

## Transcription – SPEEDING THE WORD Radio Interview

<b>Name of speaker</b>	<b>Marvin Hyde, VP for National Development, JAARS</b>
<b>Date of talk</b>	<b>November 30, 2008</b>
<b>Name of interviewer</b>	<b>Arthur Lightbody</b>
<b>Name of transcriber</b>	<b>Loys Mundy, CRS</b>
<b>Topic (excerpted from larger interview)</b>	<b>Word-Sign Sign Language Project; possible use of 3-D Animation in for consistency in recording sign language translation projects;</b>
<b>Country or area discussed (PNG, JAARS, etc.)</b>	<b>Americas; Global</b>
<b>People group, if named</b>	

**Lightbody:**

Something exciting is happening here that we are seeing at JAARS – dealing with sign languages.

**Hyde:**

Yes. That is another one of the roles I am currently occupied with. As a result of the effort to try to identify and involve additional potential major donors in our work, I spent some time in Silicon Valley trying to find entrepreneurial, creative people who not only had financial resources but also are gifted in the area of problem solving, of creativity. They just have the entrepreneurial spirit. So I wanted to find some people who could come along side us and look at the challenges we that view as the largest obstacles to achieving Vision 2025 and see if they couldn't, through their voluntary giving of their time and expertise and creativity help us solve some of the major projects that lay before us.

One of those we were able to identify was what to do about all the sign languages used in the world? A lot of people assume there is a universal sign language that is used everywhere in the

world, but that is no more the case with sign language than it is with spoken language. There are probably at least four-hundred, and perhaps many more than that, sign languages used around the world. One of the biggest challenges for us was how are we going to produce the Scripture in all of these sign languages?

Videotaping people has been very problematic. It is expensive. It is time consuming. It is almost impossible to go back and edit if you need to make a revision or change a word or phrase, or even a new verse, because the appearance of the signer has to be identical throughout the whole process for one thing. We are looking for some way to overcome that problem. I was able to take a couple of guys from Silicon Valley down to meet with our Latin American colleagues in Costa Rica, and address the needs for the sign languages of South America—there are over fifty.

During the course of our discussions down there, these guys came up with the idea of using computer generated 3-D Animation. We could make animated characters – you can make them look like the ethnic group you are targeting; you can dress them in any kind of appropriate clothing; the scenery in the background can look like the villages or the communities they live in. You really have a great deal of flexibility. Plus editing digital images like that is far easier.

Another big advantage is that we can store pre-captured signs into a database and then script them together and make reuse of the signs that we capture.

**Lightbody:**

So you usually can get a rough draft together and then fine tune it?

**Hyde:**

That's right. It is far more efficient. We expect the level of productivity to increase in the neighborhood of at least ten times more productive and efficient than trying to do video taping of live signers.

**Lightbody:**

Thanks for telling us about that development in sign languages, Marvin.