Appreciating speech through gaming

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ABSTRACT

This paper discusses the Speech and Phoneme Recognition as an Educational Aid for the Deaf and Hearing Impaired (SPREAD) application and the ongoing research on its deployment as a tool for motivating deaf and hearing impaired students to learn and appreciate speech. This application uses the Sphinx-4 voice recognition system to analyze the vocalization of the student and provide prompt feedback on their pronunciation. The packaging of the application as an interactive game aims to provide additional motivation for the deaf and hearing impaired student through visual motivation for them to learn and appreciate speech.

Full papers will be published in the Conference Proceeding s and will be available to delegates at the conference on Sept. 10.

Full papers will be released on-line in the ICDVRAT archive on March 15.