



PROJECT IDEA: SPEAK2ME



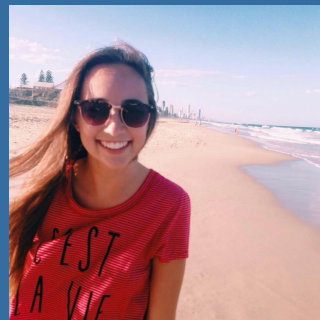
DECO3500 -
Social & Mobile Computing



THE TEAM: *Deaf Designers*



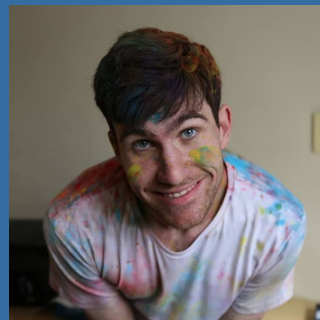
Diego Robles



Shelby Pye



Aidan Davis



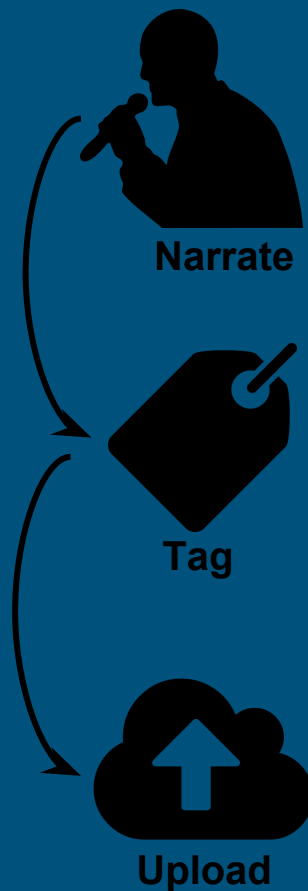
George Williams

Speak2Me

AIM: This project aims to deliver relevant narrated news articles to those who cannot otherwise read or watch a screen.

IDEA: a project to develop a system of users narrating, tagging and uploading news articles, with a community-driven reputation system in order to maintain the quality of the media.

- Users are incentivised to upload with the internet points they receive.
- There will be categories or genres of articles to cater to users' wishes.
- Good quality recordings are encouraged/ rewarded by internet points.



Plan & Timeline

Phase 1: Research

Identify the key audiences and what features they would want to use.

Duration: 2 weeks

Phase 2: Requirements

Establish the requirements needed for the project and

Duration: 1 week

Phase 3: Design

Design the prototype, trial and error with one can work and what cannot.

Duration: 3-4 weeks

Phase 4: Build

Build the prototype.

Duration: 3-4 weeks

