

Civility: Hi-Fidelity Prototype ReadMe

Link to Prototype: http://stanford.edu/class/cs147/projects/behavior/civility/civility_app

Requirements: Our web app is used most ideally on a mobile device in landscape mode. For best results, use an iphone.

Because Civility runs as a smartwatch application, we are currently unable to implement the complete functionality on the actual device. Instead, the hi-fidelity Civility prototype is run through a web app. The notifications that pop up, like volume and speed warnings, can be manually triggered through buttons on the lower right of the web app.

Most of the artificial intelligence and natural language processing is done through the wizard of oz technique. Depending on the scenario, one of our team members will step in as the computer and react to the words the user says, and the rate and the volume at which he/she says them.

The following instructions will guide you through Civility and show you the 3 different tasks Civility can do.

Part I - Registration

- On a smartwatch, the user would put his/her finger on the circle to register. Because our app runs on the web, a simple click on the circle will be enough for registration
- The user then speaks his/her name while holding the microphone icon and the app will confirm it. From this point, the user can accept what has been recorded or re-record

Part II (Task 1) - Feedback

- Click on the left or right arrows to flip through the different home screens
 - Home screens include:
 - The number of times you lost your cool today
 - Total warnings
 - Volume warnings
 - Words per minute warnings

Part III (Task 2) - Get Notifications

- When the user starts talking too loud, a “Too Loud” notification will pop up
- When the user starts talking too fast, a “Too Fast” notification will pop up
 - Because this is simply a web app, the notification pops up when a member on our team acts as the wizard of oz and manually pushes a notification to the user
- After these notifications are received, the feedback screens will change to reflect these warnings

Part IV (Task 3) - Track Customized Keywords

- On the home screen, you can click on the settings icon and do two things:
 - One, you can edit your name, which will allow you to re-record your name
 - Two, you can turn on the keyword avoidance feature
- If you choose to turn on the keyword avoidance feature, you will be guided through the definition
- After clicking to get started, you speak into the microphone, Civility records what you said and adds the word to your list
 - If you are unsatisfied, you have the option of re-recording the word
- If you are satisfied, you can see the list of words that you have already inputted to avoid. Clicking “Add Another” gives you the opportunity to add another word to the list
- When you are done, you can click “Done For Now” and a new screen, the “Words to Avoid” screen is added to the different home screens
- Return to settings if you decide to turn off the keyword avoidance feature
 - The new home screen will also be removed
- Any additional words that want to be avoided can be added directly from the new home screen called “Words to Avoid” by clicking the add button

Part V - Pause/Unpause

- Press the pause button to pause Civility
 - The screen greys out and the only button available for clicking is the play button
- Press the play button to unpause Civility