

Press Release:

VoiceObjects Factory© 1.0

Industrial utilization of voice/speech

The dynamic generation of speech dialogues from objects – so called VoiceObjects™ – is the core element and concept of VoiceObjects Factory© for which a patent application has been submitted. This standard software is the engine which drives the global evolution and migration of voice-controlled telephone applications, also known as voice applications.

VoiceObjects™ – nomen est omen as the Romans would say – are at the same time the core element and paradigm of voice-controlled applications of the next generation.

VoiceObjects™ contain all the meta information of an interactive speech dialogue: Abstract and independent of specifications of their underlying components. The concept of encapsulating complex voice technology enables technology and application to be separated. The designer and developer of a voice application concentrates fully on optimal functionality, which is fast and easy assembled from VoiceObjects following the Lego principle. Voice applications generated with a rapid prototyping approach can be extended step-by-step into dialogue systems of any complexity.



VoiceObjects Factory© consists of the two components VoiceObjects Server© for the presentation of the dialog and VoiceObjects Desktop© for its design and development.

In the VoiceObjects Server©, a speech dialog from VoiceObjects™ is dynamically generated at runtin into VoiceXML or some other mark-up language or standards.. VoiceObjects™ are combined with a layer technology that allows in addition dynamic and individual appearances of the same voice application: The caller will receive, say, personalized navigation to match his/her level of experience or in the desired language.

These variations are embedded in VoiceObjects™ and are stored in a relational database system. There, they can be maintained centrally together with such functions as errors handling or help without requiring any further adjustment. The entirely Java–based VoiceObjects Server© is platform neutral and ensures investment protection through its propensity for uncomplicated inclusion in any infrastructure.

Moreover, through the use of open standards, flexible voice platform drivers enable an easy tie-in or extension for all suppliers of speech recognition and speech synthesis systems.

Through content connectors, further information can be dynamically incorporated from external applications such as ERP, CRM or content management systems. The integration of external e-commerce billing systems forms the base for an extended value chain up to and including v-commerce.

The output of information can also be steered openly and flexibly via multimedia channels. In addition to speech, SMS, MMS, fax or emails can also be included in the flow of dialog.

Corresponding to the roles involved in the entire design and development process, VoiceObjects Desktop© consists of the three areas for administrators, dialog designers and callers. A special feature of the entire architecture with the “look and feel” of a client/server application is the completely browser-based user interface.

In addition, the central access to the entire workflow and the life-cycle management boosts two salient aspects in company-wide implementation: cost reduction and increase in efficiency for modern telephony applications.

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With VoiceObjects Factory© 1.0, **VoiceObjects AG** is developing and marketing the world’s first open software platform for the simple and rapid provision of voice-controlled services. Following the Lego principle, VoiceObjects™ can be assembled into inter-active dialog(ue)s of any complexity. VoiceObjects Factory© 1.0 is an open platform based on standards such as VoiceXML or SALT, in which complex basic technology is completely encapsulated. Thanks to this “enabling technology”, “ease of use” is in the forefront for the designer and the developer of voice-based solutions.

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