VocaTempo
User Guide

Contents

Create an account

VocaTempo can be used in guest mode, however we recommend you create an online cloud account. This has a number of benefits: all of your data will be synced with the cloud, and will be safe and accessible from every device that has VocaTempo installed. The app also works in offline mode; your data will be backed up as soon as you are next connected to the internet.
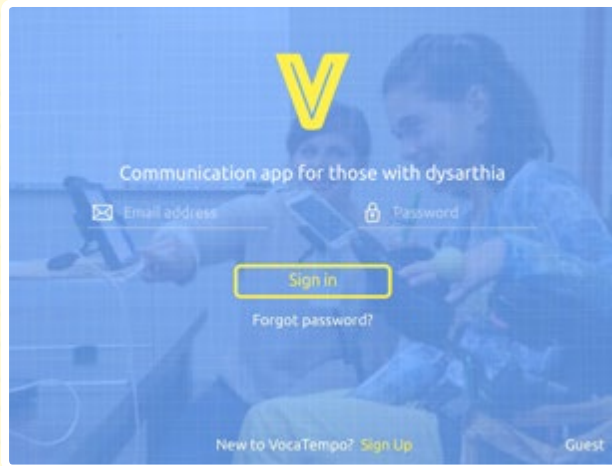
Tap on "Sign Up" to create your account: fill in your details, tap on "Register" and wait few seconds for the confirmation email to activate your account. After account activation you will be able to login with the email and password you chose.

Login

Type in the email and password you used in creating your account and tap on 'Sign in'. If this is your first login, you will see some onboarding screens to introduce you to the app. If it is not your first login, it will open to your home page. If you are using the app on more than one device, you will need to wait for a short period (based on your internet connection) while VocaTempo is downloading all of your data from the cloud.

Guest mode

If you don't have internet connection or you are just trialling the app, you can use 'Guest mode'. All the features of the app are available in guest mode, however you will lose your vocalisations and pages if you log out.

Vocalisations

The core of the app is speech recognition: vocalisation training is the most important process of the whole app. In this section you will 'train' the app to recognise your sounds. After you have trained a vocalisation, you can use it to trigger a cell; attaching a vocalisation to a cell in the edit page/cell mode.
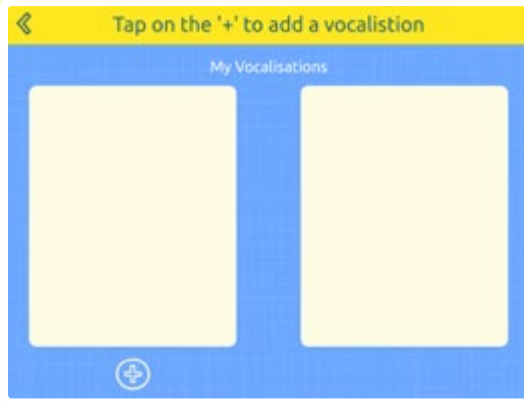

Create a vocalisation

Tap on the '+' to add a vocalisation, add a name and tap on 'ok'. The name of your vocalisation will appear in the left column and a list of recordings in the right. You need to record at least 8 instances of a sound in order to 'train' it. The stars on the left hand side of each recording will be filled once you have recorded the sound.
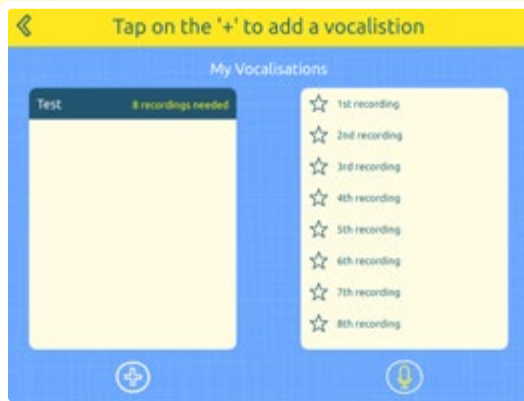
Tap on the microphone icon to start recording. To get the best results, the app will perform a sound-check before each recording session: if there is too much noise the app will alert you. If possible, try and move to a quieter room and try again. Noises like an air conditioning unit, or traffic could cause issues.

Test

1 of 8
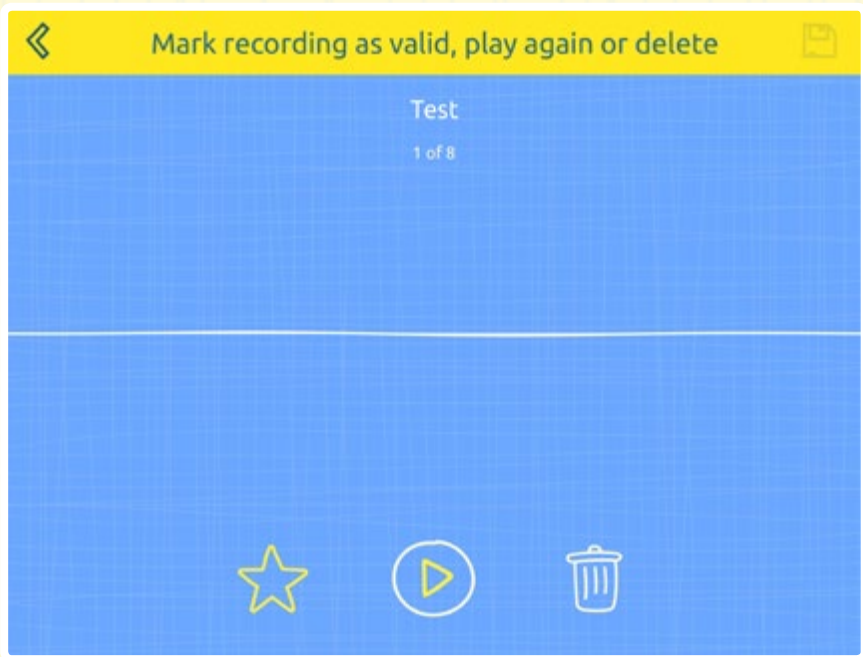
When you are ready tap on the microphone and wait for the countdown to start (you can set the countdown duration and the recording duration in Settings): when the recording has finished the app will play back your recording. You can decide to accept it (the star icon), or discard it (the bin icon). After you have completed 8 recordings you can save your sound. You can even add more recordings to create a better 'model'.

You can now move to the next vocalisation and go through the same process again.

Edit a vocalisation

If you want to edit an existing vocalisation, you need to select it (so its recordings appear in the right hand container). From here you can delete (swiping from right to left on the recording you want to remove) or add further recordings (tap on the microphone icon). You can playback a recording by tapping on it.

Vocalisation testing

By each vocalisation there is the text "Ready (untested)". This means that you can use that vocalisation, but that it hasn't been tested. Tap on the top right icon (when you have untested sounds it has an orange exclamation mark) to enter the testing process.

In this test you can check if the app recognises the vocalisations you have trained. It is not mandatory, but if some sounds don't pass the test, we suggest you add more recordings to it to create a better model, double-check the existing ones or change the vocalisation with a different sound. The testing process is quick; just speak the word in the orange box on the bottom and see the outcome. A green dot will indicate that it has been recognised, an orange dot that it hasn't. You can exit this screen whenever you want. When some of the vocalisations don't pass the test, we show you the two worst recordings in the recordings list. You can delete them, add two new and then try the test again.
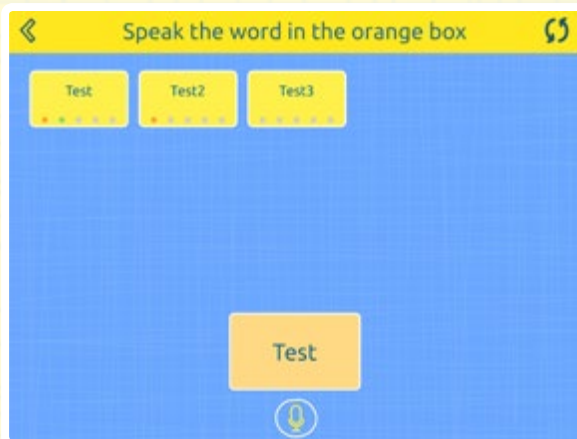
Page library

You can access the page library by tapping on the icon in the bottom left corner of the home screen.

The page library contains all of your pages, the option to create new pages, the icon (in the top bar) to access the Templates and the Social Scripts pages and the icon (top right corner icon) to enter the edit mode. If you tap on a page it will open.

Social Scripts

Here you can find some pre built pages to use. These pages are ready to use, however you will have to attach a vocalisation to the cell. If you don't, you can still trigger the cell by touching it, but you won't be able to use your voice. By tapping on them you can decide if you would like to add them to your existing pages, or if you would like to replace your existing pages with the selected social script.

Template

In order to save time you can create a template and apply this to existing pages or use it to create a new page.
To create a template you need to tap on '+' and enter a name. In the next screen you can decide the layout (from 1x1 up to 6x6), then you can customise cells by tapping on them.
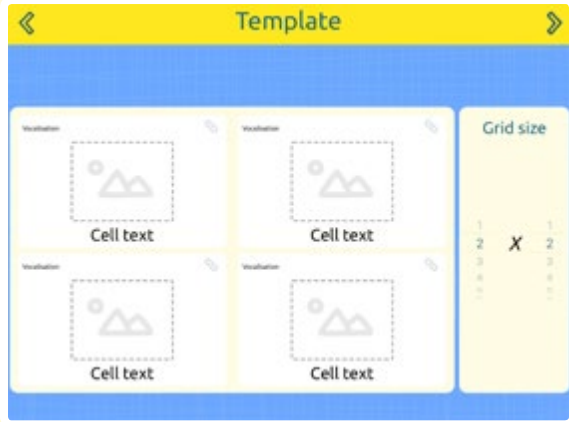

Whilst creating a template you can decide what vocalisation to use for triggering the cell and the customisation (font and colours of the cell). Additional cell customisation is only available in the edit page mode. When you are finished, tap on the next arrow at the top; you can select the pages you want to apply the template to, and then save it. Your pages will now have the vocalisations and the style options of the template, but with their original text-to-speech and media attached.

Create and edit a page

To create a page tap on '+' in the Page Library. Set the page name and the layout and then tap on the cell you wish to edit. Each page is a grid, that can contain one cell (1x1) up to 36 cells (6x6). You can choose the layout that works best for you. The idea is that your page layout should match your number of vocalisations: in this way, reusing your vocalisations on all your pages, you can create a big vocabulary, linking pages to cells.
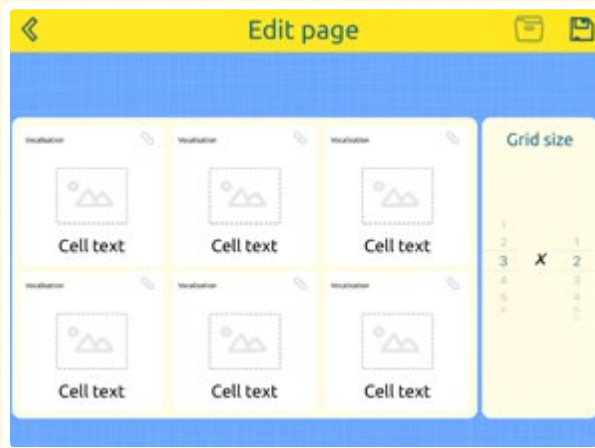

When you are in edit mode you can set a page as home (tap on the page and then on the home icon, delete it (tap on the page/s you would like to delete and tap on the bin icon) or edit it (select the page you would like to change and then tap on the edit icon).

Edit cell

Vocalisation

Here you set the vocalisation to trigger the selected cell. You will be shown the available vocalisations (once you have allocated a vocalisation, it will no longer be available on the same page). The vocalisations are sorted by 'distance'. This means that after you pick your first vocalisation, the app suggests (starting from the left) the most distant sound from those you have already chosen. This reduces the chance that the app will incorrectly recognise what you're saying and trigger the wrong cell.
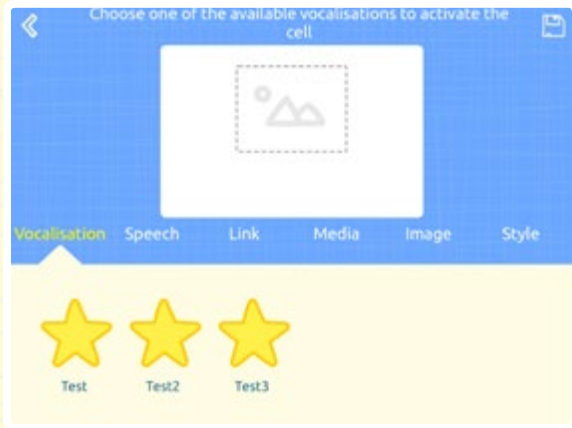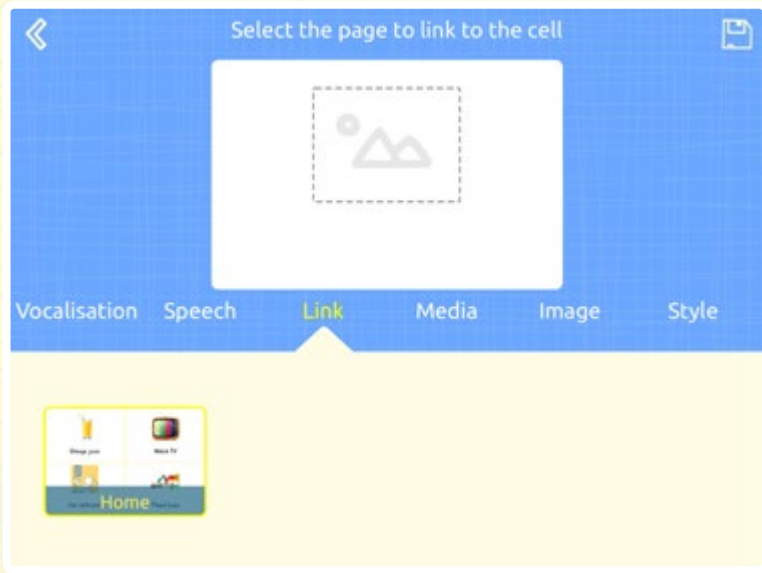

Speech

You can decide what text to show in the cell (Display text), what the cell will speak (Spoken text) and whether you want the cell to speak or not (Speak text on selection).
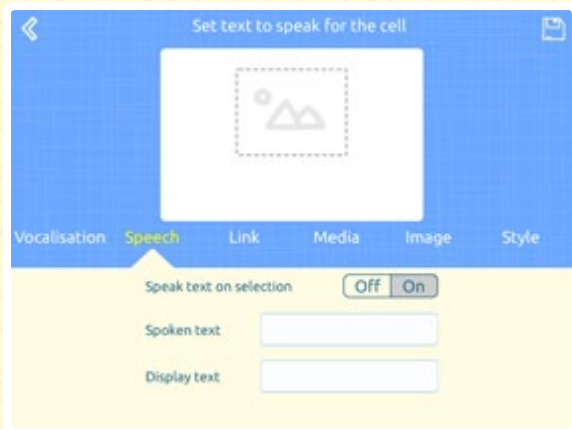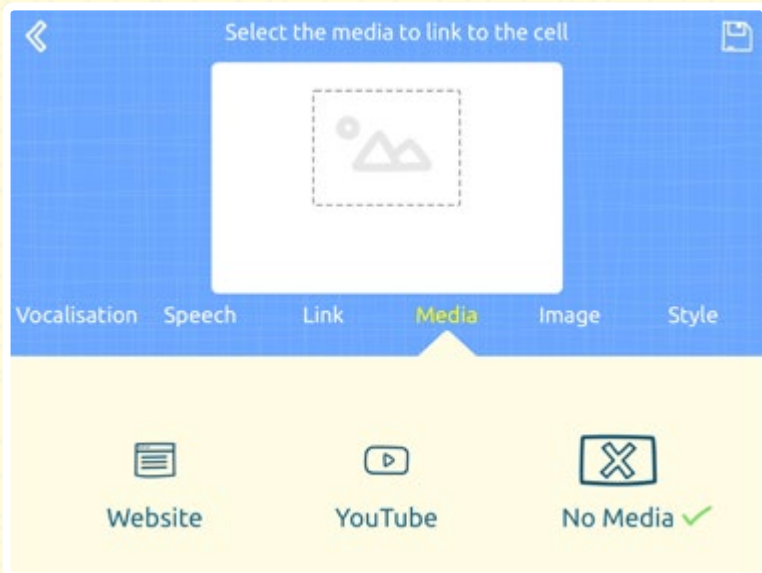
Link

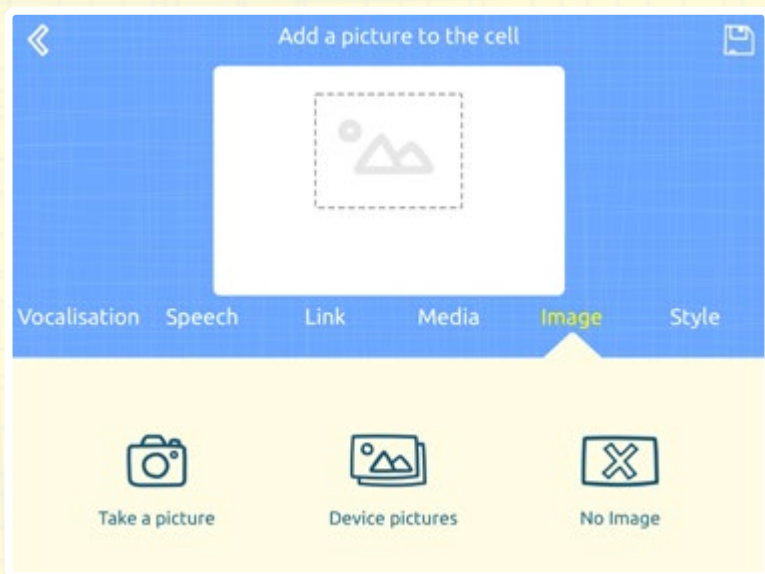Link your cell to other pages: it will open the linked page after the cell speaks.

Media

You can open a webpage or a YouTube video from your cell, or choose to have no media attached to the cell.
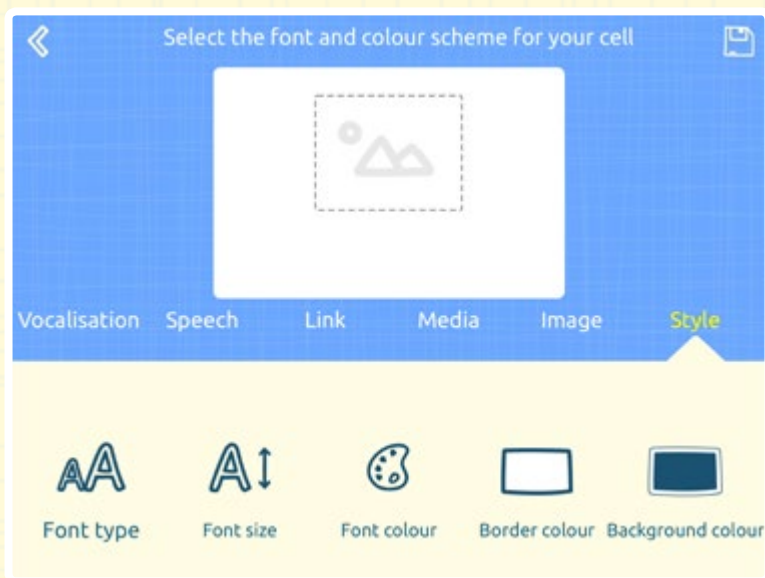
Image

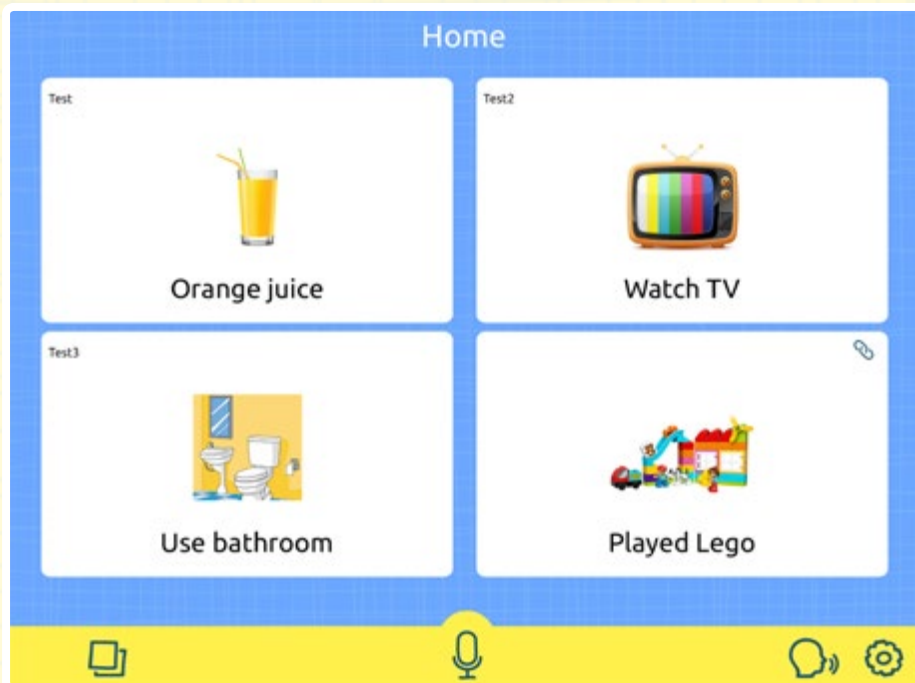Take a picture or choose one from your device library to show in the cell.

Style

Here you can customise the font (type, size and colour) and choose colours for the background and border of the cell.

Gameplay

After recording your sounds and setting up pages you can use VocaTempo for communicating. In the top left corner of each cell you can see the vocalisation attached. In the top right corner a 'link' icon tells you if the cell is linked to another page.

Tap on the microphone icon on the bottom bar, wait for the countdown (you can set the countdown duration in Settings) and speak the vocalisation to trigger the desired cell. You can also activate a cell using direct touch, or by using switch access. VocaTempo will speak the cell using the voice you have selected in Settings > Voices .

Continuous learning

Once one of your vocalisations has been used enough, and if you have the continuous learning feature turned on in Settings, a new page will be available in the vocalisations section. An icon will appear next to the test icon in the navigation bar. Tap on that icon to enter the continuous learning page.
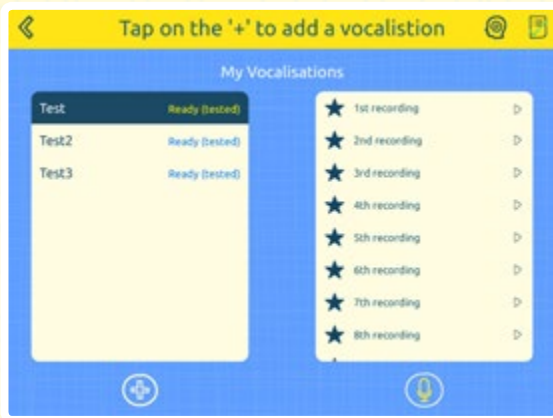

You will see a list of vocalisations that have been used enough in the left container, and a list of new recordings the app has taken in the right one (they will change with the selected sound, as in the Vocalisations screen). For each recording you have two options: accept or reject. These options are only available after you play back the new recording. You are then able to add the new recording to the original set, or reject it. After a recording is rejected, the action cannot be undone. If the recording is accepted, it will be added to the bottom of the recordings in the vocalisation screen, so you can always remove it later if you would like to go back to the original model.

Settings

Voice

We offer a great selection of voices with a range of accents. You can also use the new Siri voices, but to do so you need to open the iPad settings, enter the 'General' section, then 'Accessibility' > 'Speech' > 'Voices' and download your chosen voice. After you have downloaded the voice, open VocaTempo and select the voice in Settings > Voices .
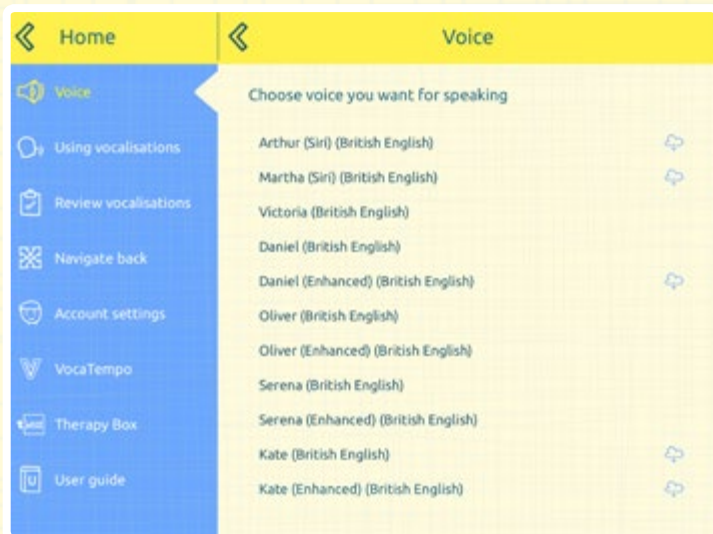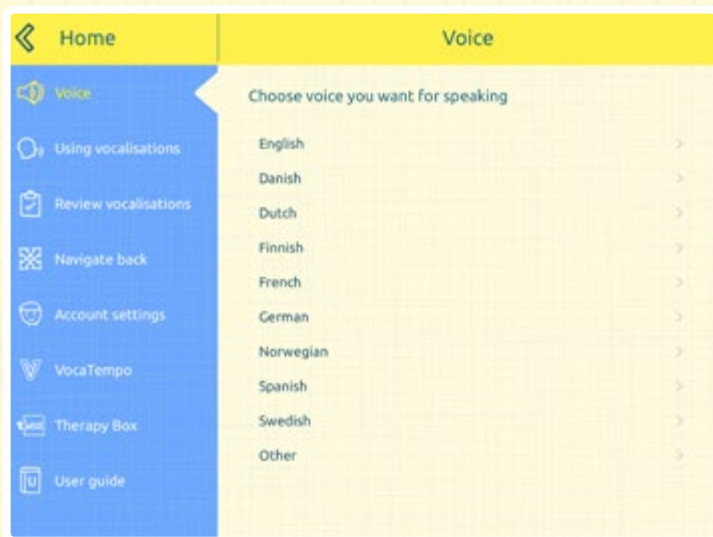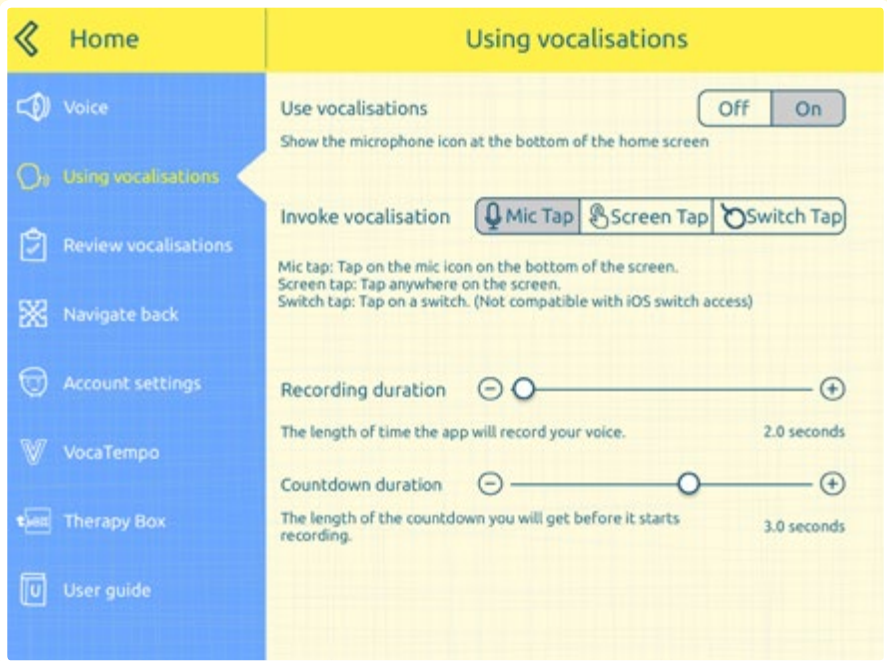
Using Vocalisations

The settings in this section will affect the recording process and gameplay.

Use vocalisation: disable this if you intend to not use your voice to control the app. This setting will hide the microphone icon in the homepage.

Invoke vocalisation: choose how to start listening mode. You can tap on the mic icon (Mic Tap), tap anywhere on the screen (Screen Tap) or tap your switch (Switch Tap).

Recording duration: change the length of time to a duration that best fits your needs. This will affect the recording and listening mode. This means that if this value is set to '5s', the app will listen for 5 seconds.

Countdown duration: the length of countdown before starting recording/listening.
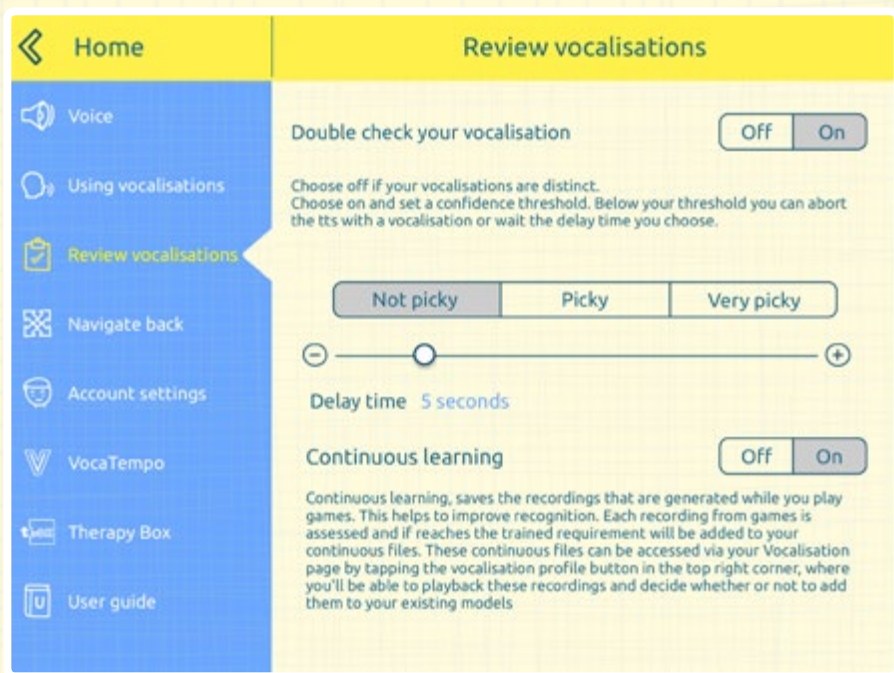
Review Vocalisations

These settings will affect the gameplay, but not the training process.

Double check your vocalisation: turn this on if you would like VocaTempo to double check that the sound you produced is the right one. Every time you speak to trigger a cell, the app will compare your sound with the vocalisations on that page and trigger the cell with the best recognition score. When you set the app to be 'not picky/picky/very picky' you set a minimum score: when VocaTempo double checks and the score is lower than the minimum, it shows a confirmation popup to allow you to abort the app to speak if the recognition is wrong.

Delay time: this is the time (in seconds) the abort sound popup is going to stay on the screen. If you don't abort, the app will speak after the selected time.

Continuous learning: when this setting is on, the app saves your best vocalisation so you can add it to the original model to improve the recognition accuracy.

Navigate back

You can decide how to navigate back from one page to the previous one. If this setting is off, you can just tap on the back arrow. If you turn the setting on you can use one of your vocalisations (however this vocalisation will no longer be usable to trigger a cell) or just set a timeout and the app will go back to the previous page if you don't perform any action for the chosen timeout duration.
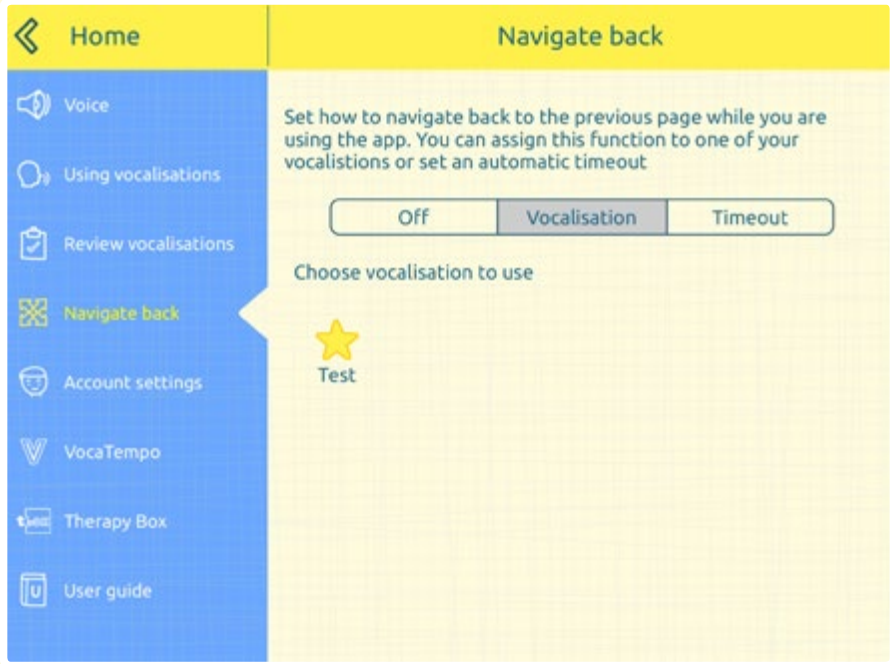
Account Settings

Here you can see your account details, change the password, log out or delete the account.

VocaTempo, Therapy Box and User guide

In these three pages you can find information about Therapy Box, VocaTempo and read this user guide.