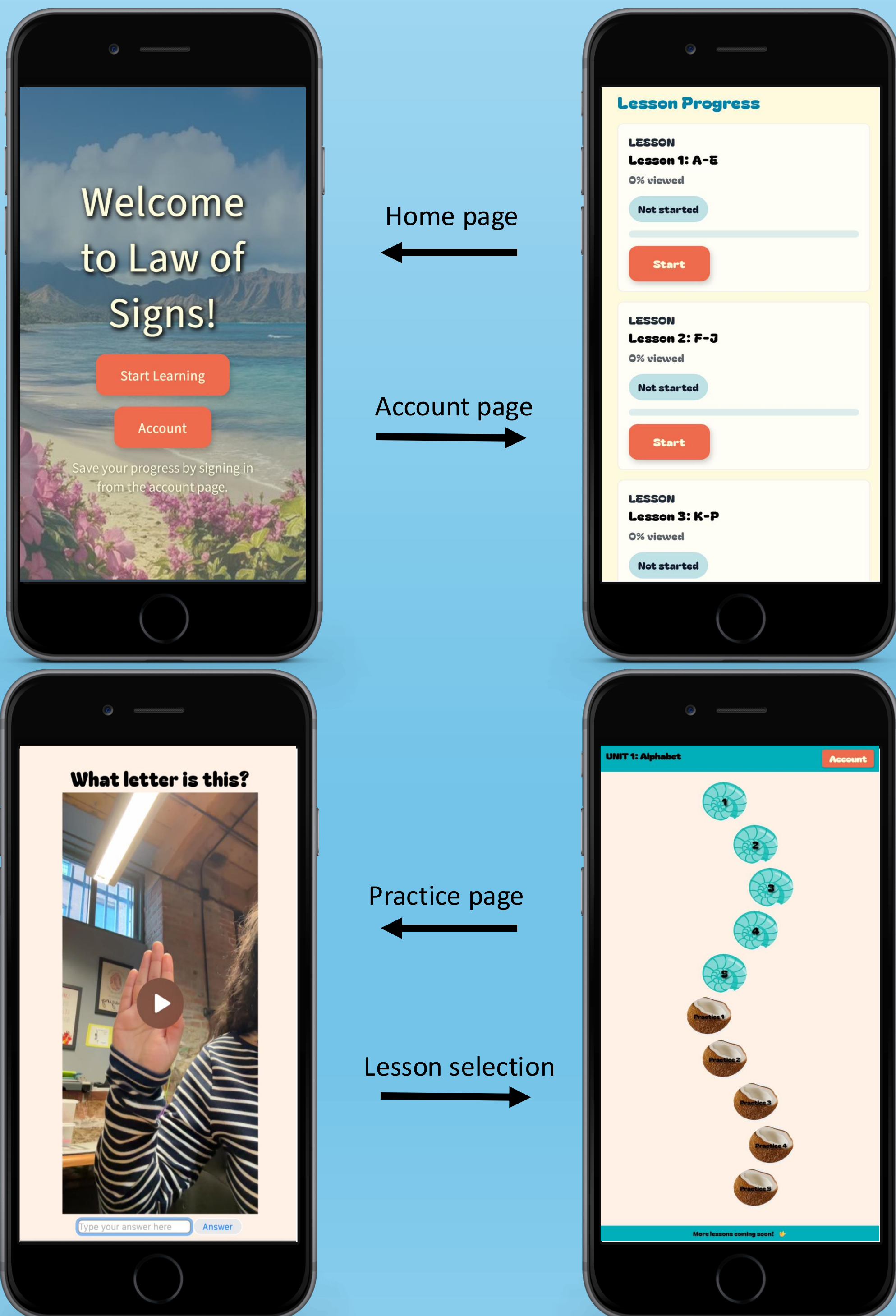
Solution

- The entire English alphabet is taught through videos of the letter being signed
- The user identifies the letter being shown in the video
- Progress is stored and shown

App Architecture



Cloud storage → Supabase
(if connected to account)



Future Extensions

- Apply a computer vision-based answer system
- Add more vocabulary
 - Basic words & phrases
- Avatars that teach instead of videos

Tools

- Supabase: storage  **supabase**