(Still Untitled)

I didn’t think I would know how to implement anything that determined content or context of a conversation, so I tried to make something that would be useful to me. We’ve seen single-person graphs, and we’ve seen waves and circles overlaid on top of each other. Adding highlighting to multi-user, multi-color visualizations may make things messy. This might be one instance where keeping them as separate top-to-bottom layers is beneficial.

This live visualization which can be a Skype plug-in, reveals overlaps of speech of multiple conversation participants. In this example the “bad” regions are highlighted in red.

If these four people were playing a cooperative game requiring coordination between everyone, the percentage of the time in the red could be used as a metric of determining the chance of success/failure. I would expect that less red means better flow of communication.

Things to Consider

- Calibration might be needed to filter out background noise and/or adjust for different volumes of voice.
- Some overlap might be the same words vocalized in unison. A possibility is to check for the same waveforms and not mark any within some empirically determined tolerance threshold.