

# Voice Control

by University of Salford MANCHESTER

Apart from graphical menus and controls, voice control has been identified as a desirable interaction modality for the ImAc player, especially with the availability of home 'smart speakers'.

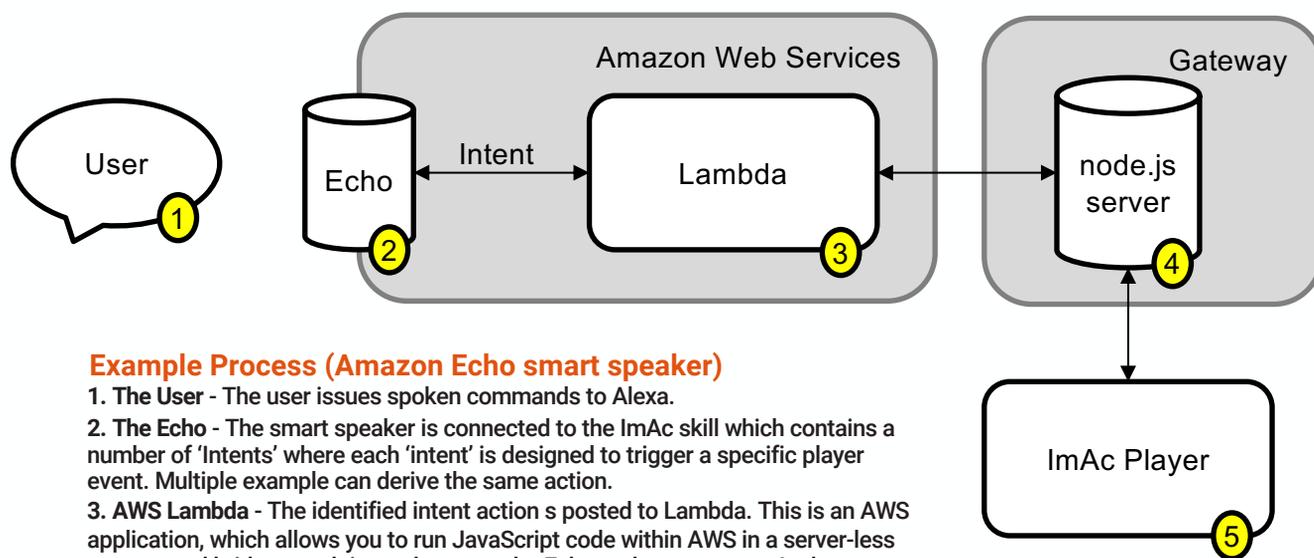
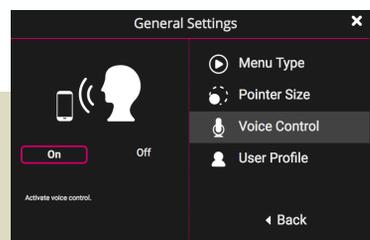
## Features

### Advantages

- The user can control the player without opening the menu, or removing a head mounted display to find a physical button.
- It is easy to use and learn and allows the user to talk to the player with natural language.
- Provides responses through the smart speaker, not through the player, separating the control from the media.
- Many users are already using and familiar with smart speakers for control.
- The ImAc remote gateway can be easily extended to support new devices as they become available.

### How it works

- A unique identifier is used to specify each smart speaker or remote controller, usually its serial number.
- When voice control is enabled in the player, the device identifier is specified and the player opens a WebSocket to the gateway with this identifier.
- The gateway listens for requests from any smart speakers and controllers, and forwards the requests to any connected players registered with the same identifier.



### Example Process (Amazon Echo smart speaker)

1. **The User** - The user issues spoken commands to Alexa.
2. **The Echo** - The smart speaker is connected to the ImAc skill which contains a number of 'Intents' where each 'intent' is designed to trigger a specific player event. Multiple example can derive the same action.
3. **AWS Lambda** - The identified intent action s posted to Lambda. This is an AWS application, which allows you to run JavaScript code within AWS in a server-less manner and bridges each intent between the Echo and our gateway. It also formulated a response, which is the spoken response returned to the User.
4. **Gateway** - The gateway receives the request and the device identifier that sent it. Any connected players that are registered with the identifier are forwarded the command.
5. **ImAc Player** - The player responds to the command.

## ImAc Gateway

### The Gateway Server

- The gateway is a Node.js server which manages all of the communication between voice control devices and the player.
- There are three types of 'device', which can connect to the gateway:
  1. Controllers – Any device which issues commands
  2. Players – Any device which consumes commands
  3. Monitors – Any device which consumes all communications for testing and monitoring
- For example: If you have a player with the ID 'USAL' it will receive commands from a controller with the ID 'USAL' but not from a controller with the ID 'I2CAT'.

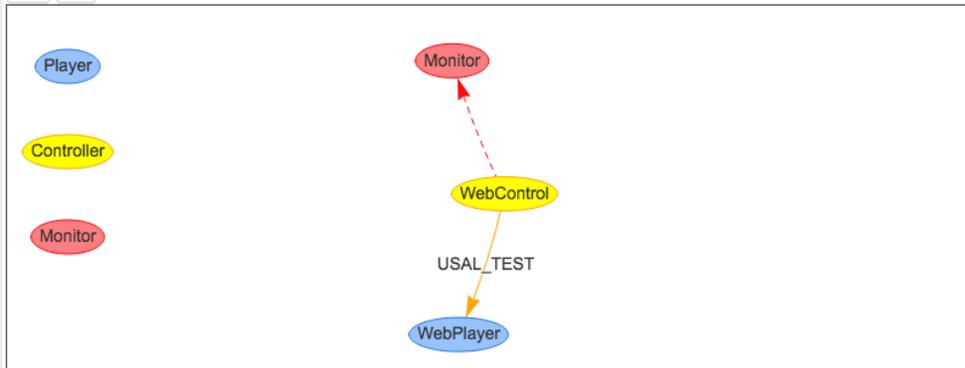
### The Gateway Monitor:

- The gateway-monitor page contains three sections as below:
- 'Currently connected devices', shows all of the connections to the gateway. The gateway-gateway-monitor page will appear in the list of devices as a monitor, and you can then see each of the connected players, controllers and other monitor pages that are currently open.
- 'Latest Activity' shows the every activity that the server has performed since you opened the page. This includes devices connecting and disconnecting as well as commands being sent.
- 'Links' gives two html links to other pages on the server, which replicates a controller and a player. Opening either of these will ask for the user to type in a device ID, and then replicate either a controller or a player.

### Currently connected devices:

Socket Id	Device ID	Type	Description	Client Address	Connected Since
JxTPg8NPt7UnqJ_EAAGv	USAL_TEST	control	WebControl	::ffff:146.87.136.63	5/28/2019, 11:11:44 AM
JJYJBqTX-6uTXjywAAGu	ImAc	monitor	Monitor	::ffff:146.87.136.63	5/28/2019, 11:08:06 AM
Q29qYfAtI9oO-kXvAAFs	USAL_TEST	player	WebPlayer	::ffff:146.87.113.21	5/23/2019, 11:06:30 PM

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### Latest Activity:

Timestamp	Activity
28/05/2019, 10:11:47	[JxTPg8NPt7UnqJ_EAAGv] control added with id: "USAL_TEST"
28/05/2019, 10:08:09	[JJYJBqTX-6uTXjywAAGu] monitor added with id: "ImAc"

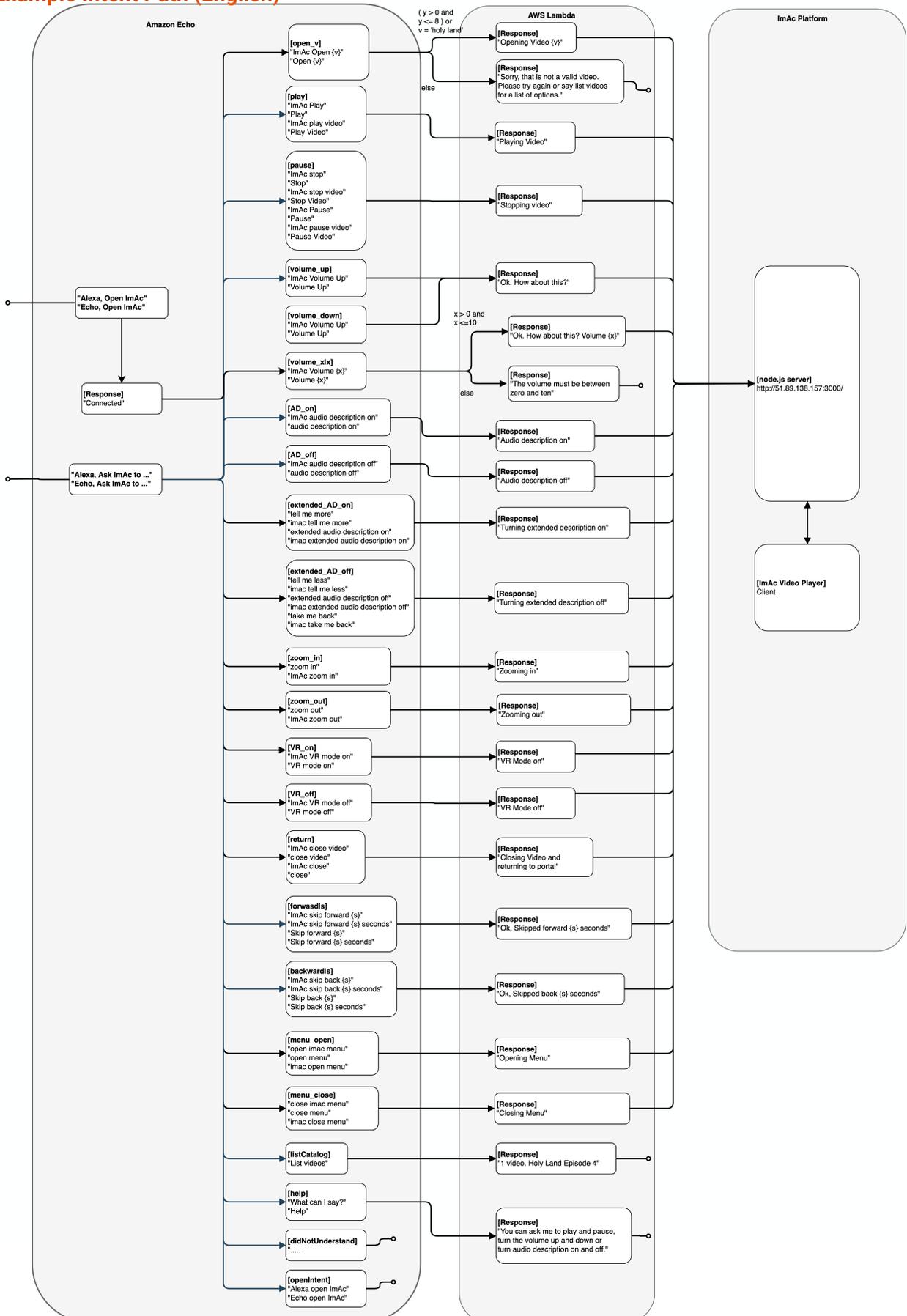
### Links:

[Controller](#) [Player](#)

## Further Details

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# Example Intent Path (English)



# Example Intent Path (Spanish)

