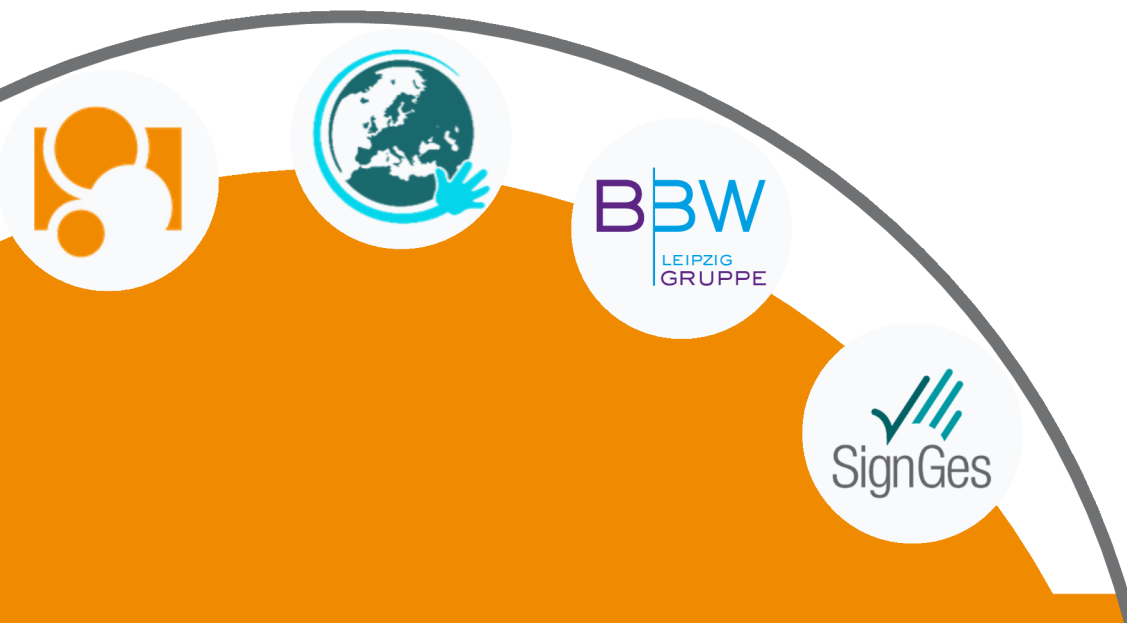




VISUAL GPT

A multimodal application for generating visual teaching materials to promote the participation of deaf people in working life



Jörg Rutenberg
Open Mind Software GmbH

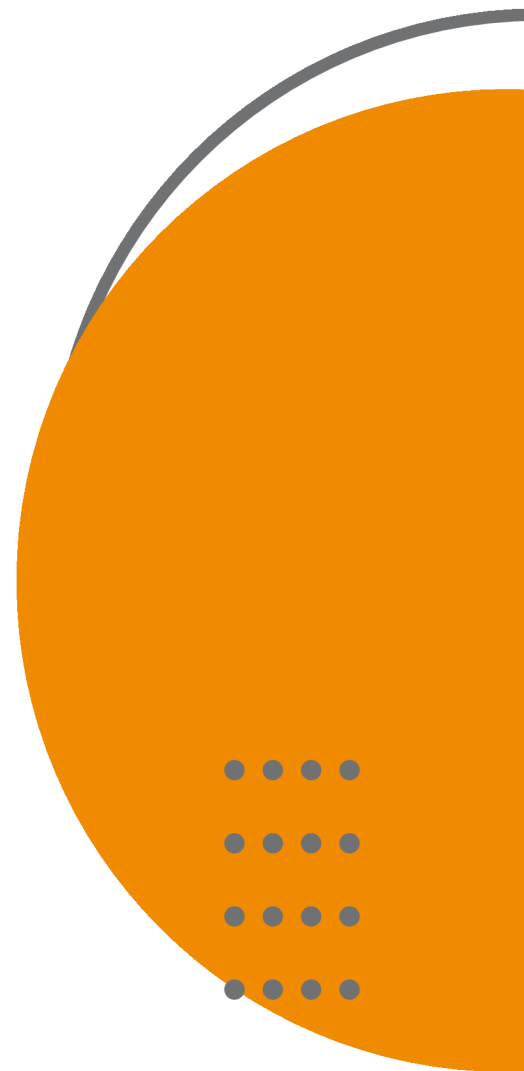
Gefördert durch:



aus Mitteln des Ausgleichsfonds

AI MEETS DEAFDIDACTICS

- A multimodal AI system for visual deaf-didactic learning materials
- Focus on accessibility for deaf learners
- From translation to transformation
- Based on visual and spatial learning structures





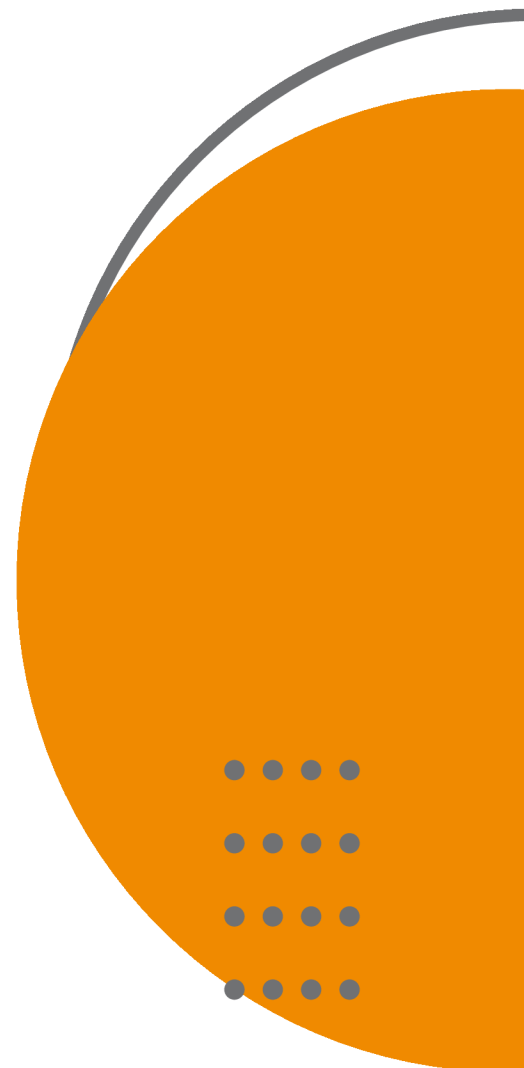
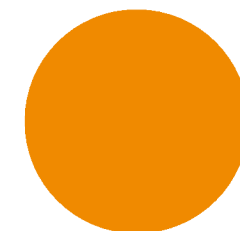
CHALLENGES



- Many deaf people learn with materials made for hearing people
 - Written language often works like a second language
 - Information is processed more slowly
 - Connections between ideas can get lost
 - Learning becomes unnecessarily difficult
- 

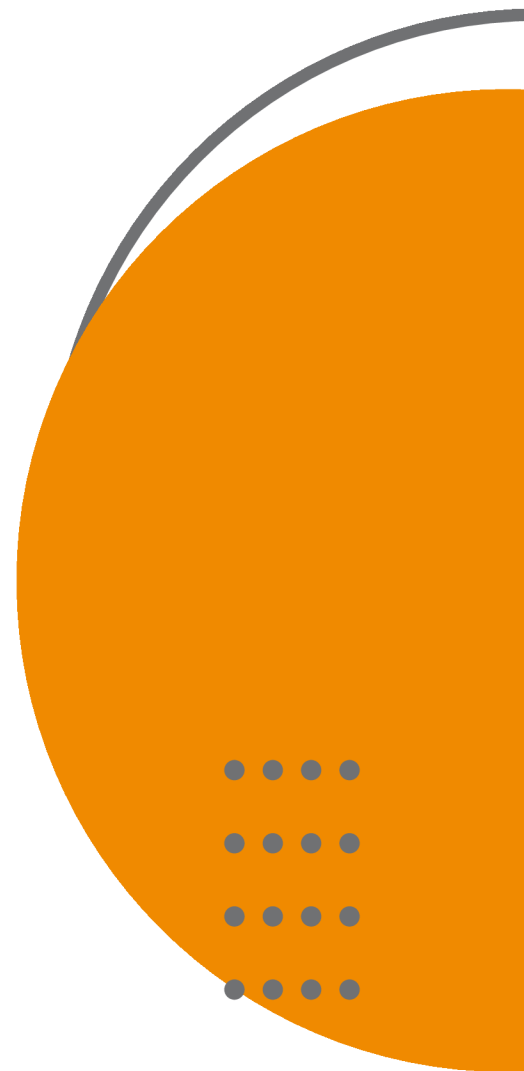
WHY TRANSLATION IS NOT ENOUGH

- Written language is linear and hierarchical
- Sign languages are visual, spatial, and simultaneous
- Current AI systems often focus only on translation
- Technically correct results can still be hard to understand
- VisualGPT focuses on transformation instead

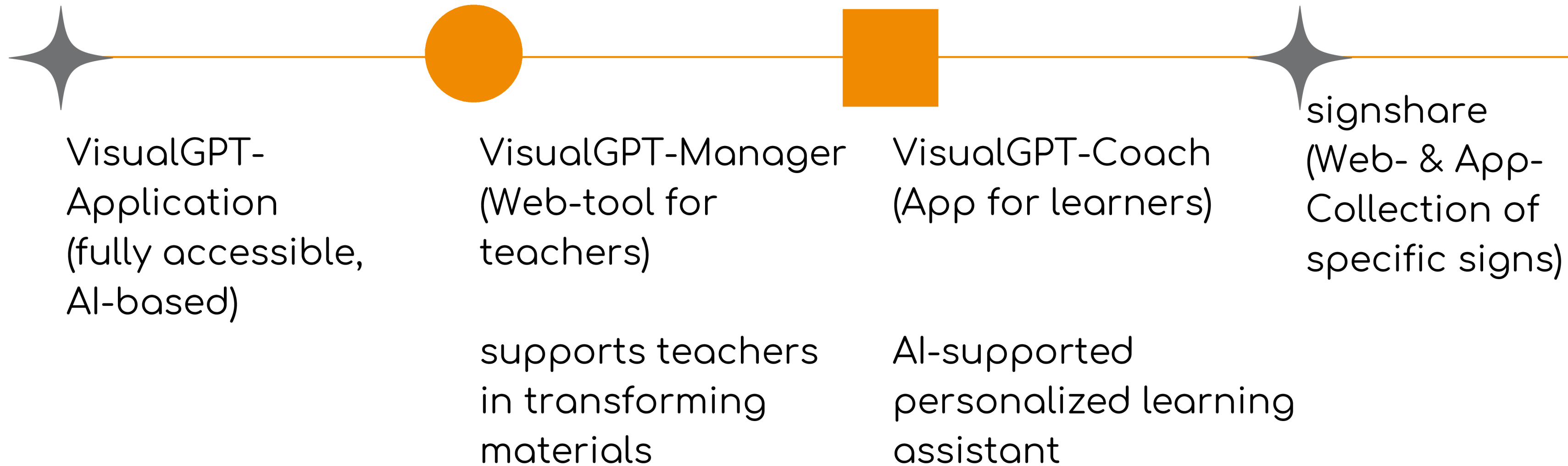


HOW VISUALGPT WORKS

1. Analyze the source material
 2. Reorganize content using deaf-didactic principles
 3. Generate visual learning materials
- Pipeline combines text analysis, visualization, images,
 - and sign-language video elements



MAIN COMPONENTS



Open Source & Open Data

RESEARCH AND OUTLOOK

- Testing in real vocational training contexts
- Comparing traditional and visual learning materials
- Focus on understanding, not only technical quality

How can understanding be measured in visual learning structures?

- VisualGPT is a first step toward new forms of accessible learning



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