SPEECHFLOW

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WHAT IS SPEECHFLOW?

- **SpeechFlow** is an application that aims toward improving lecture productivity for speakers. Speechflow provides a new method on how people interact with each other in a lecture, challenging traditional ways of lectures.

- SpeechFlow is publicly hosted on a website. It allows you to control slides, videos and images during presentation with any device of your choice.

MAJOR PIVOTS DURING THE JOURNEY - CONTENT

- Voice key controller → Multi-function clicker

- Functions

- Architecture (HTTP request / Socket.io)

- React.js

MAJOR PIVOTS DURING THE JOURNEY - VOICE KEY CONTROLLER / CLICKER

- Changes

- Major problem was that voice key controller didn't work with Mac Os → built a key controller through Swift

- Interviews with potential customers did not see the need in voice key controller

- Software limitations

- Result

- We geared towards building a multifunctional clicker due to demand and software issues

MAJOR PIVOTS DURING THE JOURNEY - FUNCTIONS

- Before

- Voice key commands

- Random students

- Result

- We decided to use pdf instead of

- We added in video player

- Still have other functions such as random group generator

MAJOR PIVOTS DURING THE JOURNEY - ARCHITECTURE (HTTP REQUEST / SOCKET.IO)

- Changes

- Disposed using ngrok → too sketchy

- Tried using http request → too slow and inefficient

- Too complicated architecture

- Result

- Generally using socket.io to make commands

- Simplified the architecture

MAJOR PIVOTS DURING THE JOURNEY - REACT.JS

- Changes

- Key controlling did not work with Mac Os → Trying to use Swift

- We tried to use Cordova since we tried to build a mobile application → In consideration in the future

- Result

- We used React.js because it was able to work on different environments such as Mac Ox and Windows

FUTURE

- Build more functions for the application

- Change the GUI so that it can be user friendly

- Security

- Test and get feedback

- Business plans for marketing our app