



UNIVERSITI TEKNOLOGI MALAYSIA

AUTOMATED OBJECTIVE AND SINGLE-WORD ANSWER QUESTIONS MARKING USING HANDWRITTEN TEXT RECOGNITION

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SECV3032 -01 Graphics and Multimedia Software Project I | Session 2023/2024 2

Video link: <https://youtu.be/79G8tjLRbHE>

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PROBLEM BACKGROUND

01

The manual marking process for handwritten quizzes or tests is time-consuming and tiring (Rowtula, Oota & Jawahar, 2019)

Delay in providing feedback to students

02

Student's poor handwriting or way of answering difficult to read (Oche, 2014)

Educators distracted and make marking mistakes

Objective and single-word answer questions are relatively simple and direct to mark (limited and precise answers) compared to open-ended questions like short answers, essay, and diagram drawing questions that have more variety in answering (Süzen, Gorban, Levesley & Mirkes, 2020).

By automating the marking of objective and single-word answer questions, educators can focus on reviewing other assessments, which speeds up the marking process.

Optical Mark Recognition (OMR) is a well-established automated marking system but limited to evaluating hand-marked answers for objective questions. The SPM English listening that includes objective and single-word answer questions cannot be fully assessed using OMR technology alone.

PROJECT AIM

“

Develop automated objective and single-word answer questions marking mobile application using handwritten text recognition.

”

PROJECT OBJECTIVES

01

To **identify the requirement** of the SPM English Listening Test assessments marking by secondary school English teachers and tutors.

02

To **design and develop** a marking mobile application that can mark handwritten objective and single-word answer questions for the SPM English Listening Test.

03

To **test and evaluate** the accuracy of the marking mobile application in marking the students' SPM English Listening Test assessments.

PROJECT SCOPES

- ☑ The application is single-user based and uses computer vision to recognize handwritten answers to simulate the human marking process.
- ☑ The application is restricted to mark objective and single-word answer questions only.
- ☑ The single-word answer must match the answer scheme provided by the educators.
- ☑ The target users for this application are educators, especially secondary school English teachers and tutors.
- ☑ The application will use the smartphone camera to scan the students' answer sheets and generate marks.

LITERATURE REVIEW

SPM ENGLISH LISTENING

“

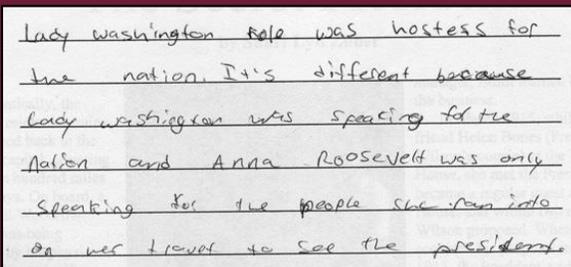
SPM is the national secondary school leaving examination for Malaysians (“Seating for Public Exam”, 2024). According to Alia (2021), the format of the SPM English exam has been altered in 2021, divided into reading, writing, speaking, and listening papers. The **listening test weighs 25% of the total SPM English marks** and has a **30-question format** divided into **four parts**.

Part 1 until Part 3 has **multiple choice questions** (20 questions; Part 1: 7 questions, Part 2: 8 questions, Part 3: 5 questions), while **Part 4** has **single-word answer questions** (10 questions).

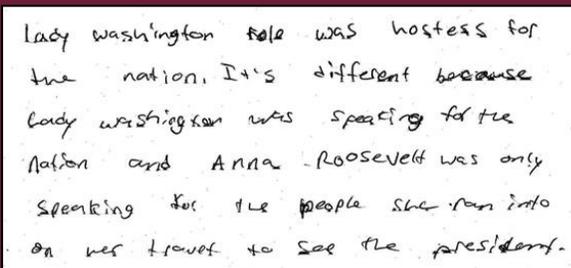
”

LITERATURE REVIEW

IMAGE PRE-PROCESSING



Scanned Gray-scale Image (Srihari et al., 2008)



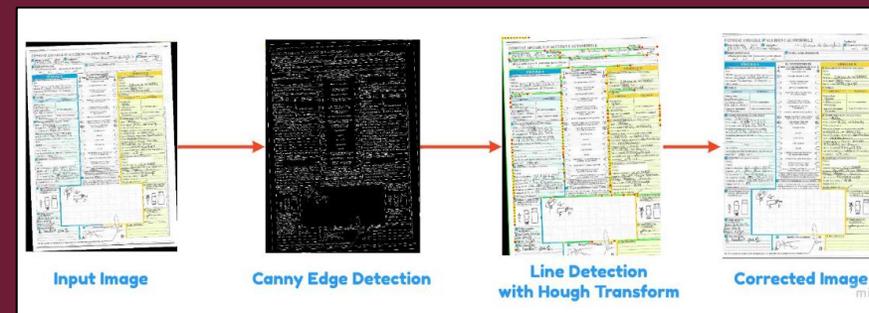
Rule-lines Detected Using the Hough Transform and Removed (Srihari et al., 2008)

01 RULE-LINE REMOVAL

The guidelines on answer sheets are intended to ensure neat handwriting but can hinder text recognition, so need to be removed.

02 DE-SKEW

In some cases, the image acquired might skew slightly. De-skewing is applied to straighten the skewed text lines.



De-skewed Image (Benchekroun, 2022)

03 BINARIZATION

Binarization divides an image into foreground (black) and background (white) pixels, aiding document analysis by simplifying complex backgrounds, varying font colors and sizes, and handling stains and wrinkles.

LITERATURE REVIEW (COMPARISON BETWEEN TEXT DETECTION AND SEGMENTATION METHODS)

Text Detection / Segmentation Models	Strengths	Limitations
Corner Point Detection	<p>Simple step.</p> <p>Accurately locate text regions in documents.</p> <p>Works well with various image conditions.</p> <p>High performance.</p>	<p>Struggle with text in large fonts.</p> <p>Trouble with illustrations with highlighted corners.</p> <p>No layout information like paragraphs and lines.</p>
CNN-based Approach	<p>Works well with multi-oriented handwritten text detection.</p> <p>Precisely locate text regions using bounding box and pixel links.</p> <p>Efficiently segment text into text-lines.</p>	<p>Computational complexity for training.</p>
Projection Profile	<p>Efficiently segment text into lines, words and characters.</p> <p>Involved pre-processing steps for better enhancement.</p>	<p>More complex than corner point detection.</p> <p>Sensitive to noise.</p> <p>Potential inaccuracy with overlapped and connected characters.</p>

LITERATURE REVIEW (COMPARISON BETWEEN OCR MODELS (Google, n.d.; Gribomont, 2023; Tesseract-Ocr, n.d.; Thammarak et al., 2022))

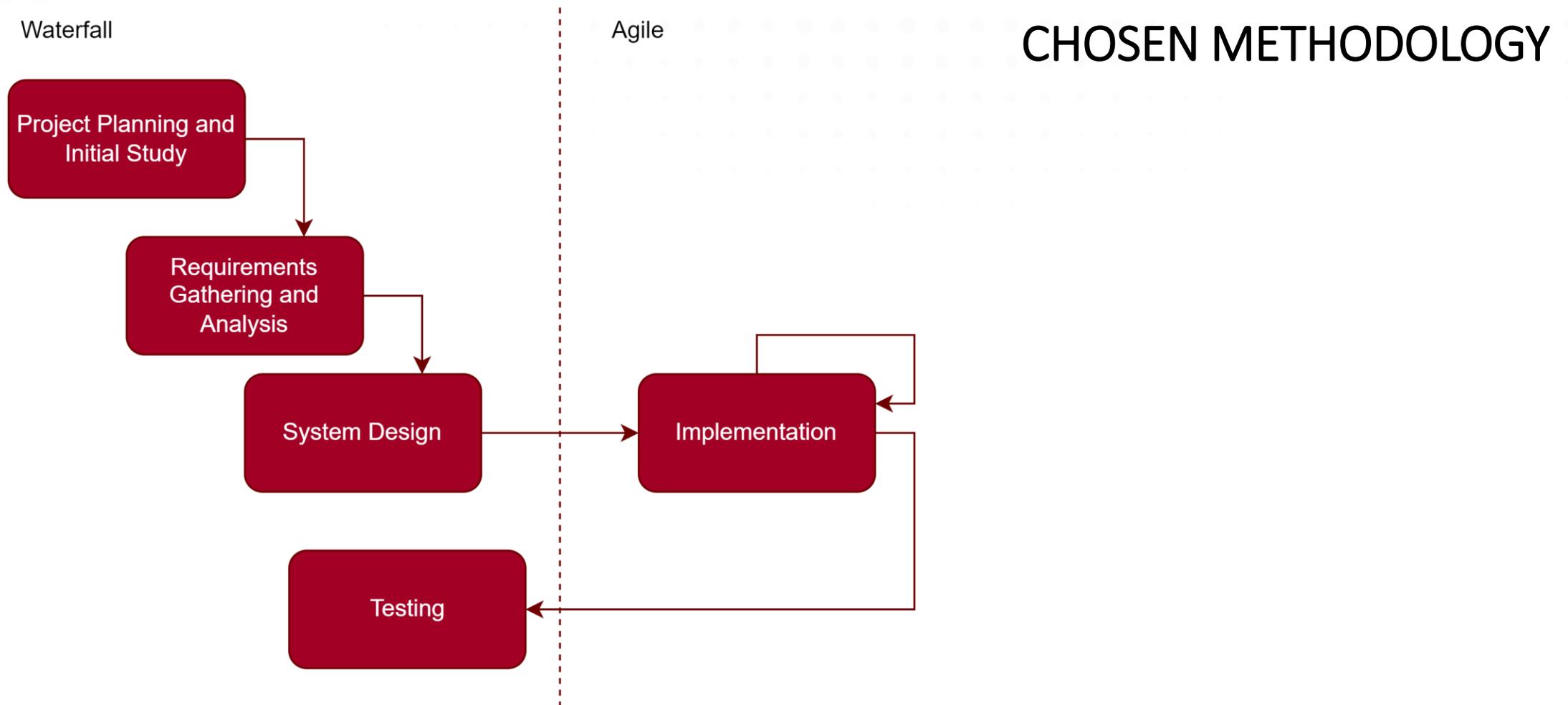
Features	Google Cloud Vision API	Tesseract OCR
Advantages	<ul style="list-style-type: none"> More accurate text recognition. No need extra development or training. Support more programming languages. Support more input format. 	<ul style="list-style-type: none"> Free. More accurate layout detection. Can be used in command-line. Only need to download the software and no initial set up.
Disadvantages	<ul style="list-style-type: none"> Cost required if exceeds 1000 pages monthly. Layout detection issues. Need to follow a series of steps to set up the project and access API key. 	<ul style="list-style-type: none"> Less accurate text recognition. Support lesser programming languages. Support lesser input format. Need extra development or training for better accuracy.



LITERATURE REVIEW (COMPARISON BETWEEN EXISTING SYSTEMS)

System	Strengths	Limitations
ZipGrade LLC (n.d.)	<ul style="list-style-type: none"> User-friendly interface. Support forms creation and customization. Real-time marking. Offer detailed analytics on student performance. Can export quiz results. 	<ul style="list-style-type: none"> Limited support for non-multiple choice questions, primarily designed for multiple choice assessments. Limited answer choices, support maximum 5 lettered answer choices per question only.
Lu et. al (2021)	<ul style="list-style-type: none"> Cost effective, do not need extra answer cards. No limit where the students can fill in the answer. Able to grade handwritten alphabets and numerical answer. 	<ul style="list-style-type: none"> Incorrect recognition due to scribbles. No user-friendly interface.
Shaikh et al. (2019)	<ul style="list-style-type: none"> Able to grade handwritten alphabets and numerical answer. 	<ul style="list-style-type: none"> Require portable scanner. Segmentation based on predefined answer sheets template, segmentation failed on slightly tilted images.

SYSTEM DEVELOPMENT METHODOLOGY



SYSTEM DEVELOPMENT METHODOLOGY

SUMMARY OF EACH PHASE

PROJECT PLANNING AND INITIAL STUDY

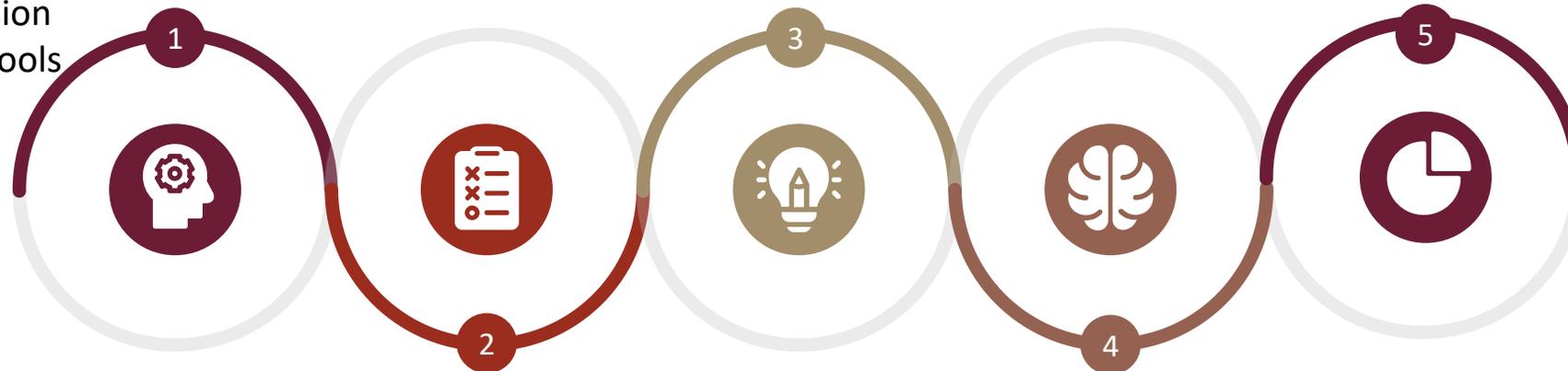
- Project Gantt chart
- Define objectives and scope
- Conduct background study
- Propose solution
- Study of computer vision techniques and OCR tools

SYSTEM DESIGN

- Use case diagram
- Use case description
- Architecture design
- Database design
- User Interface (UI) design

TESTING

- Pivot Testing
- Heuristic Evaluation



REQUIREMENTS GATHERING AND ANALYSIS

- Survey through Google Forms
- Analyze the survey results with Microsoft Power BI
- Elicit functional & non-functional requirements

IMPLEMENTATION

- Iterative, sprint-based development

SYSTEM DEVELOPMENT METHODOLOGY (DEVELOPMENT TOOLS AND ENVIRONMENT)

- 01  Flutter
- 02  python™
- 03  Flask
- 04  OpenCV
- 05  VISUAL STUDIO CODE
- 06  ANDROID STUDIO
- 07  GitHub
- 08  Firebase

SYSTEM DEVELOPMENT METHODOLOGY

HARDWARE AND SOFTWARE REQUIREMENTS

HARDWARE REQUIREMENTS

Hardware	Justification
Laptop	Research, documentation, coding
Android Phone	Emulator, project implementation

SOFTWARE REQUIREMENTS

Software	Justification
Visual Studio Code	Main IDE for project development
Android Studio	Required for emulator
Jira	Project management tools for scrum
Draw.io	Create Unified Modelling Language (UML) diagram
MockFlow	Create low-fidelity prototype for UI
Microsoft Word	Report documentation

REQUIREMENTS ANALYSIS & DESIGN

KEY ASPECTS OF THE SURVEY RESULTS

01

Survey (13 questions) was available for **2 weeks**, received **25 responses (17 teachers, 68% and 8 tutors, 32%)** from secondary school English teachers and tutors in Johor and other states.

02

The **average listening assessment given a year is 10** approximately and the **mean time to mark one listening answer sheet is 95.4 seconds.**

03

The results indicate that **84%** of the respondents **expressed a willingness to use an automated marking system if available**, despite all respondents never use one before and more respondents (**36%**) consider the task of marking listening assessments to be quick and not tiring.

04

88% of respondents also expect that **automating the marking** of listening assessments will **speed up the provision of feedback** to students.

REQUIREMENTS ANALYSIS & DESIGN

KEY ASPECTS OF THE SURVEY RESULTS

05

The **most demanded functionalities** are generating a document of the list of students' scores (88%), record the score after marking (84%) and upload answer scheme document (64%).

06

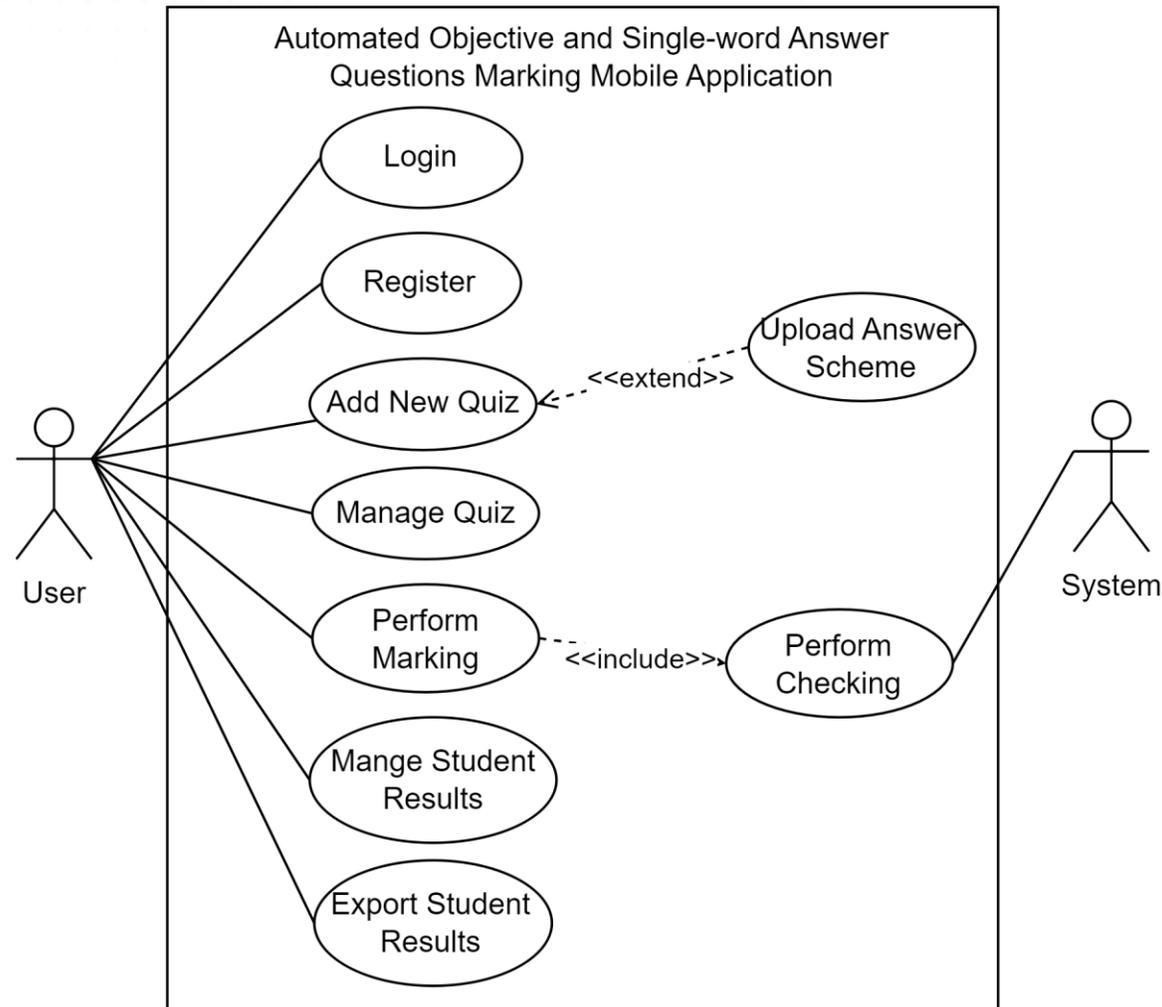
The **formatted answer sheets** are **commonly used by teachers** (15 out of 17, 88.24%) for efficient marking.

07

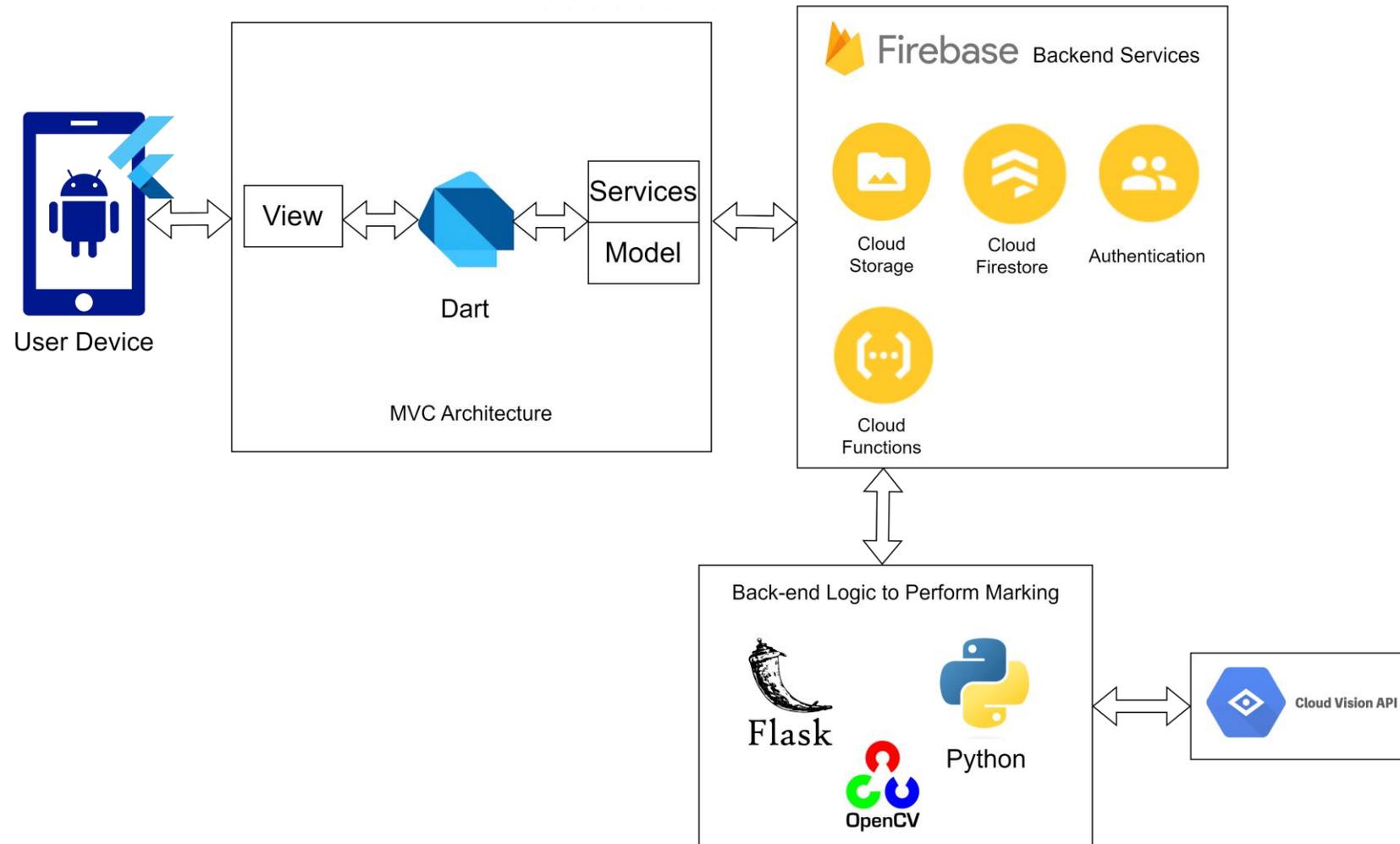
Most tutors think that preparing and printing the formatted sheets is troublesome (6 out of 8, 75%) and **prefer the non-formatted sheets** (6 out of 8, 75%).

REQUIREMENTS ANALYSIS & DESIGN

USE CASE DIAGRAM



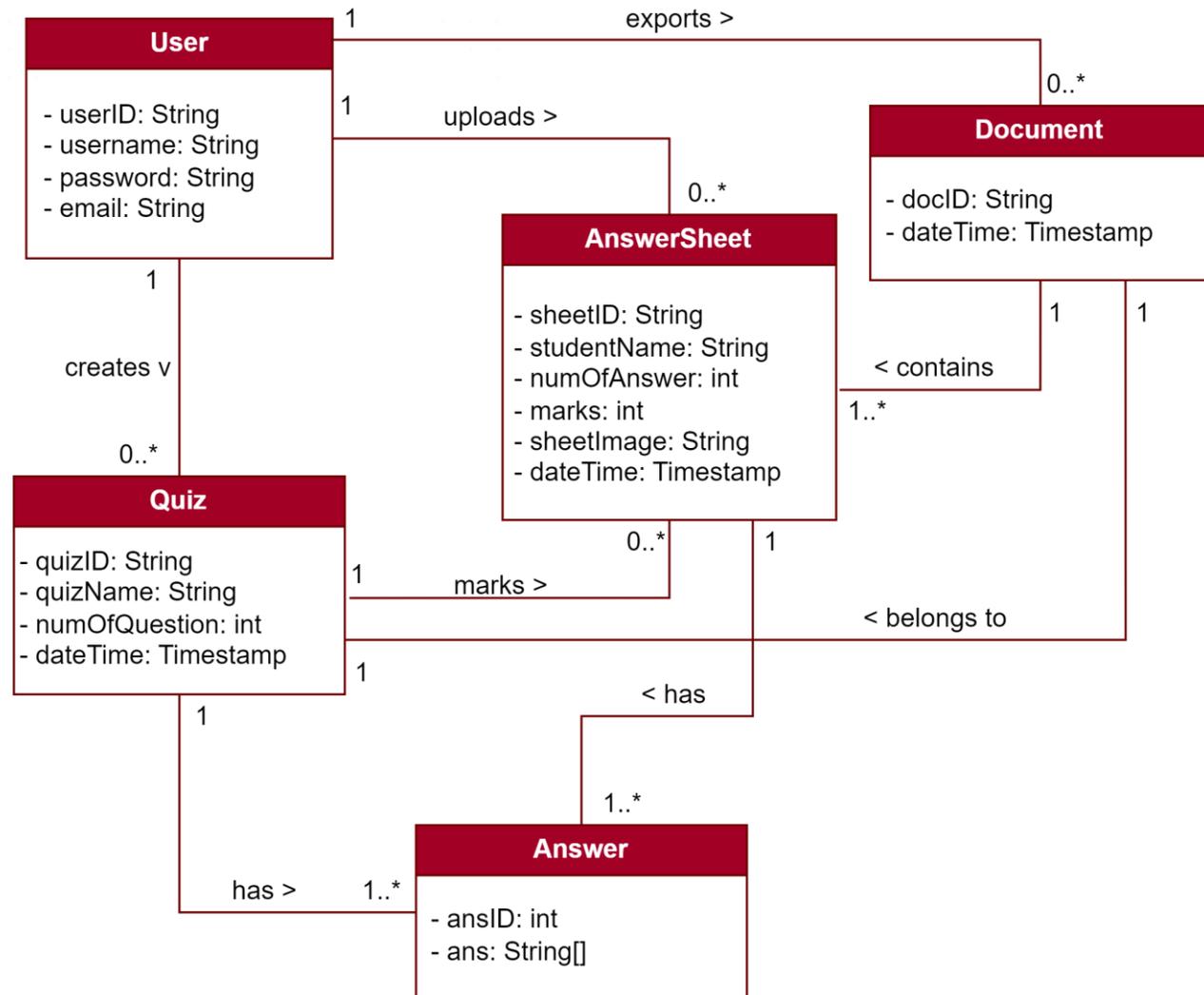
REQUIREMENTS ANALYSIS & DESIGN



SYSTEM
ARCHITECTURE
DESIGN

REQUIREMENTS ANALYSIS & DESIGN

DATABASE DESIGN (ERD)



REQUIREMENTS ANALYSIS & DESIGN

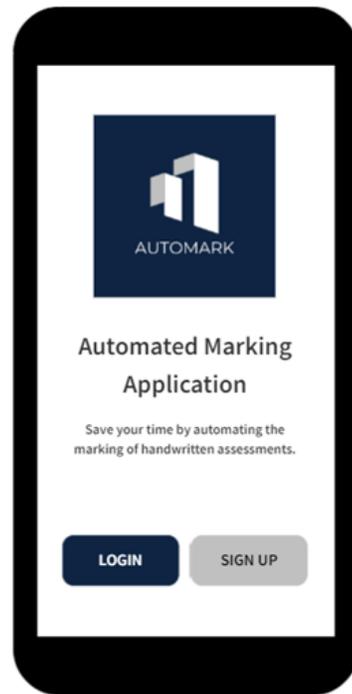
DATABASE DESIGN (JSON DOCUMENT)

User	Quiz	AnswerSheet
<pre>{ "userID": string, "username": string, "password": string, "email": string }</pre>	<pre>{ "quizID": string, "userID": string, "quizName": string, "numOfQuestion": number, "dateTime": timestamp, "answers": [{ "ansID": int, "ans": [string] }, { "ansID": int, "ans": [string] }] }</pre>	<pre>{ "sheetID": string, "userID": string, "quizID": string, "studentName": string, "numOfAnswer": number, "sheetImage": string, "dateTime": timestamp, "answers": [{ "ansID": int, "ans": [string] }, { "ansID": int, "ans": [string] }] }</pre>

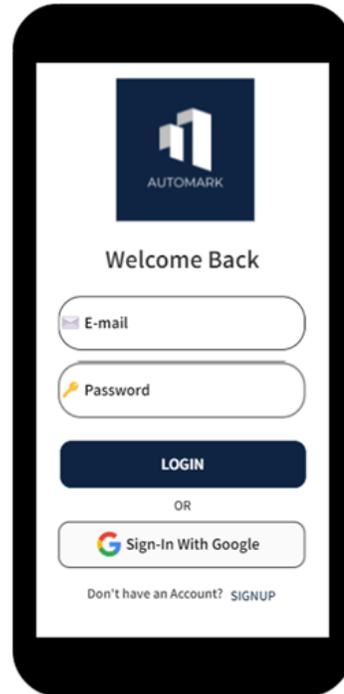
Answer	Document
<pre>{ "ansID": int, "ans": [string] }</pre>	<pre>{ "docID": string, "dateTime": Timestamp, "quizID": string, "answerSheetIDs": [string] }</pre>

REQUIREMENTS ANALYSIS & DESIGN

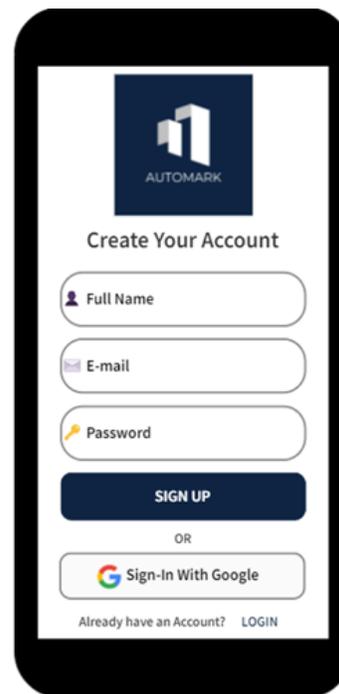
UI DESIGN (LOGIN AND REGISTER INTERFACE)



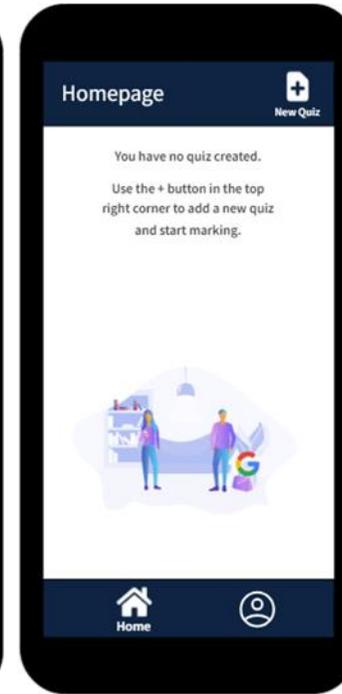
Welcome Page



Login Page



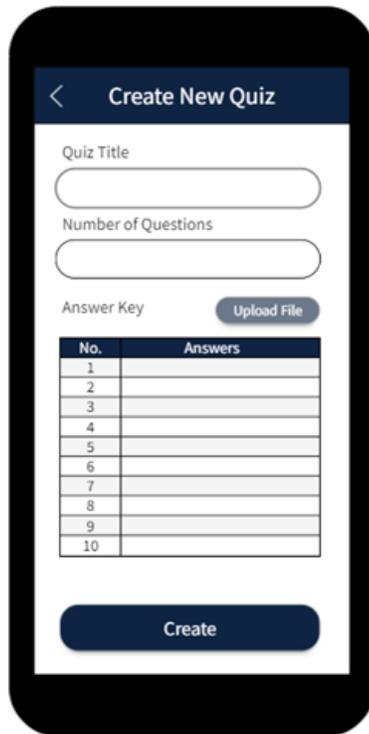
Register Page



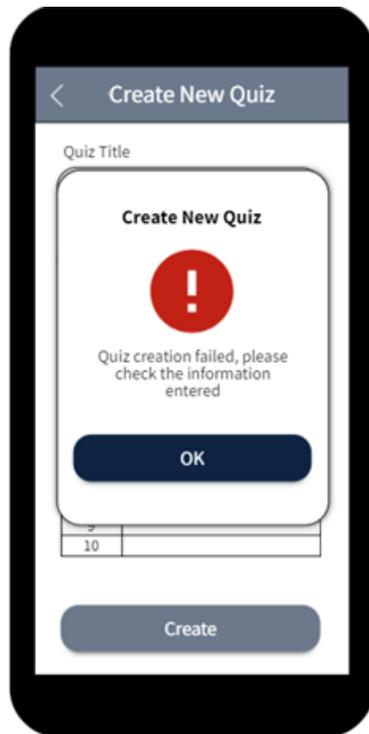
Homepage

REQUIREMENTS ANALYSIS & DESIGN

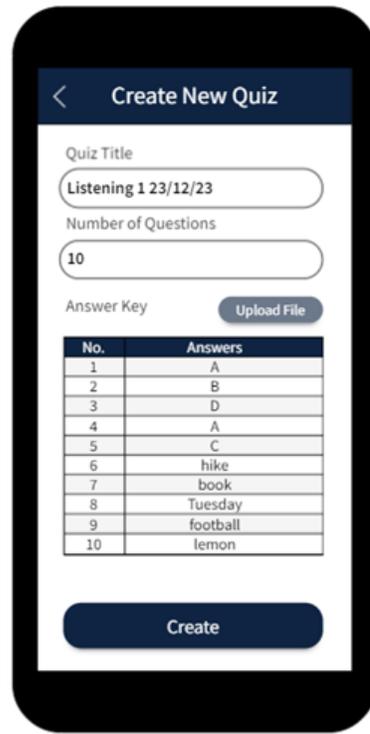
UI DESIGN
 (ADD NEW
 QUIZ
 INTERFACE)



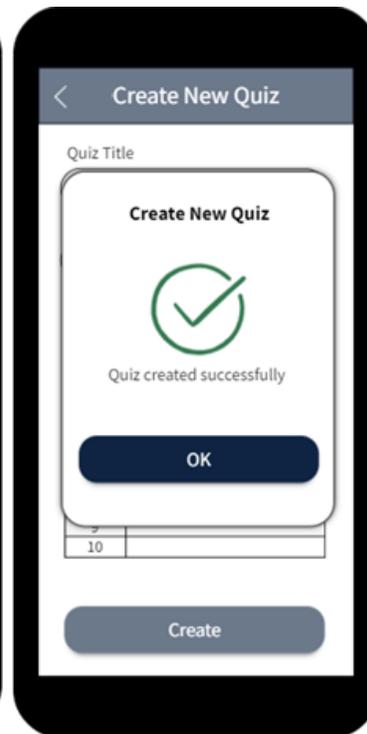
Create Quiz Page



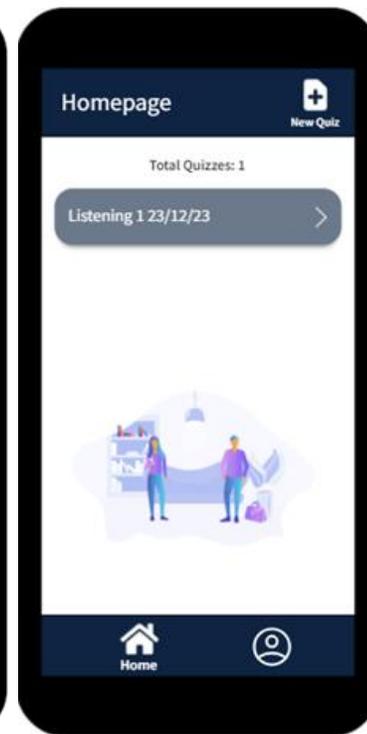
Create Quiz
 Information Invalid
 Screen



Create Quiz Page
 with Complete
 Information



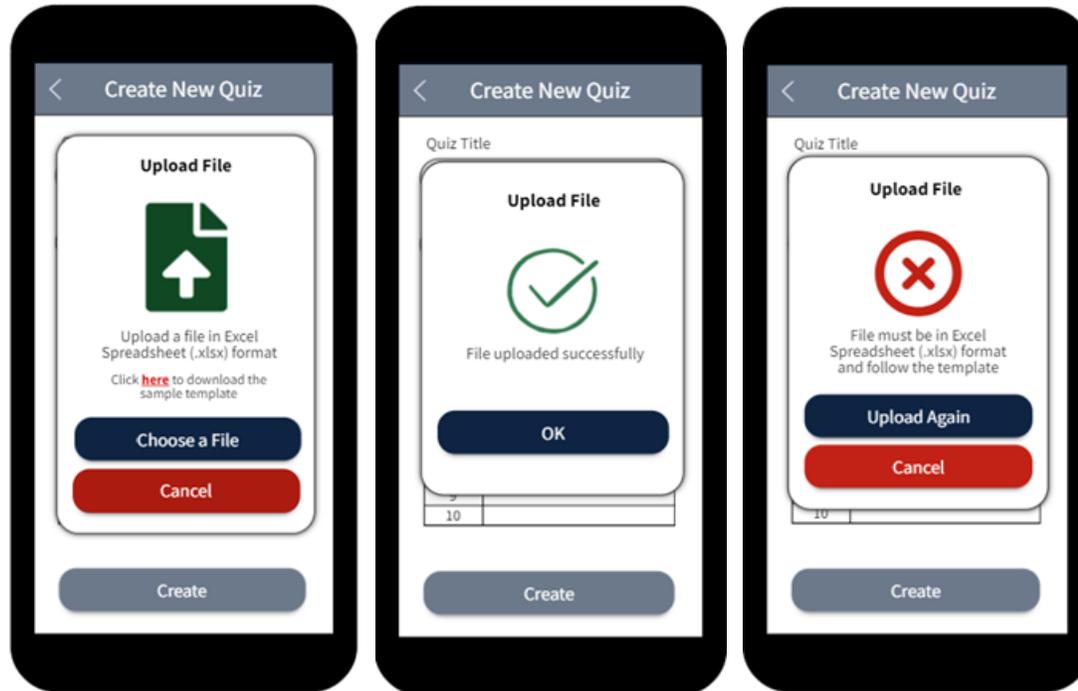
Create Quiz
 Information Valid
 Screen



Homepage with
 Newly Created Quiz

REQUIREMENTS ANALYSIS & DESIGN

UI DESIGN (UPLOAD ANSWER SCHEME INTERFACE)



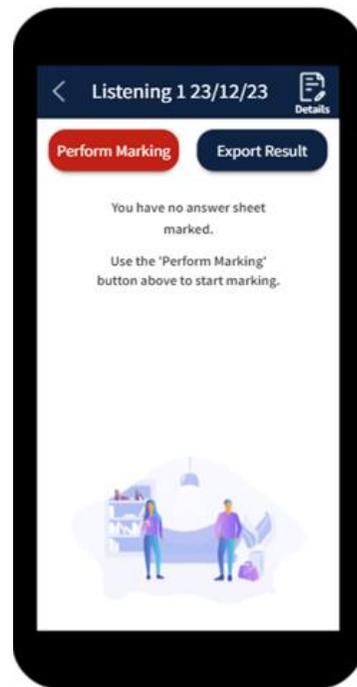
Upload Answer
Scheme Screen

Uploaded Answer
Scheme Valid Screen

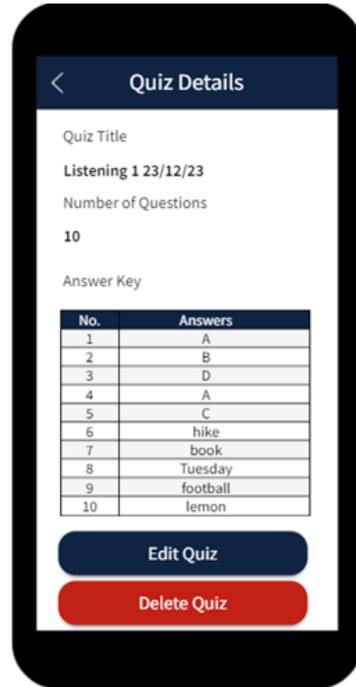
Uploaded Answer
Scheme Invalid
Screen

REQUIREMENTS ANALYSIS & DESIGN

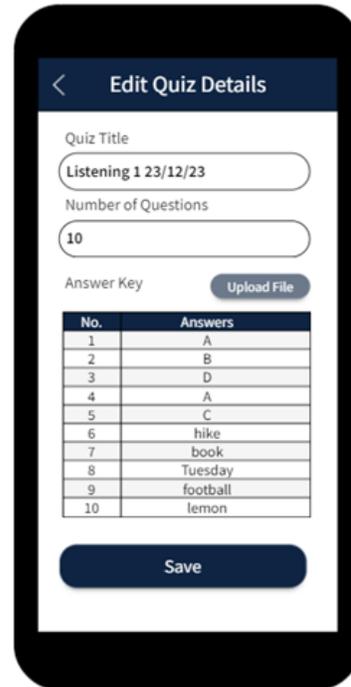
UI DESIGN (MANAGE QUIZ INTERFACE)



Created Quiz Page



Quiz Details Page



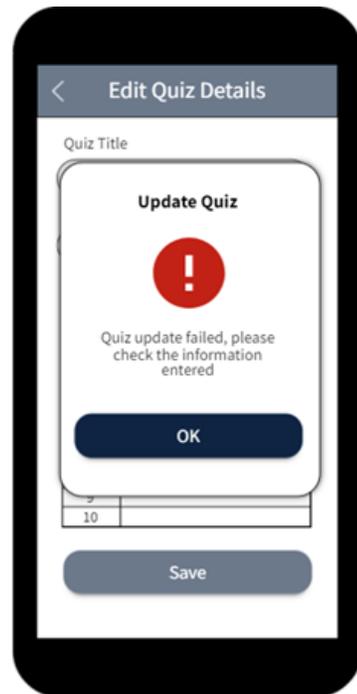
Edit Quiz Details
Page



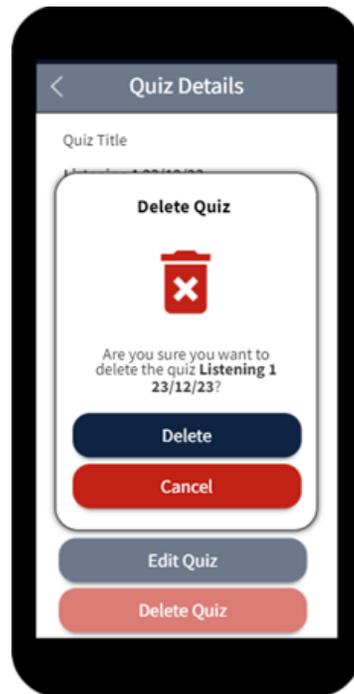
Update Quiz
Information Valid
Screen

REQUIREMENTS ANALYSIS & DESIGN

UI DESIGN (MANAGE QUIZ INTERFACE)



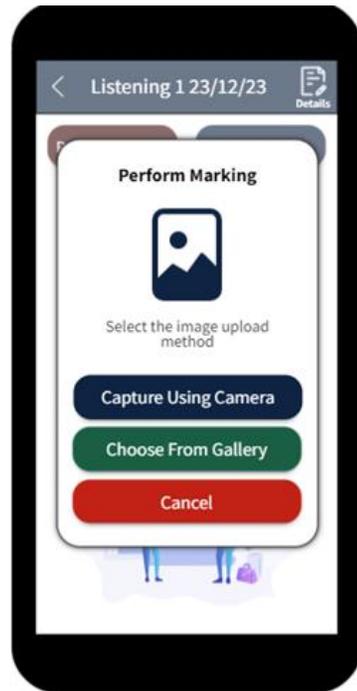
Update Quiz
Information Invalid
Screen



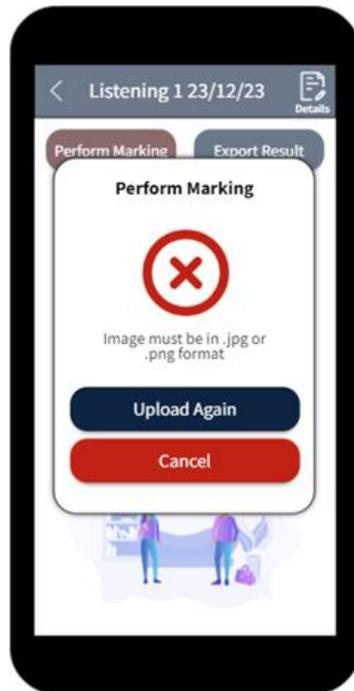
Delete Quiz Screen

REQUIREMENTS ANALYSIS & DESIGN

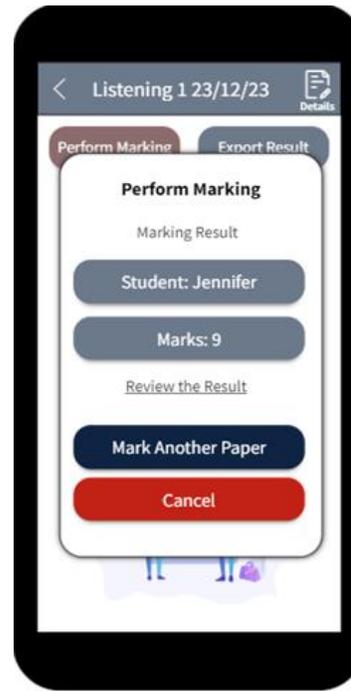
UI DESIGN
(PERFORM
MARKING
INTERFACE)



Perform Marking
Screen



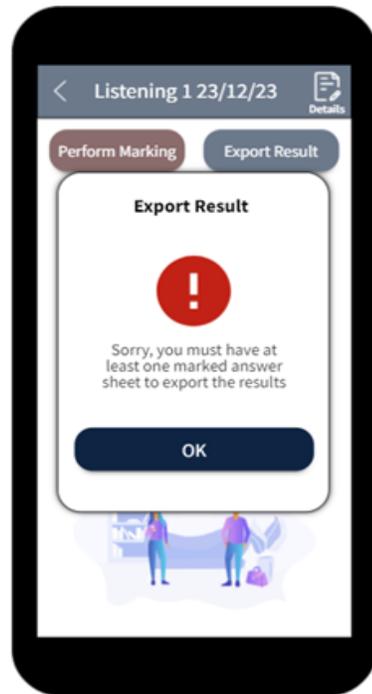
Uploaded Image
Invalid Screen



Marking Completed
Screen

REQUIREMENTS ANALYSIS & DESIGN

UI DESIGN (EXPORT STUDENT RESULT INTERFACE)



Export Student
Results Failed Screen



Export Student
Results Select Export
File Type Screen

REQUIREMENTS ANALYSIS & DESIGN

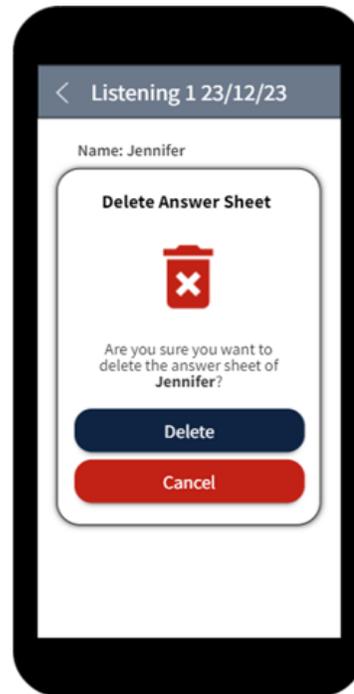
UI DESIGN (MANAGE STUDENT RESULT INTERFACE)



Created Quiz Page
with Student Results



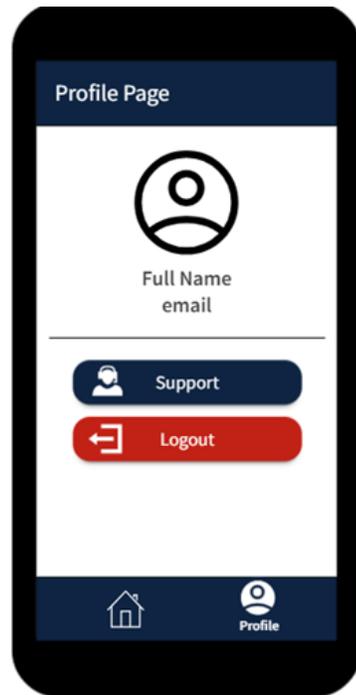
Selected Student
Result Page



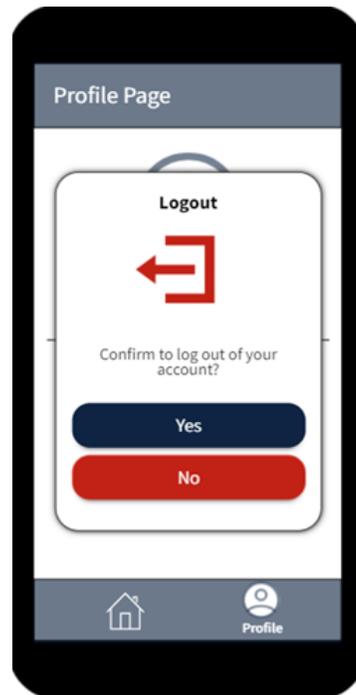
Delete Answer Sheet
Screen

REQUIREMENTS ANALYSIS & DESIGN

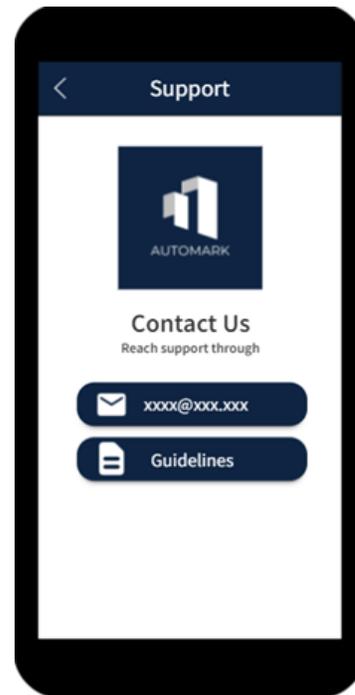
UI DESIGN
(OTHER
INTERFACE)



Profile Page

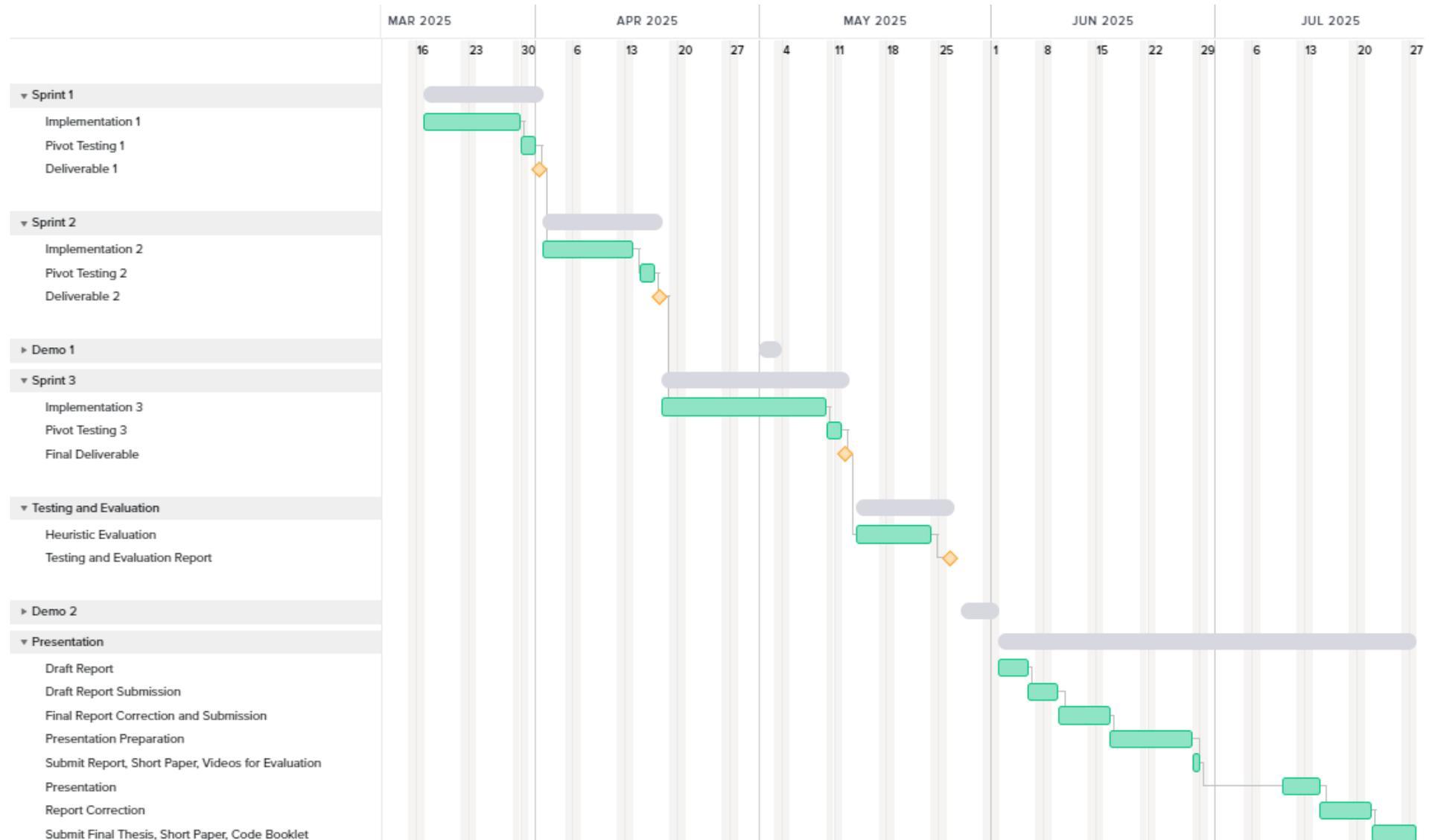


Logout Screen



Support Page

PSM2 EXECUTION PLAN



CONCLUSION

“

PSM2 will focus on **implementation and testing** phases, integrating functionalities through iterative sprints. Key activities will include pivot testing after each sprint and heuristic evaluation with experts after final deliverable to evaluate the application's marking accuracy. Constraints such as time and access to human resources for testing have been acknowledged, influencing project planning.

Objective 1 has been **achieved**, while **objective 2** remains **partially completed** and will **continue** into 'Projek Sarjana Muda' 2 (PSM2). **Objective 3** will also be **extended** into PSM2.

”

THANK YOU

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