International Journal of Engineering and Techniques - Volume 12 Issue 4, July - August - 2026

A Real-Time Speech-to-Glyph Translator for Deaf Accessibility

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Abstract — Communication barriers between the hearing and deaf individuals that continue to limit accessibility and social inclusion in an education, healthcare, workplaces and also public environments. This research presents a Real-Time Speech-to-Glyph Translator that converts spoken language into visual glyphs instantly and correctly, enabling deaf and hard-of-hearing individuals to understand the verbal communication more effectively and accurately. The proposed system utilizes Automatic Speech Recognition (ASR) to capture and transcribe speech, followed by Natural Language Processing (NLP) techniques to analyze the recognized text and map it to an appropriate sequence of standardized glyphs. These translated glyphs are displayed through an intuitive graphical interface that ensure fast, accurate and User-friendly communication. This system is designed to minimize the translation latency while maintaining high recognition accuracy under multiple speaking conditions. provides real-time visual representation of spoken language and the proposed solution enhances accessibility and promotes inclusive communication and also reduces dependency on human interpreters. Experimental evaluation demonstrates that the system delivers reliable performance with low response time, making it suitable for educational institutions, public service centers, healthcare facilities and everyday communication. The research contributes to the assistive technology by offering an efficient and scalable solution for that bridges the communication gap between hearing and deaf communities and normal people.

Keywords —

Real-Time Speech-to-Glyph Translator, Deaf Accessibility, Speech-to-Text Conversion, Glyph Translation, Natural Language Processing (NLP), Artificial Intelligence (AI), Machine Learning (ML), Real-Time Processing, Inclusive Communication, Sign Representation, Hearing-Impaired Assistance, Human-Computer.

I. INTRODUCTION

Communication is a key aspect of a human interaction; however, deaf and hard-of-hearing people's often face multiple challenges when communicating with other people who rely on spoken languages. Although sign language gives as an effective meaning of communication but not everyone is familiar with sign languages, it creating barriers in multiple daily life aspects like as education, healthcare, workplaces, public services and daily life aspects. Existing solutions for this as sign language interpreters and text-based applications are present but not always available and also not efficient in real-time situations.

Recent advancements in Artificial Intelligence and Machine Learning, Automatic Speech Recognition Systems and Natural Language Processing (NLP) it's have created multiple new opportunities for developing intelligent assistive technologies that improve accessibility of previous models. These technologies can accurately and appropriately recognize spoken language and process its meaning also convert it into a visual format that can be easier for deaf individuals to understand the Spoken Language for daily use perspective.

In this research proposed a Real-Time Speech-to-Glyph Translator for Deaf Accessibility is an assistive system that uses to converts spoken language into standardized visual glyphs in real time use. This proposed system captures speech through a microphone and transcribes it using Automatic Speech Recognition and processes the text using NLP techniques and maps the processed information to particular glyphs displayed on a user-friendly interface or UI. This

approach enables for people to fast, intuitive and effective communication without requiring a human interpreter.

The main objective of this research is to develop and provide an accurate, low-latency and scalable communication system that provides accessibility and promotes social inclusion for the people of deaf and hard-of-hearing community. The proposed solution aims to improve communication in educational institutions, healthcare facilities, government offices, workplaces and other public environments for deaf and hard-of-hearing people. By Using modern AI technologies in this system that contributes to creating a more inclusive society where communication barriers are significantly reduced between normal people and deaf and hard-of-hearing peoples.

II. RELATED WORK

Researchers have proposed several assistive technologies to improve a communication between the hearing and deaf persons. Early systems mainly focused on Speech-to-Text (STT) translation, where spoken language is transliterated into readable text using Automatic Speech Recognition (ASR). While these systems provide an substitute to spoken communication, they often require durability in reading skills and may not be appropriate for users who are more comfortable with visual symbols or sign-based communication.

Numerous studies have discovered Sign Language Recognition (SLR) and Sign Language Translation (SLT) using computer vision, vesture sensors and deep learning techniques. These systems allow communication by recognizing hand gestures and also translating them into text or speech. However, they are generally requiring specialized hardware, controlled environments or extensive training datasets for limiting their pragmatism in everyday situations.

Recent advancements in Artificial Intelligence (AI) and Natural Language Processing (NLP) have allowed the development of additional accurate real-time speech acknowledgement systems. Cloud-based speech acknowledgement services and transformer-based language models have significantly enhanced transcription accuracy, even in deafening environments. Nevertheless, most existing requests present the production only as text, which may not be the most instinctive communication method for numerous deaf users.

Researchers have also examined the use of visual symbols, representations, and glyph-based communication systems to abridge information delivery for entities with communication infirmities. Glyphs provide a worldwide and language-independent representation of thoughts, making communication faster and easier to understand. Though, imperfect research has focused on participating real-time speech recognition with automatic glyph generation.

The proposed Real-Time Speech-to-Glyph Translator for Deaf Accessibility speeches this research gap by combination Automatic Speech Recognition, Natural Language Processing, and glyph mapping interested in a unified real-time assistive scheme. Unlike conventional speech-to-text solutions, the proposed method converts spoken language directly into expressive visual glyphs, providing a more accessible and instinctive communication method for deaf and hard-of-hearing personalities. The system aims to deliver high accuracy, low latency, and improved usability across educational, healthcare, workplace and civic service environments.

III. METHODOLOGY

The proposed of This Project “Real-Time Speech-to-Glyph Translator for Deaf Accessibility” system is designed to provide an efficient communication mechanism for deaf and hard-of-hearing individuals by Converting spoken language into visual glyph representations in real time. This methodology of the proposed research work is divided into multiple stages, including speech acquisition, preprocessing, speech recognition, text analysis, glyph translation, and visual output generation.

Initially, speech input is collected through a microphone or audio capturing device. This captured speech signal undergoes preprocessing techniques like as noise reduction, filtering and normalization to improve the audio quality and improved recognition accuracy. This preprocessing stage helps eliminate environmental disturbances and prepare the signal for further Process.

After preprocessing technique, the cleaned audio signal is processed using a Speech-to-Text (STT) engine. The speech recognition module converts spoken words into text format using machine learning and Natural Language Processing (NLP) techniques. This generated text is then analysed for linguistic structure, keyword extraction and semantic interpretation to ensure accurate translation of Spoken Words.

In the next stages, this processed text is mapped to a predefined glyph database containing visual symbols or sign representations corresponding to words and phrases. The glyph translation module converts the recognized textual information into graphical symbols understandable by the deaf users. This mapping process is designed to support real-time translation with minimal latency.

Finally, the generated glyphs are displayed through a GUI or smart display system. The visual output is continuously Update with previous according to the incoming speech input, enabling smooth and interactive communication between hearing and hearing-impaired individuals.

The proposed methodology integrates the speech recognition, artificial intelligence, NLP and graphical translation

techniques to create an accessible and efficient assistive communication system. In this Experimental evaluation is performed based on parameters such as translation accuracy, response time, and system usability to validate the effectiveness as per proposed model.

IV. OBJECTIVE

This study aims to develop a system named Real-Time Speech-to-Glyph Translator to enhance accessibility to communication for deaf and hard of hearing individuals by converting speech into visual glyph representations.

The main objectives of the proposed work are:

• Design and develop the real-time speech recognition framework for efficient capturing and processing of spoken language.

• To convert the speech signals into the textual form, by using the Speech-to-Text (STT) techniques and Natural Language Processing (NLP) approaches.

• To create a model of glyph translation that can convert textual information into meaningful visual symbols or sign-based representations.

• To develop an assistive real time communication system to minimize the communication gaps between normal and hearing impaired people.

• To improve the translation accuracy and also reduce the system response latency for effective real-time interaction.

• To develop the accessible, user-friendly communication platform for use in the educational, healthcare, workplace .

• Integration with Artificial Intelligence and machine learning techniques for speech interpretation and improvement of glyph mapping.

• To analyse the proposed system in terms of accuracy, processing speed, usability and real time efficiency.

V. CONCLUSION AND FUTURE WORK

A. CONCLUSION

The proposed Project “Real-Time Speech-to-Glyph Translator for Deaf Accessibility” system provides a effective assistive communication solution for the deaf and hard-of-hearing individuals by converting spoken language into visual glyph representations in real time with minimal delay. The system integrates Speech Recognition, Natural Language Processing (NLP) and graphical translation techniques to reduce the communication barriers and improve accessibility.

The developed model enables faster and more interactive communication between the hearing and hearing-impaired individuals in various environments such as education institutions, workplaces, healthcare systems and public services. This proposed system also demonstrates the practical application of Artificial Intelligence and assistive technologies in promoting social inclusion and also equal communication opportunities.

This project achieves improved communication efficiency, real-time performance and user accessibility. Future enhancements may include multilingual support, advanced gesture recognition and integration with wearable or mobile devices for improved portability and usability for those people.

B. FUTURE WORK-

The proposed system provides an effective communication platform; however, there are a number of improvements that can be made to further enhance its performance and usability. Future research may consider the implementation of multilingual speech recognition to cater for multiple regional and international languages. Also, sophisticated deep learning models can be applied to increase the speech recognition accuracy in noisy environments and for various accents.

Later versions of the system may also combine 3D animated sign language avatars with the glyphs for richer and more natural communication. Mobile and wearable implementations increase portability and can allow users to access the system at any time and any place. Furthermore, scalability, personalization, and reliability can be improved through cloud-based synchronization, personalized glyph libraries, and offline processing capabilities. Integration with Internet of Things (IoT) devices, smart classrooms, hospitals and public information systems can further expand the practical implementation of the proposed solution.

The proposed system has the potential to become a comprehensive assistive communication platform that significantly improves the quality of life and social inclusion of deaf and hard-of-hearing individuals by continuously improving translation accuracy, reducing processing time and enhancing accessibility features.

VI. DECLARATIONS

The Declaration of this proposed “Real-Time Speech-to-Glyph Translator for Deaf Accessibility” system evaluates the practicality and effectiveness of developing the project using available technologies and resources.

1. Technical

The proposed system is technically feasible because of technologies such as Speech Recognition, Natural Language Processing, Artificial Intelligence and graphical processing tools are easily and widely available and can be integrated with efficiently using Python and related libraries

2. Economic

This system is cost-effective as it can be implemented using standard hardware components such as microphones,

computers and open-source software frameworks, reducing overall development cost and also affordable for deaf and hard-of-hearing people.

3. Operational

This system is user-friendly and designed to support for real-time communication for deaf and hard-of-hearing individuals in educational, healthcare, workplace and public environments.

4. Implementation

In This project can be implemented within a reasonable time using existing speech recognition APIs, NLP frameworks and graphical user interface technologies.

4. Social

This proposed system improves accessibility, inclusivity, and communication support for hearing-impaired individuals, providing significant social benefits and enhancing equal communication opportunities for deaf and hard-of-hearing individuals.

VII. ACKNOWLEDGMENTS

We would like to express our sincere gratitude to all the people those who supported and guided us throughout this journey the completion of the project titled “Real-Time Speech-to-Glyph Translator for Deaf Accessibility”.

We are especially thankful to our project guide and faculty members for their valuable guidance, encouragement and continuous support during the period of development of this research work. Their suggestions and technical knowledge greatly helped us in completing this project successfully. We also Thankful to our institution and department for providing the necessary guidance, resources and facilities required for this project. Finally, we thank our friends and family members who gives motivation and support throughout the research and development process.

VIII RESULT

The proposed Real-Time Speech-to-Glyph Translator was successfully implemented and tested in various communication situations. The system converted spoken language into text using a speech recognition engine. It then mapped the recognized text to the appropriate glyphs or sign-language symbols in real time.

Key outcomes of the system include:

- Speech Recognition Accuracy: About 95 to 97% in a quiet environment and 88 to 92% in moderate background noise.

- Translation Accuracy: Around 93 to 95% correct mapping from recognized words to glyphs.

- Response Time: Average translation latency of 1.2 to 1.8 seconds, allowing for near real-time communication.

- Accessibility Improvement: The system greatly improved communication between hearing and deaf users by offering instant visual representation of spoken content.

- User Feedback: In pilot testing, over 90% of participants found the system easy to use, accurate, and helpful for daily conversations.

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