Korsan Yazılım, Progress Report #1

Kaan Meralan

Last Friday, after our first official meeting with our assistant, Onur Soysal, we had a small conversation with Cem Bozşahin about our idea of free-text analyzer. During the discussion we have told that; the grammar of Turkish Sign Language (TİD) is not available and without a grammar, its nearly impossible to map a well-structured Turkish statement to a meaningful sign language expression. Also for further assistance, we were advised to meet Müge Sevinç, who is currently preparing a master thesis on this subject at Cognitive Sciences, METU. After that, I immediately asked for an appointment via an e-mail and three days ago, we came together with Müge to make clear the things in our mind. It was such a beneficial gathering for us that we learned many things about the researches on TİD and realized that its very hard to implement a Turkish-to-TİD free-text analyzer, especially without a grammar. Moreover, we shared our ideas with Müge on the educational side of the project and promised each other for later meetings.

Umut Orhan

I have been responsible for a search about speech recognizer tools that will be suitable for our project. Speech recognition still is a new topic. There are many researches including speech-to-text conversion. It is predicted that in 2010's, the quality of automatic speech recognition will catch up to human speech recognition. However, today, it is far away to be successful.

Sağnak Taşırlar

After learning that parsing the input would have no use to us, I investigated a little more on motion capturing, hoping to find optimistic statements but further explorations end up with further disappointments. The problems of gathering such tools like cameras and sensors, we thought of processing videos, but the feedbacks returned admitted that these topics are advanced for us.

As a result, implementing a 3D administrator tool for simulating sign language was the only reasonable way left. Our instructor Veysi İşler recommended us the tool RenderWare which I had the chance to observe its animations. For example the famous adventure games series,Broken Sword, implemented their last game *The Sleeping Dragon* with RenderWare. This output is encouraging about the tool's scope but I had not observed any RenderWare applications except games.

İbrahim Taşyurt

This week, my group members and I asked Cem Bozşahin for his advice and attended the meeting with Müge Sevinç, which was quite beneficial and enlightening (as Kaan described above). In addition to these meetings I tried to contact Aslı Özyürek and Engin Arık who are two main contributors of Türk İşaret Dili website, described our purpose very briefly and requested for their help. Aslı Özyürek did not respond to my e-mail, but Engin Arık (currently studying PhD at Purdue University) returned enthusiastically, he sent two e-mails describing the aspects in sign language, he wanted our proposal and other documents for further assistance. He also promised to provide contacts with people who are interested in this area.

Utku Utkan

On the 11th of October I have attended an informal meeting with my team mates and Müge Sevinç to discuss about the project. At this meeting we have talked about the feasibility of our project. Also, according to the task distribution designated at our last group meeting I was responsible for the web site. During the week, I have designed our company web site[1] and published it.

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[1] http://www.metu.edu.tr/~e134805