GUJARAT TECHNOLOGICAL UNIVERSITY

Madhuben and Bhanubhai Patel woman's institute of engineering for studies and research in computer and communication technology.

A Report On

AUDIBLE BOOK

Under subject of

DESIGN ENGINEERING – II(A)

B. E. III, Semester – V

INFORMATION TECHNOLOGY

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Academic year
2017-2018

CERTIFICATE

This is to certify that A Design Engineering Report entitled "Audible Book" submitted by Zil Patel(160630116045),Ukti Patel(160630116044),Nidhi Trivedi(160630116043),towards the partial fulfillment of the Design Engineering project in M.B.I.C.T. Engineering College is the work carried out by her under my guidance and supervision. The work submitted, in my opinion, has reached to a level required for a being accepted for the examination.

Date of Submission:10/04/2018

Prof. PRITESH PANDEY   **Prof. HETAL CHUDASAMA**

Faculty Guide (IT Dept.)   Head of Dept. (IT Dept.)

<u>ACKNOWLEDGEMENT</u>

   This project is by far the most significant accomplishment in our life and it would be impossible without people who supported us and believed in us. We would like to extend our gratitude and our sincere thanks to our honorable, esteemed project guide **Professor Pritesh Pandey.** We sincerely thank for her exemplary guidance and encouragement. Her trust and support inspired us in the most important moments of making right decisions and we were glad to work with her. My special thanks go to **Professor Hetal Chudasama** who is the Head of the Department Of InformationTechnology department, MBICT College, New V.V. Nagar, for providing us with best facilities in the Department and her timely suggestions. We would like to thank all our teachers for providing a solid background for our studies and research thereafter. They have been great sources of inspiration to us and we thank them from the bottom of our heart.

   We would like to thank all our friends and especially our classmates and our team members for all the thoughtful and mind stimulating discussions we had, which prompted us to think beyond the obvious.
Last but not least we would like to thank our parents for their constant support and inspiration.

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ABSTRACT

The article focuses on sharing economy platform Audible book and its implementation. It is analysis of taxi service market and its players in the capital city of Gujarat. The approach is more theoretical and less empirical because Pick And Drop is operating in Gujarat only since August 2015. The short time gives only a limited amount of information. Presented article has an ambition to be first phase of serious research of sharing economy (or rather on-demand economy) platform Pick And Drop in Gujarat. The article also provides an analysis of Pick And Drop's competitor – regular taxi company which is mimicking Audible Book's strategy to reach customers. Hence, the conclusion rather provides some important questions for further research in this field than final results.

INTRODUCTION

DESIGN THINKING

Design thinking is an iterative approach to problem solving that intentionally seeks out people with different perspectives, knowledge, skills and experience and has them work together to create a practical solution for a real-world problem.

IMPORTANCE OF DESIGN THINKING

Being successful in today's highly technological and globally competitive world requires a person to develop and use a different set of skill than were needed before. It has also been said that engineering programs should graduate engineers who can design effective solution to meet social needs. It has also started to receive increased attention in business setting. This is because the design a product and services is major component of business competitiveness to expand our business at top level.

LEARNING TOOLS AND ITS IMPORTANCE

We must know about various tools which are useful for design thinking and its importance as design thinking is very important in practical life. Google, Wikipedia are useful for getting information which can be useful enough. In addition, mobile phones, various books related design thinking, computers are important tools. From all this tools internet is most important tool for this, as it provide source of lots of information. This tools are important for design thinking.

TEAM BUILDING AND LOG BOOK EXERCISES

Team building was important as we could divide our work and do it properly. Dividing work among each of us helped us to complete our canvas on time. Maintaining log book helped us to go through all the ideas. It even helped our guide to justify our work and working on this project made us learn that how to work in a team.
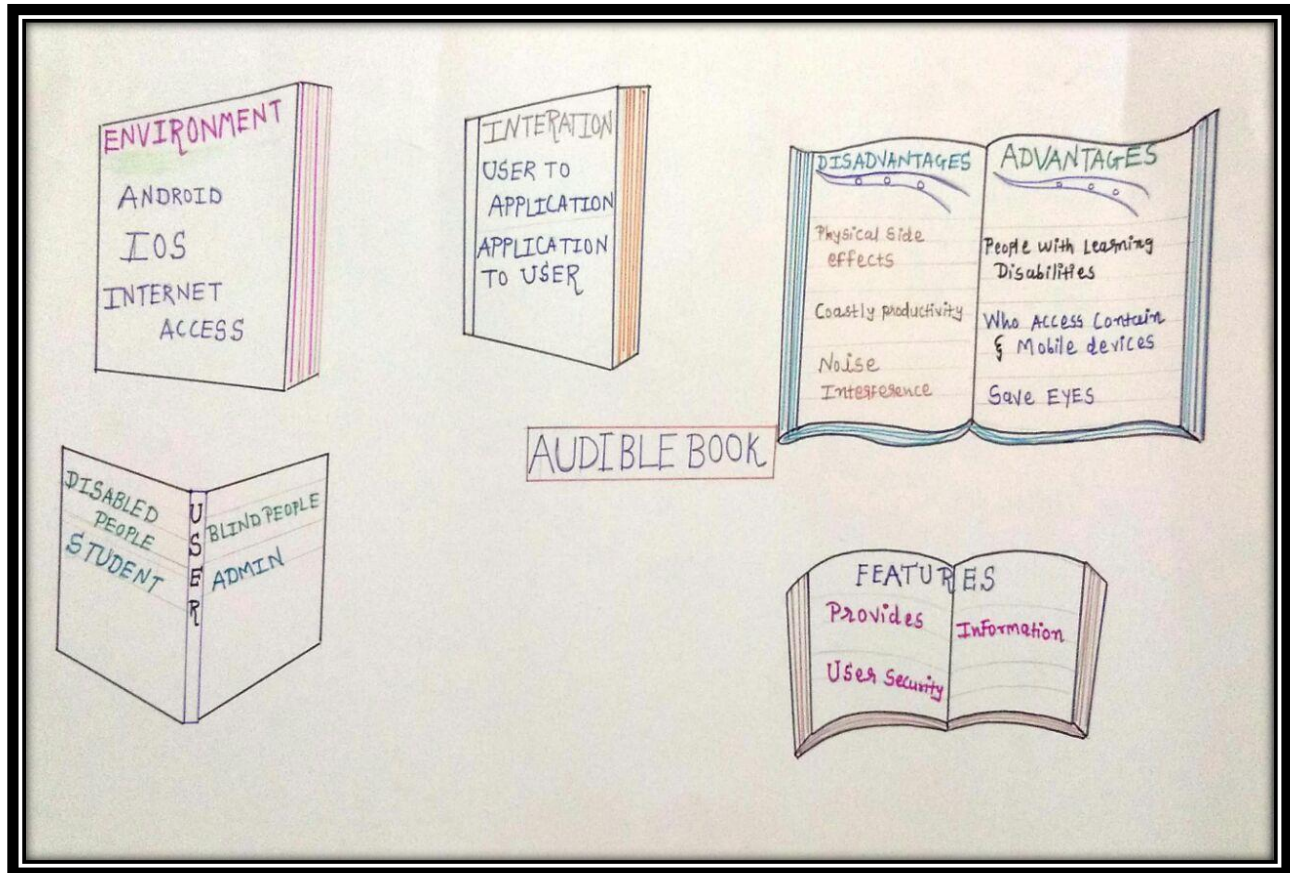
MIND MAP

ENVIRONMENT
ANDROID
IOS
INTERNET
ACCESS

INTERATION
USER TO
APPLICATION
APPLICATION
TO USER

DISADVANTAGES   ADVANTAGES
Physical Side   People With Learning
effects   Disabilities
Coastly productivity   Who Access Contain
                   & Mobile devices
Noise
Interference   Save EYES

DISABLED   U BLIND PEOPLE
PEOPLE   S
STUDENT   E ADMIN
            R

AUDIBLE BOOK

FEATURES
Provides   Information
User Security

Fig.1: Mind Map

Mind mapping

The central idea/theme of our project was Smart Shopping Cart. Therefore, we made it as the central node of our mind map. The basic four ideas which encouraged us to make this particular project were the users who faced certain problems, which could be resolved through this application. Then the location where users who could make use of our app efficiently. Then the activities which the users of our application would perform while using our app.

EMPATHY CANVAS

Fig. 2: Empathy

There are four types:

a. Users   **c. Activities**

b. Stake holders   **d. Story boarding**

A. Users

Users are the people who are going to use our security system.

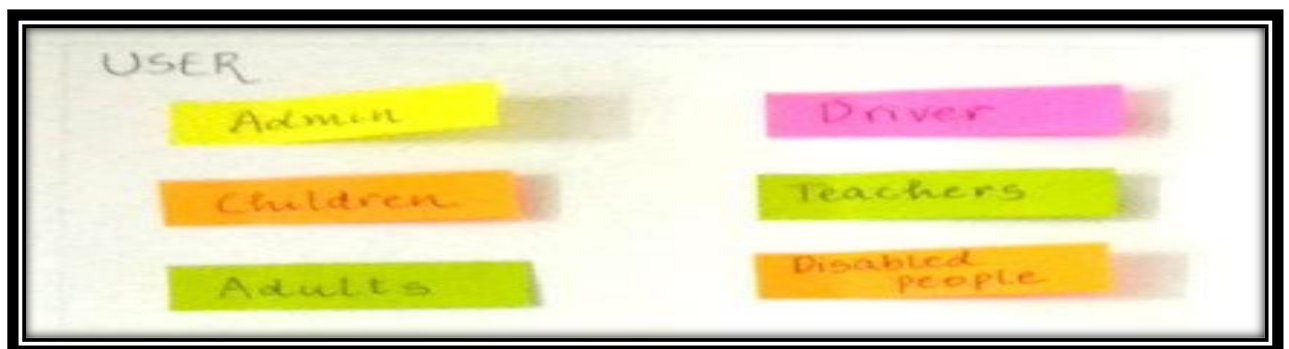Users of our system are admin,Adults , Drivers , Handicapped.

Fig. 2.1: Users

B. Stake holders

Stake holders are those who are supporting our team for successful system development.

Stake holders of our system are Internet company , Copy right permission, Government and many other companies because they will invest in our system or they will help us financially.

Fig. 2.2: Stakeholders

C. Activities

Activities include works and processes that are done in this application.

As shown in canvas, activities which are done in our project are select book,sign up,sign in..

Fig. 2.3: Activities

D. Story boarding

Story boarding is a part of this canvas in which two happy stories and two sad stories are written.

STORY BOARDING

HAPPY
- I CAB HERE AUDIOS ANYWHERE ANYTIME

HAPPY
- NO NEED TO CARRY BOOKS EVERYWHERE.
  AND ALSO NO NEED TO READ BOOK FROM MOBILE
  THIS APP IS VERY USEFUL

SAD
- ONCE I WAS WILLING TO READ A BOOK BUT I WAS BUSY
  WITH MY WORK SO I DECIDED TO LISTEN BUT I DON'T HAVE
  INTERNET CONNECTION SO WAS NOT ABLE TO CONVERT IT

SAD
- IT IS VERY TIME CONSUMING
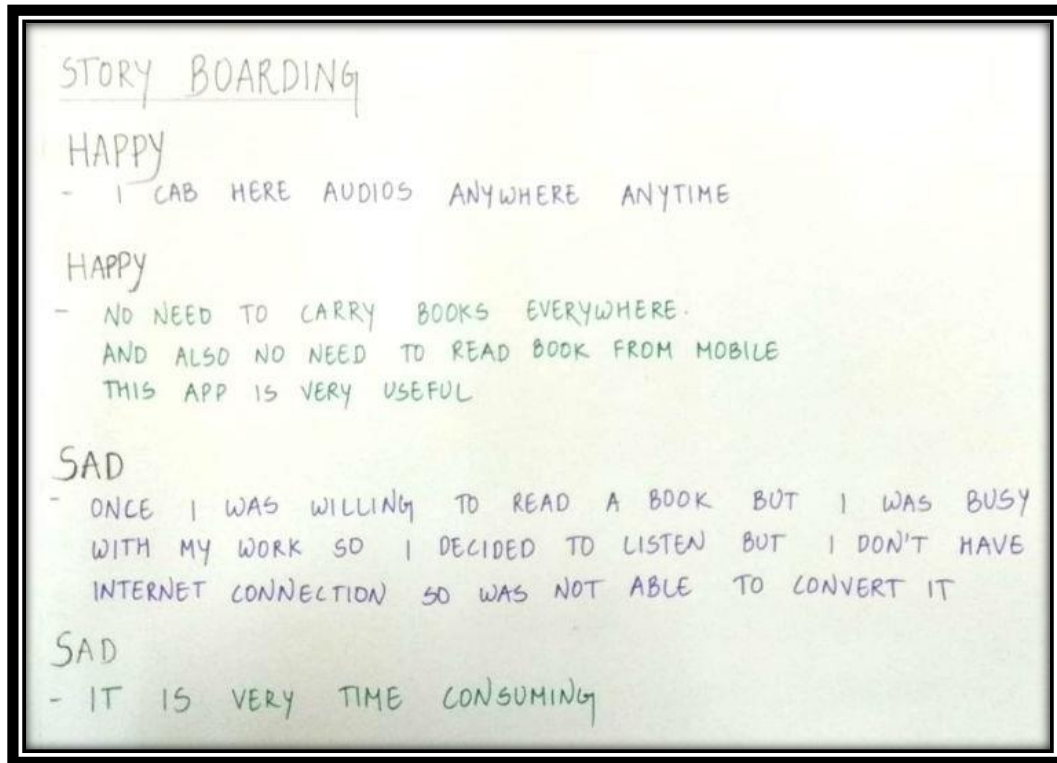
Fig. 2.4: Story boarding

AEIOU CANVAS

AEIOU canvas is made of:

a. Activities

b. Environment

c. Interaction

d. Object

e. Users
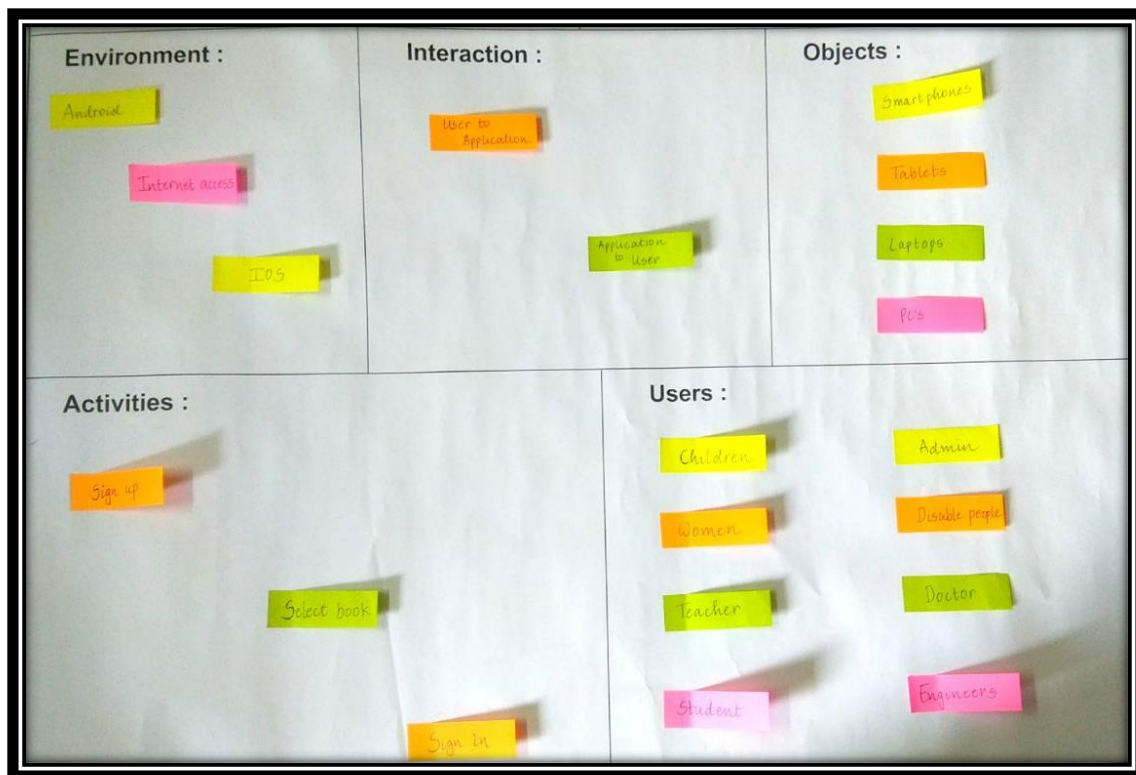
Fig. 3: AEIOU

A. Activities

Activities include works and processes that are done in this application and these activities are commonly repeated as shown in empathy canvas.
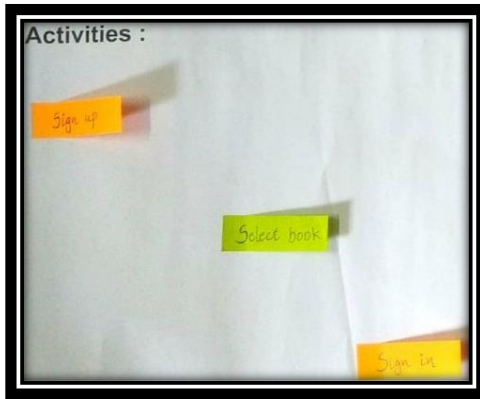
B. Environment:

In this canvas, an environment means in which situation our system is going to be used. Environment for this application are IOS , Android , ,Windows etc
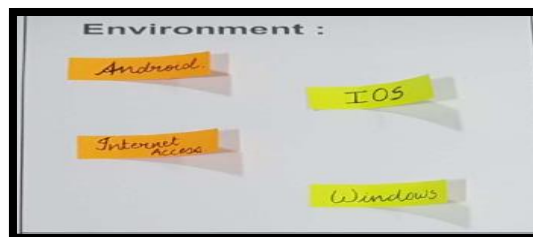
Fig. 3.2: Environment

C. Interactions

Interaction part includes these all types of interaction of users with this applicatiom.Interaction occurred in this application between: vehicle to device, device to mobile phone, mobile phone application to user.
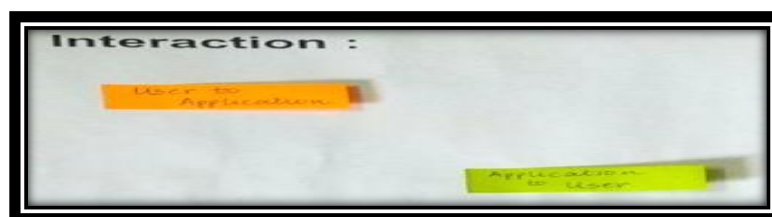
Fig 3.3 Interaction

O: OBJECTS –

Objects are building blocks of the environment. What are the objects and devices people having in their environments and how do they relate to their activities? In our application, general user is there.

## Fig.3.4:Objects

U: USERS –

Users are the people whose behaviours and needs are being observed. What are their roles and relationships?=>Finally, here we declare that what type of users will use our projects. What will be their relationship with our project? What type of roll would be play here we list out the different type of users to when our project will be helpful. We have many users in our app like engineer, teachers, business man, working men and women, etc. This app will be beneficial and fully fun to these users. So, for our project they are the users.
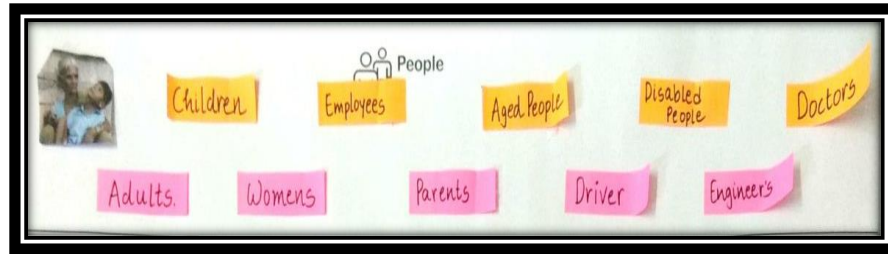

Fig.:3.5:Users

IDEATION CANVAS

In this ideation canvas which types of situation, context and location are created for our application.
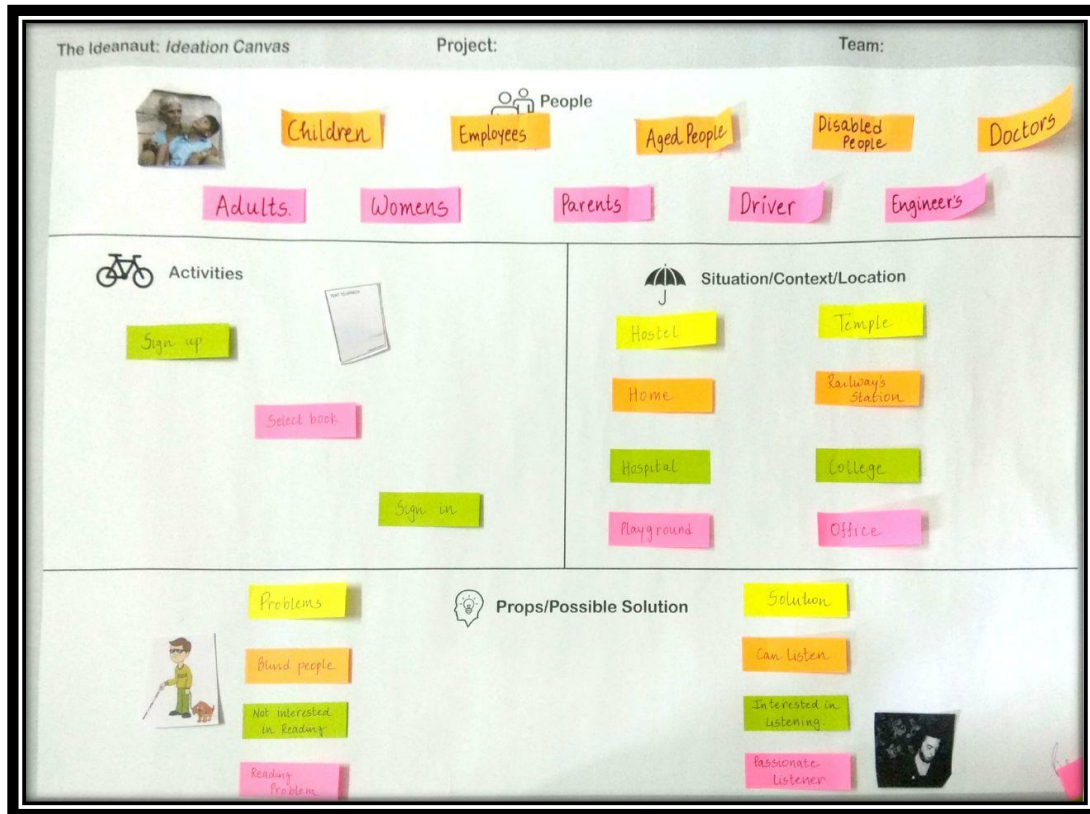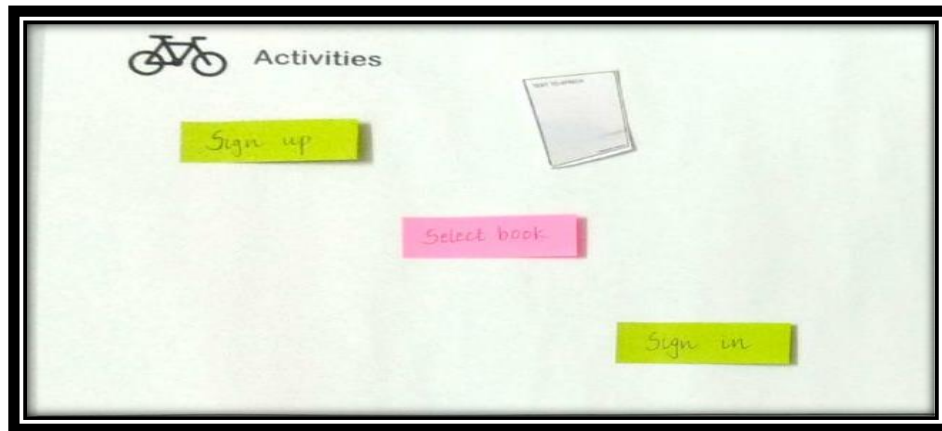

Fig:4:Ideation

A. People:
1. Admin

2. Adult

3. Children

4. Students

B. Activities:
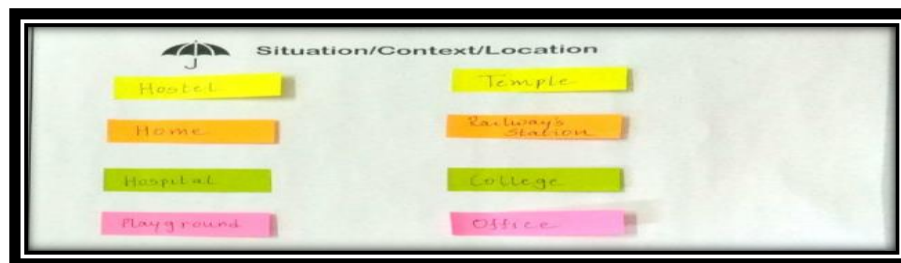
1. Sign Up
2. Sign In
3. Select book

Fig. 4.2: Activities

C. Situation/Context/Location:

1. Hostels   6.Temple
2. Hospitals   7.College
3. Airport   8.Railway Station
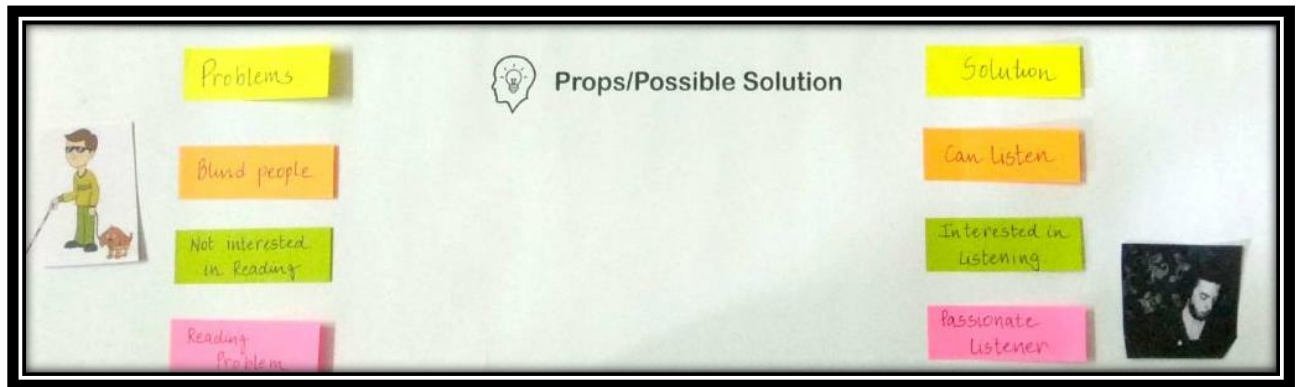4. Playground   9.Home
5. Office

Fig:situation/conteset/Location

D. Props/Possible Solution

  1. Blind People   Can Listen
  2.Not interested in reading   Intrested in Listening
  3. Reading Problem   Passionate listener

Fig. 4.4: Props/Possible Solution

PRODUCT DEVELOPMENT CANVAS

In product development canvas basic idea about how the possible solution when use our application different types of product experience ,customers revalidation, product function, product feature, which types of components use in develop the application, and other information.
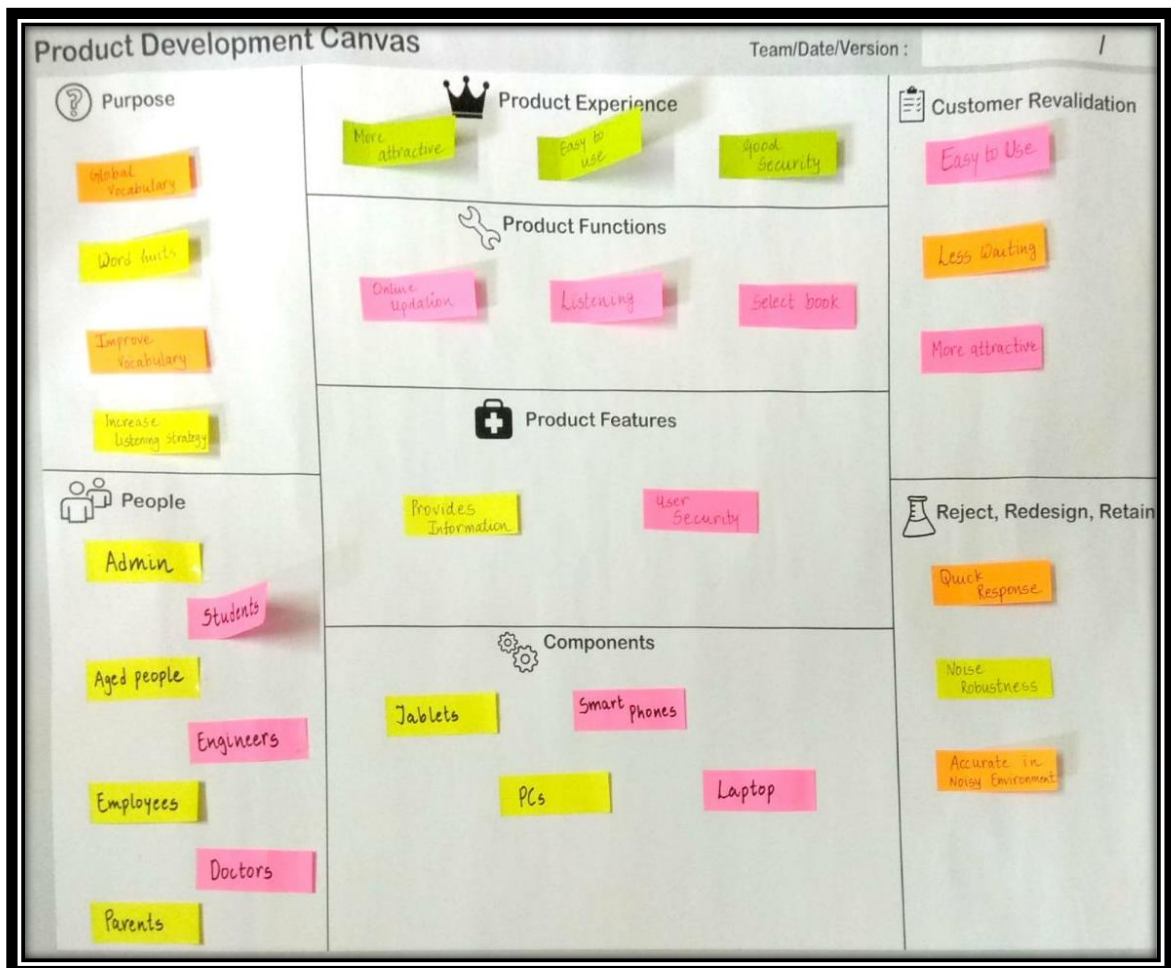

Fig. 5: Product development

A. Purpose: **B. People**

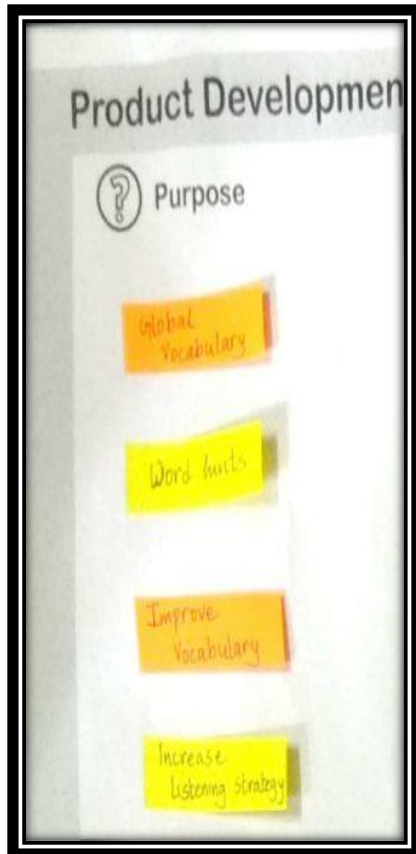1.Increae Listening power   1.Admin

2.Improve Vocabulary   2.Driver

3.Global Vocabulary   3.Common people

Fig. 5.1: Purpose

Fig. 5.2: People

C. Product Experience:
1. More interactive
2. Better performance
3. Easy to use

Fig. 5.3: Product Experiment

D. Product function:

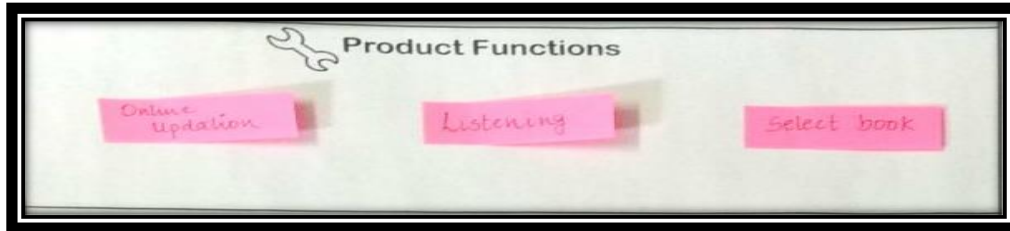1. Online updation
2. Listening
3. Select book

Fig. 5.4: Product Function

E. Component:

1. PC's
2. Laptops
3. Mobile
4. Tablets

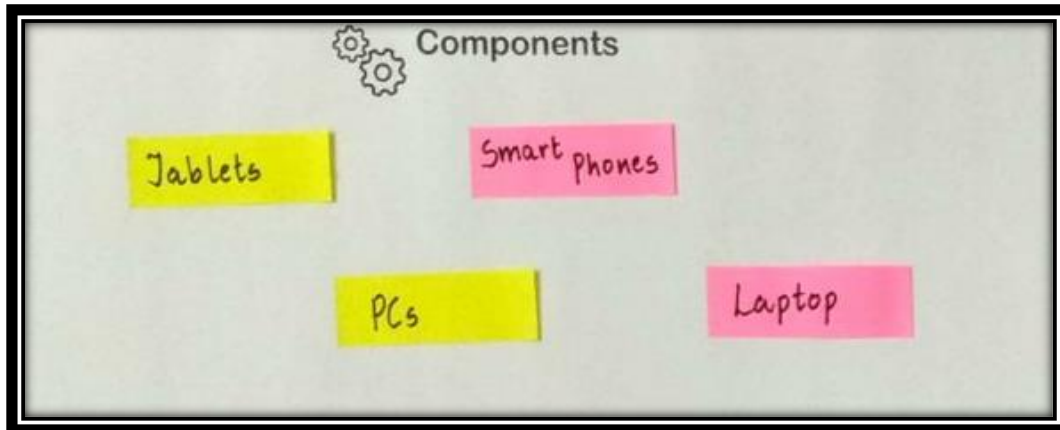**Fig. 5.5: Component**

F. Product feature:
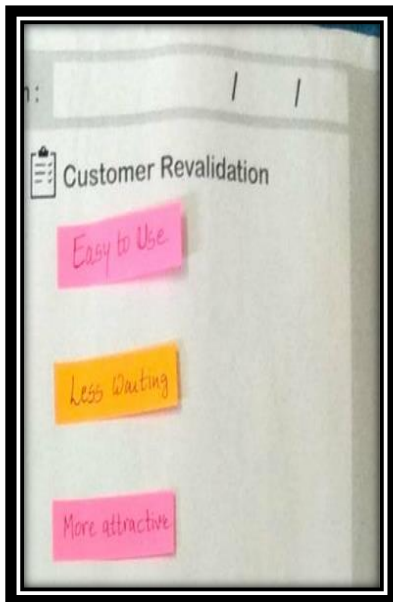
1.user security

2. provides information of book

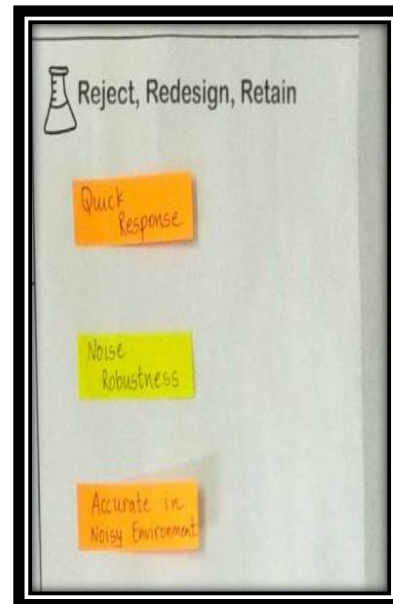**Fig. 5.6: Product feature**

G. Customer Revalidation:

1. Less Waiting

2. Security validation

3. Easy to use

H. Reject, Redesign, Retain

1.Quick response

2.Noise Robustness

3.Accurate to noisy environment

Fig. 5.7: Customer Revalidation

Fig. 5.8: Reject, Redesign, Retain

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PROTOTYPE AND ITERATION

The below figure 6 is prototype model of system which shows the working of our application.
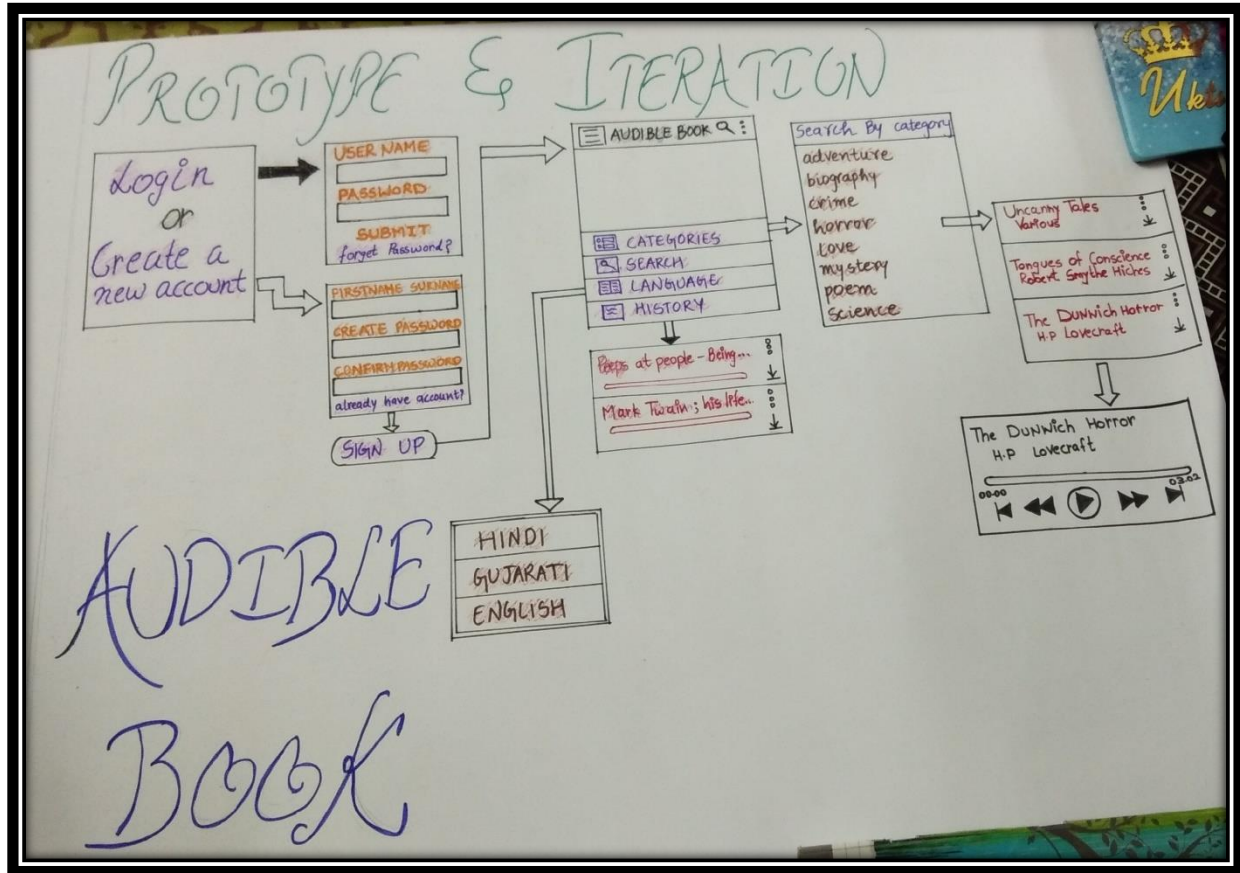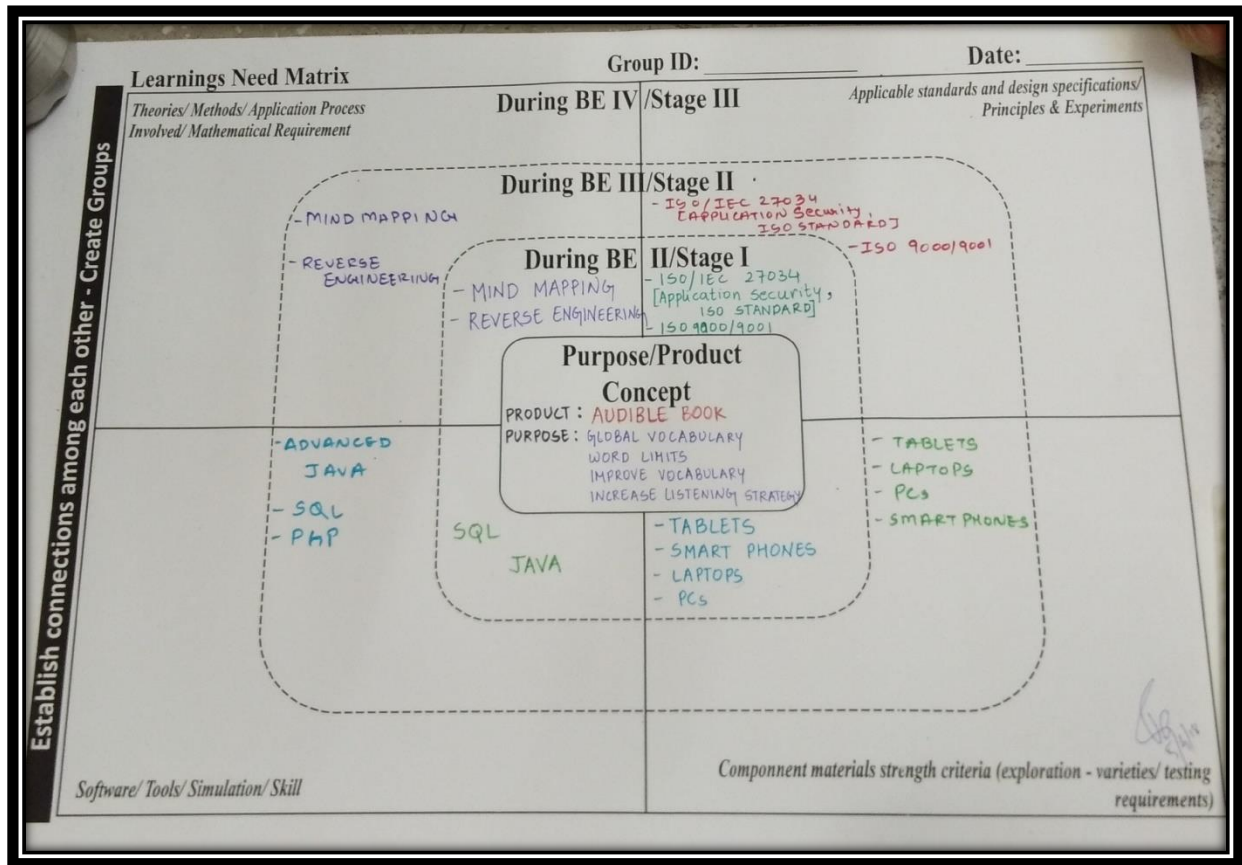

Fig. 6: Prototype

LEARNING NEED MATRIX

Fig.7 Learning Need Matrix

It includes the following:

1.Theories/Application process Involved Mathematical Requirement

-Mind Mapping

-Reverse Engineering

2.Software /Tools/Simulation/Skills

-SQL

-Advanced Java

-PHP

3.Component materials strength criteria

-Tablets

-Smart Phones

-Laptops

-PC'S

4.Applicable Standards and design specification/Principal and Experiments

-ISO/IEC 27034(Application security IOS standards)

-ISO 9000/9001

PRIOR ART SEARCH

Audio-book playback method and apparatus

Abstract

An audio-book playback method includes buffering text data that is to be played back by speech, converting the buffered text data to speech data, performing speech-playback by using the speech data, and buffering next text data for continuous playback. The provided audio-book playback method and an apparatus enable a user to enjoy reading a book while also listening to content of the book being voiced by a multimedia playback device. Moreover, double buffering technology is employed to provide seamless text and speech-playback services.

Publication Number	US2009/0119108 A1
Publication Type	Application
Application Number	12/131,259
Publication Date	May 7,2007
Filling Date	Jun 2,2008
Priority Date	Nov 7,2007
Inventers	Tae-kwon NOH,Uiwang-si (KR); Young-gyoo Choi, Yongin-si (KR); Young –min Park, Yongin –si (KR)
Original Assignee	Samsung Electronics co., Ltd., Suwon-si (KR)

<u>CONCLUSION</u>

In this project we tried to propose to connect with new technology. This pick and dropsystem will help you to secure your vehicle at everytime. It is cost effective theft security system which are expected to drastically reduce automobile theft, are entirely feasible installed device. As shown in overall presentation of canvases, it is concluded that Project is helpful for delivery person, police officers, salesman.

PLAGARISM REPORT

PLAGIARISM SCAN REPORT

Words	148	Date	September 29,2018
Characters	1000	Exclude Url	

14%	86%	1	6
Plagiarism	Unique	Plagiarized Sentences	Unique Sentences