AI oriented Grant - *It's time for AI-first products!*

Company Name: 媒**Meinah**

Company URL: www.MeinahVerse.me (w2.0) (our draft, Raise-oriented website is moving from go Daddy internal hosting to external.

www.MeinahVerse.nft (w3.0) not yet developed

Very short summary of your product: **Developing dNFT, Character-centric, AI directed, Speech MIDDLEWARE, targeting the 3.04 Billion, global, passionate, Digital Native, core game players and enabling them to speak in their favored Characters genuine & unconstrained voices.**

Describe your product in more detail:

We aspire to appreciably evolve 'DN' Players' in-game, Real-Time engagement and to meaningfully enhance Player Immersion into their

acquired, Characters with whom they identify, by empowering these passionate Players to play, as well as *Speak***, -** <u>not</u> *in the Players' own, logic-defeating, suspension-of- disbelief-shattering, normative voices,-* **but rather, in our speech middleware-evolved, dNFT Characters' (Real-world or Fantasy-based, licensed, or original), authentic and transportative voices.**

Shaping our Product Research & Development to best align with the present (+ future) Team's abilities as well as continued learnings passions, into accomplishable frameworks for milestones.

The team's present AI/Machine Learning/NLP experienced Engineers (presently 6 heads) have relevant experience training & fine-tuned multiple classifiers, object detectors and segmentation models. Appreciable experience working with tabular data and NLP problems, but, if asked what they love exploring most, as a group, **it is Computer Vision-based research**. Thus there is a lean towards focused research and development in that area as well as a 'swing for the fences' isolated milestone that our additional hypothesis (see further below in '***Swing for the Bleachers***') if it yields a result, could be a fantastic finding for Computer Vision –based AI research. The AI Engineers - as true for the entire, wider Meinah Dev team,- are hyper-excited to develop a viable, robust, functional process for Meinah's Character Voice –centric AI Driven Middleware that shall allow the +3Billion, global, Digital Native, core and casual players to (finally!) be enabled to speak in the massively more IMMERSIVE and Engaging voices of the characters they leverage In –game, Real –Time, as well as pre & post game sessions both within our Metaverse Systems' platform socially, and with particular attention to interoperability, once ready, our Character Voice Ai-driven Middleware will enable players to speak in their characters genuine voices, unconstrained, in our friendly, neighboring Metaverse Offerings as well as in OTT Social Media and Messaging Platforms as well as some of the +2,000 3rd party developer/publishers whose player communities will demand these dev/pubs level up (or risk hemorrhaging players) as Digital Natives prefer being 1st-not last to have the newest durable next-gen advances enabling increased immersion & engagement in characters and their games' virtual environments.

Our Middleware ambitions and overall Product Development plans align with multiple top line focus areas that would have been naturally touched upon no matter how 'hot' or 'popular':

- We're focusing on experimenting freedom of trialing via Virtual Identities (skins, dNFT's) Degrees of Player Privacy and Anonymity, and 'Flexible' Character Identity exploration for which players can control and adjust for each virtual environment, plus, experimentation thru interactive characters with real world personality/ virtual character traits with (examples): Assertiveness, confidence, and leadership. As well as Gender Orientation and 'safe haven' virtual environments within which to trial experimentation with any/all listed herein.
- Speech intake of a Player's own Characters Speech 'OUTPUT) authentic Voice.

Building upon the proven studies we've digested (+ proven in previous informal environments –examples in ***appendices***): The typically restrained, security and privacy aware, Digital Natives + all other demographics, will typically circumvent media, or those intent on capturing DN's personal insights/Data. Yet, when provided safe, secure environments such enable freedom of authentic expression, emotes, authentic insights are triggered resulting in a players' perception of enhanced:

- Immersion into their characters, and virtual environs
- engagement,
- focus, and performance

...yield a perception of better quality virtual entertainment
And when Digital Natives believe such, they are willing to pay a premium for such 'needle-moving, next-gen' solutions, for competitive, braggable, FOMO purposes

ACCOMPLISHABLE: For our purposes, we needed an accomplishable method in which to yield solid quality original characters and licensed characters, real world as well as fantasy, character voice libraries. Now, typical real conversations are chaotic. They change subjects incessantly, with no pre context triggers often as to why the conversation topics zig and zag...it's a AI nightmare we are not competent to solve.

What we do have a great chance at solving is keeping the players as the INPUT DATA – The CONTEXT of a given conversation, and then focusing AI, Machine Learning and Natural language Processing as well as Auto Speech Recognition Speech To Text and Text To Speech.

Via Training locking down a System that optimizes the existing, character vox libraries and identifies defects in specific character libraries that other character libraries do not have and tasking the deficient libraries to heal and optimize the libraries with defects.

This approach enables us to skip the massively challenging elements we'd require bigger everything (budget, team, timeframe) to even attempt to solve

Training Data: **Algorithms /Classifier models /Idioms/Segmentation issues/Informal English/Challenging NE's?/Neologysms**

Feature Extractors   **Emotional intonation variances**

- **Data Ingest**–**Data Preparation**–Model Training, Low Latency and Data Staging and Archive Considerations With AI/ML