

UP14

Early-stage development of the SignON Application & open Framework - Challenges & Opportunities

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SIGNON

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SignON - Sign Language Translation Mobile Application & Open Communications Framework

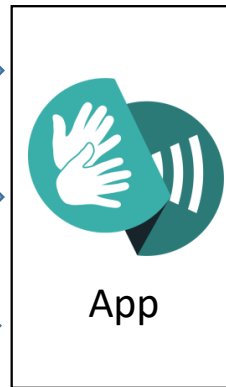
SignON is an EU Horizon 2020 Research & Innovation project, that is developing

- a **smartphone Application** & an **open Framework** to facilitate **translation between different European Sign, Spoken & Text languages**.
- The Framework will incorporate state of the art sign language recognition & presentation, speech processing technologies & multi-modal, cross-language machine translation.
- The Framework, dedicated to the computationally heavy MT tasks & distributed on the cloud powers the Application -- a lightweight app running on a standard mobile device.
- The Application & Framework are being researched, designed & developed through a co-creation user-centric approach with the European deaf & hard of hearing communities.



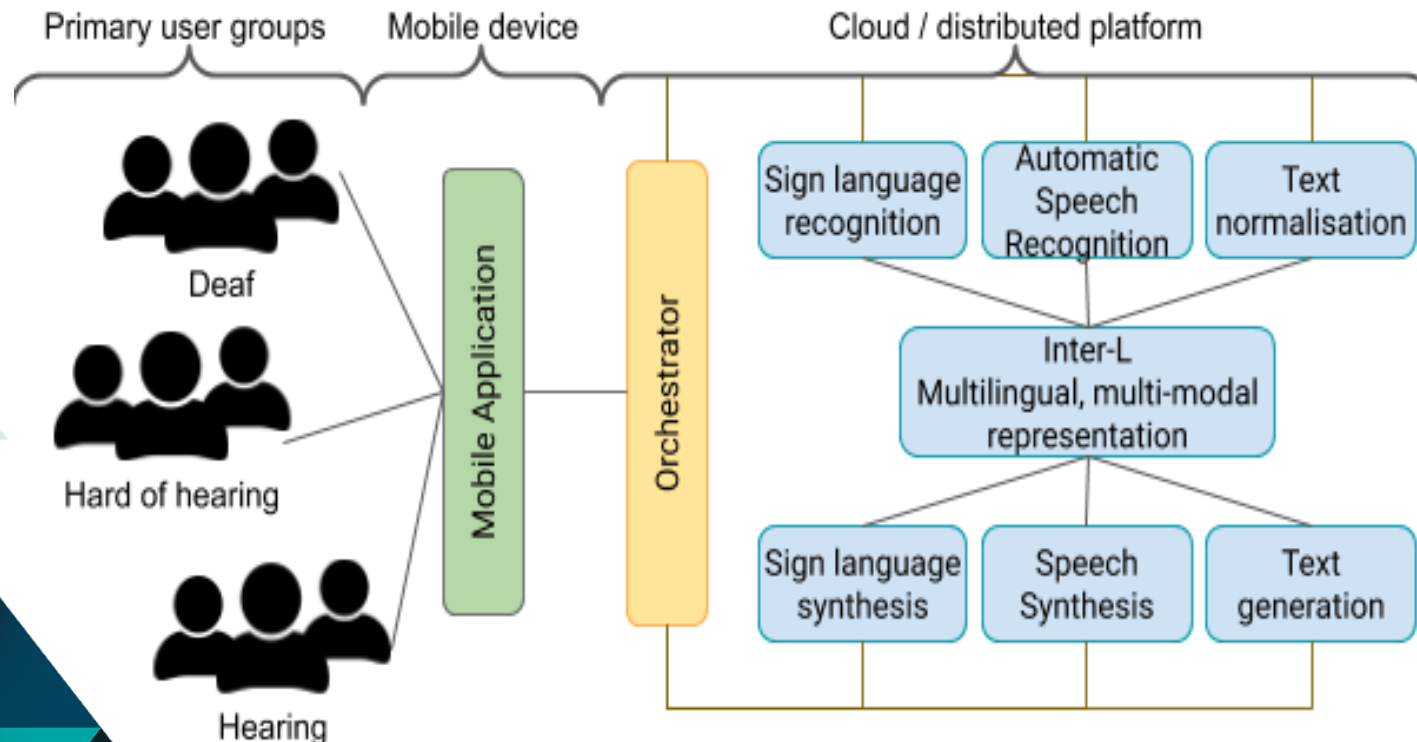
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SignON Application



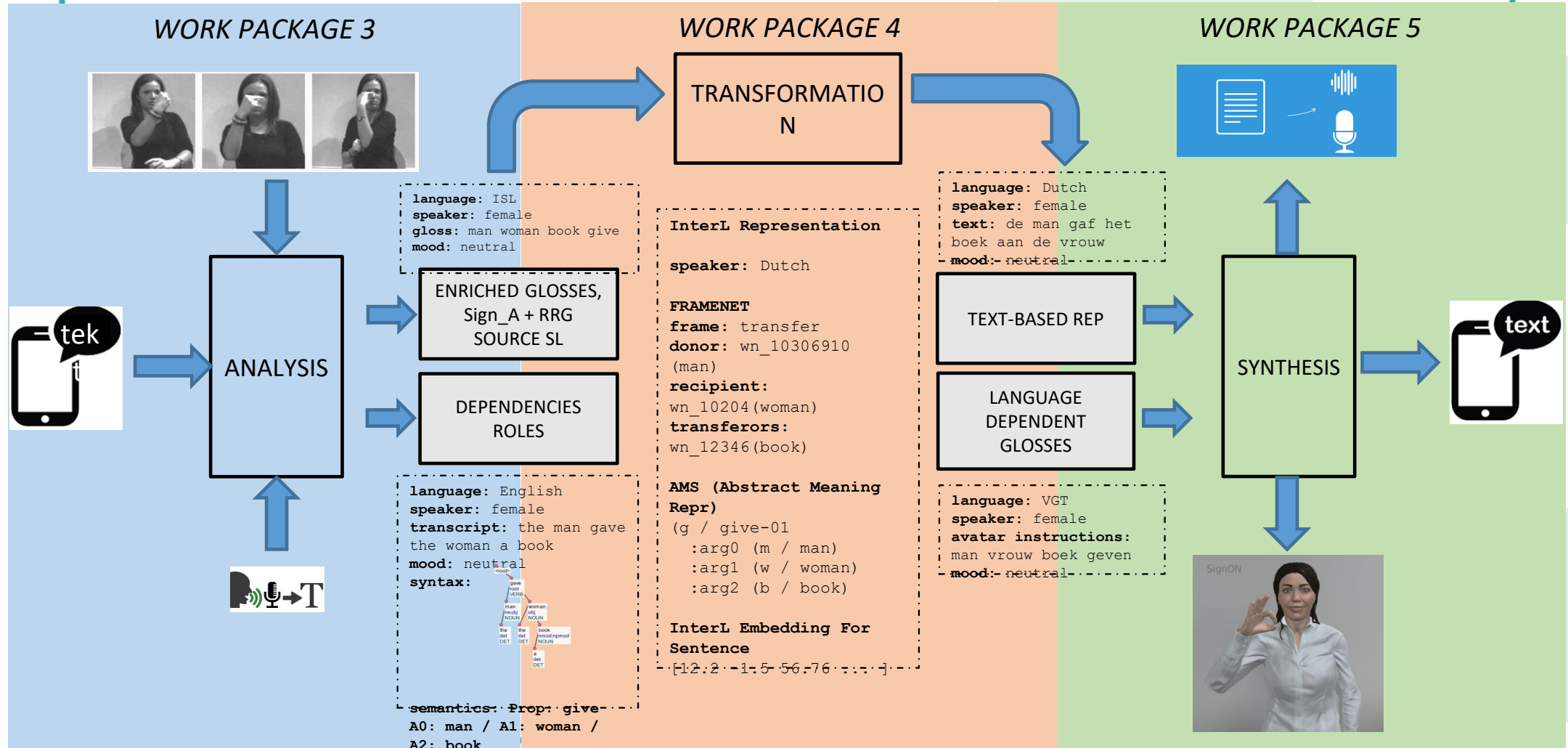
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SignON Framework



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Framework's Machine Translation Components



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Early-stage development of the SignON Application & Framework



- DevOps Approach
- Users' driven Co-Creation Cycle
- Early & many Fast Prototypes
- Iterative Evolution towards the final Service

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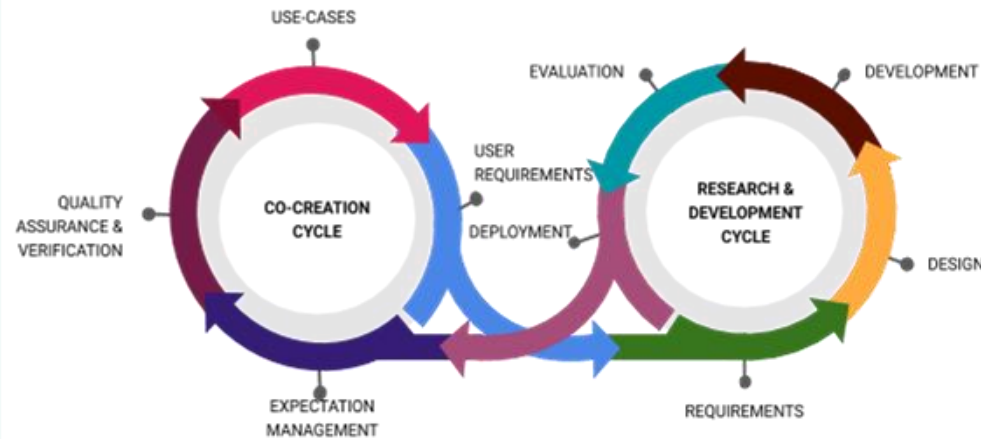


Agile DevOps approach

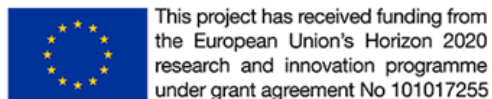
- **User-driven Iterative co-creation evolution of the Application** until its final release at the end of the project - to ensure
 - wide uptake,
 - improved sign language detection &
 - multilingual speech processing on mobile devices for everyone
- An **initial fast prototype** to enable **users become actively involved** in the **Co-Creation Cycle** of its functional specification & its **co-development** from **start of project**.

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Nothing about us without us => Co-Creation Cycle



- **Expectation management**: SignON service (at its present stage) outline its intended use for defined use-cases & benefits for users.



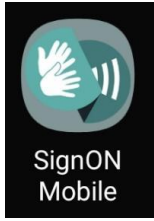
- **Quality assurance & verification**: Quality of the SignON service tested by the user community. Defined expectations are confirmed/discarded. QoS will re-evaluated & verified.
- **Use-cases**: Quality & functionality of SignON service considered in redefining currently addressed use-cases (if needed) & defining new ones.
- **User-requirements**: Collect evaluation metrics & statistics, reviews, & use case (re)definitions translated into user requirements drives development cycles.

Initial Fast Prototype

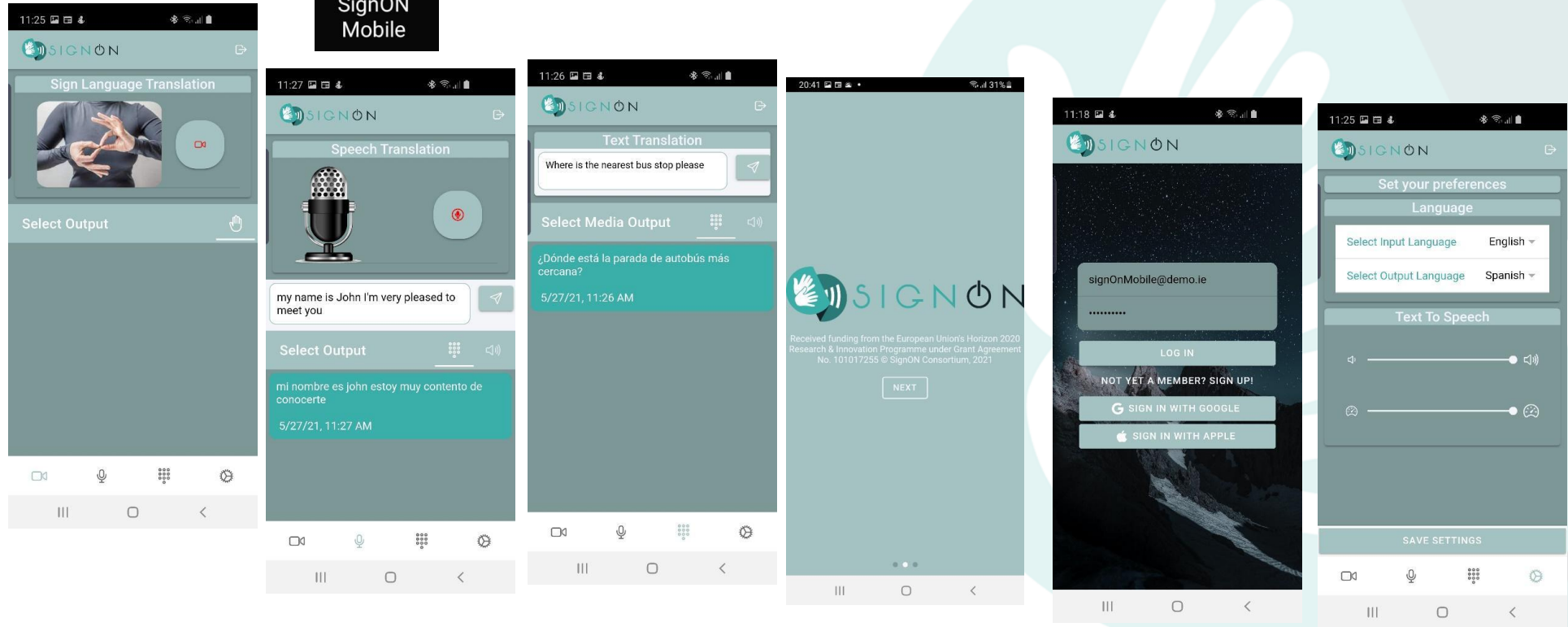



- **For Signed, Spoken & Text Languages**
 - SignON Mobile App Input Functions
 - SignON Platform & Framework Services
 - SignON Mobile App Output Functions
- Users start to **see, hold & feel** something tangible
 - to provide realistic inputs on what they need,
- Developers appreciate the realities of the mobile app & Framework platform & cloud requirements.

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Initial Fast Prototype



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Published on Google **Play Store** as closed/hidden, for “**Internal Testing**” by Authorised Testers, that the Partners’ Users applied to join

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Cognitive Walkthrough Evaluation Methodology

- Users' Use Case Tasks & Functions
- Scored the severity of any problems doing these
- System Usability Scale (SUS).
- User feedback suggestions

SignON Use Case Tasks / SignON Functions.	Functional App	SL input	SL output	Speech input	Speech output	Text input	Text output	Translate Mode	Translate Language
1. Install & run the SignON App on your Android mobile phone.	X								
2. Record a Video of yourself or another person Signing a message (in the Sign Language Translation screen).		X							
3. Display the Video – can you clearly see the Signing?			X						
4. Choose the Speaker's input language & your output language (English, Spanish or Dutch) in Setup screen.									X
5. Record an Audio of yourself or another person speaking a message (in the Speech Translation screen).				X					
6. Play the Audio & read its Text translated to your chosen output language (in the Speech Translation screen) – are they understandable?					X		X	X	X
7. Key in a Text message & translate to another language as text & speech. (in the Text Translation screen).					X	X	X	X	X



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Cognitive Walkthrough Results

- Users' overall severity score for the Walkthrough steps was "Low" & 79% (including 73% of sign language users) indicated they would recommend the App to a colleague
 - Indicating a **usable first prototype & good foundation for future** evolution of the App,
- **Users feedback** was over 70 suggestions that will now be addressed in the next iteration of the prototype
- Users' **SUS rating** for the SignON Mobile App was 80 overall
 - **Well above the SUS threshold** of acceptability of 68,
 - Indicating the **SignON App has started on the right track of what users need & want.**
- From the overall process the we **defined the User technical requirements** of the SignON Mobile App & Framework under the following features:
 - A. User's Mobile Device
 - B. System Performance
 - C. User Preferences
 - D. Sign Language Translation
 - E. Speech & Text Translation

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Challenges, Opportunities & Lessons Learned



- **Challenges**

- Creating a **genuinely useful SignON**
Sign, Spoken & Text languages translation & communications Service.

- **Opportunities**

- **Users' positive feedback**
 - They understand this is just the **first step**, but agree it has the **right look & feel**
 - **Text & speech translations are good** already, but **Sign Language translation functions need to be developed & be as simple**, & available soon.
- Cognitive **Walkthrough** process facilitates the **Co-Creation Cycle**.

- **Lessons Learned**

- **Co-Creation DevOps** process with a **proactive user community & fast prototype** App enables an iterative evolution towards an **excellent final Service**
- As one user commented -
“Keep working with end users & everything will be fine”.

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***Thank you for your
attention!***



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