How to create speech with SentenceShaper 2

1) We'll start by recording a single word, *"Tomorrow"*. To do this, click on the **Microphone Button** at the bottom of the screen. It looks like this:

2) Immediately afterwards, a small screen called the **Recording Box** will appear. It looks like this:

   When you see this box, it means that your voice is being recorded. As soon as you see this box, say *"Tomorrow"* and immediately click the "Done" Button in the box.

3) The box will close, and a crystal ball icon will appear in this lower part of the screen. Now click this icon: it will replay your utterance (*"Tomorrow"*). This recorded speech fragment with its associated icon is called a **snippet**.

4) Record another snippet: Click the Microphone Button, say *"I want",* and then click "Done." A second snippet will pop up in the same part of the screen, and will replay your utterance when you click it.

5) Now let's make a sentence: Drag both snippets up to the **Sentence Row**, the seven slots in the middle of the screen. Put them into the first two slots as shown below:

6) Play the turquoise button on the left (shown above) to play the snippets in order from left to right. Change the order if necessary by moving them to different slots.

7) Finish the sentence by recording a word or phrase and add this snippet to the sequence. Play the entire sentence (for example, *"Tomorrow – I want – a haircut"*).

8) Click the button on the upper right of the Sentence Row. Your sentence will be moved to the **Story Row** higher up on the screen, where it will be represented by a single icon (a "purple bean"), circled below:

9) Click the bean to replay the entire sentence. If you drag the bean back to the Sentence Row, it will decompose into its original snippets so that you can edit it further. You can build up an entire message in this way: recording snippets, arranging them in the Sentence Row, then adding them to the Story Row.

How this patented, text-free interface helps people create better speech...
- **REPLAYING items by clicking their icons** <u>keeps them in memory</u> so that the user can plan larger structures like sentences and messages, and can revise an utterance without producing all the words over again each time.
- Replaying snippets and sequences helps users to to <u>self-monitor</u> (listen to their own speech) to correct or expand it
- **DRAGGING ICONS** to order them into sentences provides a tactile, visual experience of word order