

Abstract

For our project we want to enhance the conference and lecture experience. During conferences, debates, and lectures it can be difficult to ask a question. In a classroom setting, it has become normal for students to have to shout to be heard. In a conference it is common to have someone running around with a wireless microphone to those who want to ask a question or make a comment. To make everyone's lives easier and these experiences more efficient, it became clear something must be done. We decided to create an android application that can turn a mobile device into a wireless microphone. With our app a conference attendee can log in to the BEARmic app, press a button, and they will be put into a virtual line to ask a question. The speaker of the event, or host, will be notified of all the questions waiting in the audience. When it is a participant's turn to speak, the app will notify them by push notification that they may begin speaking into their phone. The application will then record the person's voice and transmit it, via Wi-Fi, to the host's device. This is achieved by sending the recorded voice through a server in the cloud. Once the audio has reached the host's device it will be transmitted to the existing wireless speaker system via an FM transmitter. Through this method our application will mimic the same instantaneous audio transmission of a traditional wireless microphone. This is done while also allowing the host of the event to control how long the participant can speak, when to move on to the next question, and when they want to end the session completely. We aspire to change the experience during conferences and lectures for the better. Our hope is that our application will make question asking in a conference, lecture, or classroom setting much easier and more inviting.