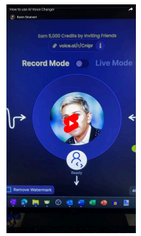
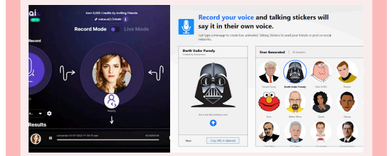
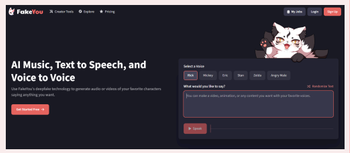


Deepfake Voices

Using your voice



Using Text



Types of Voice Communication

Oldest form of voice communication

Storytelling

Invented by Stephan Boies in 1973

Voice Messages

The early video games were produced without sound. Just in 1972 Pong was released, the first game with sound effects.

Gaming

AI Voice Assistance

AI voice assistance began with the creation of IBM's "Shoebox" in 1961, which could recognize 16 spoken words and digits. However, the first true AI voice assistant as we know it today was Apple's Siri, introduced in 2011.

Communication Tools

The popularity of communication tools rose with the advancement of technology, making it easier to connect instantly across distances, especially with the internet and mobile devices.

Radio

Guglielmo Marconi is known as the father of radio

Podcasts + Audio Books

Thomas Alva Edison was the inventor of this type of recording and during the audiobooks first emerged in 1932

Telephones/Cellphones

The telephone was invented by Alexander Graham Bell in Boston, Massachusetts, with the first successful demonstration on March 10, 1876. The first cellular phone was created by Martin Cooper at Motorola, with the initial mobile call made on April 3, 1973, in New York City.

DISCORD

Proximity Chat

Between users

Between users and game

Use of AR and VR

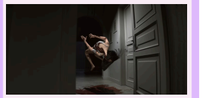
Horror Games that use the player's mic

Toussil Terror

The catch is, that the player's experience takes place from the point of view of the inside of a mouth, and they can only see when they scream to open it. Toussil Terror is a shorter horror experience with little less but is a fun and spooky game nonetheless.

Supernormal

The player can use their microphone to interact with the paranormal by using commands such as "show yourself" or "are you friendly?", to which the answers can assist their investigation. Supernormal is a longer experience and theres two endings dependent on the number of clues the player finds and the perks they take.



In Silence

In this game the rules has poor eyesight. Unfortunately, it is hyper-sensitive to sound, and the players must remain as quiet as possible to avoid an early demise. In Silence offers players different perks, modes, and the chance to play as the monster, making it perfect for fans of Dead by Daylight and Friday the 13th.

Our Concepts:

Concept 2:

We are developing a groundbreaking interface for AI voice assistants that goes beyond traditional functionality. Our innovative approach involves creating AI robots capable of replicating not just the voice but also the personality traits of any individual. This includes loved ones, celebrities, friends, and more. The key features of our concept are:

1. **Personalized Voice and Personality Replication:**
   - **Voice Customization: Users can select any voice to be replicated, whether it's a personal acquaintance, a public figure, or a fictional character.**
   - **Personality Emulation: Our AI robots will mirror the personality traits of the chosen individual, making interactions more authentic and engaging.**
2. **Enhanced Human-Like Interaction:**
   - **Casual Conversations: Unlike traditional AI bots that focus solely on executing commands, our AI robots are designed for casual, conversational interactions, fostering a more natural and relatable experience.**
   - **Emotional Connection: By replicating both voice and personality, users can experience a deeper sense of connection and companionship, addressing the emotional gap caused by lack of human interaction.**
3. **Combating Loneliness:**
   - **Companionship: Our AI robots aim to alleviate feelings of loneliness by providing users with a more human-like presence in their daily lives.**

Concept 1:

Our goal was to develop an innovative communication tool designed to enhance virtual interactions by simulating real-life sound travel dynamics. This tool aimed to redefine how users communicate within a virtual environment by incorporating elements such as proximity and noise levels to create a more immersive and realistic experience. The tool uses neurolinks to make the whole process more seamless

Key Features:

- **Proximity-Based Communication: The tool would adjust the clarity and volume of conversations based on the distance between avatars, closely mimicking real-life interactions.**
- **Noise Level Simulation: Background sounds and ambient noise would influence the communication process, adding another layer of realism.**
- **Spatial Audio Effects: Directional audio cues would enhance the sense of space and orientation, improving the overall virtual experience.**

Reason for Project Reevaluation:

Upon conducting further research, we discovered that similar technology has already been implemented in several VR games and platforms. These existing solutions effectively address the challenges we aimed to solve. As a result, our concept, while innovative, does not present a novel enough advancement in this domain to justify its development at this time.