Signit! An Android Game for Sign Bilingual Play

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Motivation

430 million DHH worldwide.

70+ million rely on **sign language**.

Existing **educational games** to learn sign language are limited to **a narrow range of words** and feature only **single-player modes**.

Objective

Co-design a game that **facilitates sign language** and **English learning**.

Methodology

Conducted a study with **5 DHHs**.

Participants were asked to **earn 5 badges** to ensure that they used the main features.

Online survey   45-min interview
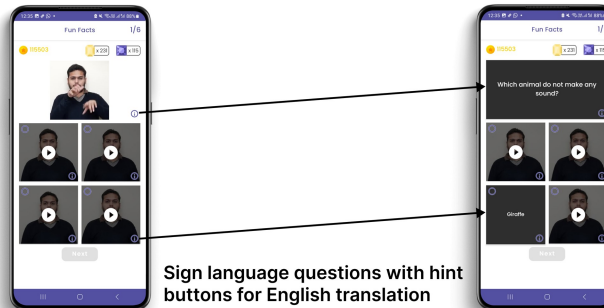
Key features of SignIt!

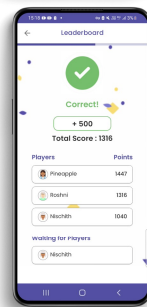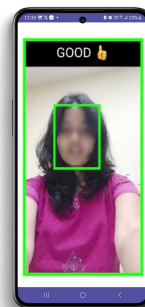Sign language-based quizzes

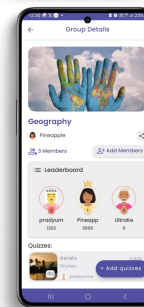Social gameplay

Content creation

Sign language questions with hint buttons for English translation

Live mode quiz

Video recording interface

SignIt! Group

Results

On average, participants played **51 quizzes each**, **exceeding the minimum requirement**

Learning quiz content

Passing time

Connecting with friends

Three participants identified **quiz creation** as their **favorite feature**

> *Quiz I made... others will see it. I will automatically become famous.*

Quiz creation resulted in the **collection of 450 labelled sign language videos**

Conclusion

Study showed **positive results** and identified **areas for improvement**

Increase real-world usage through **collaborations**

Open source **SignIt!'s code**