FreeSpeechApp4VT

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Outline

1. Project Overview
2. Project Timeline
3. Application Walkthrough
4. Challenges
5. Lessons Learned
6. Future Work
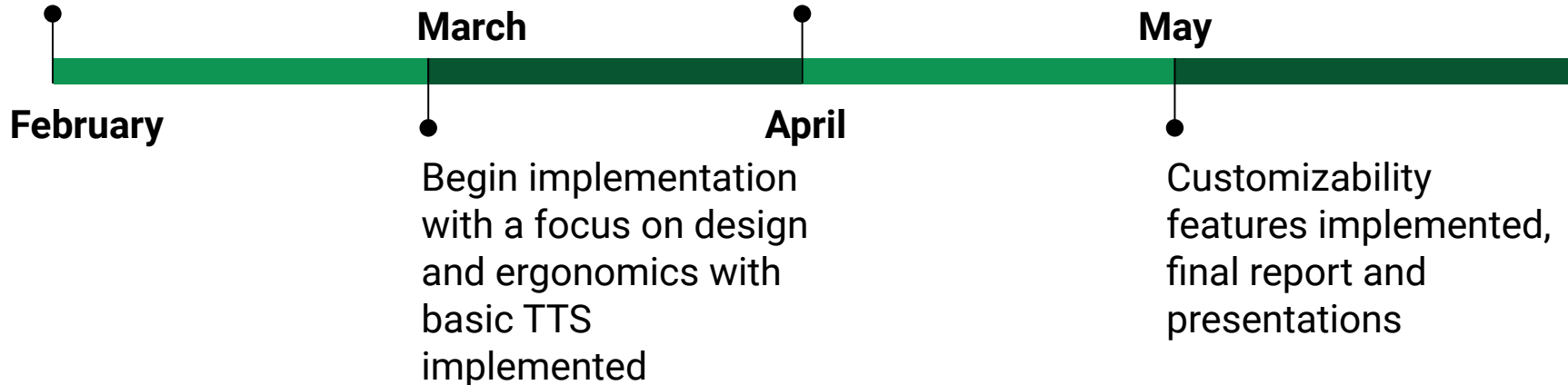7. Acknowledgements
8. References

Project Overview

- A free iOS application that serves as a medium for non-verbal communication
- Selectable tiles representing words to create sentences that will be spoken through the Apple Text-to-Speech engine
- Customizability to allow the user to communicate in their own way
  - Tile formation
  - Custom images
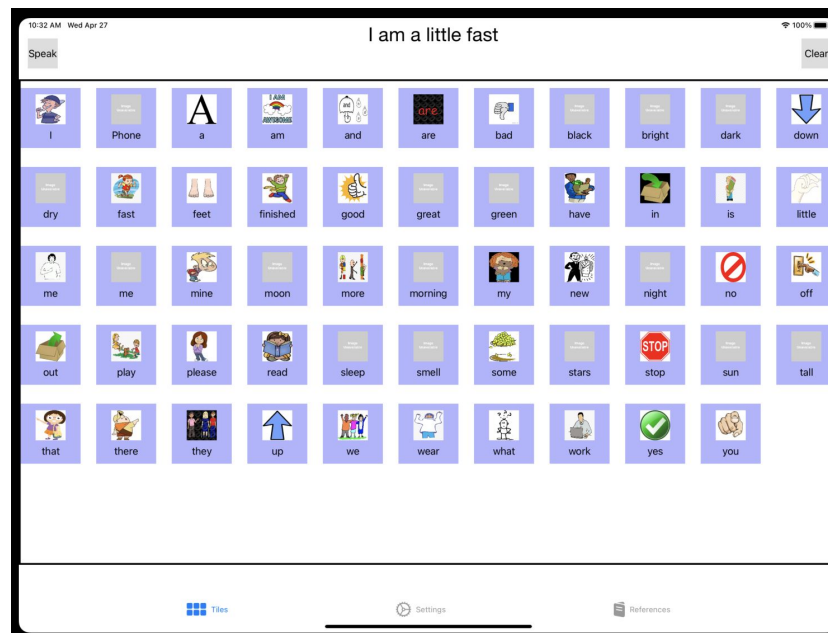 - Personal audio recordings

Project Timeline

Design planning, wireframing, define basic specifications

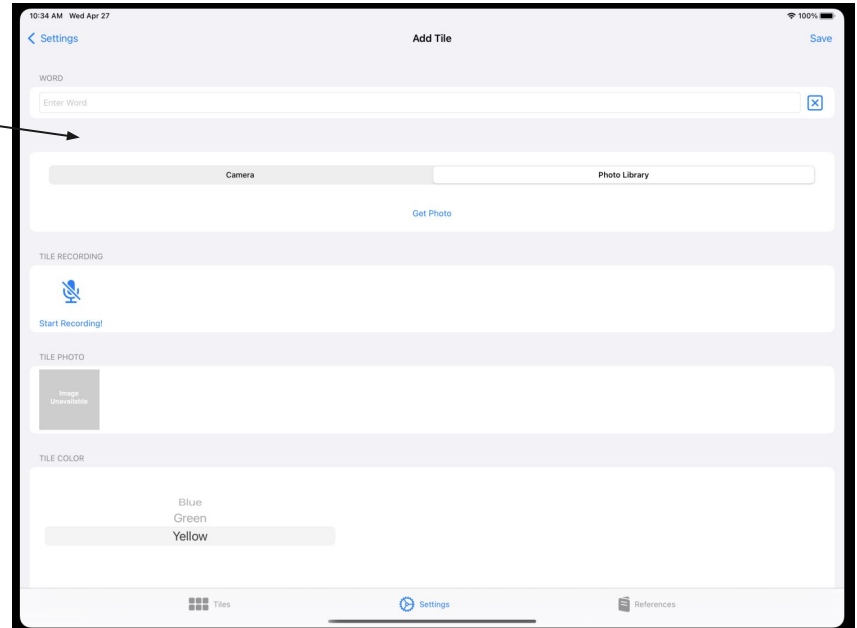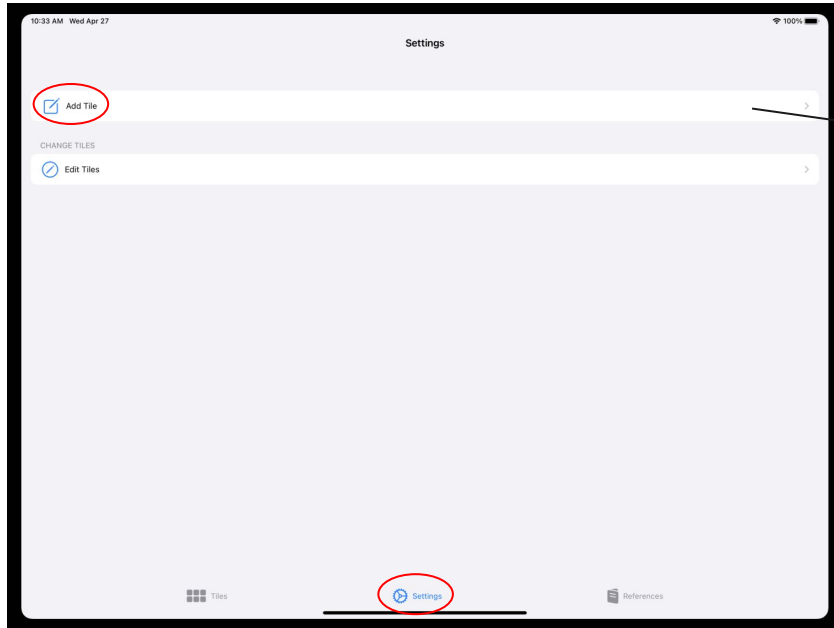Minimum expectations complete, customizability features introduced based on priority

March

May

February

April

Begin implementation with a focus on design and ergonomics with basic TTS implemented

Customizability features implemented, final report and presentations
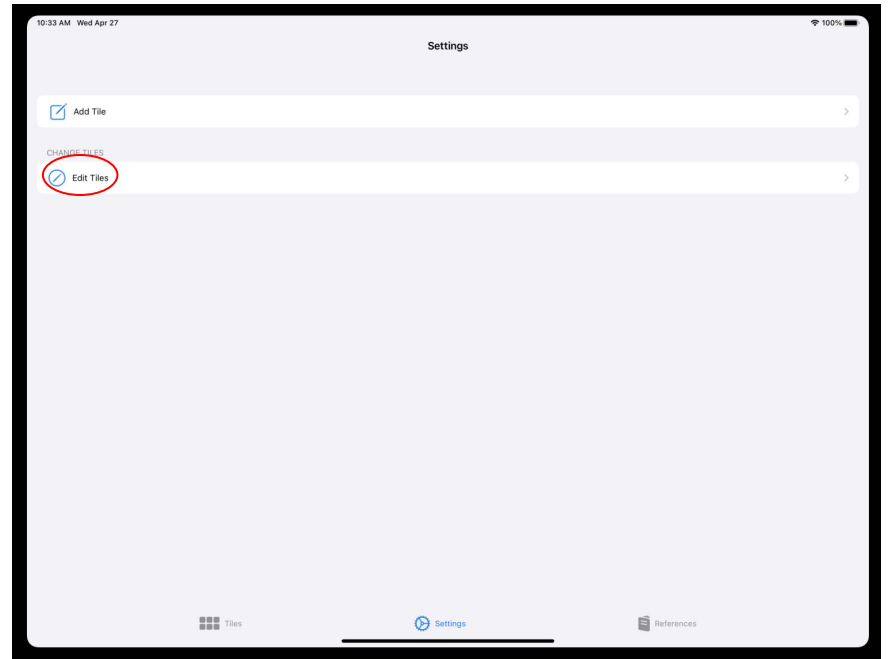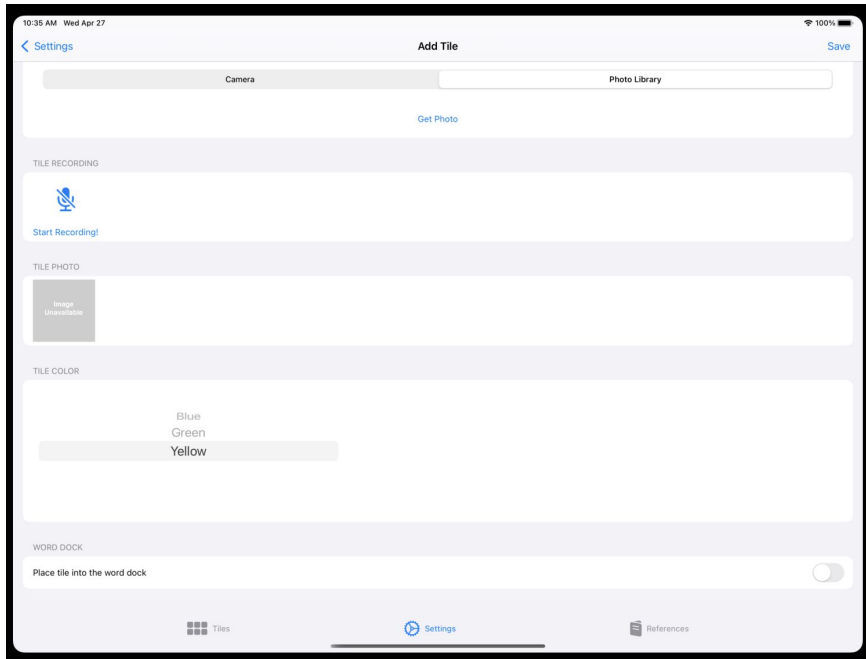
Application Walkthrough
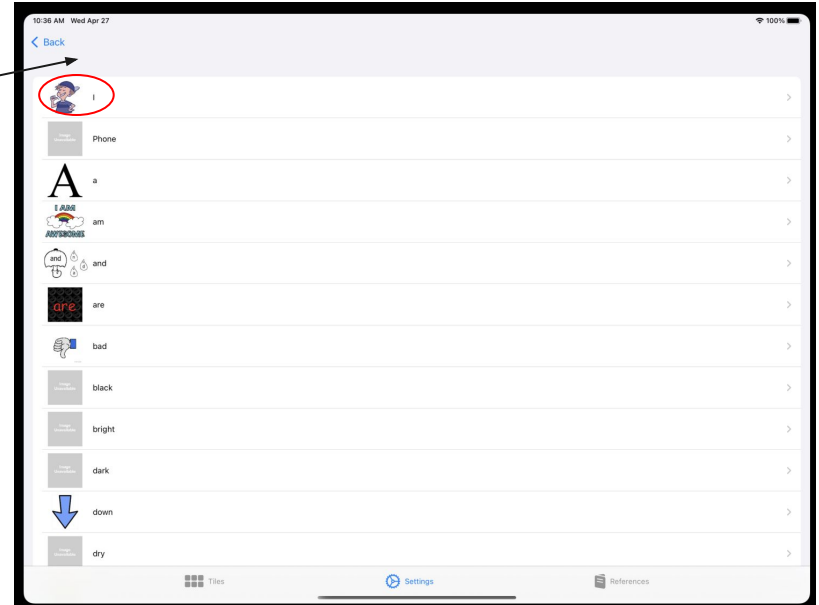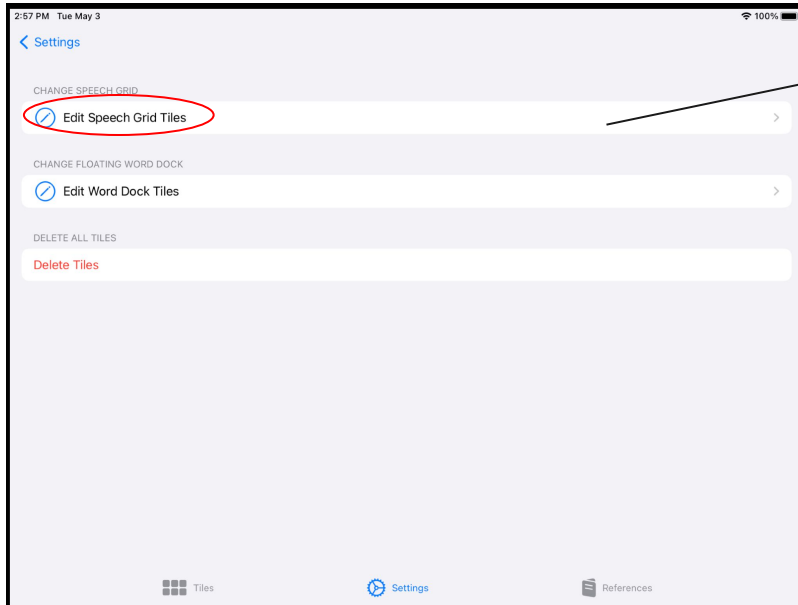
Application Walkthrough - Add Tile
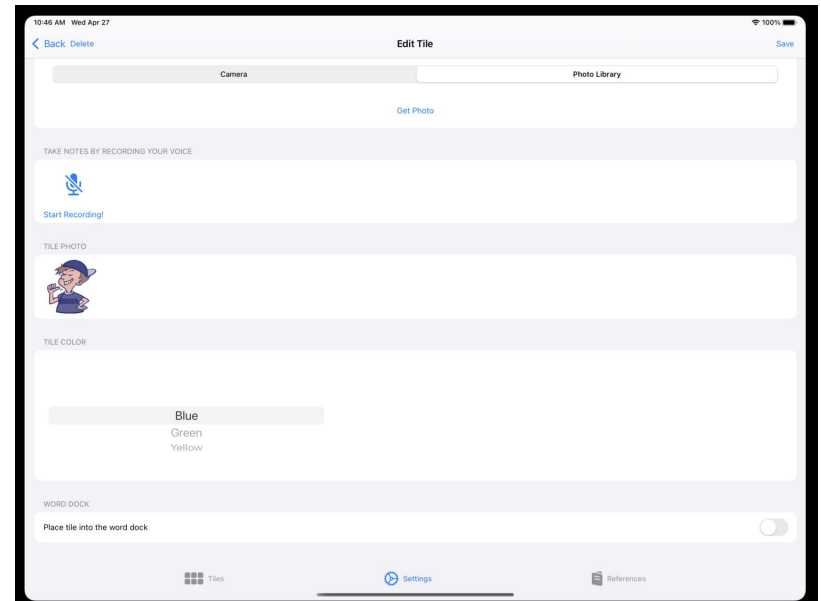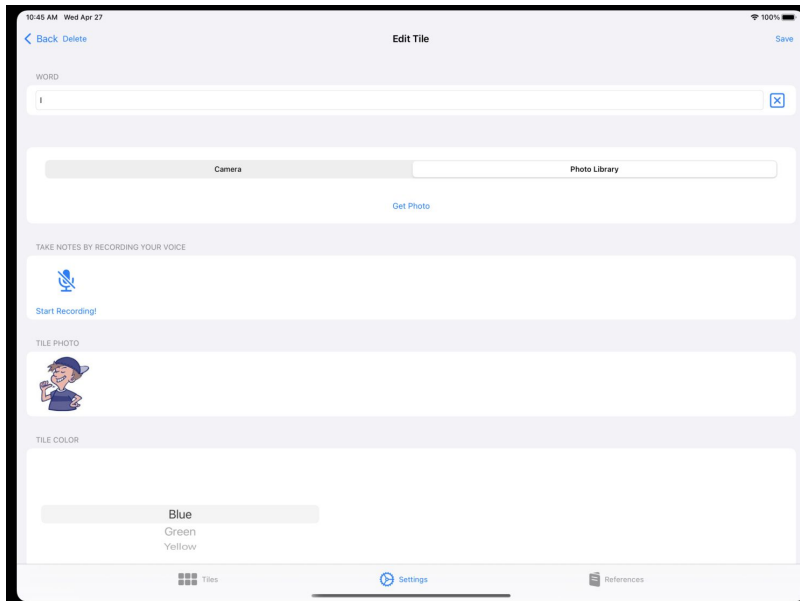
Application Walkthrough - Add to Edit Tile

Application Walkthrough - Edit Tile

Application Walkthrough - Edit Tile
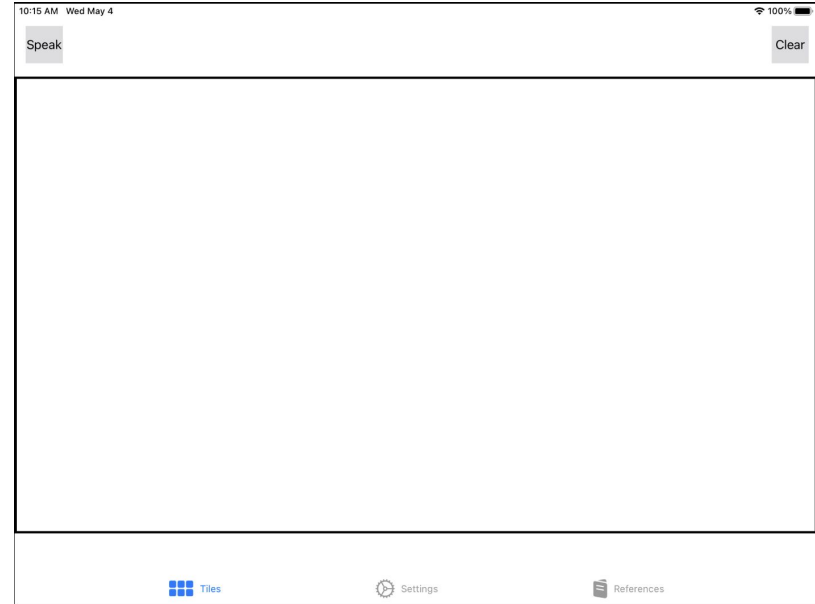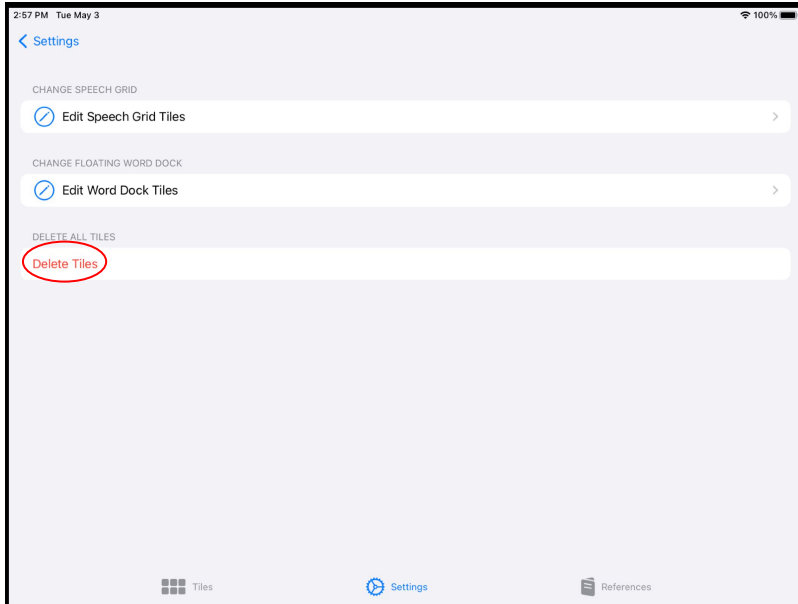
Application Walkthrough - Delete Tiles

Application Walkthrough - References Tab

Challenges

- Data management
  - How can we store data in a way that would be easily accessible for our speech grid, while being able to support the desired functionalities?

- Design
  - How can we create a design that fits the desires of our client, while also maintaining support for our target audience?

Lessons Learned

- Communication with client is essential for proper direction
- Make design choices with users in mind
- Need to allocate more time to debug programs in a timeline
- Constantly learn

Future Work

- Predictive Tiles
  - Prediction of next inputs for tiles
- Additional Settings
  - Custom voices
  - Different profiles

Acknowledgements

- Mr. Matthew Newton
    - Coordinator of Assistive and Educational
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    - Professor of CS 4624
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References

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