Contract for Development of Voice Resonance Training App

We propose to develop an android app for Emerson Morris with the following understandings:

We propose to create an application for helping to train users in modifying their voice to better match their gender presentation. This application will:

- 1. Utilize user hardware to receive an audio stream.
- 2. Analyze the audio stream to measure the characteristics of the user's voice most responsible for its being perceived as masculine or feminine.
- 3. Display those characteristics in real time in a way that allows the user to intuitively understand how changes in the way they speak might impact the gendered perception of their voice by others.
- 4. Have the option of recording the audio stream for later playback, with the playback also being subjected to data analysis and visualization.

What we could extend if the minimal product is complete:

- An option to provide playback on a short (i.e. 0.5 second) delay for immediate audio feedback to go with the visual feedback.

What we need from Emerson Morris to accomplish this task:

Guidance on prioritizing of future "stretch" goals. We must meet regularly (every two weeks, as a minimum) to discuss the project, show off our progress, and ask for feedback.

What will happen when these guidelines change:

Requirements naturally change during the development of a project, but these changes must be agreed upon and may affect what components are delivered in the end.

What we expect in compensation:

You will be giving us a grade for our work on this project, and it will have a substantial impact on our overall grade for our Software Engineering course. We would also like for Emerson to buy us a coffee during our meetings with him!:)

What limitations we have:

We are a student team and this is a student project. This project comes with no particular guarantees, including in particular warranty or suitability for a particular purpose, or long-term support.

Ownership and Fair Use of Intellectual Property:

The Intellectual Property created during this project (for example software, business processes, and artwork) is granted permanently for use and extension for the business owner, but is ultimately owned

by the respective creator(s) who are not limited to reuse or extend this work elsewhere. By the end of this project, a code repository with the software will be made available to the client.

The software may also be used as future demonstrations at Colorado Mesa University.

Signed & Dated:
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