



International Journal of Innovative Research in Science Engineering and Technology (IJIRSET)

(A Monthly, Peer Reviewed, Refereed, Scholarly Indexed, Open Access Journal)



Impact Factor: 8.699

Volume 15, Issue 1, January 2026

Gesture Vocalizer

Piyush Pawar¹, Ayush Jagdale², Yuvraj More³, Gunesh Padmukhe⁴, Prof. Meshram A.G⁵

Department of Electronic & Telecommunication Engineering, JSPM's Bhivrabai Sawant Polytechnic Wagholi, India¹⁻⁵

ABSTRACT: The Gesture Vocalizer is a smart assistive communication system developed to help speech-impaired and physically challenged individuals convey messages using hand gestures. The system employs gesture-detection sensors such as flex sensors or accelerometers to recognize predefined hand movements. These gestures are processed by a microcontroller, which converts them into corresponding voice outputs through a speaker or mobile application.

The device enables real-time communication without the need for verbal speech, making it highly useful in daily interactions, hospitals, and emergency situations. Users can customize gesture-to- message mappings, improving flexibility and usability. By combining sensor technology, embedded systems, and voice output, the Gesture Vocalizer enhances independence, accessibility, and social interaction for differently-abled individuals.

I. INTRODUCTION

Communication is a fundamental human need; however, speech-impaired and physically challenged individuals often face difficulties in expressing their thoughts and requirements. Conventional communication methods such as sign language require prior learning by both the user and the listener, which limits effective interaction in public and emergency situations.

The Gesture Vocalizer system addresses this problem by converting hand gestures into audible speech using embedded technology. The system employs gesture-sensing devices such as flex sensors or accelerometers to detect finger or hand movements. These signals are processed by a microcontroller, which identifies the corresponding gesture and generates a predefined voice message through a speaker or mobile interface.

The proposed system provides a low-cost, portable, and real-time communication solution that reduces dependency on human interpreters. It improves accessibility, independence, and quality of life for speech-impaired users, making it suitable for applications in healthcare, education, and daily communication.

II. LITERATURE SURVEY

Several research works have been carried out to assist speech-impaired individuals using gesture recognition and voice conversion systems. Early systems relied on basic push-button interfaces and predefined voice modules, which limited natural interaction and flexibility. These systems were simple but inefficient for real-time communication.

Later studies introduced glove-based gesture recognition systems using flex sensors and accelerometers. These systems improved accuracy by detecting finger bending and hand orientation, but they often suffered from high cost, complex calibration, and limited portability. Some researchers implemented camera-based gesture recognition using image processing and machine learning.

III. METHODOLOGY

The Gesture Vocalizer system is designed to convert hand gestures into audible speech through a sequence of sensing, processing, and output stages. The overall methodology is divided into gesture acquisition, signal processing, gesture recognition, and voice output generation

1. System Design Methodology

1. The Gesture Vocalizer system is designed by integrating gesture sensing, embedded processing, and audio output modules. Hand gestures performed by the user are captured using flex sensors mounted on a glove. These sensor signals are transmitted to the Arduino Nano, which acts as the main controller.
2. The Arduino processes the sensor data, recognizes the corresponding gesture by comparing it with predefined values, and selects the appropriate message. This message is then sent to a voice playback module or mobile device, which converts it into audible speech through a speaker.
3. This design enables speech-impaired users to communicate their needs clearly using simple hand gestures in real time.

2. Hardware Methodology

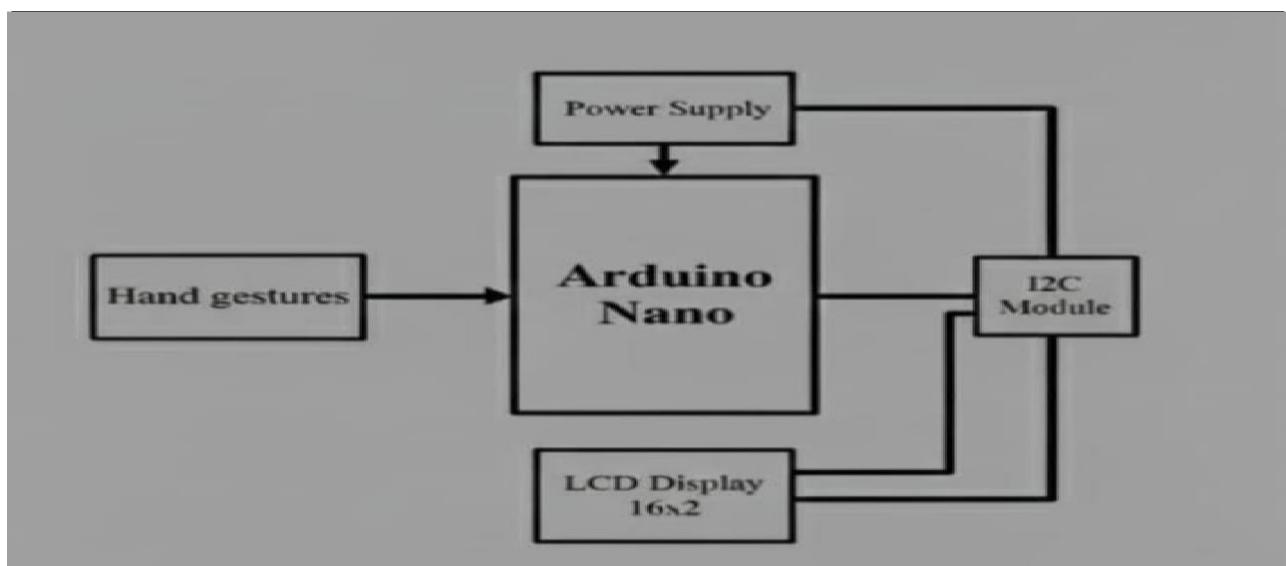
1. Arduino Nano is used as the main controller due to its compact size, low cost, and sufficient analog input pins.
2. Flex sensors are attached to the fingers to detect finger bending and generate proportional analog signals.
3. An ADC inside the Arduino Nano converts analog sensor values into digital form.
4. A voice playback module (such as APR33A3 / DFPlayer) or Bluetooth module is used for speech output.
5. A speaker is connected to the audio module to produce audible voice messages.
6. A regulated power supply is provided to the Arduino Nano, sensors, and audio module..

3. Software Methodology

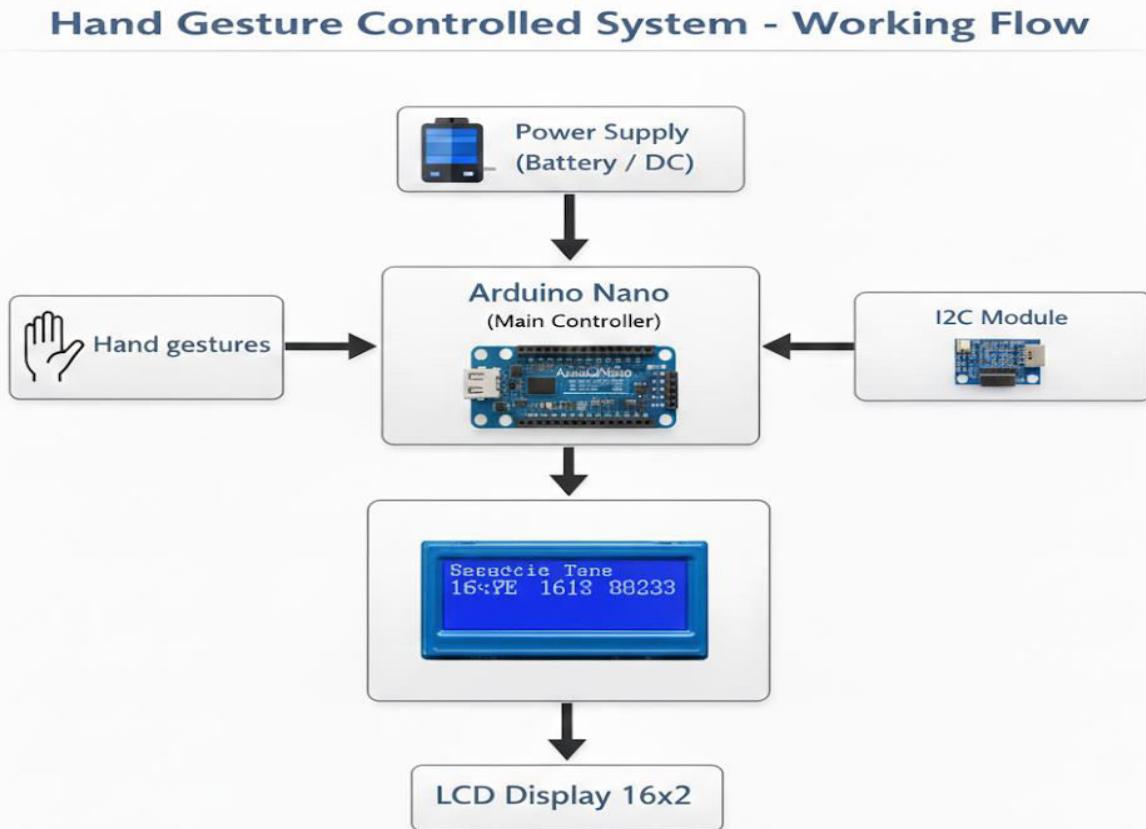
1. Arduino Nano is programmed using Arduino IDE in embedded C.
2. Analog input pins are initialized to read data from the flex sensors.
3. Sensor values are continuously sampled and filtered to reduce noise.
4. The program runs in a continuous loop to provide real-time response.
5. Each recognized gesture is mapped to a stored message or audio file.

4. Working Methodology

- The user performs a hand gesture by bending specific fingers.
- Flex sensors convert finger movement into analog electrical signals.
- Arduino Nano reads and digitizes these signals using its ADC.
- The controller compares the values with predefined gesture patterns.
- Once a gesture is recognized, the corresponding message is selected.
- The message is converted into speech using the voice module.
- The speaker outputs the voice, allowing others to hear the user's request clearly.

Block Diagram:

Flowchart:



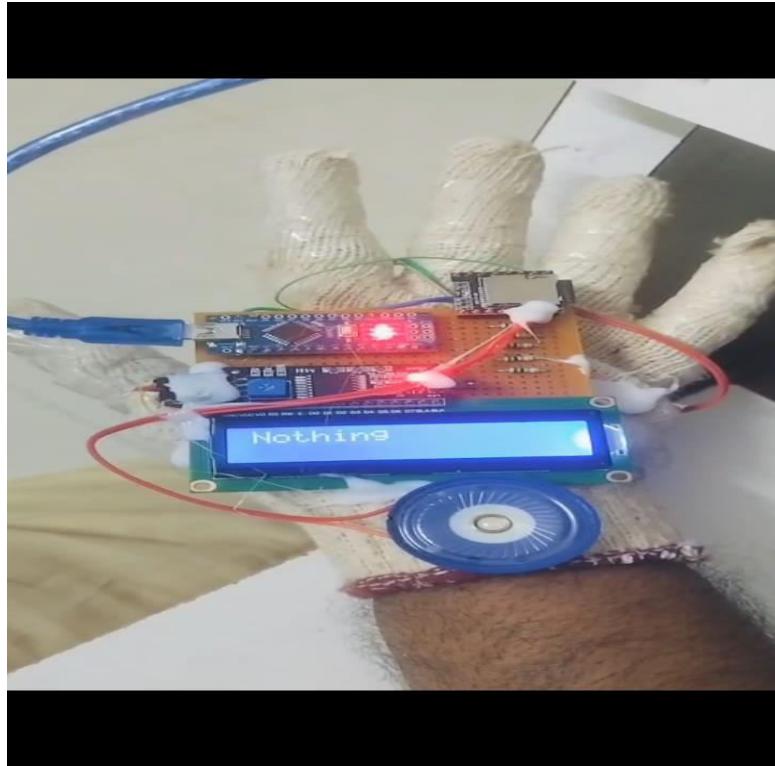
IV. EXPERIMENTAL RESULTS

The Gesture Vocalizer Prototype Successfully Detected Fingure Movement Using Flex Sensors And Displayed The Corresponding Gesture Status on the 16x2 Lcd.

Recognized Gestures were correctly mapped to predefined messages and converted into audible speech through the speaker.

The system responded in real time with minimal delay between gesture input and voice output.

Stable operation was observed under continuous use, confirming reliable sensor reading and microcontroller processing



V. CONCLUSION

The Gesture Vocalizer provides an effective assistive communication solution for speech-impaired individuals by converting hand gestures into audible speech. The system uses simple, low-cost hardware to achieve real-time and reliable gesture recognition. Experimental results show quick response time and satisfactory accuracy after proper calibration. The device is portable, easy to use, and requires minimal training. Overall, the project demonstrates a practical and affordable approach to improving accessibility and independence in daily communication.

REFERENCES

1. www.ePlastics.com/Plexiglass
2. Tuneer Sen Sarma and Rupendra Singh Chahar, *Gesture Vocalizer Using Arduino*, *Journal of Communication Engineering & Systems*, 2025 — real-time sign language to speech conversion using flex sensors and accelerometer on a glove.
3. A Survey of Sign Language Recognition, Vaishnavi Karanjkar et al., 2024 — review of static/dynamic sign language recognition and conversion to text and speech using deep learning techniques.
4. *A Hand Sign Recognition Based Signal System for Mute Communication*, R. Dagde et al., 2025 — system that recognizes gestures and remaps them to meaningful actions for communication.
5. Assiri, M. et al., *Gesture Recognition for Hearing Impaired People Using Ensemble Deep Learning Models*, *Scientific Reports*, 2025 — advanced gesture recognition models targeted at assistive human-computer systems.
6. *Real-Time American Sign Language to Speech Conversion Using CNN and Computer Vision*, Sunita M. Badadhe et al., 2025 — vision-based ASL-to-speech translation with high accuracy.



INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA



INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN SCIENCE | ENGINEERING | TECHNOLOGY

9940 572 462 6381 907 438 ijirset@gmail.com

www.ijirset.com



Scan to save the contact details