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Development and Integration of Multi-Language Speech Recoginition Tools Into Software Application

Mrs. G. Swapna[1] , E.Sree Harsha[2], J.Buvann [3], N.Dyuthi Reddy [4]

Assistant Professor, Anurag University, Hyderabad, India [1]

Student, Anurag University, Hyderabad, India [2,3,4,5]

ABSTRACT: In contemporary technology, voice command integration has revolutionized device and application control, offering unparalleled convenience and efficiency. However, its effectiveness is often hindered by limitations in flexibility and accessibility, particularly on PC platforms. To address this challenge, this project proposes the development and integration of multi-language speech recognition tools into software applications. This pivotal model serves as the foundation for a user-friendly interface, seamlessly integrating into existing software applications. Key considerations include prioritizing user privacy and data security through advanced encryption and privacy-preserving methodologies. By democratizing voice control within the realm of PC computing, the project aims to empower users to interact intuitively and efficiently with their software applications, irrespective of language preferences.

Additionally, the project incorporates gesture recognition capabilities, enabling users to execute actions through predefined hand gestures, further enhancing interface intuitiveness. Expanding its scope, the project integrates PDF-to-speech and textto-speech functionalities. PDF-to-speech technology enhances accessibility for visually impaired users and boosts multitasking efficiency, while text-to-speech conversion accommodates diverse learning styles. Through these integrated innovations, the project endeavors to redefine human-computer interaction, fostering inclusivity, intuitiveness, and efficiency across PC platforms. Users will experience seamless interaction with applications, transcending language barriers and physical limitations, thus propelling the evolution of modern computing.

I. INTRODUCTION

In the bustling landscape of modern technology, the voice has emerged as a potent force, whispering commands that transform our devices into obedient servants at the mere utterance of a phrase. From the sleek smartphones clasped in our palms to the sturdy laptops resting on our desks, the promise of voice command integration has tantalized us with visions of seamless control and boundless efficiency. Yet, amidst this promise lies a shadow—a whisper of limitation that echoes through the realm of PC computing. Imagine a world where the clatter of keyboards and the click of mice are replaced by the dulcet tones of spoken language, where users navigate their digital domains with the same ease and fluidity as they converse with friends. This is the vision that drives our project—to bridge the gap between aspiration and reality by infusing multi-language speech recognition tools into the very fabric of software applications. As we commence this venture, we are driven by the pulse of innovation and the imperative of necessity. With every line of code, our aim is twofold: to empower users with seamless interaction and to fortify their privacy through cutting-edge encryption. Our mission is resolute: to democratize voice control technology, freeing users from linguistic barriers and ushering in a new era of human-computer symbiosis. However, our vision transcends mere speech; it encompasses the graceful choreography of gestures and the melodious rhythm of text-to-speech. Through the fusion of these elements, our goal is to craft an interface that flows naturally, akin to conversing with a trusted confidant.

A. Background Information:

In today's realm of human-computer interaction, statistics reveal a staggering reality: approximately 285 million people worldwide are visually impaired, with 39 million classified as blind, according to the World Health Organization—this demographic encounters

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Organization—this demographic encounters significant hurdles in accessing digital content, particularly in formats like PDFs. By harnessing the power of voice-based commands and PDF-to-speech capabilities, our initiative strives to bridge this accessibility gap, enabling visually impaired individuals to engage effortlessly with digital documents. Moreover, the burgeoning popularity of voice-activated technology emphasizes the relevance and potential impact of our endeavor. Statista forecasts that the global market for voice recognition technology will soar to $26.8 billion by 2025, highlighting the increasing demand for intuitive interaction methods. By aligning with this trend and incorporating voice and gesture commands, our initiative positions itself at the forefront of technological advancement.

B Significance of the Problem Addressed:

The current landscape of assistive technologies presents significant challenges due to its fragmented nature. This initiative addresses the fragmented landscape of assistive technologies by developing a multi-modal system integrating voice, gesture control, and PDF-to-speech capabilities. Overcoming challenges such as accurate recognition, natural language understanding, and seamless PDF conversion, the system aims for high accuracy, compatibility, and security. The assessment focuses on recognition accuracy, user satisfaction, and PDF accessibility, with potential for personalization, proactive assistance, and multi-language support, promising enhanced smartphone accessibility and usability for all users.

C Objectives of the Study:

The primary objective of this initiative is to develop a comprehensive multi-modal assistive technology system that seamlessly integrates voice, gesture control, and PDF-to-speech capabilities to address the fragmented landscape of current assistive technologies. This system aims to overcome key challenges such as accurate recognition, natural language understanding, and seamless PDF conversion, achieving high accuracy, compatibility •, security standards.

D Research Question:

How can multi-language speech recognition tools be effectively developed and integrated into software applications to enhance user experience and accessibility?

E Hypothesis:

The effective development and integration of multi-language speech recognition tools into software applications will significantly enhance user experience and accessibility by providing seamless and accurate voice interaction across diverse linguistic backgrounds. This hypothesis suggests that by successfully implementing multi-language speech recognition technology within software applications, users will experience improved accessibility and usability, leading to enhanced overall satisfaction and efficiency in interacting with the software. It assumes that overcoming language barriers through accurate recognition of diverse languages will result in a more inclusive and user-friendly experience for a broad range of users

II. RELATED WORK

Research in the field of voice command integration and speech recognition has made significant strides, particularly in the realm of device and application control. Studies have explored various algorithms and techniques for speech recognition, including Hidden Markov Models (HMMs), Deep Neural Networks (DNNs), and hybrid approaches, aiming to improve accuracy and efficiency across different platforms.

Despite the advancements, challenges persist in achieving flexibility and accessibility, especially on PC platforms. Previous work has highlighted limitations such as language barriers and privacy concerns, prompting researchers to explore solutions to address these issues.

Efforts have been made to develop multi-language speech recognition tools that can seamlessly integrate into software applications. Research in this area has focused on designing algorithms capable of recognizing and processing multiple languages, considering factors such as language variability and dialects. Additionally, studies have investigated

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methods for integrating speech recognition functionalities into existing software applications, emphasizing cross-platform compatibility and user-friendly interfaces.

Privacy and data security have been key considerations in the development of speech recognition technologies. Previous research has explored advanced encryption techniques and privacy-preserving methodologies to safeguard user data and ensure compliance with privacy regulations.

Gesture recognition has emerged as a complementary technology to voice command integration, offering users alternative means of interacting with software applications. Research in gesture recognition has explored the development of robust algorithms capable of accurately interpreting predefined hand gestures and translating them into actionable commands.

Moreover, advancements in PDF-to-speech and text-to-speech technologies have contributed to enhancing accessibility and user experience. Studies have focused on developing efficient algorithms for converting PDF documents and text content into speech, catering to the needs of visually impaired users and accommodating diverse learning styles.

Overall, the related work underscores the ongoing efforts to redefine human-computer interaction through the development and integration of innovative technologies, aiming to overcome language barriers, enhance accessibility, and improve user experience across PC platforms.

III. METHOD

A. Requirement analysis:

Requirement Analysis involves understanding the user's needs and expectations regarding voice, gesture, and PDF-to-speech functionalities. This includes defining both functional and non-functional requirements. Functional requirements specify what the system should do, such as accurately recognizing voice commands, interpreting gestures, and extracting content from PDF files. Non-functional requirements focus on aspects like system performance, security, and accessibility. Feedback from potential users is essential to refine and prioritize these requirements effectively.

B. System design:

System Design encompasses designing the architecture and modules required to integrate voice, gesture, and PDF-to-speech functionalities seamlessly. The system architecture should support efficient interaction between these modules while ensuring compatibility and scalability. Each module, such as voice recognition, gesture recognition, PDF processing, and the user interface, needs to be designed with clarity and modularity. Privacy-preserving methodologies must also be incorporated to safeguard user data.

C. Development:

Development for the Online Leave Sanction System entails coding the system components using appropriate technologies and frameworks. This includes frontend development for the user interface, backend development for business logic and data processing, and database implementation. Throughout the development phase, developers work iteratively to implement the functionalities outlined in the system design, ensuring adherence to coding standards, best practices, and project timelines. Testing and debugging are integral parts of the development process to identify and resolve any issues promptly.

D. Testing:

During Testing, various tests are conducted to verify the functionality, performance, and robustness of the system. This includes unit tests for individual modules, integration tests to validate interactions between modules, and stress tests to assess system robustness. Beta testing with real users helps identify usability issues and gather feedback for further improvements. Test cases are developed to cover different scenarios, ensuring a comprehensive evaluation of the system.

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E. Evaluation:

Evaluation involves measuring system performance metrics such as accuracy, response time, and resource utilization. User satisfaction and usability are assessed through surveys, interviews, and feedback collection. Comparative analysis with existing solutions and benchmarks helps gauge the system's effectiveness. Based on evaluation results, iterations are made to refine the system design and implementation, ensuring continuous improvement. Lessons learned and recommendations are documented for future development iterations, contributing to the overall enhancement of the system.

IV. LITERATURE SURVEY

[1] This study focuses on gesture recognition employing accelerometers for classification. The Wii remote's motion in X, Y, and Z directions is utilized, reducing cost and memory requirements. Two levels are employed: initial user validation and gesture recognition using automata. The system employs accelerometer-based technology and achieves a recognition accuracy of 65%. This work presents a system for recognizing numbers 0 through 9 using dynamic hand gestures. It involves pre-processing and categorization stages, utilizing key and link gestures. Discrete Hidden Markov Models (DHMM) and the Baum-Welch algorithm are employed for classification and training.

[2] This research employs Kinect sensors for hand gesture recognition to maintain low costs. The system focuses on finger movements, rather than the whole hand, effectively handling loud gestures in uncontrolled environments. The study demonstrates the suitability of Laplacian distribution (LD) for modeling speech signals during voice activity intervals. Decorrelation transformation is applied using adaptive Karhunen-Loeve or discrete cosine transform, accurately describing speech signals in decor-related domains. This project explores techniques for speech-to-text and speech-to-speech automatic summarization. It employs a two-stage summarization method, involving important sentence extraction and word-based sentence compaction. The effectiveness of these methods is confirmed through objective and subjective measures.

[3] This study combines speed perturbation and room impulse response reverberation as data augmentation methods for enhancing convolutional neural networks (CNNs) in voice command recognition. Improved recognition rates, measured by word error rate, indicate the effectiveness of combining these augmentation techniques.

[4] The study investigates the combination of data augmentation techniques for enhancing Convolutional Neural Networks (CNNs) in voice command recognition. Speed perturbation and room impulse response reverberation are utilized as augmentation methods to simulate variations between speakers and reflected sound paths, respectively. Results indicate improved recognition rates, highlighting the effectiveness of combining these augmentation techniques.

[5] This research presents a voice control system based on an artificial intelligence assistant. It discusses techniques for speech-to-text and speech-to-speech automatic summarization, focusing on spontaneous speech. A two-stage summarization method is proposed, involving important sentence extraction and word-based sentence compaction. The study confirms the effectiveness of these methods through objective and subjective .

[6] Speech-to-Text and Speech-to-Speech Summarization of Spontaneous Speech

The study explores speech-to-text and speech-to-speech summarization techniques for spontaneous speech. It investigates the suitability of Laplacian distribution (LD) for modeling speech signals during voice activity intervals. Decorrelation transformation techniques, including adaptive Karhunen-Loeve and discrete cosine transform, are applied to approximate speech signals' multivariate distribution accurately. Short Research on Voice Control System Based on Artificial Intelligence Assistant: This research presents a voice control system based on an artificial intelligence assistant. It discusses techniques for speech-to-text and speech-to-speech automatic summarization, focusing on spontaneous speech. A two-stage summarization method is proposed, involving important sentence extraction and word-based sentence compaction. The study confirms the effectiveness of these methods through objective and subjective evaluations. Combining data Augmentations for CNN-Based Voice Command Recognition. The study investigates the combination of data augmentation techniques for enhancing Convolutional Neural Networks (CNNs) in voice command recognition

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V. PROPOSED SYSTEM

The proposed system represents a comprehensive approach to enhancing user interaction and accessibility within software applications, particularly on PC platforms. By integrating voice-based commands, gesture-based commands, and PDF-to-speech/text-to-speech functionalities into a Tkinter application, the system aims to offer users a seamless and intuitive experience. Voice-based commands will be processed using SpeechRecognition, enabling users to control various actions such as opening applications, adjusting settings, or initiating tasks through spoken commands. Gesture recognition, facilitated by libraries like OpenCV or Mediapipe, will allow users to execute actions through predefined hand gestures, further expanding the system's flexibility and usability.

Additionally, the integration of PDF-to-speech and text-to-speech functionalities will enable users to interact with document content effortlessly. PyPDF2 or similar libraries will be utilized to extract text from PDF files, which will then be converted into speech using text-to-speech engines such as pyttsx3 or gTTS. This feature enhances accessibility for visually impaired users and facilitates multitasking efficiency, as users can listen to document content while engaging in other activities.

The system's user interface will be designed with usability and accessibility in mind, featuring intuitive controls and feedback mechanisms to enhance the overall user experience. By democratizing voice control and incorporating gesture recognition capabilities, the proposed system aims to break down language barriers and promote inclusivity in human-computer interaction.

Overall, the proposed system represents a significant advancement in software interaction paradigms, offering users a more natural and efficient way to interact with their devices and applications on PC platforms. Through its integrated functionalities and user-centric design, the system promises to redefine the way users engage with technology, fostering inclusivity, efficiency, and accessibility.

Gesture-Based Commands: Utilize a gesture recognition library like OpenCV or Mediapipe to capture and interpret gestures. Define gestures for actions like scrolling, clicking, or navigating. Process the recognized gestures and trigger relevant functions. PDF to Speech / Text-to-Speech: Use a library like PyPDF2 to extract text from PDF files. Integrate a text-to-speech engine like pyttsx3 or gTTS to convert text to speech. Provide functionality to read aloud PDF content or user-entered text. Integrating into Tkinter Application: Design a Tkinter GUI with buttons or other UI elements to initiate voice and gesture recognition, and text-to-speech functionality. Implement event handlers for these UI elements to trigger the corresponding actions. Display feedback or response messages in the GUI based on the executed actions. 9 The proposed solution would have several benefits, including * Improved accuracy: YOLOv8 is very accurate in a variety of applications. This means that the proposed system would be able to detect gestures more accurately than current solutions. Accessibility: These technologies will make communication more accessible to people with disabilities by removing the barriers created by their impairments. Inclusion: By enabling communication between people with different abilities, these technologies will promote social inclusion and create a more equitable society. Quality of life: These technologies can improve the quality of life for people with disabilities by helping them to connect with others, participate in education and employment, and live more independently

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VI. METHODOLOGY

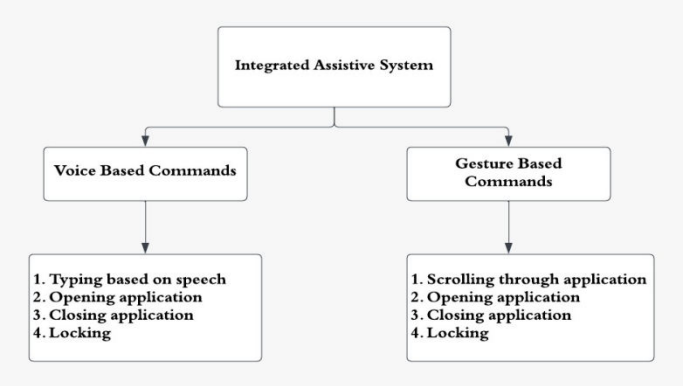

Fig. 1: Concept Tree

Proposed system features:

The proposed system will include several key features aimed at enhancing user interaction and accessibility:

1. **Voice-Based Commands:** Users will be able to control various actions and functionalities within the system using voice commands. This feature will leverage libraries like SpeechRecognition to convert spoken commands into actionable tasks, enabling users to perform tasks such as opening applications, navigating menus, or executing commands with voice inputs.
2. **Gesture-Based Commands:** The system will incorporate gesture recognition capabilities, allowing users to interact with the interface through predefined hand gestures. Libraries such as OpenCV or Mediapipe will be utilized to detect and interpret gestures, enabling users to execute actions such as scrolling, clicking, or navigating through menus using hand movements.
3. **PDF-to-Speech Functionality:** Users will have the ability to convert text content from PDF files into speech format, enabling them to listen to document content rather than read it. This feature will utilize libraries like PyPDF2 to extract text from PDF files and text-to-speech engines such as pyttsx3 or gTTS to convert the text into speech format.
4. **Text-to-Speech Functionality:** In addition to PDF-to-speech functionality, the system will also support text-to-speech conversion for user-entered text. This feature will enable users to listen to text content entered within the application, providing flexibility and convenience in accessing textual information.
5. **User-Friendly Interface:** The system will feature a user-friendly interface designed with intuitive controls and feedback mechanisms. Users will have access to buttons or other UI elements to initiate voice and gesture recognition, along with visual feedback to indicate successful actions or errors.
6. **Privacy and Security:** The system will prioritize user privacy and data security by implementing advanced encryption techniques and privacy-preserving methodologies. This will ensure that user data is protected and secure during interactions with the system.

Overall, these proposed features aim to provide users with a seamless and intuitive experience, enabling them to interact with the system efficiently and access information in a manner that suits their preferences and needs.

VII. MERITS AND DEMERITS

Merits:

1. **Enhanced Accessibility:** By integrating voice-based commands, gesture-based commands, and PDF-to-speech/text-to-speech functionalities, the project significantly enhances accessibility for users, especially those with visual impairments or physical limitations.

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2. **Improved User Experience:** The proposed system offers users a more intuitive and natural way to interact with software applications, leading to an enhanced user experience and increased user satisfaction.
3. **Flexibility and Convenience:** Users can control various actions and functionalities within the system using voice commands, hand gestures, or by listening to document content, providing flexibility and convenience in how they interact with technology.
4. **Inclusivity:** The project aims to break down language barriers and promote inclusivity by democratizing voice control and incorporating gesture recognition capabilities, making technology more accessible to users with diverse linguistic backgrounds.
5. **Privacy and Security:** Prioritizing user privacy and data security ensures that user data is protected and secure during interactions with the system, fostering trust and confidence among users.

Demerits:

1. **Complexity:** Integrating multiple functionalities such as voice recognition, gesture recognition, and text-to-speech capabilities may introduce complexity to the system, potentially leading to challenges in development, integration, and maintenance.
2. **Accuracy and Reliability:** The accuracy and reliability of voice recognition and gesture recognition functionalities may vary depending on factors such as environmental conditions, background noise, and individual user characteristics, potentially impacting the overall performance of the system.
3. **Resource Requirements:** Implementing advanced functionalities like voice and gesture recognition may require significant computational resources, including processing power and memory, which could limit the system's performance on resource-constrained devices.
4. **Learning Curve:** Users may require some time to familiarize themselves with the voice and gesture-based interaction paradigms, potentially leading to a learning curve and initial usability challenges.
5. **Compatibility Issues:** Ensuring compatibility with different hardware platforms, operating systems, and software applications may pose challenges, particularly in achieving seamless integration and interoperability across diverse environments.

VII. CONCLUSION

In conclusion, this project represents a significant step towards overcoming the limitations and challenges faced by voice command integration on PC platforms. By proposing the development and integration of multi-language speech recognition tools into software applications, the project aims to address issues of flexibility and accessibility, ultimately empowering users to interact intuitively and efficiently with their software regardless of language preferences. Additionally, the integration of gesture recognition capabilities further enhances interface intuitiveness, allowing users to execute actions through predefined hand gestures. Moreover, the inclusion of PDF-to-speech and text-to-speech functionalities expands the project's scope, enhancing accessibility for visually impaired users and accommodating diverse learning styles. By leveraging these integrated innovations, the project seeks to redefine human-computer interaction on PC platforms, fostering inclusivity, intuitiveness, and efficiency. Ultimately, users will benefit from seamless interaction with applications, transcending language barriers and physical limitations, thus driving forward the evolution of modern computing towards more accessible and user-centric experiences. In conclusion, it is said that applying NLP algorithms for resume screening—like SBERT and cosine similarity—offers several benefits over more traditional methods. These algorithms are exceedingly precise, efficient, and adaptive, and they can handle unstructured data, such as resumes written in many languages. They can also minimize prejudice among people and enhance candidate matching, improving recruiting processes. It is critical to remember that these algorithms have limitations and are not optimal in all circumstances. So, it is crucial to use these algorithms as a part of a larger hiring strategy that also includes human judgment and arbitrary criteria. The use of NLP algorithms in recruiting, such as SBERT and cosine similarity, is a promising development that has the potential to fundamentally alter how businesses screen and select job candidates.

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