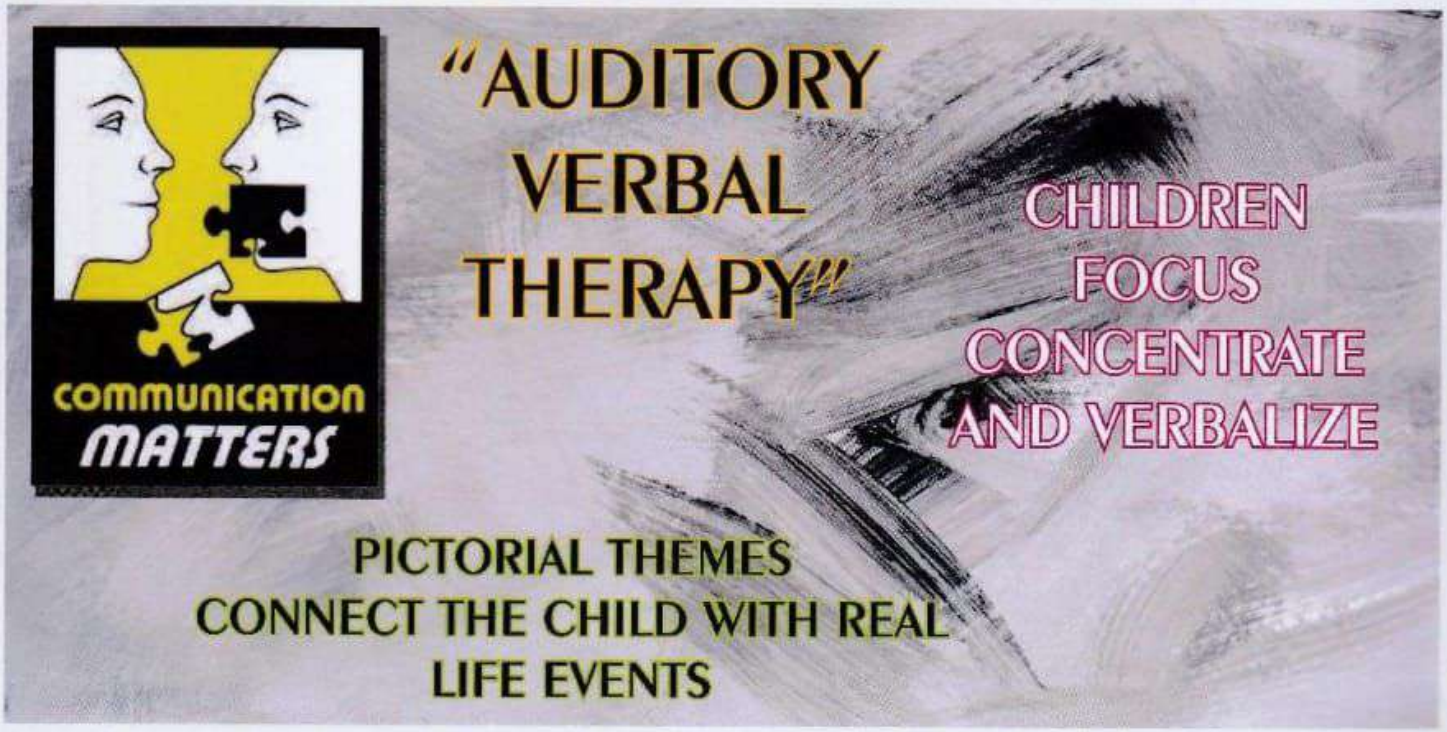


SPEECH STATION SYSTEM SOFTWARE HIGHLIGHTS

A new concept in AVT-COCHLEAR-SPEECH-VOICE-LANGUAGE is introduced with a goal of equipping the clinician to be quick and objective towards diagnosis and therapy. Above all a low cost platform to generate maximum users for the development of social community.

The New technology that is designed is : Speech Generating Device (Speech Station System) It uses the state of the art Algorithm based Software that has Real time analysis and visual displays to work in stages for: Full range of training modules for communication disorders.

YOU SPEAK AND THE COMPUTER SYSTEM RESPONDS IN SAME TIME

This version brings an array of techniques for training and reporting to the center thereby Therapeutically training the child and enhancing faster pace of skills bypassing the auditory degeneration time frame.
Speech Station System is a Customised Programme that has a user friendly system and yet is highly innovative and technological based to cover the entire gamut of communication protocols.

MODULES IN SPEECH GENERATING DEVICE (SPEECH STATION SYSTEM)

1) AUDITORY VERBAL THERAPY LABORATORY:

Animated hypothetical Cochlear patterns Right and left with illumination from Frequencies 125 Hz to 13000 Hz with awareness and saving contours.

This program has full batteries of training and testing on pure tones from 125 Hz to 10,000 Hz, Noise from 125 Hz to 10,000 Hz and environmental sounds numbering 175.

Statistical data reports can be generated with performance outlook with pie diagram, bar diagram, line diagram and percentage growth, that can be saved for future references and clinic transfers.

2) LISTENING STUDIO (250):

An Army of 250 sounds of environments cheesed over 10 different categories with a phenomenal structured looping of sounds from seconds to minutes to hours highlighting auditory spatial memory awareness, discrimination, identification and stabilization.

3) ENVIRONMENTAL SOUNDS (250):

A consortium of 250 sound frequencies calibrated with specific frequency formulations covering most environment feasible sounds for awareness and Discrimination in Hearing impaired, Hearing aid users and Cochlear Implantees, Central Auditory Processing disorders, Auditory Neuropathy and other clinical specific populations.

4) MUSICAL LISTENING STUDIO (250):

Music appreciation is the crux of Cochlear Implantees both for the children and adults. Most Cochlear Implantees do poorly on this area which is of concern in Habilitation. 250 Musical tracks practiced for Cochlear Habilitation makes an Ocean of difference in the perception of musical notes. Selective musical notes ranging in frequency audible spectrum highlights the Musical innovations experiences.

Used with Hearing loss children, Central Auditory Processing disorders, Auditory Processing disorders, Auditory Neuropathy and children for rapport development

5) PLAY AUDIOMETRY STUDIO:

A Free field Audiometry to users in course of therapy to grossly estimate Hearing thresholds, can be used for School Screening, Industrial Screening, Localization effects, Auditory & Cognitive skill development. Can be used for free field after mapping of Cochlear Implants and fitting of Hearing aids.

6) SPEECH MODEL:

Highly interactive Phoneme based oral structure animation models showing the lips, tongue, teeth and velopharyngeal closure for all the sounds of the IPA chart. Voice and voiceless sounds are depicted by the vocal cords movement and can be practiced a million times with click of a button.

7) PICTORIAL ARTICULATORY LABORATORY (250):

A set of 250 flash learning coloured cards which highlights specific skills are set in frames. Articulatory motion and face depicting the sound in question with voice feedback. Articulatory Practice Studio.

8) VOICE AND SPEECH ACTIVATED GAMES: (25)

Mathematically algorithm based games for initiation of voice and speech with high resolution pictorial screens and do it base for children from 16 months onwards , the colourful illuminated graphics has voice onset , voice loudness , pitch control , intonation patterns , rhythm floaters , phoneme recognition, multiphonemes discrimination learning and stabilisation. There are 25 games to enhance the cognitive as well as vocalisation patterns.

9) ANIMATED FLASHCARD STUDIO: (150)

A flashcard armentanium of 150 pictures, which when characterized gets the real display. Static as well as motion pictures depict the characteristics and style for different categories of learning activities from basic to advance. Learning goes from single words and crosses to phrases and sentences of different orders.

A TOTAL STORY TELLING CONCEPT NARRATIONS.

10) CONCEPT BOARDS:

30 multi-coloured concept boards depicting daily life environmental themes. The cognition concepts are ILLUMMINATED by sentences of different orders and difficulties. The hand drawn scenic grandeur adds focus to the child's imagination, visual and auditory memories, reasoning, understanding and logical thinking in-appropriation to age and scholastic background. A recorder with playback facility available.

11) THEMATIC THEMES STUDIO: (20)

20 thematic themes rationalising concepts that fuses the focus of the child with fascination of age related consolidated themes that fulfil the daily life activities. Trains the child the language modalities of expression and reception and sets the stages for success in speech and language.

12) COGNITIVE LANGUAGE MASTER: (800)

800 action words crafted with action pictures for vocabulary growth with annexe to language Cognition features. An innovation beyond boundaries by "Speech Station System"

13) READING LABORATORY:

A processed technology to develop print reading through an array of skimming, scanning and fixation of visual eye movements is the function of this program. A reading speed with adjustable meter from 50 words per minute to 200 words per minute is displayed in intervals of 20 words incremental. It can be used with sounds, words, sentence, passage, reading materials and school Syllabus. A recording playback and saving facility is also incorporated.

14) INTERACTIVE METRONOME:

Four musical sounds embeds the rhythm to fluency journey which tapers from slow to fast on points scale. The rhythm teach the child the flow of timing of speech with a correlation towards syllable time speech. This improves the intelligibility of speech and communication.