

# **Future Dialogues**

**Whose voice will control the future?**

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## **A PUBLICATION CELEBRATING THE OUTCOMES OF AN INDUSTRY SPONSORED INTERDISCIPLINARY MODULE AT DJCAD IN 2018.**

The Open IoT Studio is a collaboration between the Mozilla Foundation and the University of Dundee. In 2018 the Open IoT Studio sponsored an interdisciplinary design project.

This research-lead teaching collaboration brought together 100 students from level 2 Illustration, Graphic Design and Product Design to design alternative future scenarios for the voice enabled Internet.



**moz://a**

**The Open  
IoT Studio**

This publication is the culmination of a nine week interdisciplinary project. We challenged 17 teams of students from year 2 Graphic Design, Product Design and Illustration to dream of future scenarios involving voice-enabled internet services.

In this publication they present their ideas which range from bright optimistic visions to dark dystopian forewarnings. We hope you enjoy reading about the projects as much as we have enjoyed working on the collaboration.

[https://learningspaces.dundee.ac.uk/  
future-dialogues/](https://learningspaces.dundee.ac.uk/future-dialogues/)

**Martin Skelly, Tommy Perman,  
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Product Design, Illustration,  
Graphic Design Tutors



We are increasingly accessing the Internet through our voices... It's estimated that at the beginning of 2017, 4% of US households had an active Amazon Alexa. Apple's Siri interpreted 2,000,000,000 voice commands a week, and 20% of US Google Android searches are conducted by voice.

In India, millions of smartphone users navigate the Internet with their voice daily. These statistics demonstrate how the desktop and mobile Internet are crossfading into the Internet of Things (IoT). Physical, connected devices are increasingly providing smart speakers and microphones that are "always on" and recording constantly. The amount of data now going in and out of our homes, as well as every other place with a connected device, is in the zettabytes.

Each time we speak to a voice interface, the recording is sent to a server, analysed by code to extract the meaning from the statement and then the software provides a response.

This software is known as Artificial Intelligence (AI), the ability of digital computers and programmed machines to complete tasks associated with human intelligence. Beyond privacy and security concerns, the major voice assistants today may not speak your language or understand your accent, as notoriously captured in the Apple Scotland parody.

Amazon, Google, Apple and Samsung are aggressively shaping the agenda for the future of voice. They are doing this with vast cash reserves at a scale not seen since the industrial revolution where empires were built. Amazon's \$100million Alexa fund to "fuel voice technology innovation" demonstrates the size of the power that they have.

In recent years, user generated social media platforms have contributed to a shift from a mainly typographic culture of knowledge creation and enquiry to an image sharing culture of instant gratification. This, combined with technologies designed to reward habit-forming behaviour have lead some people to speculate that as a civilisation we are becoming more impulsive and emotional and less rational. What impact will this next shift in the Internet have on our society?

We still have a long way to go before everyone can safely and securely access the voice-enabled Internet in their language and on their terms.

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**"In this interdisciplinary project, you will work in teams to design and produce either a campaign, communication design, installation, experience or a product"**

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Mozilla's Common Voice project is one initiative to create an open source repository of voice data in multiple languages and dialects that anyone can contribute to and use to design and build new concepts.

**We challenge you to contribute to a future where voice-enabled internet services are diverse, trusted, inclusive and healthy. Whose voice will control the future?**

# The students projects have been grouped into four themes.

## 01 CREATIVITY

Raising questions around the consumption only interactions of voice services, and exploring how we can collaborate and create with AI.

## 03 ENHANCE

Augmenting our day to day lives and suggesting alternative scenarios where voice might appear.

## 02 TRUST

Raising awareness of the current assumptions in voice systems, and speculating on trustworthiness.

## 04 DYSTOPIA

Dark ‘what if’ scenarios questioning the current norms being established in the voice ecosystem.

## 01 CREATIVITY

Elder	12
Orbii	14
Projecta	16
Clio	18
Not defined by Terrorism	20

## 02 TRUST

Agora	24
The Bullshitter	26
Just Ladders	28
Buddy	30

## 02 ENHANCE

Insite	34
Lumination	36
Reveal	38
Costapella	40

## 04 DYSTOPIA

Alpha	44
Project Icarus	46
Litter Uprising	48
Donate Your Voice	50

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Raising questions around the current consumption only interactions of voice services, and exploring how we can collaborate and create with AI.

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## 01. Creativity

# Elder

Language is what makes us human. It enables us to communicate values, beliefs and identity. However, UNESCO's 'Atlas of the World's Languages in danger' lists 57 languages as critically endangered. Around 230 languages are already extinct. Loss of language is a loss of culture. A language is considered dying if parents aren't teaching it to their children. Languages disappear when older generations pass away before sharing their knowledge.

LANGUAGE CAN'T SURVIVE WITHOUT HUMANS

ELDER

SPEAK TO THE ELDER TO KEEP LANGUAGE ALIVE

HUMANS CAN'T S

Language is what makes us human. It enables us to communicate values, beliefs and identity. However, UNESCO's 'Atlas of the World's Languages in danger' lists 57 languages as critically endangered. Around 230 languages are already extinct.

Loss of language is a loss of culture. A language is considered dying if parents aren't teaching it to their children. Languages disappear when older generations pass away before sharing their knowledge.



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Graphic Design

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Illustration

Kevin Malavet  
Product Design

Rachel Park  
Graphic Design

Olivia Webster  
Illustration

Lorena Weepers  
Product Design

# Orbii

Your new voice to visual companion. He's an AI projector here to help make your life a little bit more vibrant. Using our pioneering Picto-Voice Recognition technology, Orbii can illustrate beautiful images of whatever you say!

Simply plug in his removable microphone and start reading, designing or even playing some music. With three separate lighting settings for bedtime stories, creative conversations or our free play function for music and mood-lighting the possibilities are endless.

Iman Benjamin  
*Product Design*

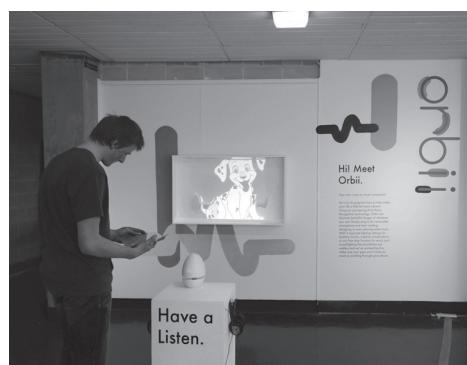
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Hal Walsh  
*Product Design*



# Projecta

The audio-to-visual technology behind Projecta was created to enable those who struggle to bring their creative visualisations to life. Projecta allows art to be created with voice. We believe anybody can find a use for Projecta to express themselves in a creative form and let their imagination run free. We hope that everyone and anyone can make use of Projecta's technology to exercise their imagination and create anything they can dream of.



Jade Hall  
Graphic Design

Lewis Kennedy  
Product Design

Callum O'Neill  
Graphic Design

Alana Spence  
Product Design

Jamie Wheelan  
Illustration



"For millions of years, technical tools just like the telescope, have something happened which unlocked the power of our imagination, we opened our tools and exercises our imaginations. Projecta does the same thing, it unlocks the power of our imagination, it allows us to work together to build the impossible."

— Stephen Hawking

# Clio

A reminiscence device designed to assist people with dementia through the use of digital storytelling and voice. Clio stimulates conversation between someone with dementia and their carer or family member by generating images and voice controlled illustrations from conversations to assist with recalling memories.

Rachel Hirst  
Product Design

Ben Morris  
Product Design

Karen Shek  
Graphic Design

Iain Smith  
Illustration

Aaron Snood  
Graphic Design

Rebecca Thomson  
Illustration



# We are not defined by terrorism

Jessie Delatousche  
Graphic Design

Alex Langley  
Product Design

Cara Rooney  
Illustration

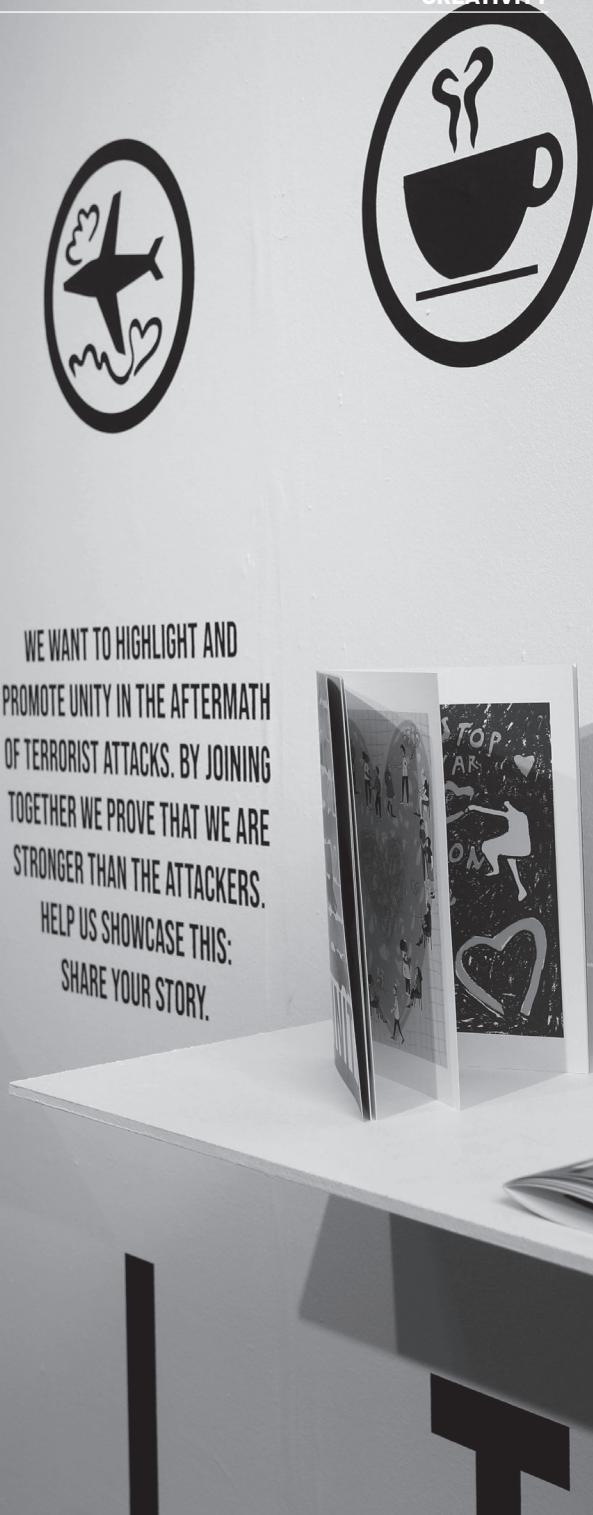
Hannah Thomson  
Product Design

Emma Turbitt  
Illustration

Creating an experience for public spaces that brings peoples voices together in unity after traumatic terrorist events. The design acts as a hub for the sharing of stories of peace, love and unity and shares them vocally in public spaces.



WE WANT TO HIGHLIGHT AND PROMOTE UNITY IN THE AFTERMATH OF TERRORIST ATTACKS. BY JOINING TOGETHER WE PROVE THAT WE ARE STRONGER THAN THE ATTACKERS. HELP US SHOWCASE THIS: SHARE YOUR STORY.



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**Raising awareness of the current assumptions in voice systems, and speculating on trustworthiness.**

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## **02. Trust**

# Agora

A fake news detecting assistant. Running an open software operating system 'alithea', it has a camera and voice recognition for secure sign in. It provides access to world-bank and official government data to help people verify information; journalists, researchers, librarians, and news readers can verify and check facts. A 'fake news' alert button triggers a system wide fact check when a specific number of users click the button to report specific content.



Ioannis Andreoglou  
Graphic Design

Naomi Cairns  
Product Design

Greg Rathie  
Graphic Design

Peter Robertson  
Product Design

Zoë Swann  
Illustration

## SCOTLAND'S BREXIT BILL UNPOPULAR.

The agora (Ancient Greek: ἀγορά) was a central public space in ancient Greece. The agora was the center of the social, spiritual and political life of the city. Incomes Agora a fake news detecting assistant.

Is here to help you detect and verify fake news. Running an Open software called alithea (Greek: ἀλιθεία), meaning 'The Truth', it has Camera and Voice recognition for secure sign in. It provides access to world bank and official government data to help people verify information; journalists, researchers, librarians and news readers can verify and check facts. Anytime the software detects a statement in an article with a link or a video with external links from our database, official government statistics etc.

Also there is a 'Fake news' alert button that triggers a fact check when a specific number of users click the button in respect to a specific content.

**ONE MILLION**  
migrants and refugees  
arrived in Europe.

U.K. Universities  
stronger in arts  
than sciences.

100 %  
fackt.

98% Demand ban  
new migrants.

# Bullshitter

It can be difficult to separate the truth from a lie. Our philosophy is that all lies are inherently harmful. The spread of misinformation can be dangerous in an age where we are bombarded with more information than ever. Bullshitter serves as a necessary tool in deciphering what is fact and what is fiction. The Bullshitter is a voice controlled smart speaker that listens to conversation in its immediate surroundings. It uses the latest technology to check the accuracy of statements made and calls attention to mistruths. Bullshitter helps to improve the accuracy of language long term and prevents the spread of false information.

Renato Cruz-Costa  
Graphic Design

Sophie Dalgleish  
Illustration

Euan Flynn  
Product Design

Cherie Gilruth  
Product Design

Calum Shaw  
Product Design

Megan Wilkinson  
Graphic Design



# Just Ladders?

An interactive installation which combines AI technology with the traditional board game 'snakes and ladders'. The player believes that they are somewhat in control of the game, yet the AI is in full control and can set the player back with every advancement they make. This sends the player back into a continuous loop unable to complete the game. This idea communicates the ongoing concerns surrounding technology and how we let it control our lives.

Zoe Beckett  
Graphic Design

Lewis Coull  
Graphic Design

Ewan Gardiner  
Product Design

Saskia Hill  
Product Design

Harriet Johnston  
Illustration

Crispin Joseph  
Illustration



# Buddy

Buddy is a friend in a time of need for children in paediatric wards across the country. Buddy will be a companion when a child is scared or lonely. It will glow with soothing pastel lights when a child speaks to it in a colour that they choose. During the night, when a child is most isolated they can call out 'Buddy' with their voice. Buddy is soft and squishy to help take the worry away and if a child is in pain or condition worsens it will automatically contact a doctor / nurse for assistance.



Charles Johnstone  
Product Design

David McGovern  
Graphic Design

Alice Prentice  
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Erin Shankland  
Product Design

Niamh Shaw  
Illustration

Lily Wilson  
Graphic Design



## **03. Enhance**

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Augmenting our day to day lives and suggesting alternative scenarios where voice might appear.

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# Insite

Our voice recognition technology is able to interpret difficult terminology or jargon into digestible succinct sentences.

A brand new piece of eyewear technology making use of our revolutionary linguistic interpretation technology. It enables users to experience highly accurate problem solving results in real time. This eyewear technology has the potential to transform learning and development all over the globe.

Andrew Bastow  
Illustration

Leah Cameron  
Illustration

James Farrar  
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Laura Gilmour  
Product Design

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Graphic Design

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Product Design



# Lumination

The Lumiband is a wearable voice interface that aims to bring a new, visual dimension to concerts. With synchronised LED's and lyric videos, the Lumiband also provides access to event information and announcements, making it more inclusive for everyone.



Douglas Black  
*Product Design*

Ellen Chestnutt  
*Graphic Design*

Nathan McLaren  
*Product Design*

Nicole McLaughlin  
*Illustration*

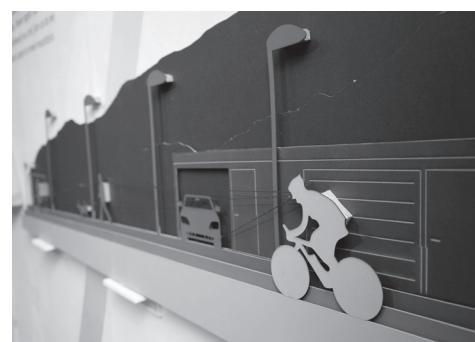
Lauryn Shankland  
*Graphic Design*

Marion Tinney  
*Graphic Design*



# Reveal

Reveal is a company focused on improving the lives of others. As a team we strive to create a world where we can live worry free of obstacles and hazards. With our advanced technology we have managed to break down visual barriers with the use of voice. Never again say that you can't because with Reveal you can! Join us as we step into the future.



Jamie Burton  
Product Design

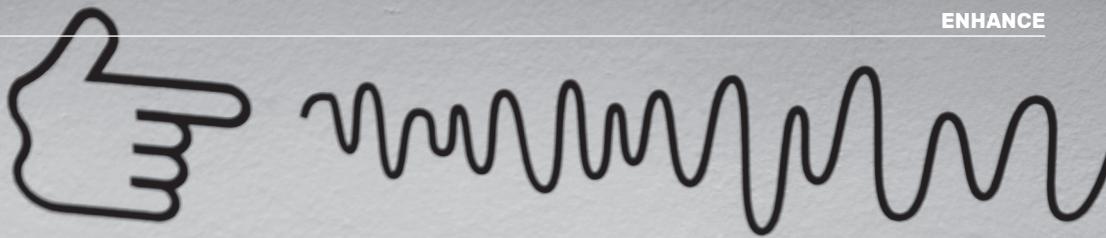
Anna Freeman  
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Product Design

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Graphic Design

Arianna Vettraino  
Illustration





# Costapella

Costapella is a campaign which aims to help people be more aware of their spending by taking away your favourite songs in correlation to your spending habits. The minimal alarm clock has a built in speaker linking your budgets to your playlists.

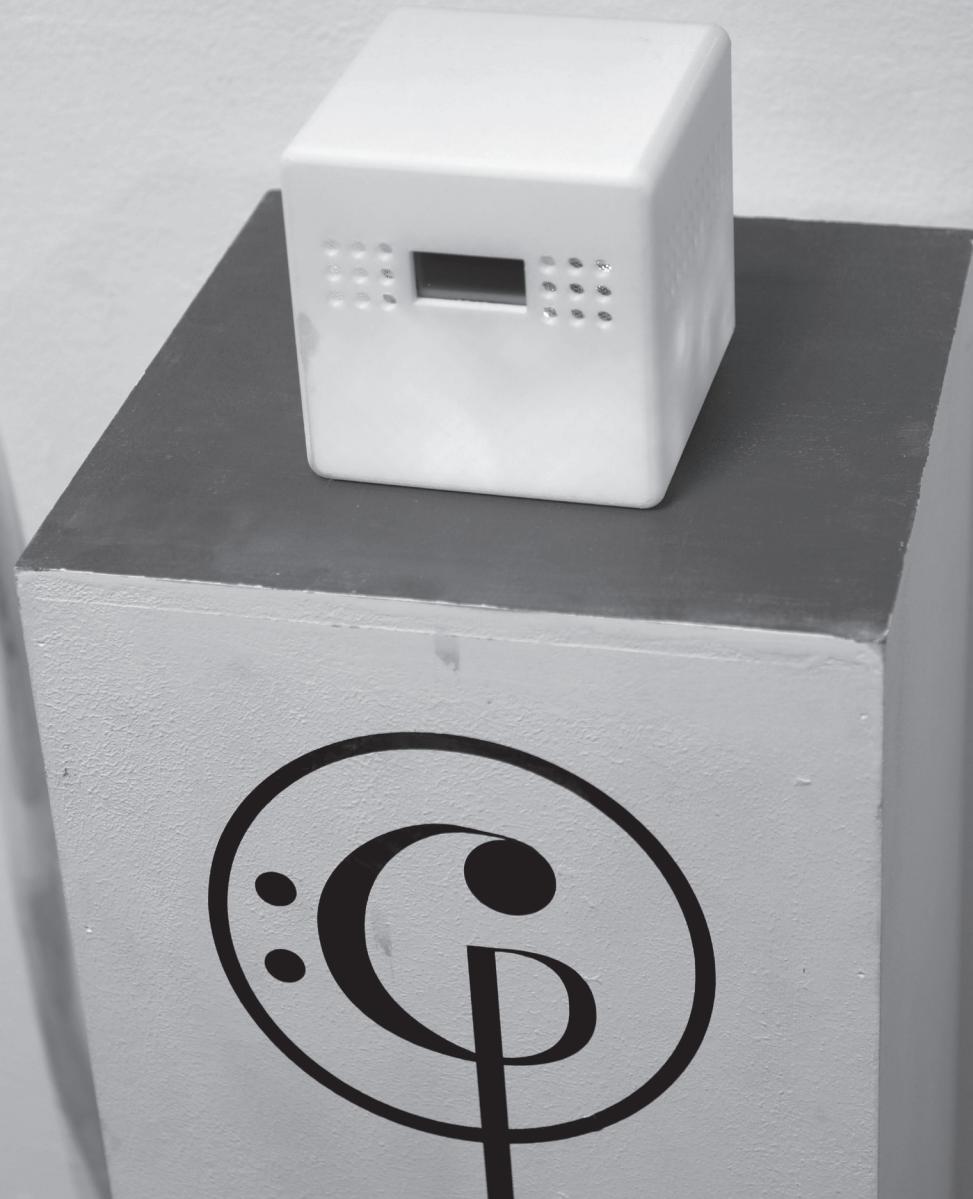
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Graphic Design

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Product Design

Justine Matthew  
Illustration

Rebecca Smith  
Illustration



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**Dark ‘what if’ scenarios questioning  
the current norms being established  
in the voice ecosystem.**

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## **04. Dystopia**

# Alpha

The automatic life preserving home assistant, designed specifically for an increasingly dependant age bracket. Alpha will be despatched on the day of your 65th birthday courtesy of your local government. The robot will activate automatically and be the key to solving all of the problems associated with ageing and loneliness. Alpha is socially intelligent and medically trained with voice-activated technology making communication simple and effective for all. Alpha is the revolutionary robotic companion.

Kim Burke  
Product Design

Stephen Christoforou  
Graphic Design

Graeme Docherty  
Illustration

Helena Lindsay  
Graphic Design

Jess Smith  
Illustration

Lewis Urquhart  
Product Design

This is what you want our future to look like?

**ALPHA**

AUTOMATIC LIFE PRESERVING HOME ASSISTANT

Introducing ALPHA, the automatic life preserving home assistant, designed specifically for an increasingly dependant age bracket.

ALPHA will be dispatched on the day of your 65th birthday via your local mail service courtesy of your local Government.

The robot will activate automatically and be the key to solving all of the problems associated with ageing and loneliness.

ALPHA is socially intelligent and medically trained with state of the art voice-activated technology making communication simple and effective for all.

ALPHA: the revolutionary voice-activated robotic companion.

Reach out to those who help with our smart home here for you every step of the way.

AN EXTRA EYE TO WATCH WHEN YOU CAN'T... **ALPHA** **NHS**

The Helpin YOU at all times.

# Project Icarus

Over a ten year period, the positive voice platform "Icarus" has transformed human communication and eradicated negativity. Icarus, launched in 2018 stopped people communicating negative sentiments.

Project Icarus documents the ten year rise and fall of the platform, taking the viewer from the app's invention to viral adoption, getting out of control, being rebelled against and eventually being stopped.

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Iona French  
Graphic Design

Greg Mcindoe  
Illustration

Sorcha Tolland  
Illustration

Ruaridh Wood  
Product Design



# Litter Uprising

A campaign which signifies how social problems like littering might change in the not so distant future. Waste is now fighting back with voices of its own. Shouting, naming, shaming and embarrassing people who drop litter.

GPS trackers are integrated into all items of packaging, they activate when purchased with a credit card and can trace back to their rightful owner if not disposed of correctly.

Jordan Brier  
Graphic Design

Millie Cunningham  
Graphic Design

Ines Hutchison  
Product Design

Ewan McDonald  
Product Design

Jagoda Sadowska  
Illustration



Presenting 'Litter Uprising'. A campaign which signifies how littering is illegal in the not so distant future. The concept behind this is that waste is now fighting back with voices of their own. Shouting, naming and shaming and embarrassing people who drop litter. There are GPS trackers in all items of packaging which activates when purchased with a credit card and trace back to their rightful owner if not disposed 'correctly'.

# Donate Your Voice

We want to give you the power for your voice to last forever. With our new technology that allows us to replicate human speech perfectly - we can let your voice be heard even after you have passed on. Much like signing up for organ donation, here you can donate your voice quickly and easily. Live on through the sound of your voice and help society become a better place.

Kerry Fleming  
*Illustration*

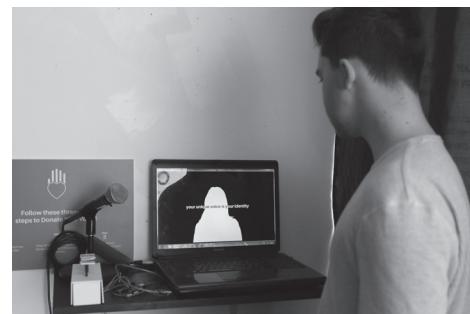
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Kish Twene  
*Product Design*

Rachel Walker  
*Graphic Design*



**inSite**  
Jargon Buster

inSite inSite



Crawford ←

DO NOT DESTROY OR RELOCATE

THE BULLETTED

FUTURE  
DIALOGUE

ICARUS

Costa

48 47 46 45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 START

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