

CONCEPT



Google Speech is a mobile application that addresses **public speaking anxiety** for university students through **virtual reality**. Presentations can easily be stressful if the presenter is underprepared or they have difficulty with presentations.

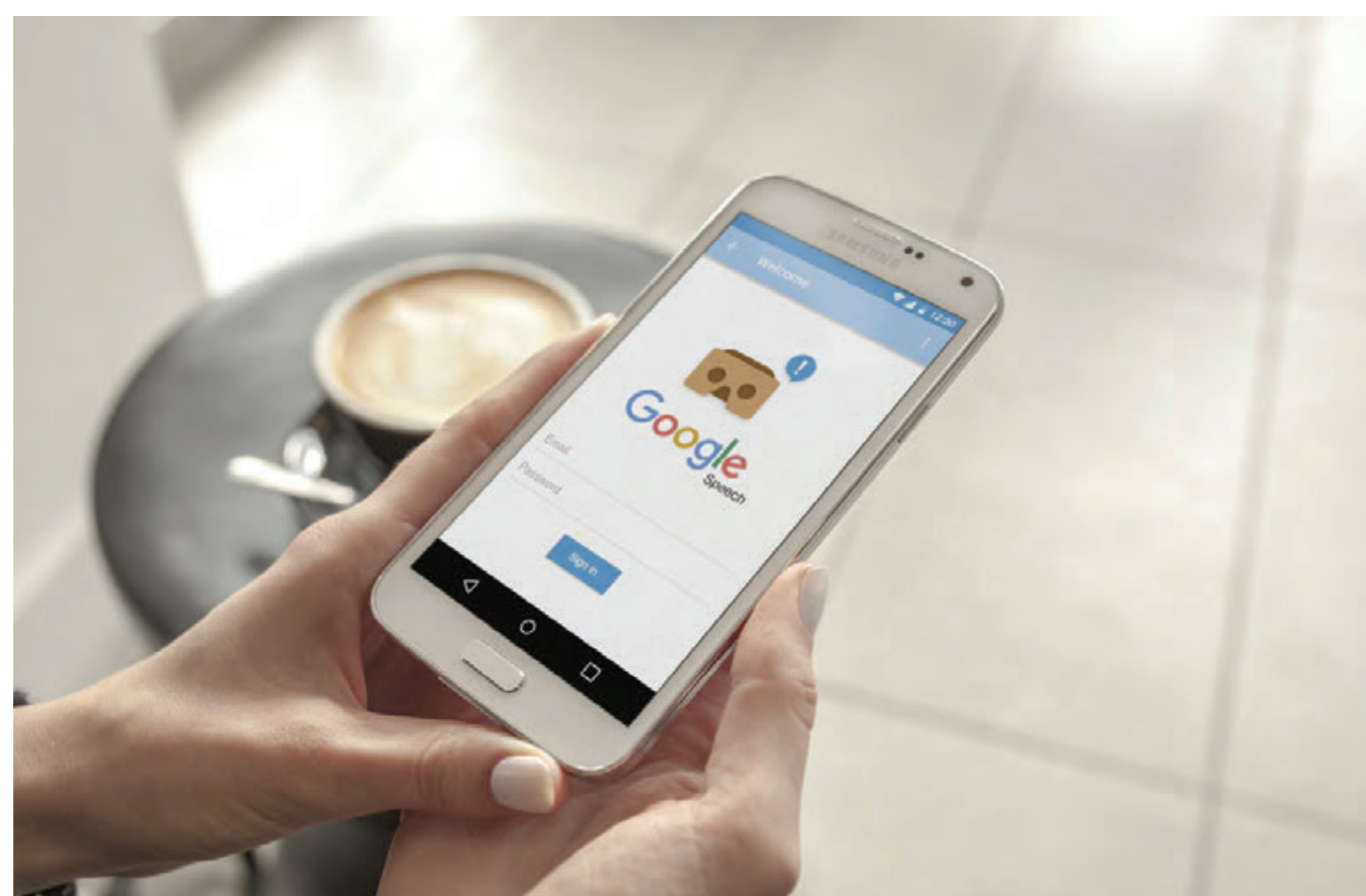
Through our application, users can **photograph their environment** where the presentation will take place so they can practice from the **real perspective of the speaker** in the auditorium. This deeper level of engagement will better prepare the user.

This app goes through a **4-week process** that builds the user's presentation skills incrementally so that they are well prepared before their final presentation. Practice rounds include features to help the presenter with **timing, distraction management, volume, and pacing**.

VALUE PROPOSITION

Google Cardboard, Google's inexpensive virtual reality device is an engaging tool for experimenting with virtual reality, but interest is not sustained after first use.

We want to add **educational value** to this emerging accessible technology so that users will want to repeatedly use it, and Google can become the **primary provider of education through virtual reality**.



APPLICATION PROTOTYPE

