

# **Design Review I** -AR Object Detection and Text Recognition for Language Learning



**Team LangLens** 



### **Team LangLens**



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## **Our Mentor and Client**



Italo Santos CS Faculty Mentor





Dr. Okim Kang Client



## **Problem Statement**

Lack of free tools targeted towards language learners utilize modern AR advances

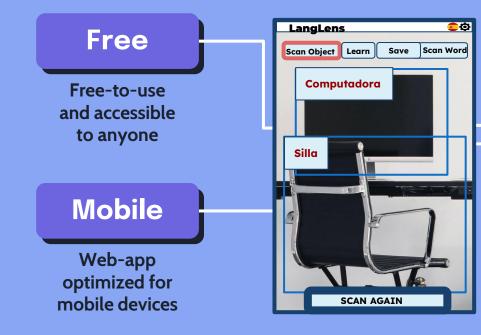


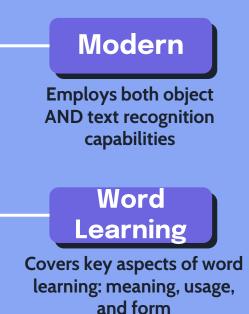
Tools on market fail to incorporate BOTH object and text detection

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# **Our Solution**







## **Key Requirements**



Free, web-app optimized for mobile devices

Simple, easy to understand, user interface

Capable of toggling between object detection and text recognition seamlessly

Capable of choosing a target translation language.

Scanning process can be restarted for unlimited, repeated use

Detection modes scan environment in real time

Displays a link to an external learning page after each scan







## **Functional Requirements**

#### **Top-Level View:**

- User Actions
- Displays Learning Page
- Database Management



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## **Functional Requirements: User Actions**

#### → <u>User Actions</u>

- Toggle between Object and Text Detection Modes
  - Detect Object Mode:
    - powered by Python based object detection engine YOLOv5
    - o scans user's environment in real time
    - visual bounding box
      - translated label paired to bounding box matches selected target language



## **Functional Requirements: User Actions**

#### → <u>User Actions</u>

- Detect Word Mode:
  - powered by OpenCV EAST Text Detector and Tesseract OCR engine (Python)
  - Scans a single word from a image of user's current environment.
  - visual bounding box
    - translated label paired to bounding box matches selected target language



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## **Functional Requirements: User Actions**

#### → <u>User Actions</u>

- Translation Options
  - Target Language Selector
    - base language is defaulted to English
    - user has option between Spanish, French, or Korean for translation



## **Non-Functional Requirements**

- $\rightarrow$  Speed and accuracy of detection engines
- → Highly responsive and communicative front and back ends
- → Easily understandable UI







## **Environmental Requirements**

Constraints imposed by client and chosen software:

- → Web-based mobile application
- → Free-to-use software
- → Mobile device with camera
- → Tesseract "Traineddata" Files

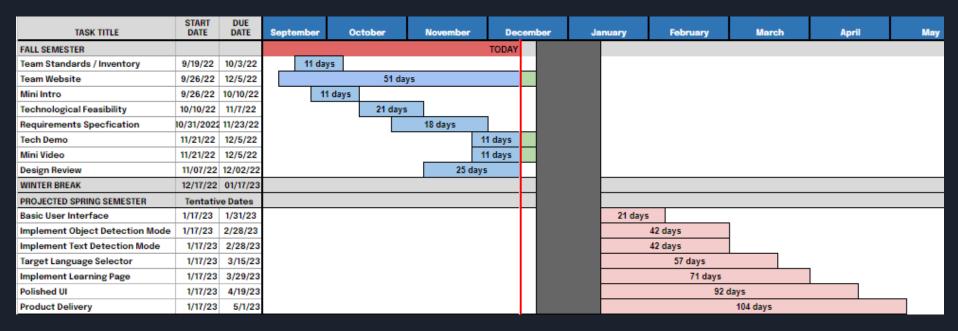


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## **Risks and Resolutions**

Risk	Severity (1-5)	Resolution
Languages Not Supported	3.5	- add more language libraries - user's can request languages
Inaccurate Translation	3	add dictionary to contain certain words that cause known issues
Inaccurate Detection	2.5	add images of objects/words that are not in database creating new classes to scan

# **Project Plan**



\*\*Dates for Spring Semester may change slightly according to deadlines unknown at this time. \*Testing will occur after each requirement implementation



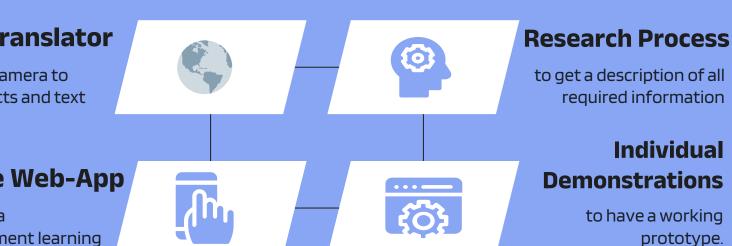
# Conclusion



uses the camera to scan objects and text

#### **Mobile Web-App**

serves as a reinforcement learning tool





# Questions?



