



SPECIAL CHILD CARE APP

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Abstract: A especially abled child is a youth who has been determined to be in need of special attention and specific requirements that other children do not. The state might declare this status for the aim of offering some help and aid for the child's well-being and growth. Special Child Care App mainly focuses on providing an interactive platform for the special children. It is based on learning skills required in daily life in an interesting way and overall development of the child. This project will not only help the children to develop and learn interaction skill but will also help them to make an attempt in stepping in the society. And will also help the parents/guardians know much more about their child's problems. This app includes fun-loving daily tasks that will help them to grow and learn different skills and will also provide some learning games for their overall development

Keywords – Help and support app, Interactive platform, Mental health, Special child, Special child care app.

I. INTRODUCTION

Youngsters with extraordinary requirements might have been brought into the world with a condition, terminal sickness, significant mental debilitation, or genuine mental issues. Different kids might have extraordinary necessities that include battling with learning incapacities, food sensitivities, formative postponements, or fits of anxiety. The assignment "youngsters with exceptional requirements" is for kids who might have difficulties which are more extreme than the commonplace kid, and might actually endure forever. These youngsters will require additional help, and extra administrations. They will have unmistakable objectives, and will require added direction and help meeting scholastic, social, passionate, and at times clinical achievements. People with unique requirements might require lifetime direction and backing while at the same time managing ordinary issues like lodging, work, social inclusion, and funds

II. PREVIOUS WORK

Radoslava Stankova KraleV et al. [1] proposed the evaluation of potential utility provides for the classification of the mobile applications designed for children with special needs about them functionality features. This model is predicated on our studies of the state-of-art scientific works of the many authors. With the model for the analysis of potential utility, the twenty-seven mobile applications for children who requires special care, downloaded from the mobile application stores: Apple Store, Google Play and Store Windows Phone Apps, were classified and analysed. The proposed utility function metrics of the evaluation are often used as a basis for interface developing for mobile apps, appropriate for youngsters with special needs. Andrea Valenzuela Ramírez et al [2] proposed the Assessment of Emotional States Through Physiological Signals and Its Application in Music

Therapy for Disabled People where they have developed a device to create an adapted instrument through physiological signals. The instrument utilizes the electrocardiogram (ECG), the electrical action of the skin (EDA), the breath signal and thusly the development of the client to get music through sonification of the trademark highlights of each physiological sign. Moreover, the ECG and EDA signals are wont to survey the soul of the individual to supply to the music advisor objective data progressively about the variation of the client to the methods and connection points used in their meetings.

Guangtao Nie et al. [3] suggested that a vivid Computer-intervened Caregiver-Child Interaction (C3I) framework to assist kids with ASD practice IJA abilities. C3I might be an original electronic intercession framework that incorporates a guardian inside the showing circle, accordingly safeguarding the advantages of both human and PC directed mediation. The extent of C3I can likewise be reached out to consolidate different undertakings, similar to reaction to joint consideration, triadic play, and impersonation bringing about a more exhaustive mediation climate for youngsters with ASD. Oedema Lateef Usman et al. [4] proposed in their audit that basically investigations ongoing AI strategies for recognizing dyslexia and its biomarkers and talks about difficulties that require appropriate considerations from the clients of profound learning techniques to empower them to accomplish clinically pertinence and OK level. Likewise, through this survey, it can be indisputably concluded that SVM is the most utilized AI strategy for dyslexia discovery and expectation. Information for dyslexia location and examination have been gathered from numerous heterogeneous sources. Zhong Zhao et al [5] proposed a review expected to resolve this inquiry. Twenty kids with advanced chemical imbalance and 23 youngsters with common turn of events (TD) were selected for this review. They were told to play out an engine task that necessary the execution the very pinnacle of variation development.

By utilizing ML, discoveries from the current review showed that the RKF could be utilized to proficiently order ASD from TD. Likewise, ML could even be carried out in different viewpoints like commitment assessment. With the expanding collection of information from hereditary, neurological, mental and kinematic fields, ML will be a promising device which will ultimately cause the objective and programmed analysis of ASD. Elham Hassanain et al. [6] proposed a clever strategy, cycle, and framework for ascertaining dyslexic side effects, creating metric information for a singular client, local area, or gathering overall in which a portable media Internet of Things (IoT)- based climate that can catch multimodal cell phone or tab-based client communication information during dyslexia testing and offer it through a versatile edge organization, which utilizes auto-reviewing calculations to track down dyslexia indications. Notwithstanding calculation based auto-reviewing, the caught versatile interactive media payload is put away during a decentralized archive which will be imparted to a clinical person for replay and further manual examination purposes. Mark Appelbaum et al. [7] proposed in their review the assessment of youngsters' mental turn of events, obtaining of school preparation abilities, language creation and language appreciation as an element of value, type and measure of kid care during the essential three years of life. This review presents a few benefits as the progressive relapse is connected with the positive providing care rating and it addresses a second to-second list of parental figures converse with the kid. The climate for mental and language advancement conveys an impression of being in a youngster care focus with undeniable degrees of delicate and phonetically invigorating consideration. Athanassios Protopapas [8] proposed in his review the applied advancement adds up to a progress from believing dyslexia to be a few substances that causes helpless perusing toward considering the term dyslexia to just name helpless understanding execution.

III. METHODOLOGY

This app is based on the concept of making an overall development and improving the learning and basic skills used in daily life of the children. In order to develop such an app which should be different from rest of the existing apps an analysis of existing systems was done. So according to the analysis report the methodology of this project is proposed. The working of this app firstly requires user's login the details of which will be stored in the SQL database. After the login the user need to solve a question-and-answer session provided for better understanding of the child's condition to the system so that it can provide required treatment and ways to improve the child's condition. The responses of this session will be recorded in the system and it will be compared and evaluated with the values in the database and generate an analysis report accordingly. In order to evaluate the responses KNN (K- nearest neighbour) algorithm is used which will store the data and classify new data point based on similarity. The KNN calculation is utilized since this calculation is competent to determine both grouping and relapse issues which might happen in future. In view of this report the framework will show a few assignments and carefree games for the kid to learn and create in an intriguing manner. This App additionally give some fundamental/essential treatments that a kid can rehearse whenever and anyplace with the family or family members which will likewise be recommended by the kid's condition and their capacity to gain the quantity of

illustrations gave. This will likewise be finished by involving KNN calculation as it upholds design acknowledgment which can be utilized in investigating the youngster's condition.

IV. PROPOSED SYSTEM

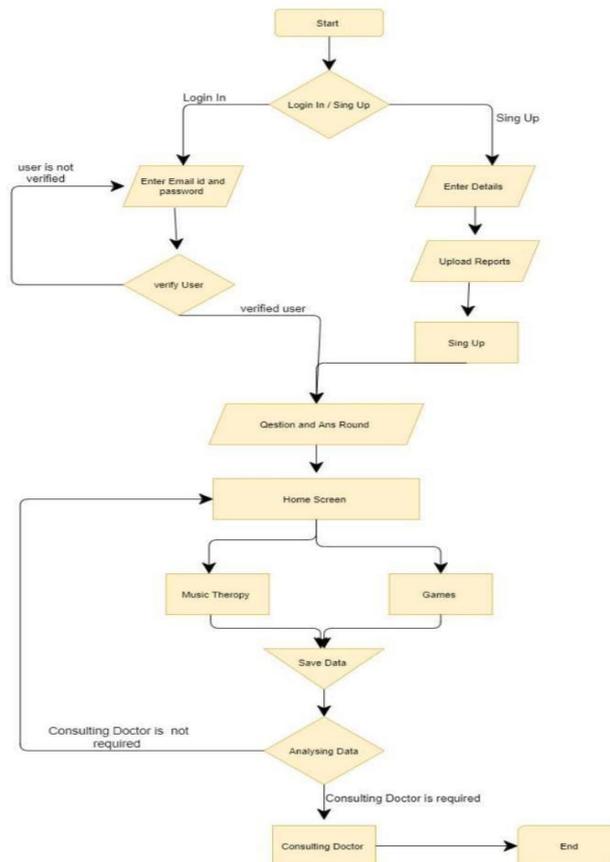


Fig 1: Flow Diagram

Fig 1 Flow diagram is a term for a diagram that represents a flow or set of productive and compelling relationships in a system. Flow diagrams square measures accustomed structure and order a complex system, or to reveal the underlying structure of the elements and their interaction.

As shown in the flow diagram once the app is opened it will direct them to registration screen where if already registered user account then user just need to login using valid email id and password which will be further verified. If user is not registered, then sign up option is available where user need to register and upload some required documents (e.g. medical history of the child). Once the registration is successful user will be taken to a question & answer session that includes questions related to the child's current health and behaviour which will help the system to analyse the user inputs and will show the potential areas for improvement. Further in this app on the home screen user will get access to music therapy and games of which results will be again analysed and saved in the user account to access anytime. Since everyday activities report are stored which will help the user to check the improvement in the child's health which can be analysed by an improvement test whose results will give the overall development in the child's health. There will be feedback facility available for the users where they can also ask for doctor (experts) consultation and if not then they will be redirected to the home screen again.

V. CONCLUSION

In the proposed system we overcome the limitations of current system and give the best user experience. This project will not only help the children to develop and learn interaction skills but will also help them to make an attempt in stepping in the society. And will also help their parents or guardians to know much more about their child's problems and the progress made during the use of this app.

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