GNG2101-D

Deliverable I - Prototype II & Client Meeting Preparation

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Summary

After presenting our prototype to the client and receiving some constructive feedback, we need to make some changes to the product such as make the app show the newest messages automatically without having to scroll each time, make the app startup automatically when the device starts up, and clean up the homepage of the device.

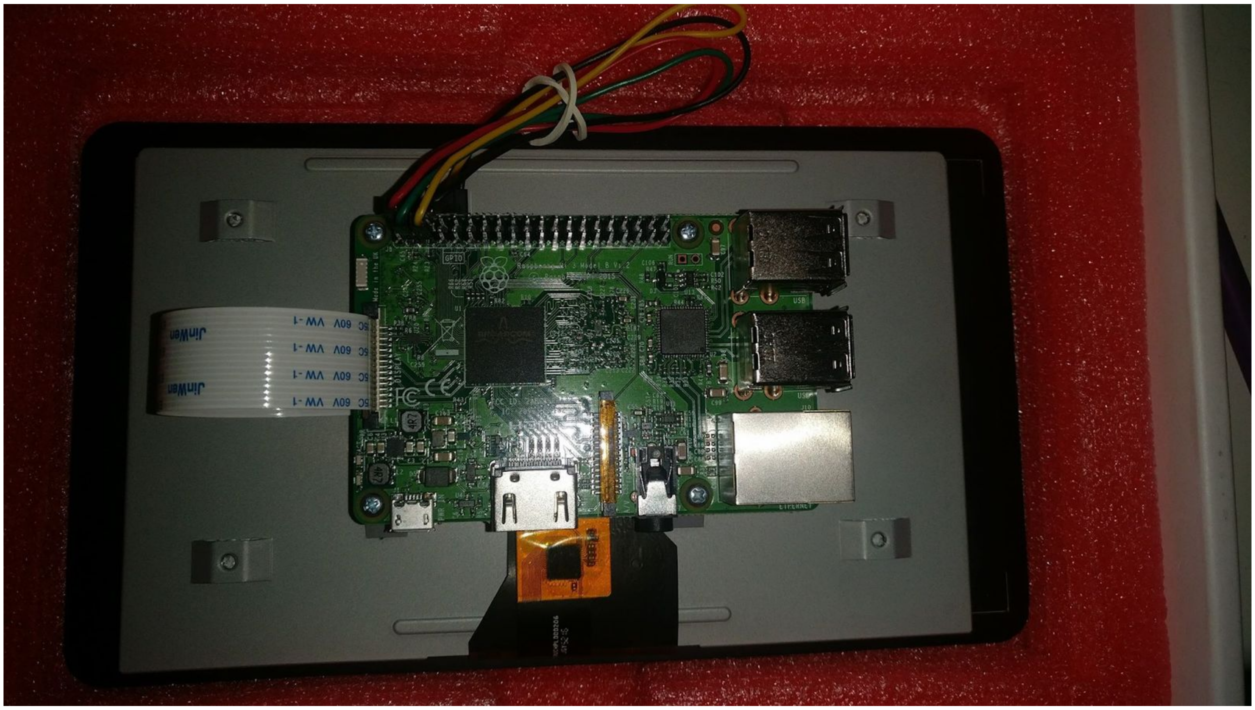
Second Prototype

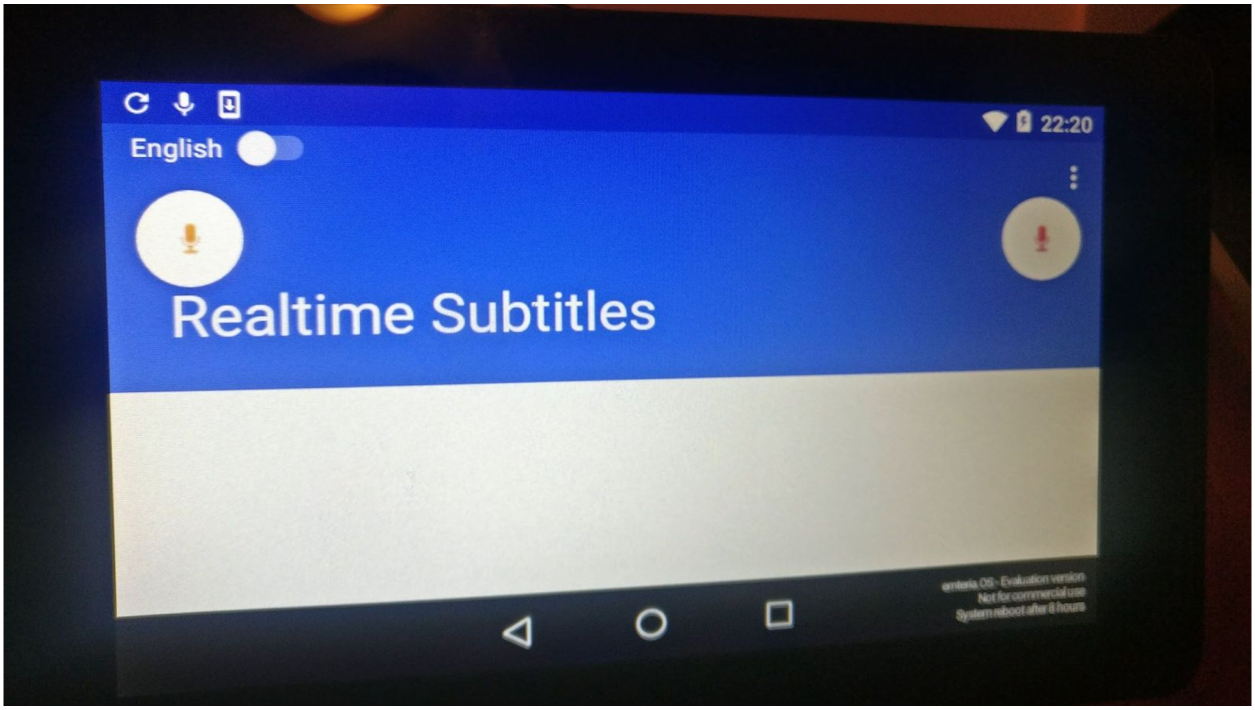
Our ultimate design goal is to create a device which will transcribe a conversation in real-time, without limiting the users.

Presentation

We will verify if our goal has been achieved by comparing our product with the metrics established early in the development. On a more general note, if after after a few weeks of the client having the product and familiarising herself with it, she is satisfied and uses it on a daily basis, we will know that our goal was reached.

Documentation

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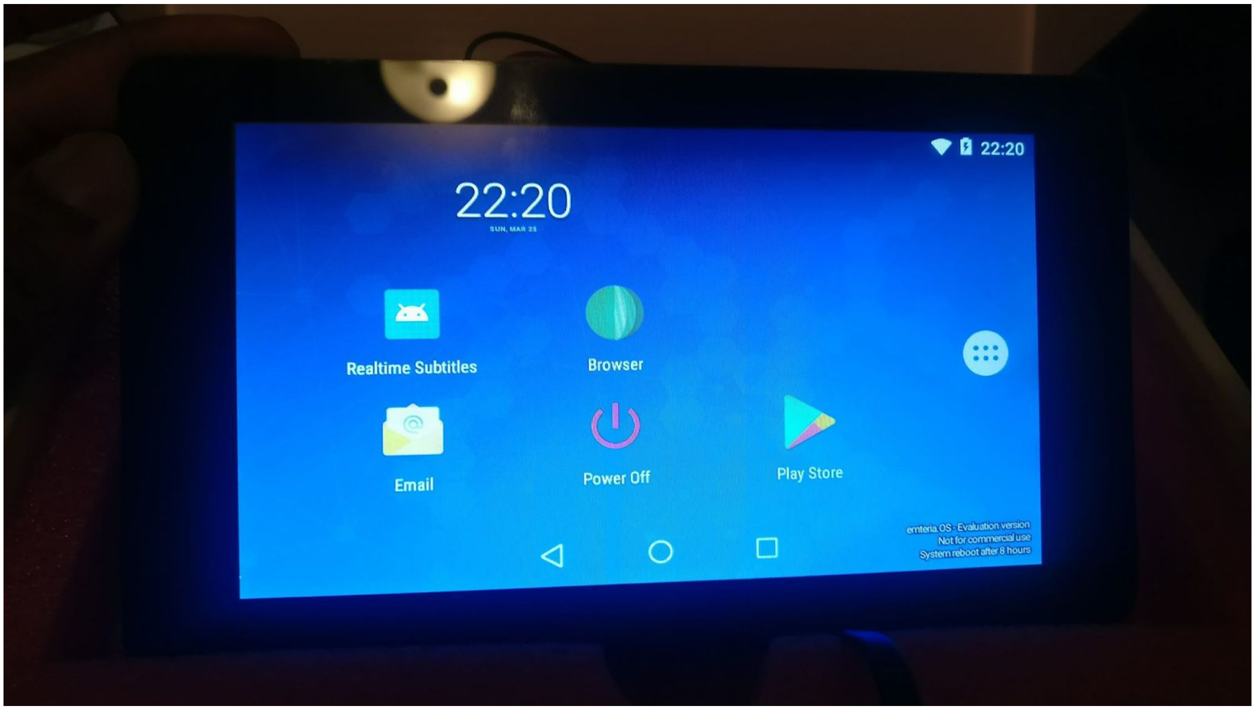
English
Realtime Subtitles
emteria.OS - Evaluation version
Not for commercial use
System reboot after 8 hours



The prototype’s purpose is to put our ideas into a real device to test whether it is possible and fix any problems that we never thought of in the conceptual design, as well as confirm with the client that we’re on the right track.