iJRASET
International Journal For Research in Applied Science and Engineering Technology

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 14 **Issue:** III **Month of publication:** March 2026

DOI: https://doi.org/10.22214/ijraset.2026.78266

www.ijraset.com

Call: 08813907089 | E-mail ID: ijraset@gmail.com

International Journal for Research in Applied Science & Engineering Technology (IJRASET)
ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538
Volume 14 Issue III Mar 2026- Available at www.ijraset.com

IOT Based Smart Glasses with Facial Recognition for People with Visual Impairments

Mohammed Fahmin[1], Muhammad Ajmal[2], Vishnujith[3], Asst. Prof. Neethu PM[4], Asst. Prof. Thasni Mol[5]
Department of Electronics and Communication Engineering Eranad Knowledge City Technical Campus, Manjeri, India

Abstract: ***A small gadget worn on the body might let people with poor eyesight notice things around them more clearly. Instead of just spotting objects close by, it also picks up signs of how others are feeling. Built around a Raspberry Pi 5, the system relies on a connected camera to gather what's happening in real time. One moment it could highlight a chair in its path, the next it may sense a smile across a face. Not everything is perfect yet, still, progress moves forward through testing and tweaks. Some parts work faster than expected, while certain reactions take longer to process. Vision isn't restored, but awareness grows in subtle ways Now imagine sound guiding steps through space. This tool listens closely, sharing updates as things happen. Instead of showing images, it speaks what is seen. Hearing replaces seeing here, quietly helping those who cannot rely on sight. A face appears - the system notices right away. By studying expressions, it guesses feelings using smart software built over time. What shows up gets shared without delay Sound carries information to people who cannot see well. As the camera spots barriers instantly, it triggers warnings that help those with vision loss stay clear of danger. This tool Running on a Raspberry Pi 5 ensures instant handling of data, so there's no lag during use. Tests took place indoors and outdoors, under live conditions Under open skies, tests showed steady performance without slowing down tasks much. People now see how it helps keep things safer People who can't see well need tools that are light and cheap to carry around.***

I. INTRODUCTION

Step by step, poor eyesight makes movement hard. Without strong vision, moving through rooms often brings doubt. Around the planet, plenty deal with this in one way or another. Recognizing people, spotting smiles - these tiny moments fade when sight weakens. White canes offer support, though they say nothing about what sits just past hand's reach. A dog can lead you down the street, yet still miss the flicker of joy on someone's face. Something more sharp is needed - something awake to moments. Machines that hear a voice, catch motion, shift in response - not only steer but speak up. Knowing where to go helps, sure. Just as vital? Noticing who stands close, what they're doing, how they move through space. When new answers show up, they fix what older methods miss. Everything shifts once you see the full picture. With facts moving without limits, self-reliance gets tougher. Tiny cameras tucked into glasses now offer a fresh form of support. Spoken hints come softly while the lenses take in scenes. As sensors detect forms, motion turns into audio signals. A grin close by could prompt a whispered note about it. A step along the pavement shifts when words guide you, not shapes. Vision slips beyond pupils now - often it arrives as quiet phrases asked for, handed over slowly. Sound paints what light once showed alone. Faces show feelings through small changes when people respond. Missing those signs might slow down conversations for some who struggle to see clearly.

II. PROPOSED SYSTEM

A pair of smart glasses could help those who struggle to see. These glasses give users a better sense of what's around them. Inside sits a small computer called a Raspberry Pi along with a camera plugged into it via USB. From there, the camera takes in visuals from nearby areas. Pictures get studied through computer sight methods that spot objects inside them. Instead of general spotting, one system uses an R-Cascade setup to catch faces quickly as things happen. On top of that, a personalized learning network studies each found face, aiming to read feelings with precision. At the core sits a Raspberry Pi handling main computations. Processing visuals, feelings, and barriers happens right there on board. Emotion spotting leans on a trained neural net. Happiness shows up just as clearly as sorrow, irritation, or blank expressions. Sound delivers updates straight to ears via small speakers tucked into headgear.

III. SYSTEM ARCHITECTURE

Built into the smart glasses, sensors gather what's happening nearby through a small USB camera. This camera takes pictures constantly, showing whatever is around the person wearing them. From those images, systems identify objects, recognize faces, sometimes even guess emotions.

Processing happens right inside the device, using live video as its main input. Feedback comes after analyzing visuals, helping users understand their immediate space. Now imagine a small com- puter taking in pictures from a camera, handling calculations on its own. From those images, smart programs spot items around, pick out human faces, even read emotions showing there. Once understood, the data moves onward - sound messages go straight into a headset, giving quiet directions. See how it all fits together? That layout appears nearby, drawn out in Figure 1.

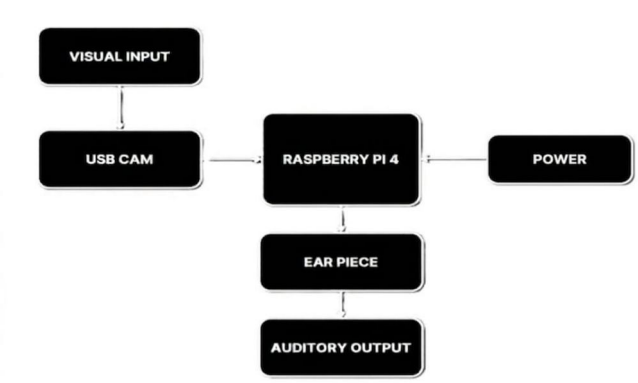


Fig. 1. Block diagram of the proposed smart glasses system

This system architecture illustrates the interaction between the user interface, processing layer, and database modules.

IV. MODULE DESCRIPTION

A. Raspberry Pi

The Raspberry Pi is the main processing unit of the proposed smart glasses system. It receives the input data from the USB camera . It processes the received information through computer vision and machine learning techniques. The Raspberry Pi processes the information by detecting faces, recognizing emotions, and sensing obstacles. According to the processed output, it sends the appropriate audio signals to the user through the audio output module. It has the advantages of small size, low power consumption, and enough processing ability to be used as a wearable assistive device. meters.

B. USB Camera

The USB camera is used to take a picture of the surround- ings of the user in real-time. Computer vision techniques are then applied using the Raspberry Pi to recognize human faces and their expressions. The camera is used to recognize people and understand their emotions, whether they are happy, sad, angry, or neutral. All these details are important for a visually impaired person to understand their surroundings.

C. Headphones / Audio Output

This module offers feedback to the user in the form of audio. After processing the data, the Raspberry Pi sends audio messages to the user regarding obstacles or emotions. This audio is sent to headphones or an earpiece, enabling the user to receive information without having to physically interact with it. This provides safety during navigation and increases social awareness among the visually impaired.

Fig. 2. Circuit diagram of the proposed smart glasses system

V. RESULTS AND DISCUSSION

The functionality of the proposed smart glasses system was checked through testing in both indoor and outdoor envi- ronments. The functionality of the obstacle detection module using the camera module was checked. The module was able to detect obstacles within a range of four meters. Audio feedback was generated for the user to recognize the obstacles present in their path. The response time of the system was found to be low.

The functionality of the facial detection and emotion recog- nition module was checked using different facial expressions captured using a USB camera. The system was able to detect faces and recognize different emotions using a model. Audio feedback was generated using headphones for the user to understand different situations. It was found that the system can assist visually impaired people in a better way.

VI. CONCLUSION AND FUTURE WORK

The paper was focused on an IoT-based smart glasses system for visually impaired people to increase their level of awareness in their environment and their level of interaction in society. The system is based on a Raspberry Pi platform combined with a USB camera to detect obstacles and facial expressions. Computer vision and machine learning algorithms are applied to recognize facial emotions. Information is con- veyed to the user in an auditory manner.

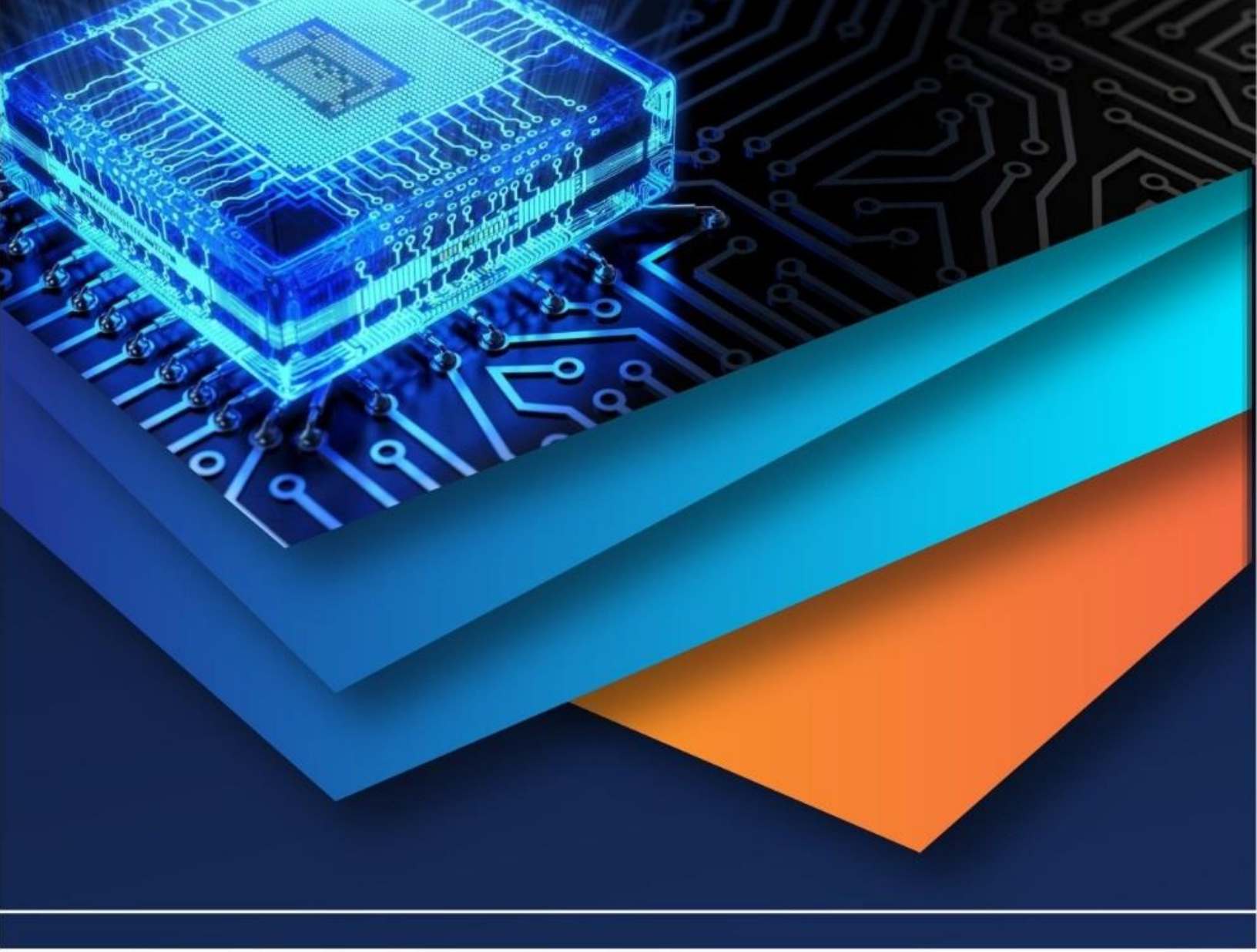
The experimental results confirmed that the proposed sys- tem can detect obstacles and recognize facial emotions in a proper manner. In the future, the system can be improved in various ways. For instance, the accuracy of facial emotion can be improved using machine learning models. Additionally, other sensors can be integrated into the system to increase its ability to understand the environment. Such sensors can include a GPS sensor for navigation.

VII. ACKNOWLEDGMENT

We would remember with grateful appreciation, the en- couragement and support rendered by the authority of Eranad Knowledge City Technical Campus, especially Dr. ADHRSH T K, principal, Eranad Knowledge City Technical Campus, Manjeri, to successfully complete this Project. We express our deepest sense of gratitude to Ms. NEETHU P M, Head of the Department of Electronics and Communication Engineering and Project Coordinator Ms. NEETHU P M, Assistant Profes- sor, Department of ECE for their keen interest and constant encouragement with our work during all stages. We wish to reveal my profound thanks to our Project Guide Ms. ASIYA RAHANA TP, Assistant Professor, Department of ECE, for his valuable advice and guidance. We greatly acknowledge all other staff members of the department and all our friends and well-wishers, who directly or indirectly contributed to this work. My heartfelt thanks to my family members for their kind cooperation in completing this Project and last but not least, we are indebted to God Almighty for being the guiding light throughout this Project and helped me to complete the same within the stipulated time.

REFERENCES

[1] H. Ali A., S. U. Rao, S. Ranganath, T. S. Ashwin, and G. R. M. Reddy, *"A Google Glass Based Real-Time Scene Analysis for the Visually Impaired."* IEEE Access, vol. 9, pp. 166351–166367, 2021.
[2] S. Ikram, I. S. Bajwa, A. Ikram, I. De La Torre D´ıez, C. E. Uc R´ıos, and A´ . G. Kuc Castilla, "Obstacle Detection and Warning System for Visually Impaired Using IoT Sensors." IEEE Access, vol. 13, pp. 35309– 35321, 2025.
[3] M. N. Narayana, R. V. V. S. V. Prasad, K. Munni, V. D. Anandi, and B. Nikhita, "Real-time Facial Recognition and Emotion Detection System." International Journal of Scientific Research and Engineering Development, vol. 8, no. 2, pp. 1914–1919, 2025.
[4] W.-J. Chang, L.-B. Chen, M.-C. Chen, Y.-P. Su, C.-Y. Sie, and C.-H.
[5] Yang, "Design and Implementation of an Intelligent Assistive System for Visually Impaired People for Aerial Obstacle Avoidance and Fall Detection." IEEE Sensors Journal, vol. 20, no. 17, pp. 10199–10210, Sept. 2020.
[6] B. Jiang, J. Yang, Z. Lv, and H. Song, "Wearable Vision Assistance System Based on Binocular Sensors for Visually Impaired Users." IEEE Internet of Things Journal, vol. 6, no. 2, pp. 1375–1383, Apr. 2019.
[7] P. Washington, C. Voss, N. Haber, S. Tanaka, J. Daniels, C. Feinstein, T. Winograd, and D. Wall, "A Wearable Social Interaction Aid for Children with Autism." Proceedings of the CHI Conference on Human Factors in Computing Systems, pp. 2348–2354, 2016.



10.22214/IJRASET

45.98

IMPACT FACTOR: 7.129

IMPACT FACTOR: 7.429

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY