

SPEAKEZ

Shari Gasper, Cady Phan, Jadyn O'Connor, Payton Boswell, Whit Pope








A revolutionary technology for **entertainment**, **productivity**, capturing **photos and videos**, and **connecting** with others.

WHAT IS IT?

The Apple Vision Pro is a cutting-edge, **spatial computer** that seamlessly integrates digital content with your physical environment. Powered by **visionOS**, the world's first spatial operating system, it enables you to interact with digital elements as though they are part of your real-world surroundings, using just your eyes, hands, and voice.

KEY FEATURES

-  Spatial Audio: Analyze your surroundings to adapt and match sound to your space.
-  Micro-OLED display system: Three-element lens and 23 million pixel display.
-  Eye tracking: LEDs and infrared cameras project light patterns onto each eye so you can select elements with only your eyes.

PROJECT OVERVIEW

Our team has been tasked with creating and coding an application for the newest update to the Apple Vision Pro: visionOS 2. We are developing “SpeakEZ,” an innovative app designed for public speaking practice. This application will offer a comprehensive suite of tools to enhance users’ presentation skills, featuring a timer to monitor speech duration, and a notes section to track progress. By leveraging the Vision Pro’s capabilities, we hope to provide an immersive environment to simulate a real-world scenario. We want to help users not only refine their delivery but boost their confidence.

MEET THE TEAM

SHARI GASPER

Web Developer

CADY PHAN

Developer

JADYN O'CONNOR

Brand & Content Specialist

PAYTON BOSWELL

Project Manager

WHIT POPE

Content Creator & Videographer

DELIVERABLES

APP

“SpeakEZ” - an immersive AR experience to develop public speaking skills, only available on the Vision Pro.

TRAILER

A video trailer offering a sneak-peek into the app’s capabilities.

WEBSITE

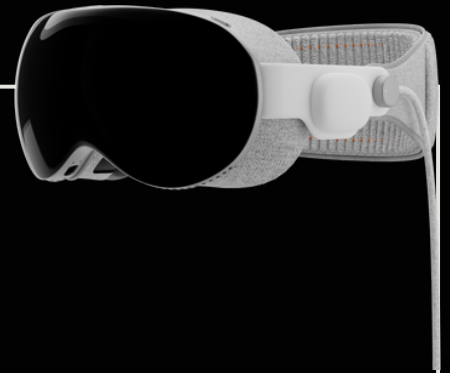
Official SpeakEZ website to offer detailed information and application updates.

PRESENTATION

Both a booth and stage presentation to showcase the app’s features and the process of its development.



TIMELINE



09/10: Checkpoint 1

- 🍏 Presentation - Everyone
- 🍏 Alpha - Cady, Payton
- 🍏 Exploratory Research - Shari, Payton, Cady
- 🍏 Project Plan - Jadyn
- 🍏 PR/ FAQ - Whit, Shari

10/01: Checkpoint 2

- 🍏 Presentation - Everyone
- 🍏 User Research - Payton, Jadyn, Cady
- 🍏 Beta - Cady, Payton
- 🍏 UX Map - Shari

10/22: Checkpoint 3

- 🍏 Presentation - Everyone
- 🍏 1.0 - Cady, Payton
- 🍏 Visual Design Guide + Poster - Jadyn, Whit
- 🍏 Website Beta - Shari
- 🍏 SLAM Promotion Material - Whit

11/12: Checkpoint 4

- 🍏 Stage Presentation Beta - Everyone
- 🍏 1.1 - Cady, Payton
- 🍏 Launch / Handoff / Social Deliverables - Everyone
- 🍏 Resume - Everyone



GOALS

SAFETY


SpeakEZ will create a cohesive user experience to practice and develop public speaking skills. Users will be able to reference their key talking points and utilize a timer widget to track the speech duration.

MAIN

To simulate a real scenario and increase user productivity, SpeakEZ will offer 360 virtual environments. Users can select from different scenarios, like a conference room and an auditorium, to practice in varied settings .

REACH

We hope to utilize audio tracking to give real-time feedback especially for filler words such as “um.” We want to use the Vision Pro’s eye tracking feature to see how the user fidgets while presenting.





POTENTIAL ROADBLOCKS

TECHNOLOGICAL LIMITATIONS

Within our group, there is limited experience with Swift and Vision OS app development. Other setback could be achieving the various gesture detections that we desire in this app.

BRANDING

Differentiating ourselves from our inspiration and similar app experiences. For SpeakEZ, we highlight a feedback-forward practice application.

