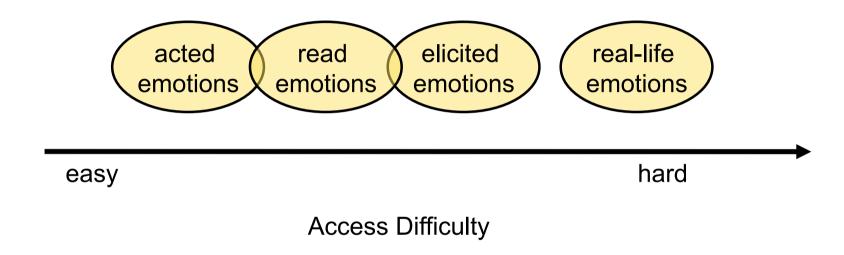
Audio – speech material problem



Frank Nack Kennisgebaseerde media 30