



SponsorMe

Tell us what your idea is.

Describe in 250 words what the feature or service will do and how you'll use Machine Learning to push the bar:

SponsorMe is a project to help provide access to digital tools for learning, powered by on-device machine learning, innovation and willingness, to those people that have limited access to technology due to demographics, disabilities, economy or other multiple reasons.

The idea is to sponsor a child, teenager, or a person with visual, hearing, physical, or speech impairments, by providing him or her access to digital learning tools that can be downloaded on a mobile device, like an android smartphone or tablet, where she/he can have access to digital books, videos and tutorials that could provide access to learning.

SponsorMe will be an open-source and free application available in Google Play Store or even inclusive pre-installed on new smartphones or tablets with access to Internet. This application will serve as a hub and communication tool between the sponsored person and the sponsor, where they can chat online, have a video or audio call, leave a message, send an electronic gif, share tutorials, videos or electronic books available in a digital hub. The application will use On-device Machine Learning to help translate audio or text in real time, using features like Live Captions, so the sponsor and the sponsored could communicate no matter if they speak different languages.

SponsorMe application will be free of charge, but to make this project a reality it will need the help and collaboration not only from individuals but also from technology companies, and organizations that already have established programs that help people in need.



Tell us how you plan on bringing it to life.

Describe where your project is, how you could use Google's help in the endeavor, and how you plan on using On-Device ML technology to bring the concept to life. The best submissions have a great idea combined with a concrete path of where you plan on going, which should include:

- (1) any potential sample code you've already written,
- (2) a list of the ways you could use Google's help,
- (3) as well as the timeline on how you plan on bringing it to life by May 1, 2020.

- (1) Sample code is available in the repository <https://github.com/luix/SponsorMe> but the application and the project are still in a conceptual phase.
- (2) This project will need help from multiple collaborators: mobile application developers, designers and machine learning scientist that would like to make this application a useful tool; companies that would like to help providing discounts in mobile devices that can be provided to the sponsored person; project managers that could help to coordinate the efforts with organizations that help people in need already.
- (3) My plan is the following:
 - (a) December 2019: implement a SponsorMe beta release for Android devices that would have basic functionality and support smartphones and tablets. Kotlin Multi Platform will be used in the implementation of this app, so an iOS application could be implemented sharing business logic, store data and networking between those platforms.
 - (b) January 2020: implement live translation of audio and video using Live Captions, natural language processing APIs and other tools provided by ML Kit.
 - (c) February: implement SponsorMe app for iOS devices.
 - (d) March: made adjustments to UX and fix any bugs or issues that might be found during the implementation of the app.
 - (e) April: complete final tests and QA on different devices, and prepare release of version 1.0.0 to Google Play Store by the end of that month.



Tell us about you.

A great idea is just one part of the equation; we also want to learn a bit more about you. Share with us some of your other projects so we can get an idea of how we can assist you with your project.

My name is Luis and I'm a Software Engineer with a passion for Autonomous Vehicles, Robotics and Artificial Intelligence. I have good experience designing, architecting and developing mobile applications. I work as an Android Tech Lead at Slickdeals LLC.

My daughter Soleil Vivero is also working on this project with me. She is a 16-year-old sophomore at Las Vegas Academy of the Arts, and also an innovator at TKS (The Knowledge Society) that loves to research about quantum computer and brain-computer interfaces, with a goal to one day launch a product with the power to impact billions!

<https://medium.com/@s.vive00>

Next steps.

- Be sure to include this cover letter in your GitHub repository
- Your GitHub repository should be tagged #AndroidDevChallenge
- Don't forget to include other items in your GitHub repository to help us evaluate your submission; you can include prior projects you've worked on, sample code you've already built for this project, or anything else you think could be helpful in evaluating your concept and your ability to build it
- **[The final step is to fill out this form to officially submit your proposal.](#)**