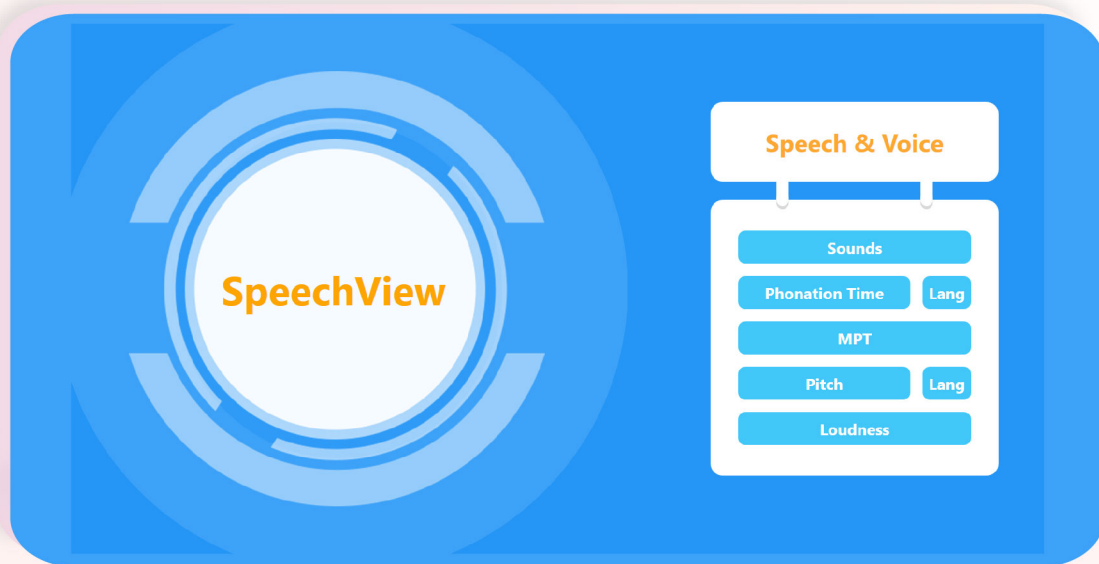


SpeechView

Build the Foundation of Speech



Main Function

- ✓ Assessment and rehabilitation training for speech, language, and voice disorders, including dysphonia and related conditions.

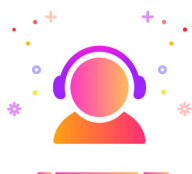
Core Objective

- ✓ To improve speech clarity, address communication difficulties, and provide effective therapy for voice disorders.

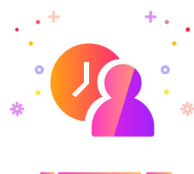


Innovative Digital Solutions for Speech and Voice Rehabilitation

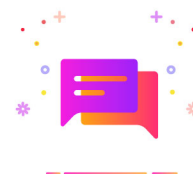
SpeechView is a comprehensive digital platform designed to support the clinical treatment of speech and language disorders. It integrates evidence-based therapy with engaging, interactive modules, delivering personalized rehabilitation for patients with:



Voice Disorders



Speech Sound Disorders



Language Disorders

With engaging, game-based exercises and measurable outcomes, it enhances both patient motivation and therapeutic effectiveness, giving clinicians a reliable solution to deliver targeted, high-quality care.

Core Objectives

Restore functional communication through structured, multi-level interventionssolution to deliver targeted, high-quality care.

01

Support therapists with adaptable, clinically relevant tools.

02

Deliver measurable outcomes via data tracking and performance monitoring.

04

Improve patient engagement through interactive, game-based modules.

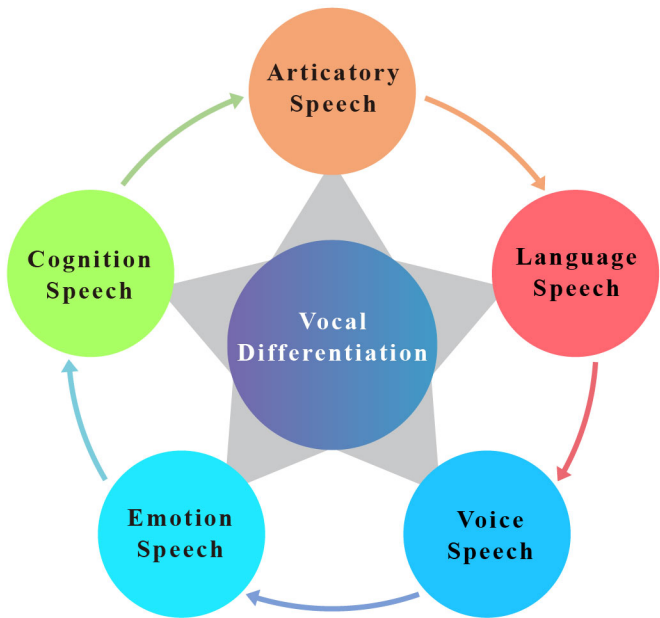
03

Therapeutic Framework

Our system is structured around **five core domains of speech:**

articulatory, language, voice, emotional, and cognitive.

Addressing each domain ensures comprehensive, personalized rehabilitation, guiding patients toward clear, confident, and expressive communication.



System Features

Flexibility & Personalization

- Adjustable training materials and therapy scenarios.
- Customizable modules for patient-specific needs.
- Supports individualized treatment planning.

Targeted, Efficient Training

- Emphasis on early-language words and high-frequency vocabulary.
- Focused modules for rapid skill acquisition and consolidation.

Engagement Through Technology

- Real-time audio-visual feedback for immediate correction.
- Voice-controlled, interactive games.
- Motivating, user-friendly interface suitable for diverse patient populations.

Training Modules

SpeechView offers targeted modules to address key aspects of speech and voice rehabilitation:

Sounds Training

Respiratory, phonatory, and resonance control

Phonation Time Training

Coordination of breath and voice

Maximum Phonation Time Training

Sustained phonation and breath support

Pitch Training

Regulation and variation of vocal pitch

Loudness Training

Consistent and balanced vocal intensity

1

Sounds Training

This module uses real-time, voice-controlled games to provide targeted training for **the respiratory, phonatory, and resonance systems**. The interactive format maintains patient engagement, making therapy both effective and motivating while supporting the development of natural speech.



2

Phonation Time Training

This module strengthens respiratory–phonatory coordination through real-time feedback, supporting smoother and more natural speech production. It is divided into two components:

Speech and Voice Module

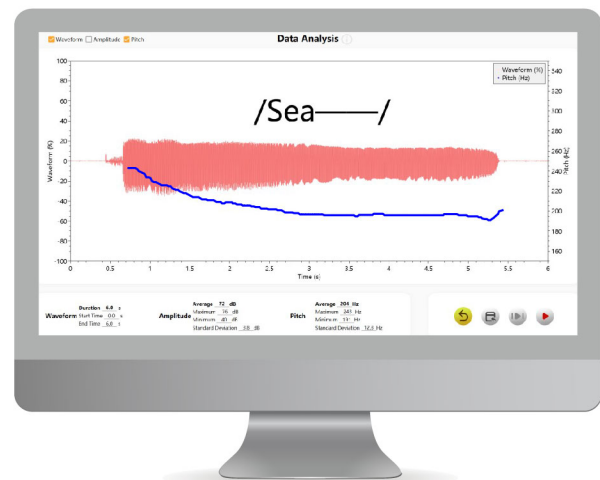
- Focuses on breath support and phonation control, helping patients achieve clearer, more stable voice quality.

Speech and Voice Module

Real-time audio-visual feedback helps correct irregular breathing, strengthen respiratory support, and improve breath–voice coordination.



Phonation Time Training Game:
Speech & Voice



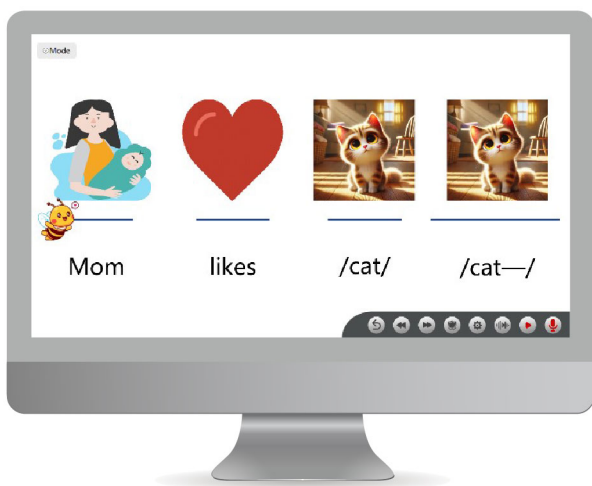
Phonation Time Training Data Analysis:
Speech & Voice

Language Module

- Structured in two progressive stages:
 - **Word Stage** – Builds accuracy and timing at the single-word level.
 - **Sentence Stage** – Extends training to connected speech for natural fluency

Language Module: Syllable Duration Training

Training in syllable length and timing enhances rhythm, fluency, and pronunciation.



Phonation Time Training Game:
Language

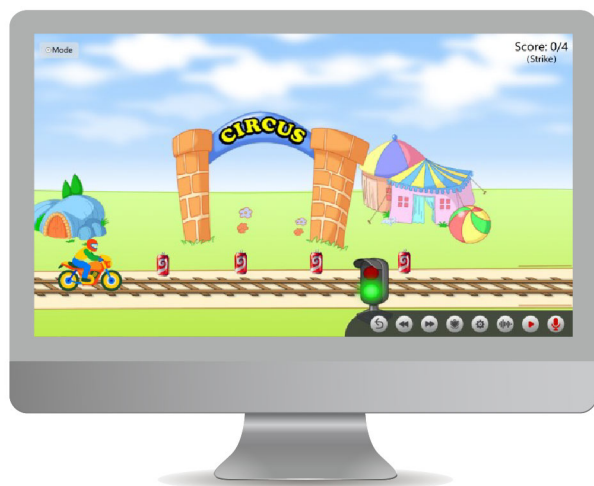


Phonation Time Training Data Analysis:
Language

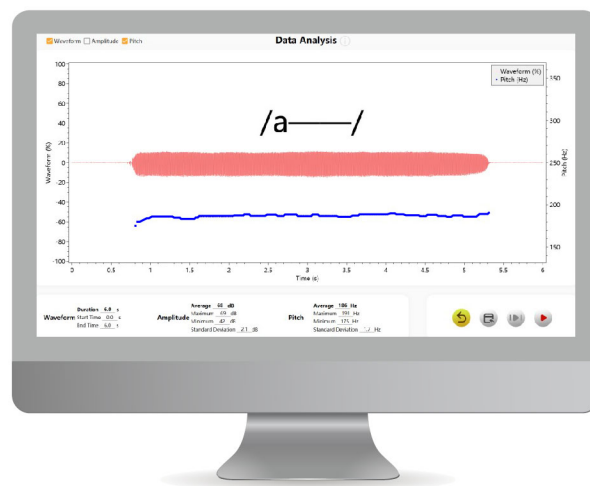
3

Maximum Phonation Time Training

Real-time audio-visual feedback helps patients correct abnormal breathing patterns, build stronger respiratory support, and improve breath-voice coordination. This leads to smoother, clearer, and more natural speech grounded in healthy breath control.



MPT Training Game



MPT Training Game Data Analysis

Pitch Training

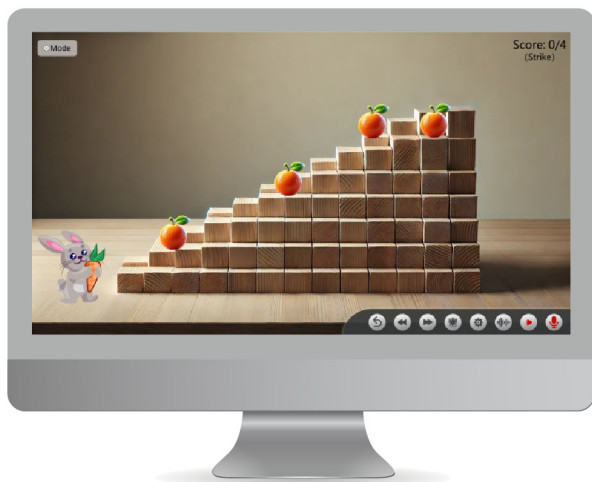
This module focuses on developing accurate pitch control and natural intonation patterns through real-time audio-visual feedback. It is divided into two components:

Speech and Voice Module

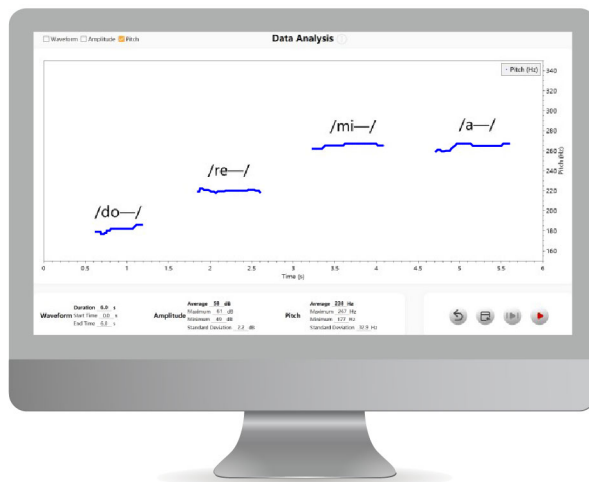
- Provides practice across different scenes to improve pitch accuracy, range, and stability in varied speaking contexts.

Speech and Voice Modules

Real-time audio-visual feedback and facilitative therapy provide targeted training for pitch-related voice disorders. Patients learn to correct low, high, or irregular pitch, leading to a more natural, stable, and expressive voice.



Pitch Training Game:
Speech & Voice



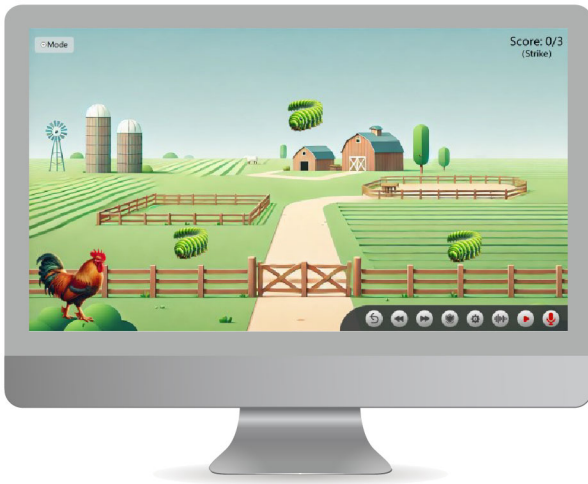
Pitch Training Game Data Analysis:
Speech & Voice

Language Module

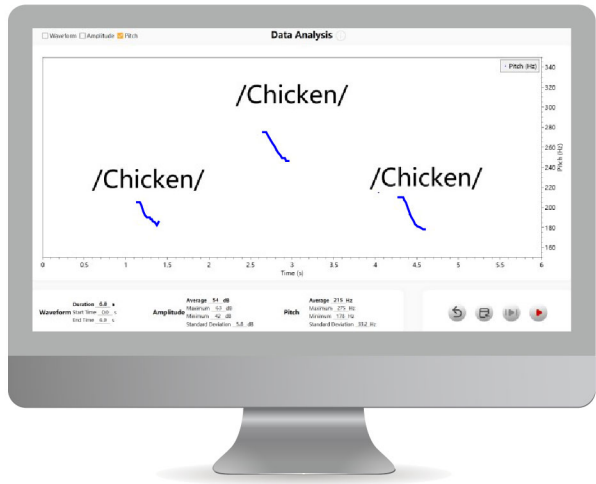
- Uses different themes to enhance pitch variation, prosody, and expressiveness in connected speech.

Language Module

Practicing pitch variation enhances prosody and vocal dynamics, making speech clearer, more engaging, and supportive of overall language rehabilitation.



Pitch Training Game: Language

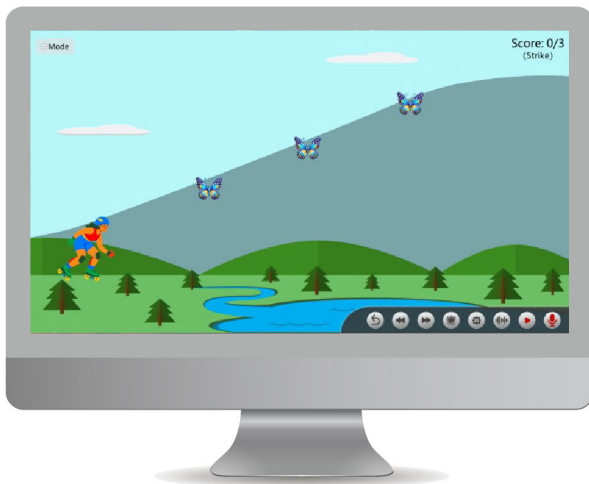


Pitch Training Game Data Analysis: Language

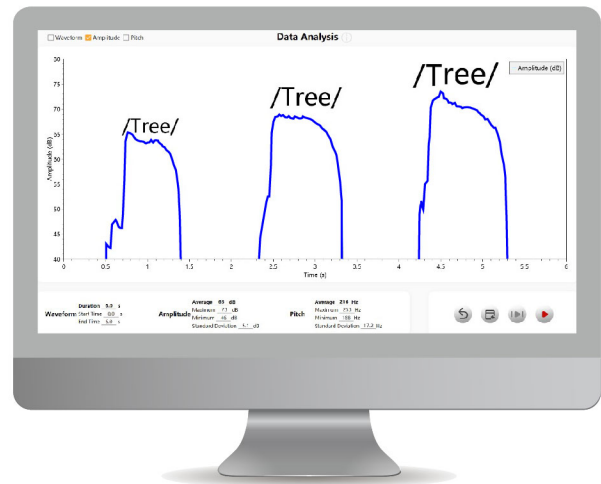
5

Loudness Training

Real-time audio-visual feedback with facilitative therapy targets loudness control. Patients learn to manage issues such as reduced volume, excessive loudness, or inconsistency, resulting in a steady, balanced voice that is clear and easy to understand.



Loudness Training Game



Loudness Training Game Data Analysis