Integrating of Voice Recognition Email Application System for Visually Impaired Person using Linear Regression Algorithm

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Abstract

The outcome of this study will surely help visually impaired people who face difficulties in accessing the computer system. Voice recognition will help them to access email. This study also reduces the cognitive load taken by visually impaired users to remember and type characters using a keyboard. If this system is implemented, self-esteem and social and emotional well-being of the visually impaired users will be lifted up for they will now feel they are being valued in society and has fair treatment and access to technology main function of this study is to use a keyboard of the user that will respond through voice. The purpose of this study is to help a visually impaired person to use the modern application to interact with voice recognition systems with the use of email into different types of modern gadgets, Line computers, or mobile phones. In terms of functionality of the application, the proponents will use a set of APIs,' or Application Program Interface such as Google Speech-to-text and text-to-speech application and it will process through Email System and also the SNMTP or Simple Network Management Protocol will be used for mailing services, in programming software, the proponent will be using PHP for the backend of a web interface. For the creation of a Web Base UI, HTML and CSS will be used. Voice typing and Dictation Speech Interaction models using windows dictation engine. The proponent used a descriptive research design in this study. Descriptive research design is being used by the proponents to describe the characteristics of a population or phenomenon of visually impaired persons being studied. Descriptive research is mainly done because the researchers want to gain a better understanding of a topic. It focuses on providing information that is useful in the development. The research is based on a mixed method focused on producing such informative outcomes that can be used. Based on the results of the surveys, conclusions were drawn: The majority of the respondents were male adultery period ranging from ages 32-41.all are working as massage therapists. The majority of the respondents rated the overall function of the application as Excellent and rated the level of security of the application as Secured.

Keywords: *Food Cost, Lockdown, Activity-based costing, food frequency questionnaire*

INTRODUCTION

Nowadays, not all people are aware of how a typical Blind person suffers in their everyday living, according to (Global Data on Visual impairments 2012). Many of them are always problematic on how they live with difficulties with normal daily activities such as driving, reading, socializing, and walking. And to boost their confidence for interacting and accessing different technologies. To define what is Visual impairment describes a person who has a vision loss and someone who cannot see at all or has a partial vision loss, completely blind, and others called legal blindness. Based on the World Health Organization Prevention of Blindness and Deafness 2008 edition. Globally there are 2.2 billion people having a near or distance vision impairment, and the estimated numbers of visually impaired persons in 2012 were 286 million worldwide, of which

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246 million had low vision, and 39 million were blind. Of those who are blind, 90%. According to (Althomali T (2012), The main cause of blindness and vision impairment is they have cataracts, uncorrected refractive errors in their eyes, and caused by things like infection, genetics, or injury. The vision of the visually impaired and blind measures 20/200 or worse. However, the majority of people ages 50 years have a vision impairment and blindness, so vision loss can affect people of all ages.

Moreover, Internet has made the life of people so easy that people today have access to any information they want while sitting at their home. One of the main fields that the Internet has revolutionized is "communication." While talking about communication over the Internet, the first thing that comes to our mind is Email. Emails are considered to be the most reliable way of communication over the Internet, for sending or receiving some important information.

Voice Recognition can be of great value to blind people as it empowers them to independently complete tasks which they would normally not be able to accomplish, boost their self-confidence and Visually impaired people can do a lot of things such as reading emails or managing their own accounts without help from others with the use of voice recognition, Voice recognition serves as an alternative to typing on a keyboard. It gives users the option to use a speech-to-text system, which means users talk to the computer and their input is interpreted and converted to electronic text. Put simply, you talk to the computer, and your words appear on the screen. The proponent believes that the increasing number of blind persons in the Philippines will begin building a demand for the new trends in technology. It seems that the time is right to begin developing high-technology services to meet the needs of this growing population of the literate blind, not only for them to consider themselves into the millennials but also a big chance to boost their social status and self-esteem. This study is in the hopes of better serving this hidden population of blind people. We hope to gain new ideas and make new innovations that will benefit all those who are blind in the Philippines.

LITERATURE REVIEW

Based on a conducted Survey article on the Use of Mobile Applications for People who Are Visually Impaired (Griffin, Banda, Ajuwon 2017), The few studies indicated and conducted on the person with visual impairments or who are blind and have low vision are concerning in the mobile application usage. The use of the mobile application has increased globally completed; the online survey the summary with the total of 259 participants having visual impairments. They use Descriptive statistics and bivariate tests methods where they used to examine all associations for the demographic's characteristics and mobile app use. The result of the online survey is that all the participants are rated special apps with useful (95.4%) and accessible (91.1%) tools for individuals with visual impairments. In the middle age adult group, More than 90% are strongly agreed with the practicality of special apps, while in the old adult group, are significantly higher percentage was observed. Some of the participants with a low vision as an addition to the result considered special appl has a less accessible for using apps. For the final results of this study, this population is satisfied with us of mobile apps, and they would like to see the improvements. Furthermore, the result shows that the persons who have visual impairments frequently use

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application design to them to accomplish different daily activities. The development of the application for the visually impaired and blind is used to refine and test the existing apps, so the study provides preliminary information regarding the app's usage for the visually impaired and blind.

Moreover, based on the study, Ecommerce Based Online Shopping for Visually Impaired People using Speech Recognition) on pointing out the use of online shopping for the visually impaired, For Visually impaired people, it is difficult to do online shopping (Kunal, Nawkhare 2017) We are developing a system which helps blind people to choose the color of clothes along with categories such as material, size, patterns, etc. by using Automatic speech recognition module—translating of spoken words into text using deep learning method". According to their study, it successfully replaced Gaussian mixture speech recognition and feature coding at an increasingly larger scale. The main aim of this project is to propose an online shopping application especially for blind people through which they can choose whatever they want by simply speaking a sentence, and to implement this. We are going to integrate the deep learning method and clustering.

On Other studies related to Speech- Voice recognition (Gros, Mihelic, Pavesic 2017), "HOMER is a voice-driven text-to-speech system developed for blind or visually impaired persons for reading the Slovenian texts." Based on their study, users can obtain texts from the special corpora organized on the computer network server at the information center of the Association of the Slovenian Blind and Visually Impaired Persons. The system consists of three main modules. The text-to-speech module enables speech synthesis from arbitrary Slovenian text input. The speech recognition module performs speaker-independent isolated word recognition, and the dialogue module controls the different tasks of the HOMER system and obtains texts from the source text corpora. Presently, the system runs under Linux and requires a Pentium/133 PC with a minimum of 32 MB of RAM and an additional standard 16-bit sound card. While according to M. Bazzani and E.M. Mumolo (Alcatel FACE Res. Center, Pomezia, Italy), they stated: "PC-based telephone communications system for deaf-blind people is a system has been developed that allows deaf-blind people to communicate with others by a standard telephone set." Based on their study, the system will use speech processing technologies integrated with a PC (personal computer). The handicapped person can activate or receive a telephone communication, entering sentences by typing on a Braille terminal and receiving the messages on a Braille tactile display. A text-to-speech subsystem converts the typed sentences into voice, and a connected-word voice recognizer converts the vocal answer into text and then into a Braille message. Results of a field trial of the system carried out in an Italian community of handicapped people are reported.

METHODOLOGY

The researcher used a descriptive research design in the project. Descriptive research design is being used by the proponents to describe the characteristics of a population or phenomenon of visually impaired persons being studied. Descriptive research is mainly done because the researchers want to gain a better understanding of a topic. It focuses on providing information that is useful in the development. The research is based on a mixed method focused on producing such informative outcomes that can be used.

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The respondents of this study were the visually impaired persons who can able to speak and hear to be able to verify all the important information on his/her email account and use the voice recognition application properly.

The proponent used one method for data gathering is the interview, as the core and umbrella of this study. Interviews on the respondents, which are some of the visually impaired persons who use a desktop computer, a visually impaired person who is engaged in office works who has problems in sending mails, a visually impaired person who also has experiences in using voice recognition AI like Siri. For computing the percentage of the respondents, Statistical Tools and Instruments are being used for determining the sampling Population, Frequency, Mean, Standard Deviation, and Annova Analysis for the Validation and distribution of the instruments used.

FINDINGS AND DISCUSSION

Table 1. The Demographic Profile of the Respondents in Terms of Age Bracket

Age Bracket	Frequency (f)	Percentage (%)	Rank
18 – 25	0	0%	5
26 – 31	11	22%	3
32 – 41	21	42%	1
42 – 49	13	26%	2
50 above	5	10%	4
Total No. Respondents (N)	50	100%	

As shown from the table, out of 50 respondents in terms of age bracket, 32-41 got the highest frequency of 21 or 42 % is rank 1, 42-49 with a frequency of 13 or 26 % is rank 2, 26-31 with a frequency of 11 or 22 % is in rank three while 50 above with a frequency of 5 or 10 % is in rank 4, and 18-25 got no frequency of 0 or 0 % is in rank 5.

Table 2. The Demographic Profile of the Respondents in Terms of Gender

Gender	Frequency (f)	Percentage (%)	Rank
Male	34	68%	1
Female	16	32%	2
Total No. Respondents (N)	50	100%	

As shown from the table, out of 50 respondents in terms of gender, the frequency of Male is 34, which is equivalent to 68%, which is rank 1, while the frequency of females is 16 or 32% which is in rank 2.

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Table 3 – The Demographic Profile of the Respondents in Terms of Job/Designation

Job/Designation	Frequency (f)	Percentage (%)	Rank
Singer	12	24	2
Massage therapist	16	32	1
Student	10	20	3
Radio announcer	2	4	5
Factory worker	2	4	5
Call center agent	8	16	4
Total No. Respondents (N)	50	100%	

As shown from the table, out of 50 respondents in terms of the Job description, the frequency of Massage therapist got the highest of 16 or 32 %, which is rank 1, Singer with a frequency of 12 or 24 %, which is rank 2, Students with a frequency of 10 or 20% which is in rank 3 while Call center agent with a frequency of 8 or 16% which is in rank 4 and both Radio announcer and Factory worker got the frequency of 2 or 4% which is in rank 5.

Table 4 . The Demographic Profile of the Respondents in Terms of Highest Educational Attainment

HIGHEST EDUCATIONAL ATTAINMENT	Frequency (f)	Percentage (%)	Rank
College Level	3	6%	3
Vocational	32	64%	1
High School Graduate	0	0%	4
High School Level	0	0%	4
Elementary Graduate	0	0%	4
Elementary Level	15	30%	2
Total No. Respondents (N)	50	100%	

As shown from the table, out of 50 respondents in terms of Highest educational attainment, the frequency of Vocational got the highest of 32 or 64 %, which is rank 1, Elementary level with a frequency of 15 or 30 %, which is rank 2, College level with a frequency of 3 or 6 % which is in rank 3 while High school graduate, high school level, and elementary graduate got no frequency.

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Table 5 – The Demographic Profile of the Respondents in Terms of Experience using any kind of gadget.

Experience using any kind of gadget	Frequency (f)	Percentage (%)	Rank
1 to 5 years	10	20%	2
6 to 10 years	30	60%	1
Not at all	10	20%	2
Total No. Respondents (N)	50	100%	

As shown from the table, out of 50 respondents in terms of experience using any kind of gadgets, the frequency of 6 to 10 years got the highest of 30 or 60 % which is rank 1, 1 to 5 years got a frequency of 10 or 20 % which is rank 2, while those who do not have experience using any kind of gadget got a frequency of 10 or 20 % which is also rank 2.

Part II. Evaluation of the Respondents

Table 1. The evaluation of the respondents in terms of Accessibility no. 1

Criteria Accessibility	How would you rate the Log-in method in terms of bounding g-mail accounts?		
Likert Scale	Frequency f(x)	Percentage (p)	Rank
Excellent	21	42%	1
Very Good	14	28%	3
Good	15	30%	2
Fair	0	0%	4
Poor	0	0%	4
Total no. Respondents (N)	50	100%	
Mean	4.12		
Verbal Interpretation	Very Good		

As shown from the table, out of 50 respondents in verbal interpretation in terms of accessibility. Excellent got the highest frequency of 21 or 42%, which is in rank 1, Good with a frequency of 15 or 30% which is in rank 2, Very good with a frequency of 14 or 28% which is in rank three while Fair and Poor got no verbal interpretation which is rank 4.

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Table 2 – The evaluation of the respondents in terms of Accessibility no. 2

Criteria Accessibility	How would you rate the accessibility of the application in terms of creating and sending messages through voice recognition?		
Likert Scale	Frequency f(x)	Percentage (p)	Rank
Excellent	21	42%	1
Very Good	14	28%	3
Good	15	30%	2
Fair	0	0%	4
Poor	0	0%	4
Total no. Respondents (N)	50	100%	
Mean	4.12		
Verbal Interpretation	Very Good		

As shown from the table, out of 50 respondents in verbal interpretation in terms of accessibility. Excellent got the highest frequency of 21 or 42% which is in rank 1, Good with a frequency of 15 or 30% which is in rank 2, Very Good with a frequency of 14 or 28% which is in rank 3 while Fair and Poor got no verbal interpretation which is rank 4.

Table 3. The evaluation of the respondents in terms of Accessibility no. 3

Criteria Accessibility	How would you rate the applicant's ability in terms of accessing the sent messages, inbox, and drafts by listening to it?		
Likert Scale	Frequency f(x)	Percentage (p)	Rank
Excellent	16	32%	2
Very Good	22	44%	1
Good	8	16%	3
Fair	4	8%	4
Poor	0	0%	5
Total no. Respondents (N)	50	100%	
Mean	4		
Verbal Interpretation	Very Good		

As shown from the table, out of 50 respondents in verbal interpretation in terms of accessibility. Very Good got the highest frequency of 22 or 44% which is in rank 1, Excellent with a frequency of 16 or 32% which is in rank 2, Good with a frequency of 8 or 16% which is in rank 3 while Fair with a frequency of 4 or 8% which is in rank 4 and Poor got no verbal interpretation which is rank 5.

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Table 4. The evaluation of the respondents in terms of Accessibility no. 4

Criteria Accessibility	How would you rate the accessibility of the application in terms of retrieving messages through voice recognition?		
Likert Scale	Frequency f(x)	Percentage (p)	Rank
Excellent	9	18%	3
Very Good	12	24%	2
Good	24	48%	1
Fair	5	10%	4
Poor	0	0%	5
Total no. Respondents (N)	50	100%	
Mean	3.5		
Verbal Interpretation	Good		

As shown from the table, out of 50 respondents in verbal interpretation in terms of accessibility. Well got the highest frequency of 24 or 48%, which is in rank 1, Very Good with a frequency of 12 or 24%, which is in rank 2, Excellent with a frequency of 9 or 18%, which is in rank 3 while Fair with a frequency of 5 or 10% which is in rank 4 and Poor got no verbal interpretation which is rank 5.

Table 5. The evaluation of the respondents in terms of Accessibility no. 5

Criteria Accessibility	How would you rate the accessibility of the application in terms of locating information easily by tapping the screen?		
Likert Scale	Frequency f(x)	Percentage (p)	Rank
Excellent	24	48%	1
Very Good	17	34%	2
Good	9	18%	3
Fair	0	0%	4
Poor	0	0%	4
Total no. Respondents (N)	50	100%	
Mean	4.3		
Verbal Interpretation	Very Good		

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As shown from the table, out of 50 respondents in verbal interpretation in terms of accessibility. Excellent got the highest frequency of 24 or 48% which is in rank 1, Very Good with a frequency of 17 or 34% which is in rank 2, Good with a frequency of 9 or 18% which is in rank 3 while Fair and Poor got no verbal interpretation which is rank 4.

Table 6. The evaluation of the respondents in terms of Accuracy no. 1

Criteria Accuracy	How would you rate the accuracy of every data and information produced by the application?		
Likert Scale	Frequency f(x)	Percentage (p)	Rank
Excellent	3	6%	4
Very Good	15	30%	2
Good	24	48%	1
Fair	8	16%	3
Poor	0	0%	5
Total no. Respondents (N)	50	100%	
Mean	3.26		
Verbal Interpretation	Good		

As shown from the table, out of 50 respondents in verbal interpretation in terms of accuracy. Good got the highest frequency of 24 or 48% which is in rank 1, Very Good with a frequency of 15 or 30% which is in rank 2, Fair with a frequency of 8 or 16% which is in rank 3 while Excellent with a frequency of 3 or 6% which is in rank 4 and Poor got no verbal interpretation which is rank 5.

Table 7 – The evaluation of the respondents in terms of Accuracy no. 2

Criteria Accuracy	How would you rate the accuracy of the voice navigation guide (VNG) in guiding the user to use the application?		
Likert Scale	Frequency f(x)	Percentage (p)	Rank
Excellent	11	22%	2
Very Good	24	48%	1
Good	8	16%	3
Fair	5	10%	4
Poor	2	4%	5
Total no. Respondents (N)	50	100%	
Mean	3.74		
Verbal Interpreter	Good		

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As shown from the table, out of 50 respondents in verbal interpretation in terms of accuracy. Very Good got the highest frequency of 24 or 48% which is in rank 1, Excellent with a frequency of 11 or 22% which is in rank 2, Good with a frequency of 8 or 16% which is in rank 3 while Fair with a frequency of 5 or 10% which is in rank 4 and Poor with a frequency of 2 or 4% which is in rank 5.

Table 8. The evaluation of the respondents in terms of Accuracy no. 3

Criteria Accuracy	How would you rate the accuracy of the words and phrases decoded by the application in terms of receiving voice input from the user?		
Likert Scale	**Frequency f(x)**	**Percentage (p)**	**Rank**
Excellent	16	32%	2
Very Good	25	50%	1
Good	7	14%	3
Fair	2	4%	4
Poor	0	0%	5
Total no. Respondents (N)	50	100%	
Mean	4.1		
Verbal Interpretation	Very Good		

As shown from the table, out of 50 respondents in verbal interpretation in terms of accuracy. Very Good got the highest frequency of 25 or 50% which is in rank 1, Excellent with a frequency of 16 or 32% which is in rank 2, Good with a frequency of 7 or 14% which is in rank 3 while Fair with a frequency of 2 or 4% which is in rank 4 and Poor got no verbal interpretation which is rank 5.

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Table 9 – The evaluation of the respondents in terms of Accuracy no. 4

Criteria Accuracy	How would you rate the accuracy of the pronunciation or diction of the speech recognition in terms of providing voice output back to the user?		
Likert Scale	**Frequency f(x)**	**Percentage (p)**	**Rank**
Excellent	23	46%	1
Very Good	15	30%	2
Good	12	24%	3
Fair	0	0%	4
Poor	0	0%	4
Total no. Respondents (N)	50	100%	
Mean	4.22		
Verbal Interpretation	Very Good		

As shown from the table, out of 50 respondents in verbal interpretation in terms of accuracy. Excellent got the highest frequency of 23 or 46%, which is in rank 1, Very Good with a frequency of 15 or 30%, which is in rank 2, Good with a frequency of 12 or 24%, which is in rank 3, while Fair and Poor got no verbal interpretation which is rank 4.

CONCLUSION AND FUTURE RESEARCH

Conclusion
Based on the results of the surveys, conclusions were drawn:
1. Majority of the respondents were male.
2. Majority of the respondents were in their adultery period ranging ages 32-41.
3. Majority of the respondents were working as massage therapists.
4. Majority of the respondents, in terms of highest educational attainment, took vocational courses or training on a special course.
5. Majority of the respondents rated the overall function of the application as Excellent.
6. Majority of the respondents rated the security of the application Secured.
Recommendation
Based on the results from the surveys of the android based voice recognition email application, the proponents can say that the proposed application is given highly recommended ratings by the respondents who are blind or visually impaired persons. The respondents were very overwhelmed upon using the application, for they felt cared for and loved knowing that there are some developers who really want to develop a new trend in computer technology for people like them. But there are some suggestions and feedback received from the respondents

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