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| **BUSINESS CASE** | |
| **Proposed Project** | Streaming service that translates and transcribes live-streamed content |
| **Date Produced** | September 13, 2022 |
| **Background** | As streaming service that uses AI and machine learning to translate and transcribe live streamed content. User will be able to follow all their favorite content creators and further broaden their horizons as they will now be able to transcend the boundaries of language allowing them to enjoy and explore more content. Similarly, creators will be able to interact with and spread their ideas and content further. |
| **Business Need/ Opportunity** | Our project will help further reduce the world to a smaller space by increasing the efficiency in which the audience is able to consume content. Viewers previously limited by language barriers will be ale to interact with streams as they are happening, something which they would previously have to wait for the stream to be uploaded with translated subtitles. This will not only help gaming streamers reach a wider audience but another good usage of it might be for learners who will be able to tune in to educational content that might have otherwise been inaccessible to them. |
| **MVP** | Our MVP currently is to make a fully functional and competent web application. This will include translation and transcription capabilities. The webapp will be reactive and will be able to completely work across all screen sizes. We want to include all the most prevalent languages to translate to in our Minimum Viable Product. |
| **Future Plans** | Depending on time constraints we might decide to build native applications for android and iOS. On the very high end of the scale, we will try to implement live speech translation which is extremely ambitious and highly unrealistic for the scope of the project |
| **Recommendations** | |
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