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Touristic and Entertainment application

“Voicie”

1) Tourists' interaction with surrounding places

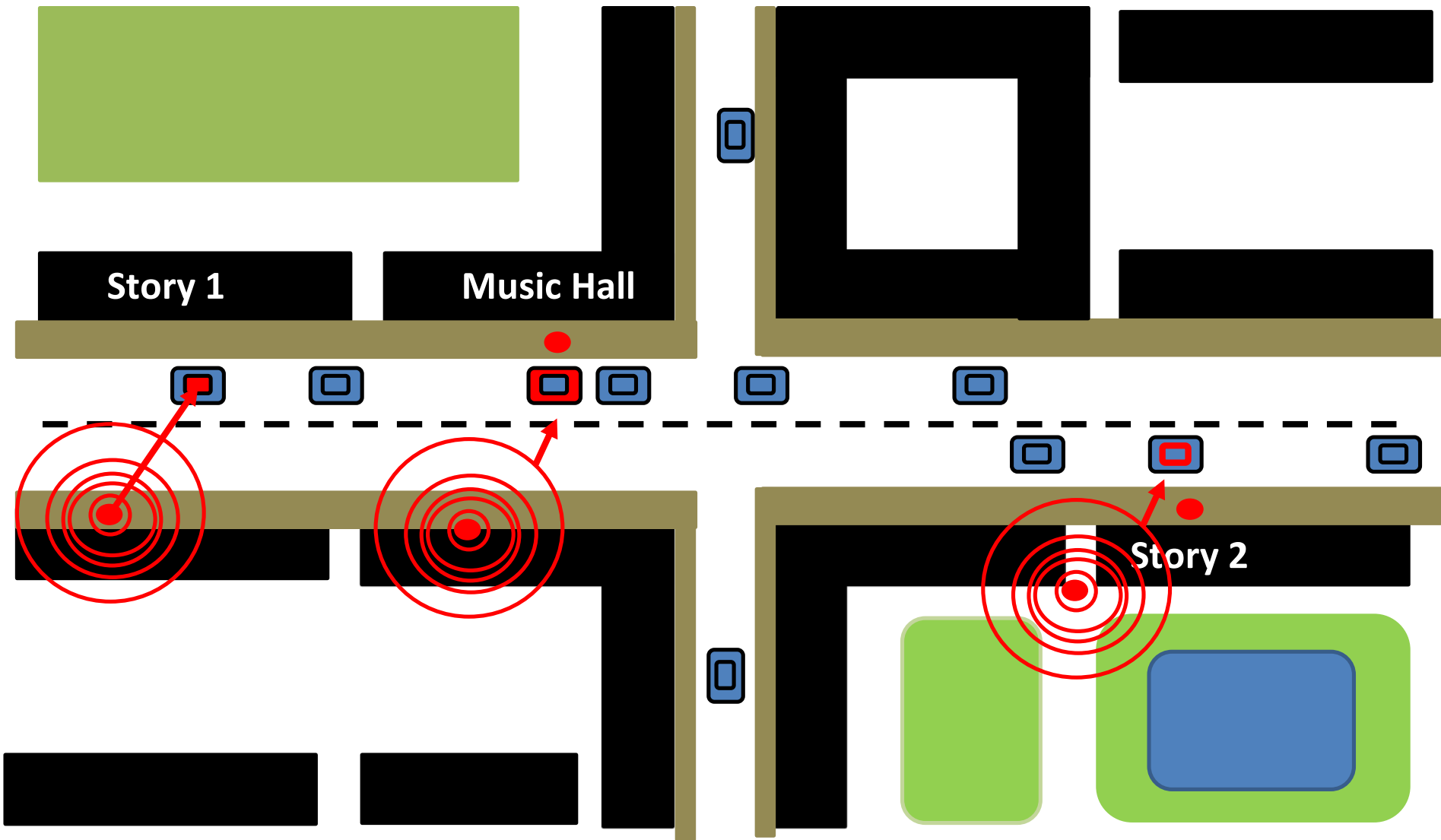
- The idea of the project is to create an infinity of stories about the buildings adjacent to touristic routes in a given city.
- Through a specific GPS protocol the software will recognise the people's interest based on a previously gathered data from Google (when possible).
- The software will then bring to the tourist's headset, stories about surrounding buildings and places of interest.

Building's descriptions

The building's description will be launched in connection with google Map and driver's interests.

The second passenger or even more passengers can have headsets and listen to other interests if not interested on the driver's interests.

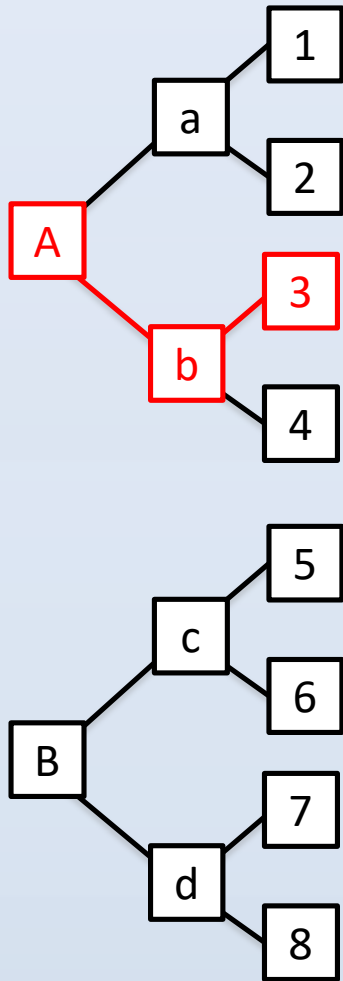
Protocol



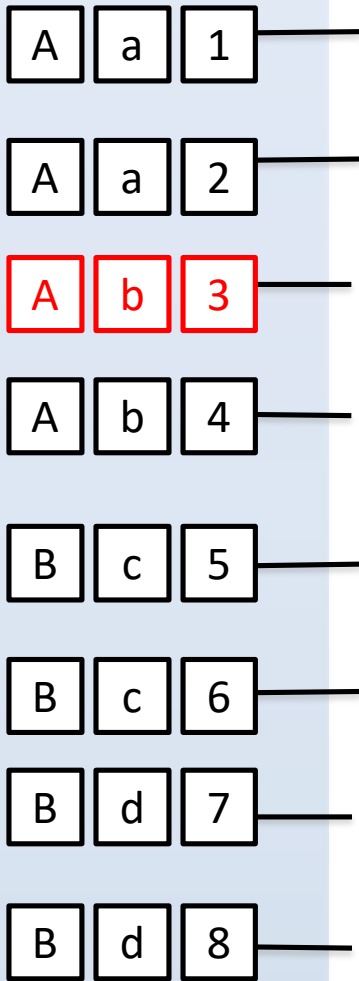
2) Kids entertainment for parents' peace while driving

- In this second set, it's about story telling, where a connected car to the software will generate stories about surrounding places on the driving path.
- These stories are automatically generated by a protocol as per next slides.

Possibilities



Random

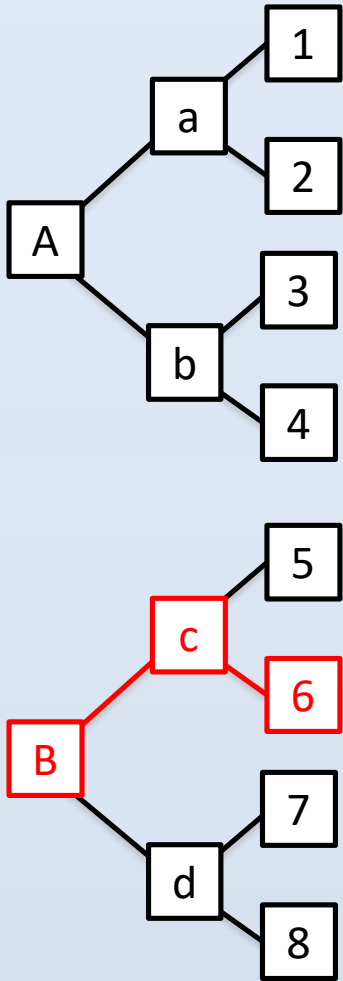


Once upon a time..

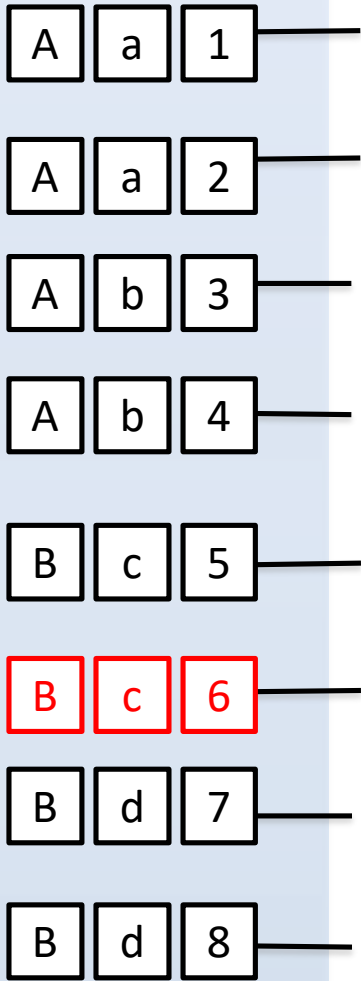
c1 was hiding...

c1 promised...

Possibilities



Random



Many years ago..

c1 was dreaming...

c1 found...

Story composition

Start of story:

01: Once upon a time.

02: Once upon a time, there was a kind girl named y1.

03: Once upon a time, there was a boy called x1.

04: Once upon a time, there was a girl named y1 and a boy called x1.

Reaction sentences:

R1: wow so interesting.

R2: ho my god

R3: that's amazing.

R4: cool

R5: that's funny.

R6: feels happy

R7: I'm so happy today.

Body of story:

Location.

L1: Street.

L2: caffee

L3: shop

L4: park

1: X is happy and ready to start the day at **L4**.

2: Nice coincidence as y was also in **L4**.

3: **03** thought it will be an exciting day in **L4** with **02**.

4: But y was hiding from **02**.

R3

5: **02** was looking everywhere in **L4** to find his friend **03**.

6: **02** was delighted to find **02** hidden in the bushes.

7: **02** was impressed about **03**.

8: **02** is hiding from **02** now.

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10: **02** followed the voice to find **03**, but no chance.

11: **03**'s voice came from the top of the tree, **02** need to look up.

12: **03** was laughing loudly so y saw him finally.

E2

End of story:

E1: is happy and so was y.

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Story composition and text selection from database

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Sample story:

Many many many year ago there was a boy called Boo Boo .

Boo Boo had a sister called Kool-Aid .

It was rainy day and both Boo Boo and Kool-Aid got wet! .

But Boo Boo was hiding from Kool-Aid .

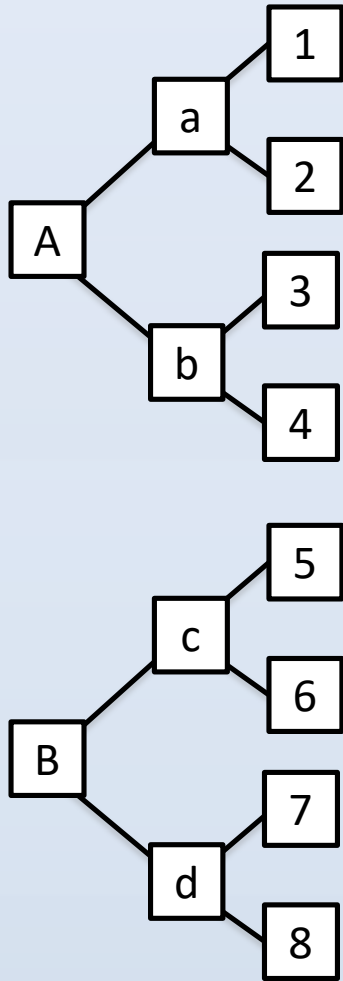
Boo Boo shouted from distance, "I'm here, come and get me Kool-Aid " .

Boo Boo laughed and Kool-Aid woke up .

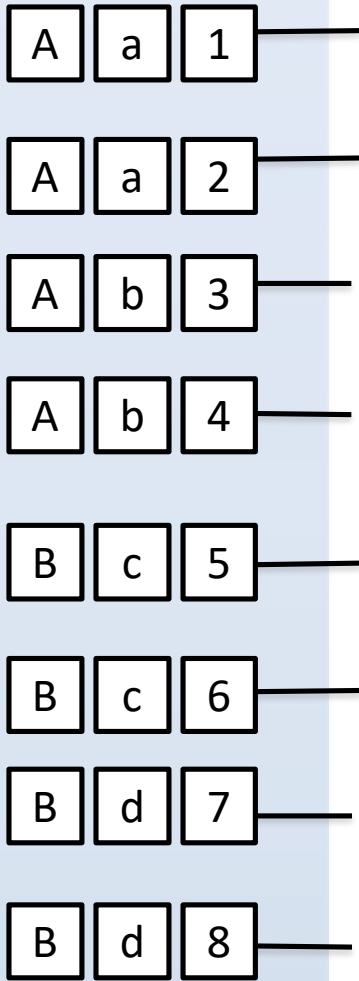
wow! Boo Boo and Kool-Aid thought that it was so interesting! .

I had a nice day with Boo Boo and Kool-Aid! .

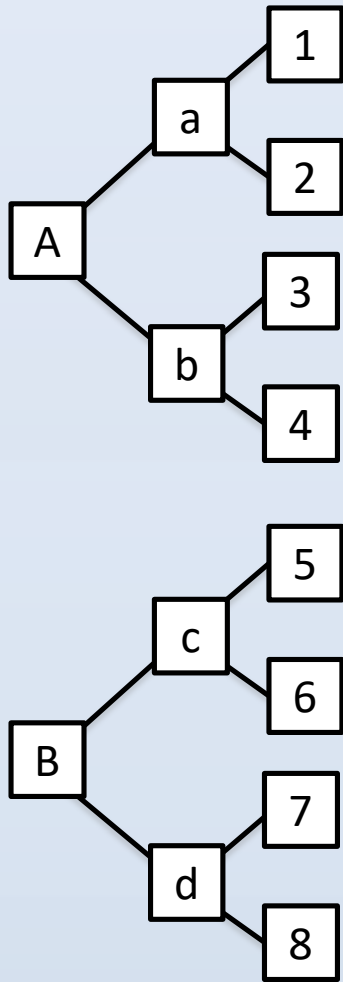
Possibilities



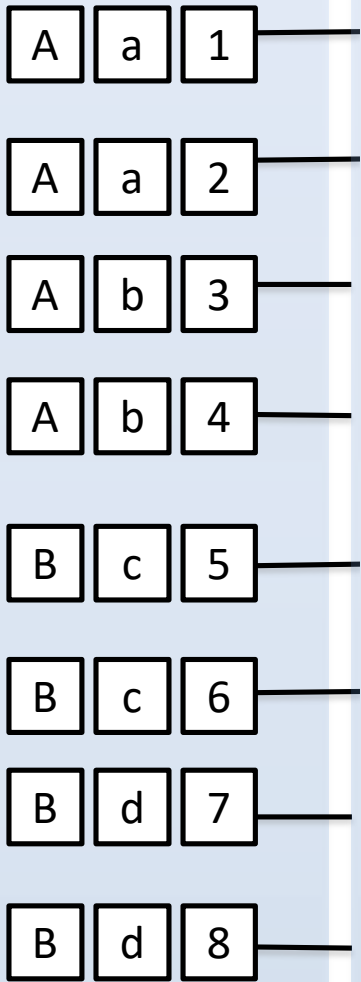
Permutations



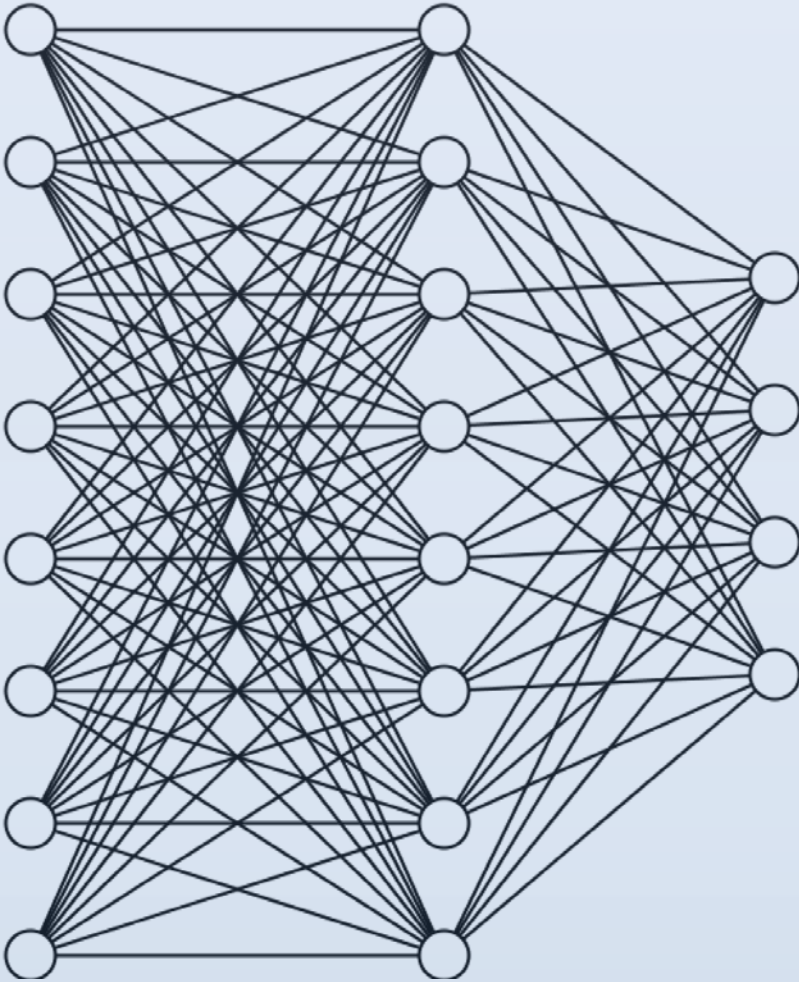
Possibilities



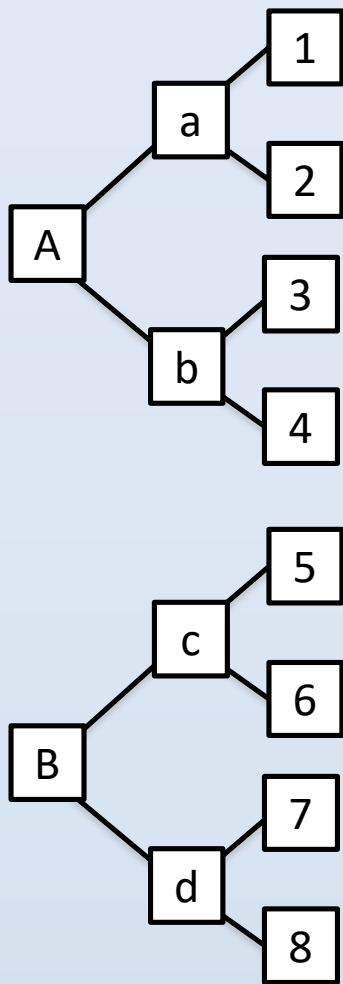
Permutations



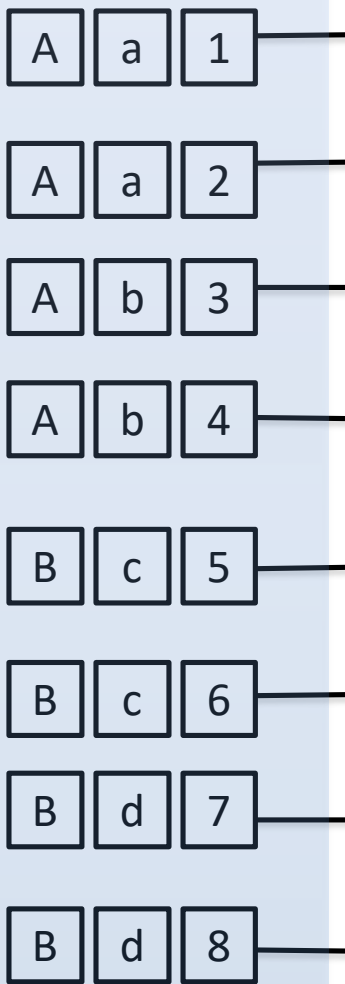
Neural Network



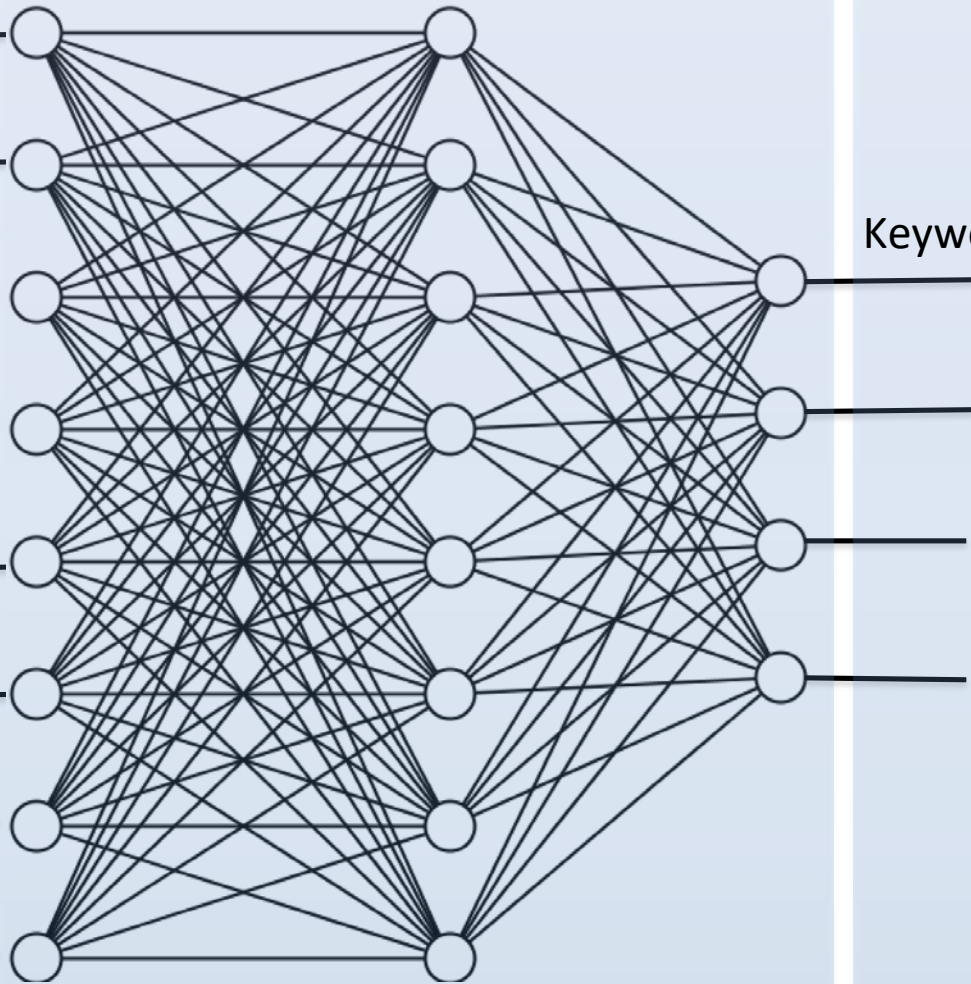
Possibilities



Permutations



Neural Network



Training

Voicie





food



food



fashion



food



fashion



movie



food



fashion



movie



music



food



fashion



movie



music



game



food



fashion



movie



music



game



urban planning

どうもありがとうございました