AID FOR THE VISUALLY IMPAIRED USING AI

***Project Reference No**.: 48S_BE_6464*

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Keywords:

Blind Assistance, Object Detection, OCR, Navigation, AI Assistant

Introduction:

'Aid for the Visually Impaired Using AI' is an intelligent mobile application developed using Flutter, designed to empower the visually impaired by integrating cutting-edge artificial intelligence technologies into a unified, accessible platform. In contrast to existing assistive tools that depend on constant cloud connectivity, this app prioritizes local processing, ensuring faster response times, privacy, and reliability. Its core features—real-time object detection, OCR with TTS, AI voice assistant, and GPS-based navigation—allow users to interact with their environment, read printed material, get assistance, and navigate independently. The application is designed with a voice-first interface and accessibility-focused layout to offer maximum usability.

Objectives:

- To build an AI-driven mobile application that provides visual assistance to blind or visually impaired individuals.
- To implement real-time, on-device object detection to enhance environmental awareness.
- To enable users to read printed and handwritten text using OCR combined with voice feedback.

- To provide an AI assistant that can interpret user voice queries and respond with helpful information.
- To integrate a reliable navigation system that offers audio-guided directions using GPS.

Methodology:

The application is developed using Flutter, ensuring a cross-platform solution. Object detection is achieved using TensorFlow Lite models embedded within the application. For OCR capabilities, Google ML Kit is employed for on-device text recognition, and results are converted into speech using the Flutter TTS plugin. The AI assistant is powered by Gemini API or a compatible local LLM, facilitating interactive conversations without cloud dependency. Navigation is enabled via Google Maps API and GPS sensors, offering turn-by-turn guidance and obstacle alerts. The entire application prioritizes voice interaction and tactile feedback, with minimal visual dependency, making it ideal for blind users.

Result and Conclusion:

The prototype of 'Aid for the Visually Impaired Using AI' demonstrates successful integration of all planned features. Object detection is fast and responsive, text recognition is accurate, and navigation support is clear and effective. The AI assistant enhances usability by allowing natural voice-based interaction. The app operates with minimal reliance on internet connectivity, thanks to localized processing. This project confirms the potential for using mobile AI technologies to significantly improve the daily lives of visually impaired individuals.

Project Outcome & Industry Relevance:

The project "Aid For the Visually Impaired Using AI" has significant real-world applicability and contributes meaningfully to both assistive technology and mobile AI innovation. It demonstrates how deep learning and on-device processing can empower individuals with visual impairments to lead more independent lives. The application integrates multiple AI-based functions such as object detection, text reading, AI assistance, and navigation into one accessible mobile solution, reducing the need for multiple tools or expensive hardware.

Industries focusing on healthcare accessibility, inclusive smart cities, public safety, and assistive wearables can directly benefit from this model. Educational institutions and rehabilitation centers could adopt the system for training and assistance. Tech companies developing IoT-integrated assistive devices or voice-first platforms may also integrate this solution into their ecosystems. By localizing processing, the app ensures privacy, low-latency interaction, and use in low-connectivity environments, making it highly scalable and adaptable for both urban and rural use.

Working Model vs. Simulation/Study:

This project involves the development of a fully functional mobile application, which serves as a working model rather than a theoretical or simulated study. All features like object detection, OCR with TTS, AI assistant, and real-time navigation have been practically implemented, tested, and validated on Android smartphones. The system runs offline wherever possible, ensuring a usable, deployable prototype suitable for real-world conditions. This working model demonstrates the feasibility of localized AI for assistive purposes and sets a foundation for integration into broader assistive device ecosystems.

Project Outcomes and Learnings:

The project resulted in a robust AI-powered mobile application that enhances independence for visually impaired users. Key outcomes include successful real-time object detection, accurate text reading through OCR, intuitive voice-based interaction, and effective navigation assistance. From this journey, we learned to optimize on-device AI processing, design accessible user interfaces, and address real-user constraints like privacy and offline usability. We also gained hands-on experience in integrating machine learning models, APIs, and voice interfaces, strengthening our skills in both software engineering and inclusive design.

Future Scope:

1. Indoor navigation using BLE beacons and smart building integration.
2. Wearable support for glasses or haptic-enabled smart canes.

3. Integration with public transport APIs for guided commuting.
4. Emergency SOS with live tracking and audio-video stream to caregiver.
5. Language localization for regional dialects and multilingual communities.