1. Discrete-word recognition:
    - *Definition:* Recognizes individual words spoken by a specific person.
    - *Accuracy:* Typically works with 90 to 98% reliability for vocabularies ranging from 100 to 10,000 words or larger.
    - *Training:* Speaker-dependent training involves users repeating the full vocabulary, improving accuracy.
    - *Environment:* Recognition rates improve in quiet environments, with head-mounted microphones, and careful vocabulary selection.
2. Continuous-speech recognition:
    - *Definition:* Aims to understand continuous spoken words, similar to the fantasy of HAL in sci-fi, but reality presents challenges.
    - *History:* Many research projects pursued this during the dot-com boom, leading to high expectations but disappointing outcomes.
    - *Issues:* Speech dictation products work but face serious problems with error rates and error repair, impacting document quality.
    - *Cognitive Load:* Dictation can impose cognitive burdens, interfering with planning and sentence formation.
3. Voice information systems:
    - *Appeal:* Human voice is appealing for communication and information.
    - *Use Cases:* Stored speech commonly used in telephone-based information systems, Interactive Voice Response (IVR) for government services, tourist information, and after-hours messages.
    - *Cost-Effectiveness:* IVR systems can provide good customer service at a low cost with proper development methods and metrics.
4. Speech generation:
    - *Definition:* Successful technology generating speech used in consumer products and telephones.

- *Implementation:* Inexpensive, compact, reliable systems use digitized speech segments (canned speech) in applications like automobile navigation, internet services, and utility-control rooms.

5. Non-speech auditory interfaces:
    - *Definition:* Beyond speech, includes individual audio tones and more complex information presentation through sound and music.
    - *Examples:* Computer systems use tones for warnings or acknowledgments; keyboards and mobile devices provide electronically generated sound feedback.

## Related posts:

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2. Describe the importance of good design.
3. What are the benefits of good design ?
4. Write a short note on history of screen design.
5. What do you mean by graphical user interface ?
6. What is popularity of graphics ?
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10. Describe the characteristics of intranet versus the internet.
11. What are the usability problems in graphical system ?
12. Explain web user interface.
13. Discuss the popularity of web interface.
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15. Describe the principles of user interface.

16. Describe the principles established the foundation for graphical interfaces.
17. Describe the design goals in creating user interface.
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19. Explain the five commandments for designing user interface
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21. How a person interact with computer.
22. What are the factors that make system difficult to use ?
23. What are the psychological responses to poor design ?
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88. What are the problems related to color ?
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93. What are the features of interface building tools ?
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101. Write a short note on drivers.