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Dramify.it

A typical user of our application, Dramify, is any person hungry for great stories and literature, but wanting to consume them in a more immersive way, or who just wants to absorb information more naturally, by sound. Dramify significantly simplifies the process of creating audio book from an eBook with improved user experience approaching the quality of narrated audio book by human.

Automated analysis comprises of the following steps:

1. processing an eBook in TXT or PDF format
2. finding main characters with gender, age (cluster)
3. identification of direct speech with sentiment, mood
4. assigning the character to a direct speech
5. producing an audio book using TTS and background sounds

Character identification

We use statistical methods in combination with Wolfram classifier to automatically identify main characters, their gender and a suitable voice.

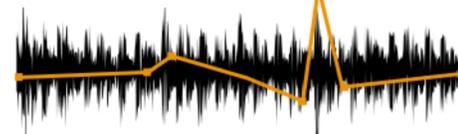


Direct speech recognition

Natural language processing techniques are used to identify dialogues and assign proper character. Moreover, Wolfram classification allows us to identify sentiment of a direct speech and context where the plot is set.

Advanced speech syntetization

By using the best TTS available the dialogues almost gain emotions. We use male, female and child voices, modulate intonation based on mood, e.g.: when character is screaming or joyful.



Mixing and crowd-sourcing

When automatic analysis will not be able to create a perfectly dramatized audiobook, crowd-sourcing will be used to fix the results and improve the final experience. The users may add various metatags into the text from a palette of available voices and background sounds.

Characters

- JOHN MAYERS
male, 42, harsh voice
- ANNA ROGERS
female, 38, squeaky voice
- EWA RASLAWSKA
female, 25, closed voice
- TED PUMPING
male, 35, gentle voice

Editor

Layout 1: *Hello, my name is John* *Great to see you John!* *What did you see?*

Layout 2: *Nice to see you Ted ...* *Ewa, you looks beautiful!*

12:31
playing ...

Results

Dramify automatically creates dramatized audiobooks from classic ebooks, meaning it detects the characters, figures out their gender, identifies what parts of the text are told by what character and assigns unique voices. Moreover, the system tries to detect a sentiment of direct speech, the context of every scene and add background noise to create a more immersive experience. Dramify is aiming at decreasing the cost of audio book production while being able to provide the service on-demand for any book.



AudioBook#
A GOOD AND HAPPY CHILD



Európska únia
Európsky fond regionálneho rozvoja

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