

**DESCRIPTION:** *This manual provides information of the software and hardware requirements of Speak Up to the developers. It contains instructions on how Speak Up functions.*

**BRIEF OVERVIEW OF SPEAK UP**

Speak Up is a self-regulated training platform to help individuals deliver effective oral presentations. The speaker delivers a presentation in the VR environment emulating the settings of distracted audience, a commonly observed audience behaviour. The learner is exposed to specific strategies, such as engaging with an audience, using scaffolds embedded in the system. Opportunities for feedback from experts, self-assessment and self-reflection exercises are some of the integral features of the training module. The situated learning environment and exploration of what works for a particular user, in context of making a presentation, strengthen the training platform. Anyone, including students, teachers and working professionals, can benefit from such a platform, which fulfils the crucial need of exposing the speaker to real audience with guided practices to improve on their oral presentation skills.

**ANNOTATED IMAGE OF SPEAK UP**

The application screen contains the following components as displayed in Figure 1. A brief description of the same is in table 1.

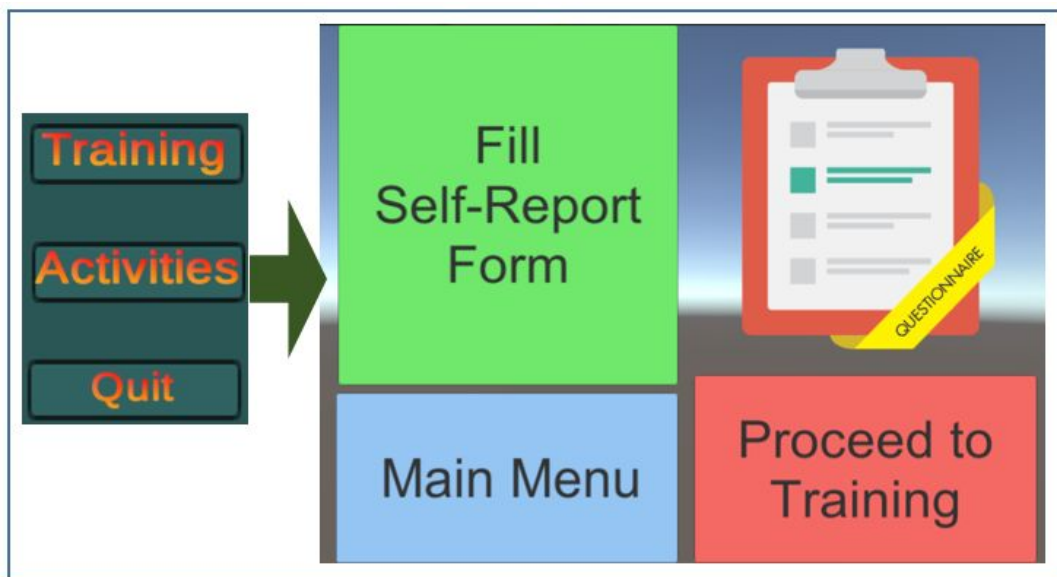


Figure 1. Screen components of Speak Up application

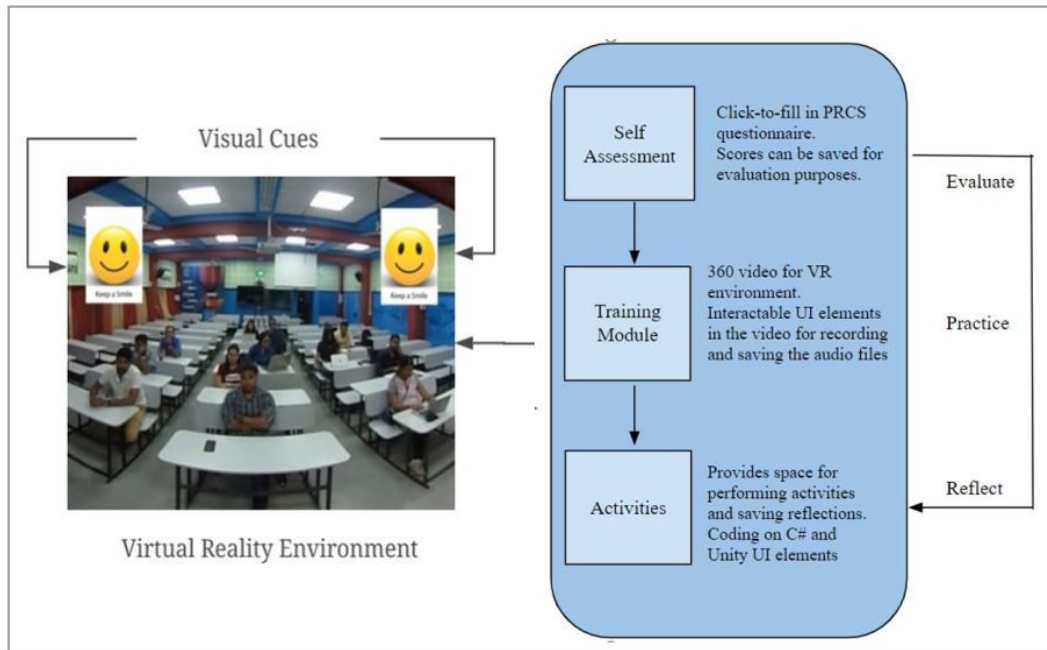
DESCRIPTION OF SCREEN COMPONENTS

Screen components	Description
Training	This tab on the screen leads the learner to another page where learners proceeds to “Fill Self-Report Form” which is followed by “Proceed to Training” as shown in fig. 1.

Self-Report Form	This tab takes the learners to personal report of confidence as a speaker (PRCS), a form which contains 15 questions. The score provides a measure of learner's degree of improvement in public speaking during the course of training interventions.
Proceed to Training	After filling in the PRCS form, this tab takes the learner to start the VR training, which involves the learner to deliver an oral presentation in the VR environment.
Activities	This tab takes the learner to a space where the learner performs all the reflection activities and save them, access the scaffolds provided in the system, and also save their PRCS scores.

**Table 1: Screen components with description**

## **SPEAK UP ARCHITECTURE**



**Fig 2: Functional blocks of Speak Up**

## **REQUIREMENTS TO USE SPEAK UP**

To use the application, a learner would require the following resources.

- A. Any VR headset e.g. HTC Vive, Google Cardboard, Mi VR Play, Samsung Gear VR and Oculus Rift
- B. Smart phone/Desktop/Laptop
- C. Speak Up application

The compatibility of VR headset with smart phone or desktop should be assessed to be able to use the application. The base application programming interface (API) of Unity VR ensures compatibility with multiple VR headsets mentioned above, and enables intuitive interaction with 360 videos. The application is also compatible with both Android and Windows. The ‘Speak Up’ application is still being refined, and thus not yet available online for use.

**ADDITIONAL REFERENCE:**

**Paper title:** Speak Up: VR-based training system for improving oral presentation skills

**Citation:** Joshi A., Shah V. & Murthy S., "Speak Up: VR-based training system for improving oral presentation skills", The Future of Learning Conference (FOL 2019) Bangalore, India, January 4-5, 2019.

<b>People involved</b>	<b>Year</b>
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Veenita Shah	2018-2019