



Development of keyboard learning media to practice typing for visually impaired people

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1.INTRODUCTION

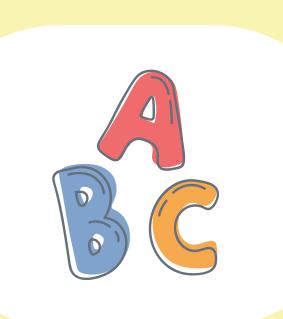
PROBLEM

Currently, technology has advanced significantly, making computer systems very important. Since the visually impaired cannot see the things around them, learning to type in the beginning can be quite challenging.

OBJECTIVES

>>> To enable the visually impaired to practice typing by using their hearing and touch senses, by placing their hands on the home keys.

FRAME WORK



Supports only English



children aged 6-7 years and older



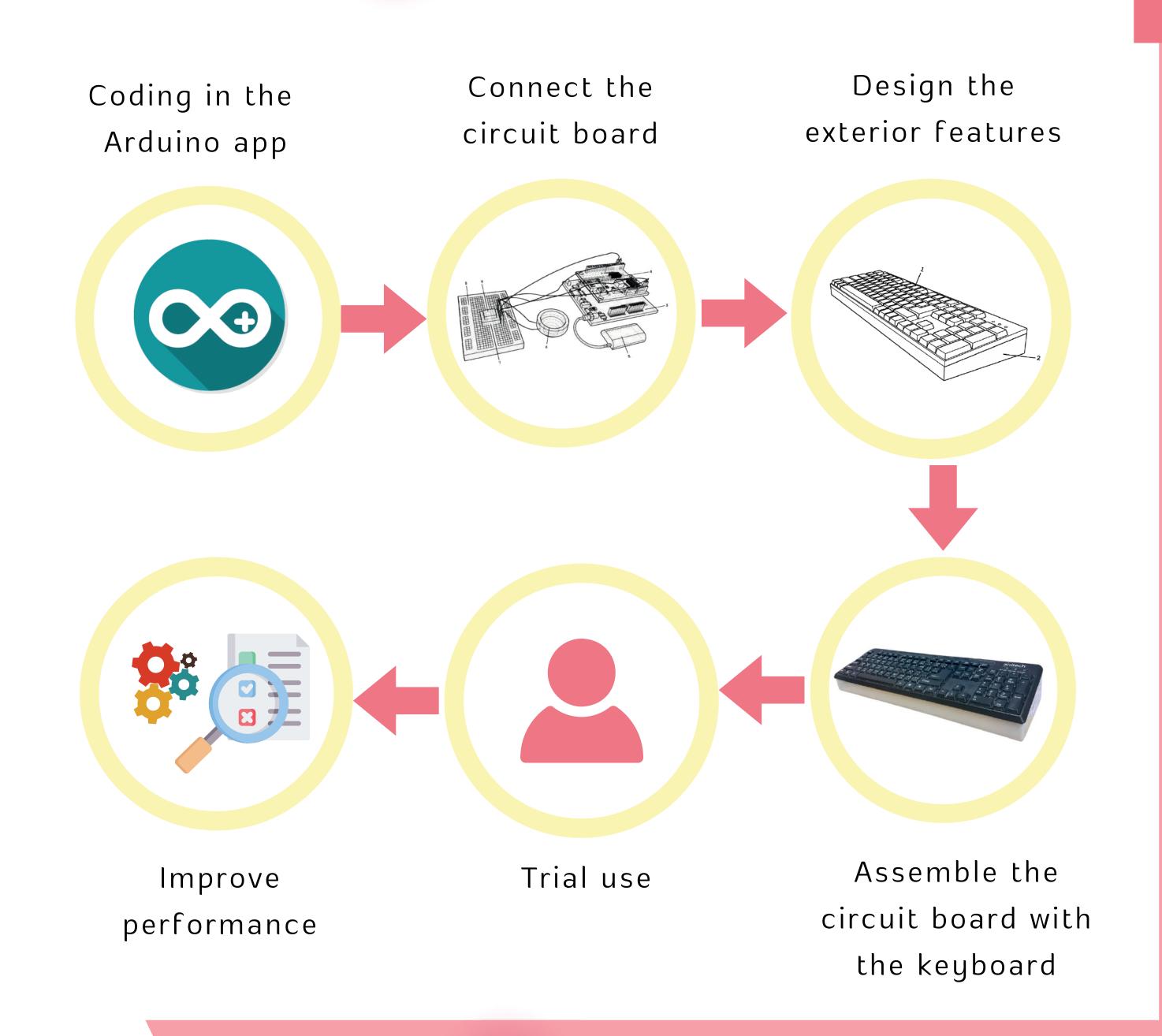


Those who have had an accident resulting in visual impaired

from. https://inex.co.th/home/product/i-duino-uno-r3b/



2.METHODOLOGY



3.CONCLUSION

Testing	1 st time	2 nd time	3 rd time
The time taken to pronounce by randomly pressing all 10 buttons. (seconds)	11.55	11.04	13.50
The time taken to press the once button . (seconds)		1.203	

The device can accurately read every character aloud. When randomly pressing 10 keys with varying pronunciation lengths and conducting the test 3 times, it was found that the keyboard learning media to practice typing for the visually impaired has an average reading speed of 1 key equal to 1.203 seconds.

4.REFERENCES

[1] Mindphp.com. (2018, January 12). คำอ่านสัญลักษณ์พิเศษ ภาษาอังกฤษ สำหรับการเขียนโปรแกรม ภาษาต่างๆ. Search on February 20, 2024. from. https://www.mindphp.com/บทความ/it-news/4563-symbols-related-to-programming.html [2] Phewkham, T. (n.d.). (2017). A STUDY OF PROBLEMS AND NEEDS OF THE VISUALLY IMPAIRED PEOPLE AT VOCATIONAL TRAINING CENTERS IN THE STATE OF THE BLIND WOMAN OF SAMPRAN, NAKHON-PATHOM[INTERDISCIPLINARY SPUC.]. https://www.chonburi.spu.ac.th/interdiscip/filepdf/A891530174839.pdf [3] INEX | Engineering Educational Solution. (2020, July 28). i-Duino UNO R3B. Search on February 20, 2024.

