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**SOLUTIONS TO IMPROVE COGNITIVE ASSISTANCE FOR  
PEOPLE WITH MENTAL DISABILITIES BASED ON NEURAL  
NETWORKS**

**Master's project**

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## **ABSTRACT**

The research involves the use of a neural network doodle and gesture recognition with emotional state detection to assist mentally disabled people. It involves the designing of the use of convolutional neural networks in an image-based input that will help in interpreting doodles being drawn by the user and recognizing hand gestures. This is further integrated with a recurrent neural network that includes long short-term memory units for the analysis of temporal data associated with gestures and emotional expressions. This emotional state detection uses facial expression and gesture pattern recognition to fetch the emotional state, which, after processing in real time, sends the intake to either a caregiver or parents via a mobile application showing the state of the individual's emotions. The proposed system architecture includes a pre-trained CNN model with custom-trained layers integrated for fine tuning on specific emotions relevant for the target population. Preliminary results taken from already-existing neural network results give a high accuracy in doodle recognition at 92% precision, while for gesture recognition, an accuracy rate of 98.44% was given. The emotional state detection feature can classify happiness, sadness, and distress. It is an integrated system whereby the capability of communication is assisted both by doodle and gesture recognition, adding emotional monitoring. Such a system would be very complete in order to improve life quality for mentally disabled people and their caregivers. The study concludes by discussing how this system has the potential for real-world deployment and further development to include a wider range of emotions and more sophisticated gestures. In the future, the work will focus on making this model much more robust with larger training datasets and real-time processing optimizations.

## REZUMAT

Cercetarea implică utilizarea unei rețele neuronale pentru recunoașterea schițelor și a gesturilor, împreună cu detectarea stării emoționale, pentru a ajuta persoanele cu dizabilități mintale. Aceasta implică proiectarea și utilizarea rețelelor neuronale convolutive într-o intrare bazată pe imagini. Sistemul folosește două modele CNN, unul specializat pentru recunoașterea schițelor și unul pentru recunoașterea gesturilor. Modelul pentru gesturi este antrenat pe un set de date de gesturi din limbajul semnelor, dar poate fi ușor antrenat și pentru alte tipuri de gesturi. Aceste modele sunt integrate cu o rețea neuronală recurentă care include unități de memorie pe termen lung pentru analiza datelor temporale asociate cu gesturi și expresii emoționale. Detectarea stării emoționale folosește expresii faciale și recunoașterea modelelor de gesturi pentru a obține starea emoțională, care, după procesarea în timp real, trimite informațiile fie unui îngrijitor, fie părinților printr-o aplicație mobilă care arată starea individului. Arhitectura de sistem propusă include un model CNN pre antrenat, cu straturi personalizate integrate pentru reglarea fină a emoțiilor specifice relevante pentru populația țintă, oferind precizie. Pentru recunoașterea gesturilor, s-a obținut o rată de acuratețe de 98,44%. Funcția de detectare a stării emoționale poate clasifica fericirea, tristețea și suferința. Este un sistem integrat prin care capacitatea de comunicare este asistată atât de recunoașterea schițelor, cât și de recunoașterea gesturilor, completate de monitorizarea emoțională. Un astfel de sistem ar fi foarte util pentru a îmbunătăți calitatea vieții persoanelor cu dizabilități mintale și a îngrijitorilor acestora. Studiul se încheie discutând despre modul în care acest sistem are potențialul de implementare în lumea reală și de dezvoltare ulterioară pentru a include o gamă mai largă de emoții și gesturi mai sofisticate. În viitor, se propune să se concentreze pe crearea unui model mult mai robust, cu seturi de date de antrenament mai mari și optimizări de procesare în timp real.

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## **List of Abbreviations:**

|        |                                            |
|--------|--------------------------------------------|
| WHO    | World Health Organization                  |
| AI     | Artificial Intelligence                    |
| CNN    | Convolutional Neural Network               |
| LSTM   | Long Short-Term Memory                     |
| VGG    | Very Deep Convolutional Network            |
| ResNet | REsidual Neural Network                    |
| RNN    | Recurrent Neural Network                   |
| ID     | Intellectual Disabilities                  |
| QoL    | Quality of Life                            |
| HCI    | Human-Computer Interaction                 |
| AAC    | Augmentative and Alternative Communication |
| SGD    | Speech Generating Devices                  |
| VOCA   | Voice Output Communication Aids            |
| ASL    | American Sign Language                     |

## INTRODUCTION

According to the World Health Organization (WHO), over a billion people worldwide live with some form of disability, including nearly 240 million children whose well-being is compromised [1]. As highlighted by UNICEF, factors such as the aging global population, the emergence of new diseases, and an increasing trend in chronic illnesses are contributing to a growing number of individuals living with disabilities. These individuals often require assistive solutions to help them lead independent lives with dignity.

Historically, assistive technologies have been developed to address various challenges faced by people with disabilities. Early examples include the walking cane for individuals with mobility issues, dating back to the 16th century, and the mass production of wheelchairs that began in 1933 (Woods & Watson) [1]. Sensory assistive devices, such as glasses for partially sighted individuals and ear trumpets for those with hearing impairments, laid the groundwork for modern assistive technologies.

In the 19th century, significant strides were made in the education of individuals with disabilities. Louis Braille's [2] invention of the Braille alphabet enabled blind individuals to learn independently. The advent of talking books and electronic text-to-speech synthesizers further improved access to information for the visually impaired.

In the modern era, artificial intelligence (AI) plays a critical role in the development of assistive technologies. AI has paved the way for innovations such as augmented and virtual reality, AI-based gesture recognition, and brain-computer interfaces. AI-supported systems enhance communication and assist individuals with cognitive, sensory, and physical impairments. For example, gesture-based text prediction applications that use AI are particularly useful for individuals with hearing impairments, while deep learning models have advanced the capabilities of EEG-based brain-computer interfaces. Despite the significant progress in assistive technologies, there is still much room for improvement, particularly in creating affordable, user-friendly, and accessible solutions [1].

This master's project proposes a novel solution that leverages the latest advancements in AI and machine learning to assist individuals with mental disabilities in communicating through drawings, gestures, and emotional expressions. The project will utilize convolutional neural networks (CNNs) and long short-term memory (LSTM) recurrent neural networks to develop an assistive system capable of recognizing and interpreting user inputs. The ultimate goal is to improve the quality of life for individuals with disabilities, enabling them to express themselves and communicate in more accessible ways, while also providing emotional support to their caregivers and families.

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