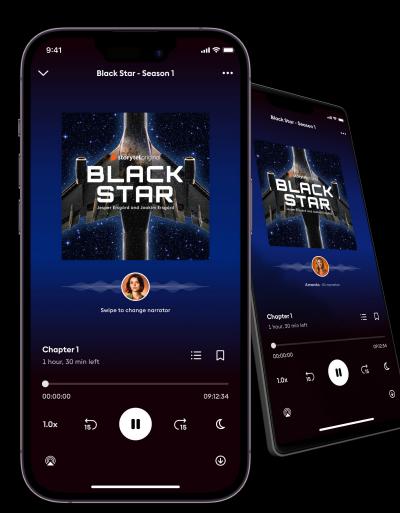
Voice Switcher

Designing for AI narration



The power of voice.









Have given up on a book because of the narrators voice



The power of choice.











First prototype



Create the Al voices





© Earselect



Avatar soundwave

















BLACK STAR

Al Narrators • SciFi • Action







Listen

Read

Save

Swipe up to see more



Designing the switcher UI

Early explorations















Avatar below the player

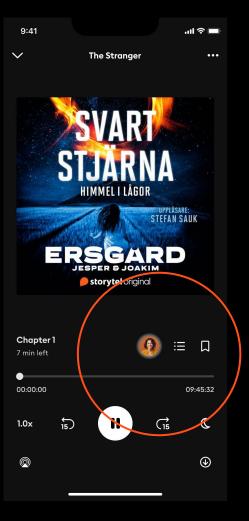




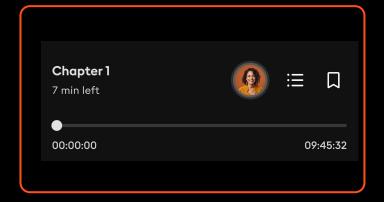


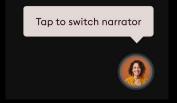
Avatar below the player

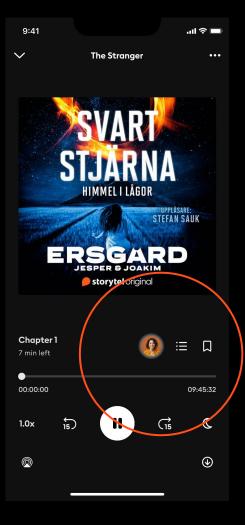
- Too detached from the art work
- Too close to functions
- Risk tapping pause instead of Ai Switcher
- Could go unseen since it becomes hidden when too far at the bottom



Avatar among core actions







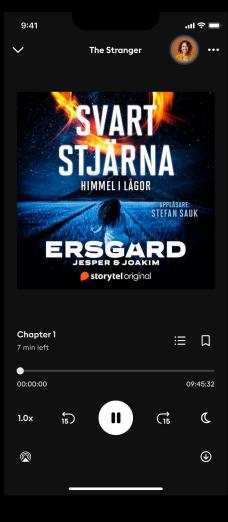
Avatar among core actions

- Swiping not possible
- Too close to the functions
- Too related to a chapter



Avatar in top navigation

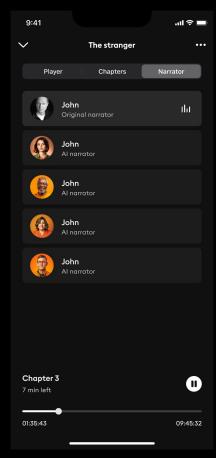


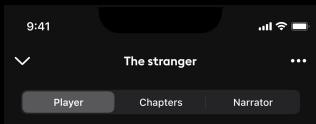


Avatar in top navigation

- Not visible enough
- Size of the title limited
- Swiping not possible





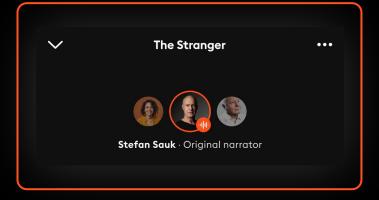




- Feels like it would only show more info about the narrator and not actually change the narrator
- To much complexity in the player
- To technical
- Hiding this cool feature



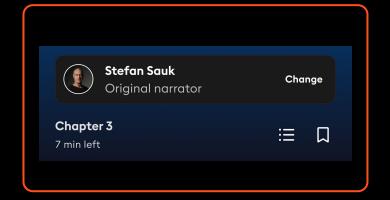
Avatar on top of the art work



"



Avatar as separate section



Avatar in separate section



Avatar in separate section

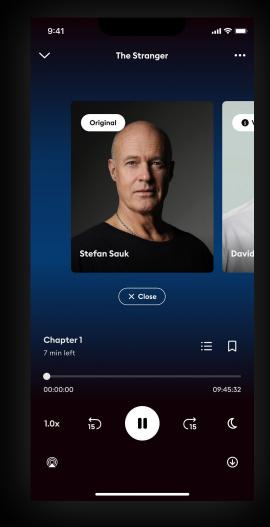
- Prominent enough more like a fixed setting
- Too much space in the player
- We do want it to be easy and without opening a new screen





Avatar below the art work





Avatar below the player

 equires an extra step to change the voice, and it does not draw as much attention as other alternatives







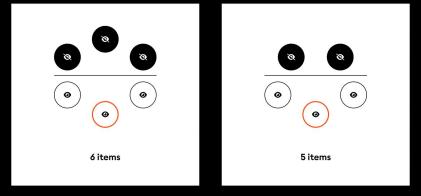
- In focus and prominent
- Close to art work
- Intuitive
- Ease of swiping

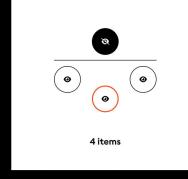
The implemented result

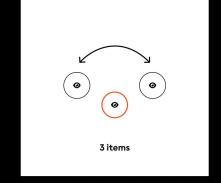


Avatar interaction









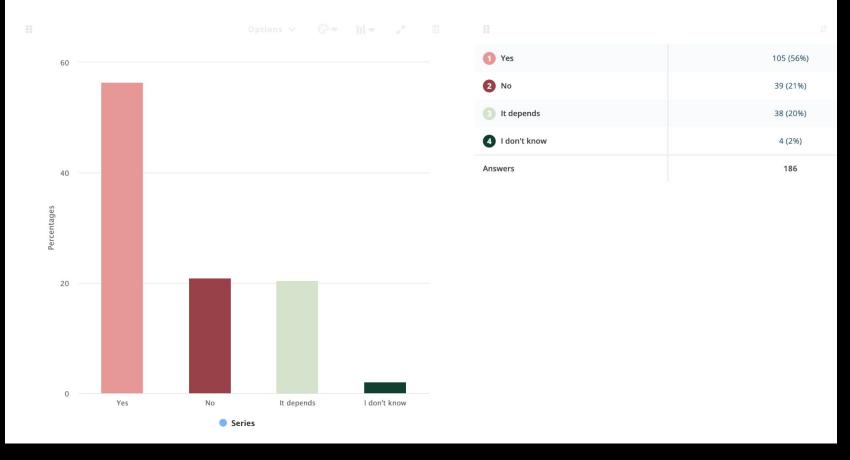
Learnings

- Soundwave doesn't help the swiping
- Hint to swipe comes very late
- Takes long before the narrator is visible
- People try to tap or longpress the avatar.
- Some people tap or swipe the whole screen ...
- visible outside the player

More work to be done!!

So, how does it perform?





What are your take aways

Thank you

