Senior Design Fall 2017

Mohamed Sondo
Mathew Tamayo
Victor Alvares
Jim Scherer

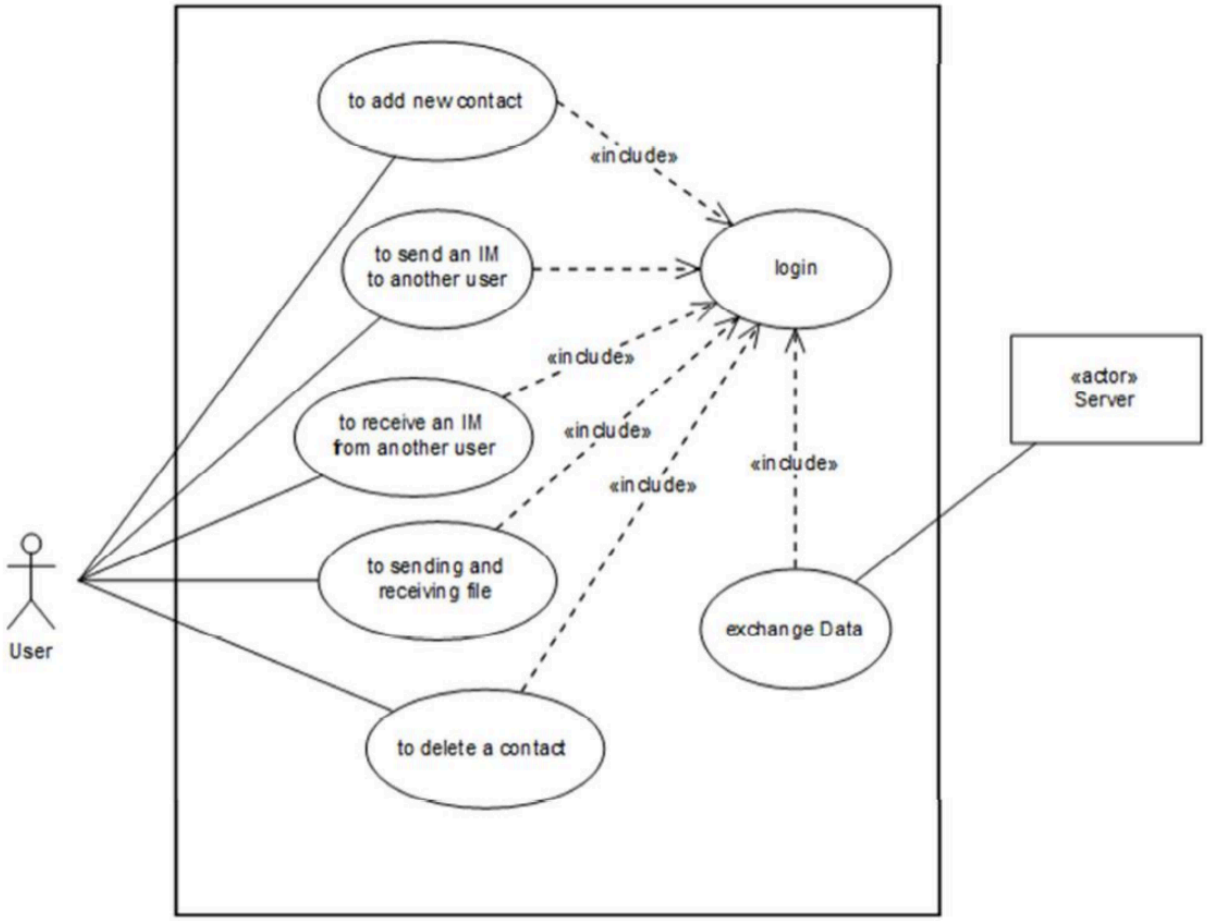
Tidle Live Translation Messaging App
31th October 2017

Project Approach:

Tilde is a live translation chat app system which allows individuals to chat with relative across the globe in supported languages. With end to end user instants Messaging.

A User can Register new contact send Message and received message by login to the system with preregistered credential. Through the login System, the data are then Send to Firebase(which is the Database being for this project), Firebase will authenticate the User and once verify the User is redirected to his Home profile page . All connection and and data

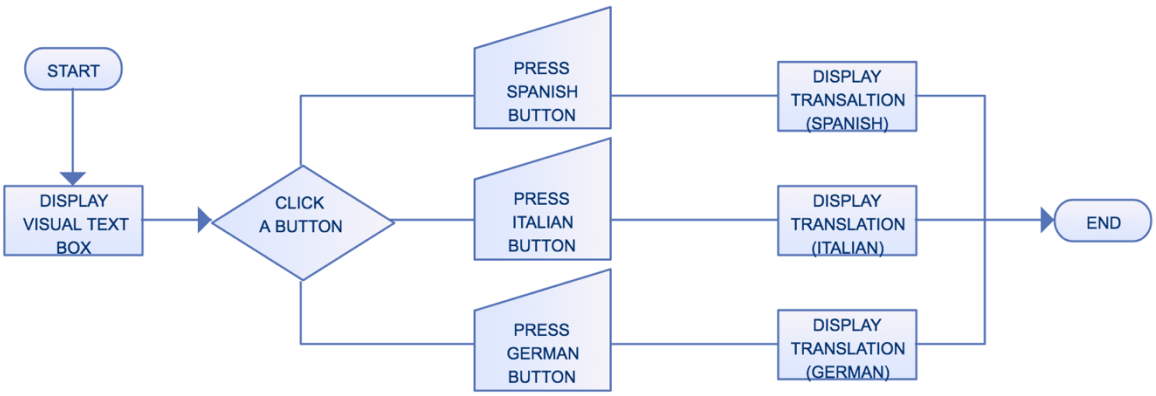
transferring is handle by firebase.



Users, potential (sender and receiver), are given a profile view to the app based on their submitted credential, allowing them to view Chat room of their setting as well as the video chat and contact list menus.

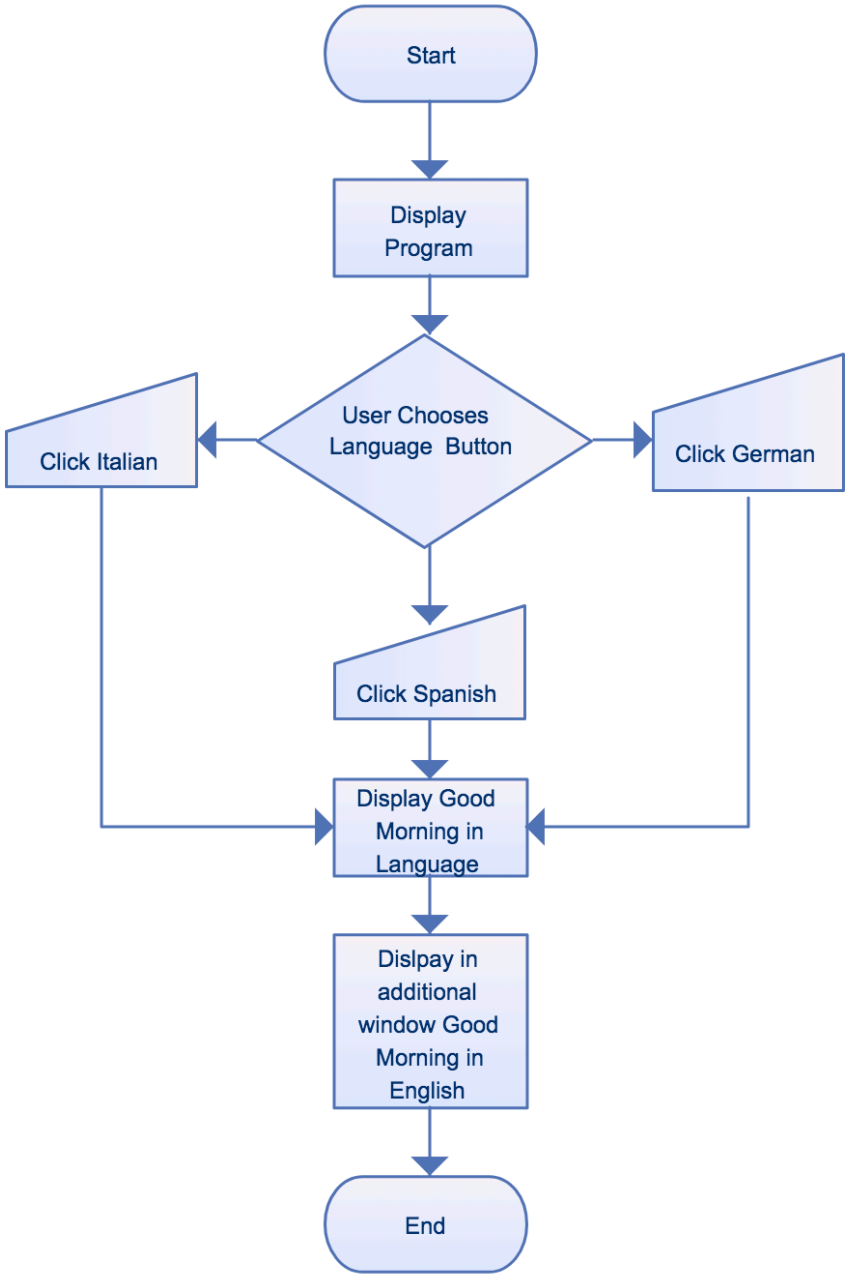
Upon initializing a chat room with another contact (either regular or video Chat), the Users can communicate with the other end user in one language which will be translate to another one in the other hand. Here is how the translation sequence work:

Trough UI button, user can input their speech as text which will be display in a Text box. Users Press of the button can also trigger a recording step which will store the audio of the speech to be translate. The Audio input is then fed in to our translation API. Base on the translation language choice our, API which is this case is google speech apply a statistical machine based translation algorithm to our the input which is then store in the database. The translate text output is retrieve real time on their other end the connect User which is then notify.

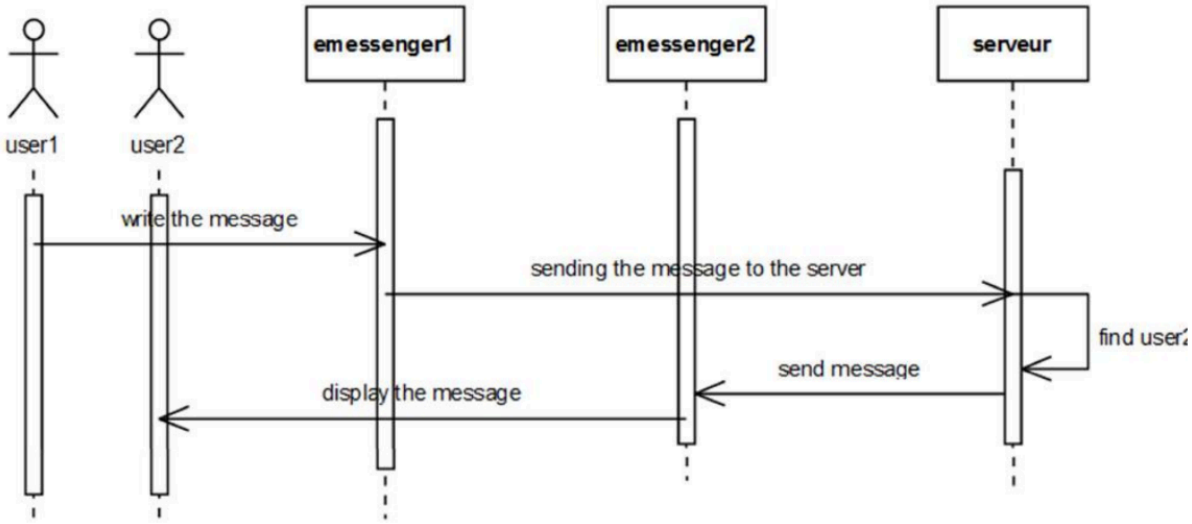


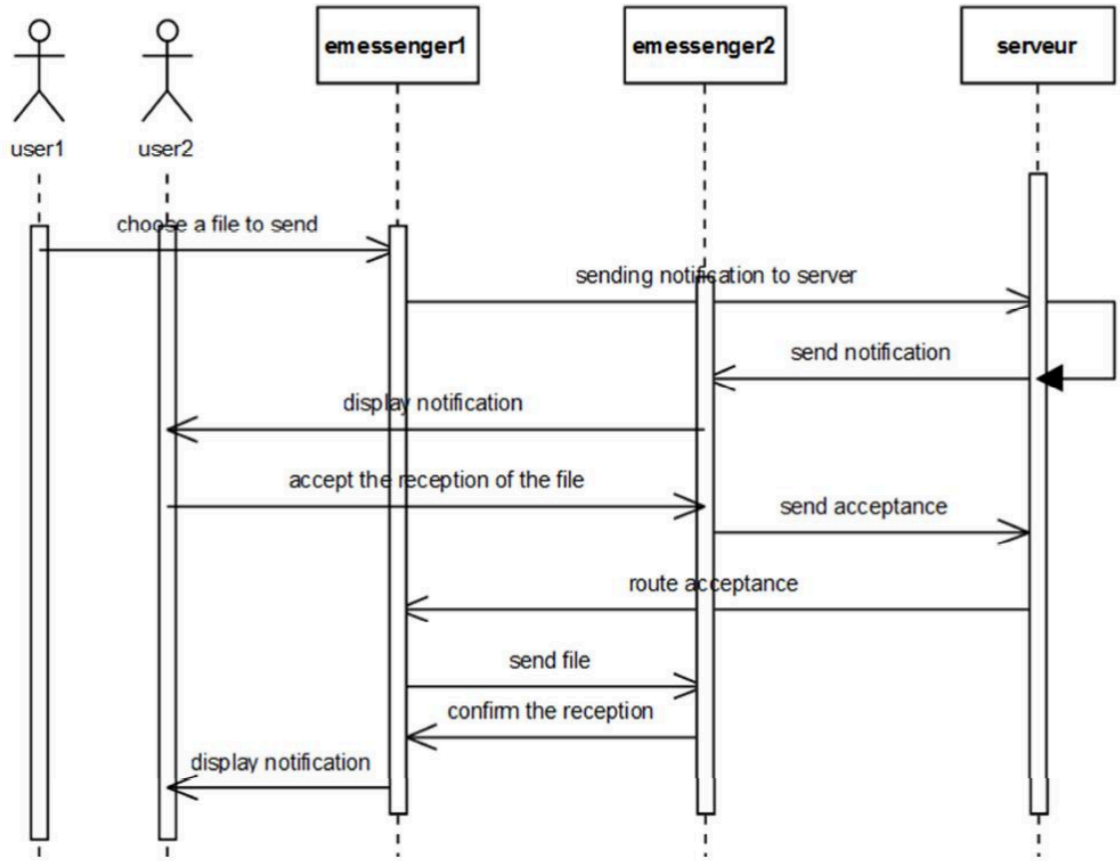
Flow Chart for Translation

Our System will start with display of language choice. In the flow char case Either Italian or German any language of choice. Once Choice is setup the UI for input Method will get original text or input from the user and then feed it back to our system.


Start
Display Program
User Chooses Language Button
Click Italian
Click German
Click Spanish
Display Good Morning in Language
Dislpay in additional window Good Morning in English
End

The language choice will be up to both users and supported translation services available in the app release.





GOALS

1. A Finished Mobile Application that Allow users to communicate to each other with option of Translation.
2. A video Chat Platform that allow user to communicate in real time with live translation of from speech to text and text to speech

SPECIFICATIONS

The Tidle Multilingual Translating Chat App system and analyzes the different subsystems within this web application. As it is a Mobile application for first release, the system features will allow users and Organization(UN) to communicate in real time to major spoken language available to the users. The users will interact with a computer or mobile application, and how the application will respond to these interactions. This document will also describe the reliability of its dependencies such as APIs and libraries published by third parties..

Patents:

This documentation provides a detailed description of the patent right being use to make our project success full. 3 major patent right has being Discover.

Our Claim for Patent:

Using computer Assisted, instant messaging Feature to allow real time communication in different language between 2 party. Instant video Messaging translation with subtitle of translation transcript. Language is process in real and translate immediately for the other end user.

Instant Messaging patent:

Publication number	US20050043951 A1
Publication type	Application
Application number	US 10/616,050
Publication date	Feb 24, 2005
Filing date	Jul 7, 2003
Priority date	Jul 9, 2002
Inventors	Eugene Schurter

Original Assignee Schurter Eugene Terry

Export Citation BiBTeX, EndNote, RefMan

Machine translation Patent:

Publication number US20030105621 A1

Publication type Application

Application number US 10/000,080

Publication date 5 Jun 2003

Filing date 4 Dec 2001

Priority date 4 Dec 2001

Inventors Philippe Mercier

Original Assignee Philippe Mercier

Export Citation BiBTeX, EndNote, RefMan

Patent Citations (8), Referenced by (42), Classifications (4), Legal Events (1)

Video messaging Patent:

Publication number US7984098 B2

Publication type Grant

Application number US 09/911,799

Publication date Jul 19, 2011

Filing date Jul 25, 2001

Priority date Jul 25, 2000

Fee status Paid

Also published as CA2417244A1, 18 More »

Inventors Noel Enete, Wayne Packard, Harry W. Morris, Gustavo Alejandro Di Martino

Original Assignee AOL, Inc.

Export Citation BiBTeX, EndNote, RefMan

Patent Citations (288), Non-Patent Citations (296), Referenced by (30), Classifications (44), Legal Events (7)

.