Product Description

1. Product, target audience and goal

Orator.io is a web-based public-speaking training tool. It is targeted at anyone who is looking to improve their public speaking, from presenters for a school project to competitive debaters. This tool aims to automate speech coaching and eliminate the costs associated with having a speech coach.

2. Alternatives

Currently, alternatives include hiring a speech coach (in person, or online via video calling) or recording oneself and providing self-feedback.

1. **Human Speech Coach (Online):** There are a variety of websites that offer online sessions with human speech coaches, who will listen to speeches and give feedback.
   Advantages: An experienced speech coach can provide feedback about specific areas of weakness. Furthermore, these speech coaches would be able to focus on content to provide a more holistic analysis of the impact of the speech.
   Disadvantages: The cost is the main disadvantage, which makes this option less accessible, especially to demographics like public high school debaters who do not have much funding. Another disadvantage is that these are usually scheduled appointments and the user cannot simply practice their speech according to their own schedule.
2. **Self-Recording:** This involves recording oneself and listening to the recording in order to try and find weaknesses and mistakes. Seeing as our tool would allow the user to listen to their recording there are no advantages of this method compared to our tool.
   Disadvantages: Single-sourced analysis that may be subjective, lack of professional feedback, and a lot of work required to perform self-analysis on a speech.

What Orator.io hopes to achieve is to eliminate the arduous task of self-analyzing a speech, and provide objective feedback to improve public speaking ability without a fee.

3. Features

Major features:

1. Users can record the audio of their speech and get feedback for the speech.
2. Analysis of the pace at which the user is speaking and suggestions on better pacing of speeches.
3. Analysis of frequently used words and alternative synonyms that could be used.
4. Users would have an account with information about what areas they are weakest in, running totals of which words they use frequently and track how their skills are improving.

Stretch features:

5. Analysis of hesitations and mistakes -- this includes analyzing the frequency of the usage of words like “um” as well as stutters and other filler words made in the speech.
6. Analysis of the general tone or impact conveyed through the speech.
7. Statistical moving average analysis of pace
8. Feedback on facial and body expressions, and speaking drills.

4. Non-functional requirements:

Maintainability: repair action can be performed in a given time
Usability: simple and friendly UI
Dependability: backend logic of the application will rely on speech-to-text APIs
Performance: response to user input in a timely manner
Safety: ask users for their Google accounts for storing speech information

5. External documentation:

Since our UI is simple, we will use integrated help text (like a “?” button) throughout the UI to help users understand and use the product. If we add more stretch features and the UI becomes more complicated, we will also use a written manual to guide users through the websites.