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SWift: a SignWriting improved fast transcriber

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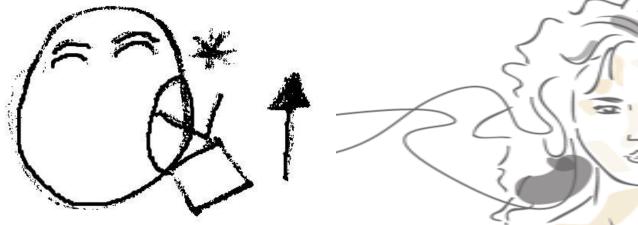




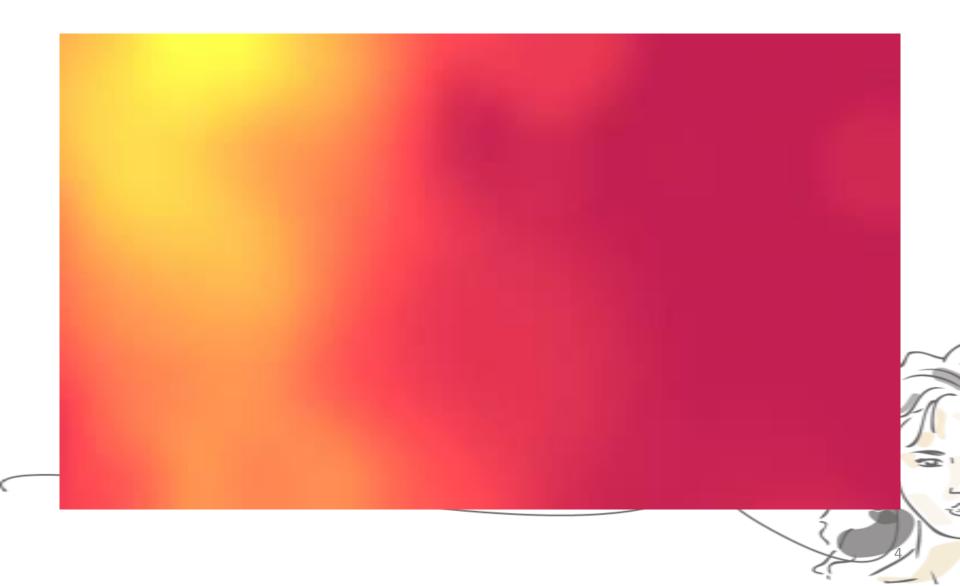
Deaf world

- Deaf people have **problems** in decoding the written form of **verbal** language. **W3C** addresses this problem, but less extensively than accessibility for blind people.
- Many deaf people communicate among them by a **visual-gestural** form which is **different** from the **vocal** one used by hearing people.
- This form of communication is not a mere gesticulation, or a mere transduction of a vocal language, but is a **language** in itself, a **sign language** with very complex features.

«To look» Italian Sign Language



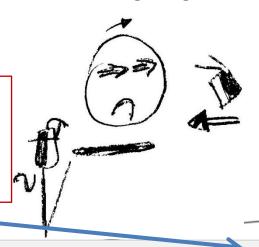
Deaf world



Highly Iconic Structures

- A sign does **not only** involve hands, but also expression of eyes and mouth, etc.
- **Highly Iconic Structures** condense in a single sign a great amount of semantic information, which cannot be immediately translated in verbal language

Referents (objects to which the message is implicitly or explicitly referred) are rendered through expression variations and deictic gesture elements of the signer



[THE CHILD], holding the basket, looks towards [THE MAN] to see if is looking at him

A writing system for sign languages

- At present sign languages have **no** widely accepted **writing** system, therefore can be compared to oral languages.
- As a consequence, also a transcription system is lacking.
- Many written representations have been proposed since 1700, but **SignWriting** seems one of the most valid methods.
- Many studies have been performed by ISTC-CNR Istituto di Scienze e Tecnologie della Cognizione - Institute of Cognitive Sciences and Technologies



SignWriting

- **SignWriting** (SW) exploits a set of elementary **iconic** symbols (**glyphs**) to represent the single **components** of sign languages.
- Glyphs lay in a 2D space wich represents the signing person
- SignWriting is part of a wider writing system: the **Sutton Movement Writing & Shorthand**, devised by Valerie Sutton, with the aim to provide notations to track any body part.

Glyphs

- Glyphs can represent a movement or a configuration for the hand, a body posture, a part of a facial expression, etc.
- The union of different glyphs allows to compose a sign.
- The set of all glyphs makes up **ISWA** (International SignWriting Alphabet), which also associates a coding to each glyph (ISWA 2008 includes about 40000 glyphs)

Examples of glyphs

- Hands configurations
- Hands and arms movements
- Eyes
- Mouth
- Contact points
- Punctuation







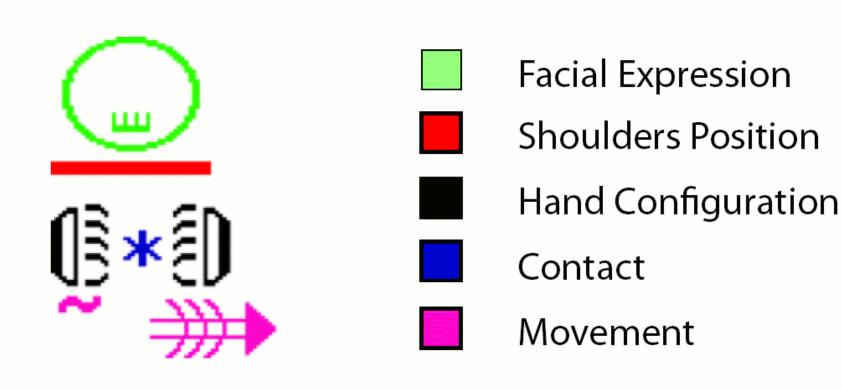


* ** ...

___ ...



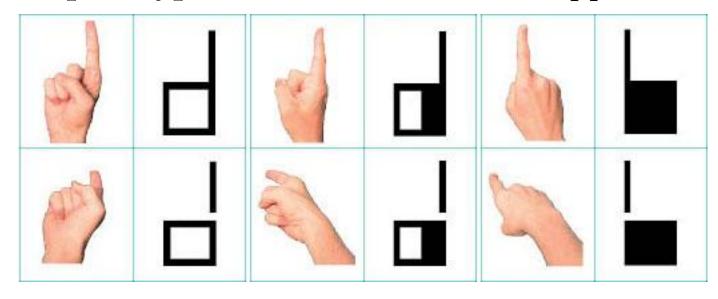
A sign and its elements



Example (cont)

Basic glyph:

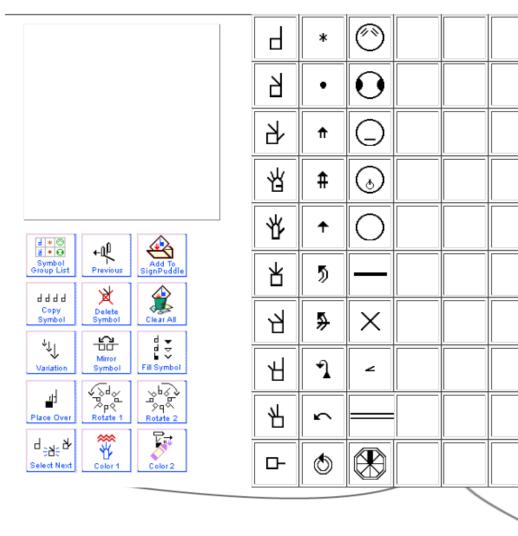
Used as **prototype** to which **variations** are applied



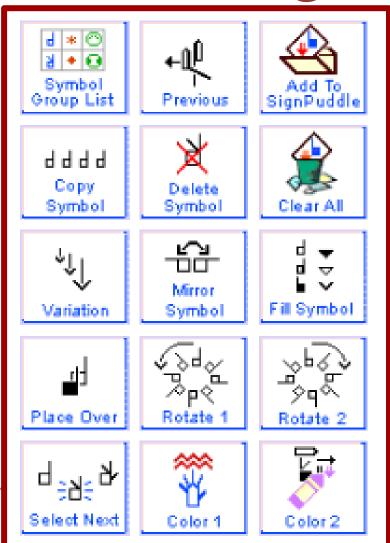
SignMaker

SignMaker

SignMaker is an application provided by Sutton's team to compose signs in SignWriting with the aid of a computer.



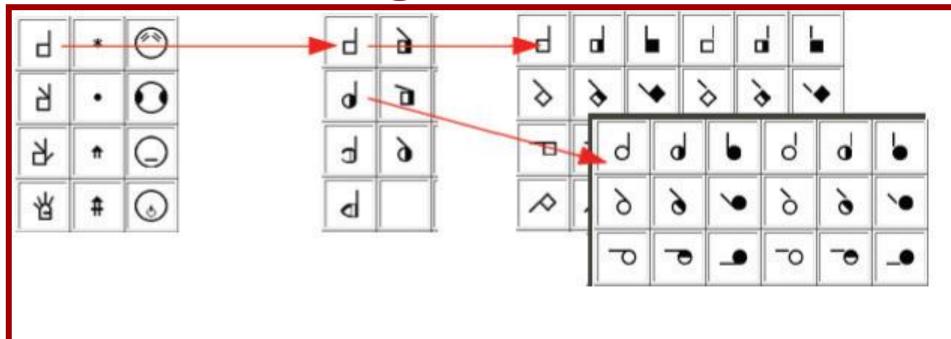
SignMaker



All tools grouped together far from their targets



SignMaker

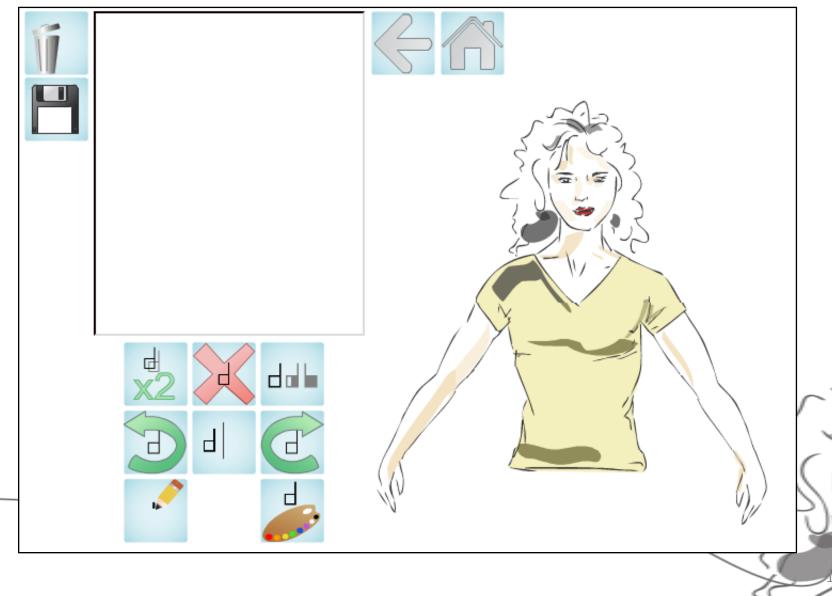


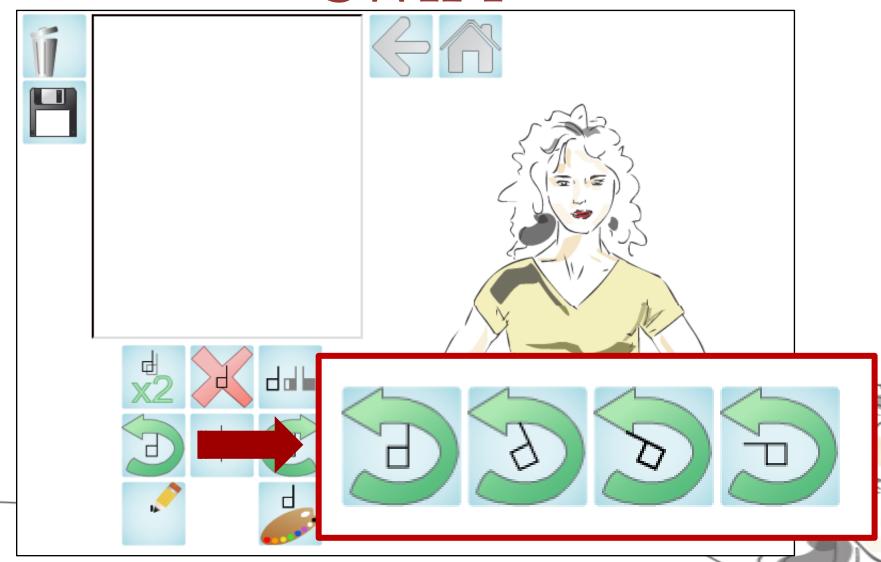
No aid for navigation for novice users

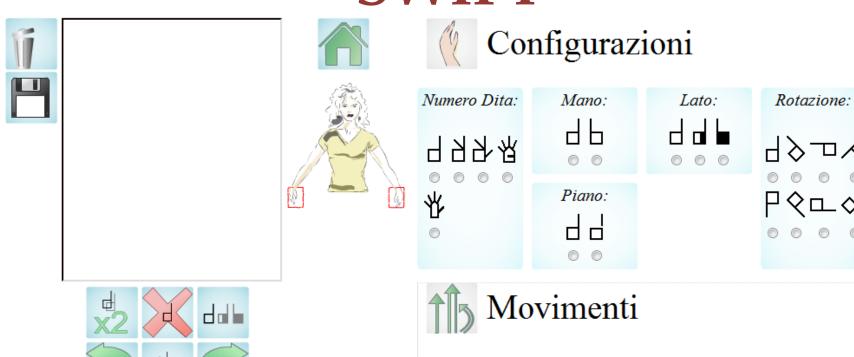


Design approach

- User centered design
- Contextual design
- Design with target users = deaf researchers from ISTC-CNR (Institute of Cognitive Sciences and Technologies of the Italian National Research Council)

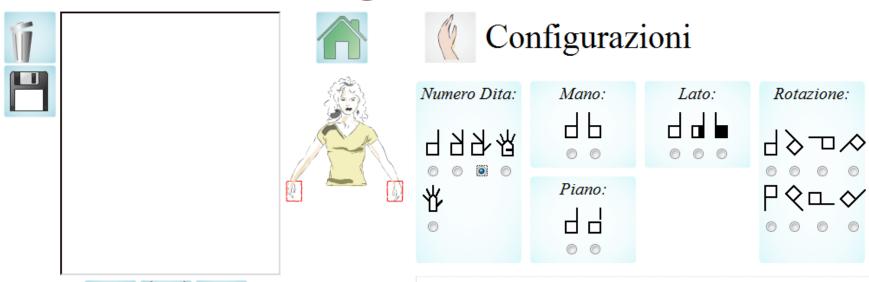


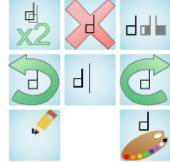




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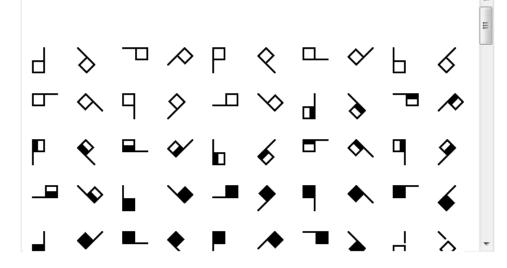
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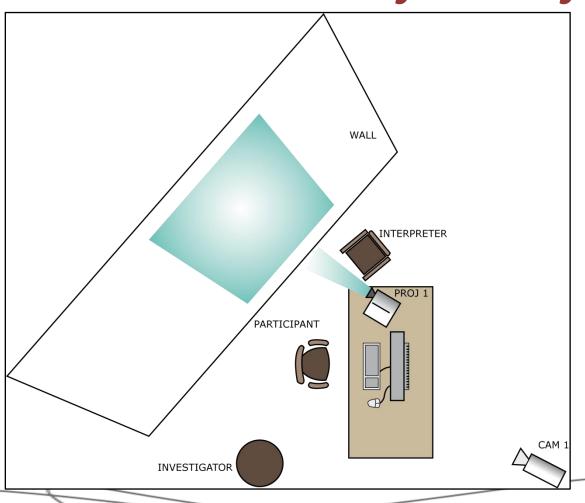
Sign recording

- Each sign is recorded in a database with the list of component glyphs.
- Two important results
 - It was possible to set up a suggestion strategy
 - It is possible for linguists to investigate sign structure and to extract statistics as well as relevant patterns

Usability study

- **Welcome time**: the deaf participant (DP) is greeted and briefed by a screen containing a signed video and its transcription.
- The "sign-aloud" test: DP is asked to perform a list of tasks to test SWift functions and usability, and to record anything that comes to her/his mind.
 - Users need reminders for which task is being performed, what needs to be done, etc.
 - The task list should be available in both VL and SL.
 - We involved a hearing interpreter (HI), since the possibility of interaction between DP and HI increases correct understanding of the tasks.
 - HI always provided a task translation in SL at the beginning of each task.
- The final usability questionnaire was designed by adapting the QUIS questionnaire to the needs of deaf users. In particular, each (simplified) written question was accompanied by the corresponding SL clip.

Usability study



A variation of the schema proposed by Roberts and Fels



Evaluation results

- Ten users which were SignWriters
- Low error rate in the choice of functions and sign paths
- Good users' satisfaction
- A purely quantitative comparison of average insertion time for 15 glyphs using SM (01:15:10) and SWift (00:57:30) confirms an overall positive result.

Deaf World

SignWriting

SWift

Conclusions



Conclusions an future work

- We have achieved good results till now.
 - Effective editor
 - Ability to study sign structure
- Plans
 - An editor for whole documents
 - A recognizer for handwritten signs to achieve the same sign recording (corpora)
 - A recognizer of signs in video sequences
 - Project SWORD (SignWriting Oriented Resources for Deaf)

Mille Grazie! (Thank you very much!)

