

SpeechIsHard - A Serious Game in Aid of Speech Recognition

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This project aimed to research, design and build a serious game that would aid in speech recognition research. It covers a brief review of speech recognition technology, how it works and how it might be improved by a game. The final game is available on the playstore under the name SpeechIsHard. It is a two player game that connects players over the Internet. It is loosely based on a gamification of a map task, an experiment used in speech recognition research. The game should allow for the collection of a corpus of speech data as people play. The report includes an evaluation survey on the enjoyability of the game. This evaluation suggests that the game concept has potential as an enjoyable game. SpeechIsHard has the advantage over normal map task experiments in that it provides a much greater scale of use.