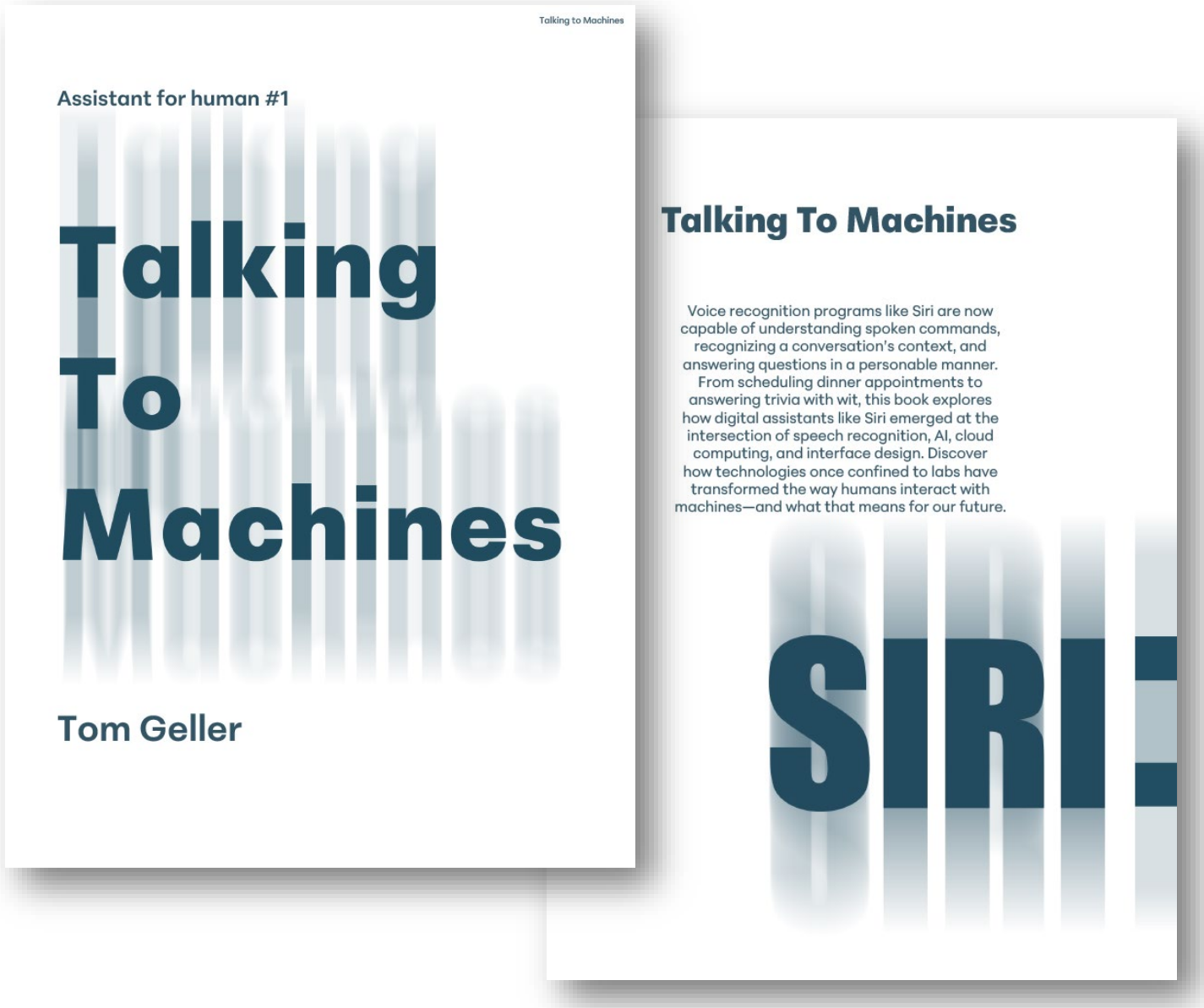
Project 1 Publishing From

Theme: Talking To Machines
Author: Tom Geller

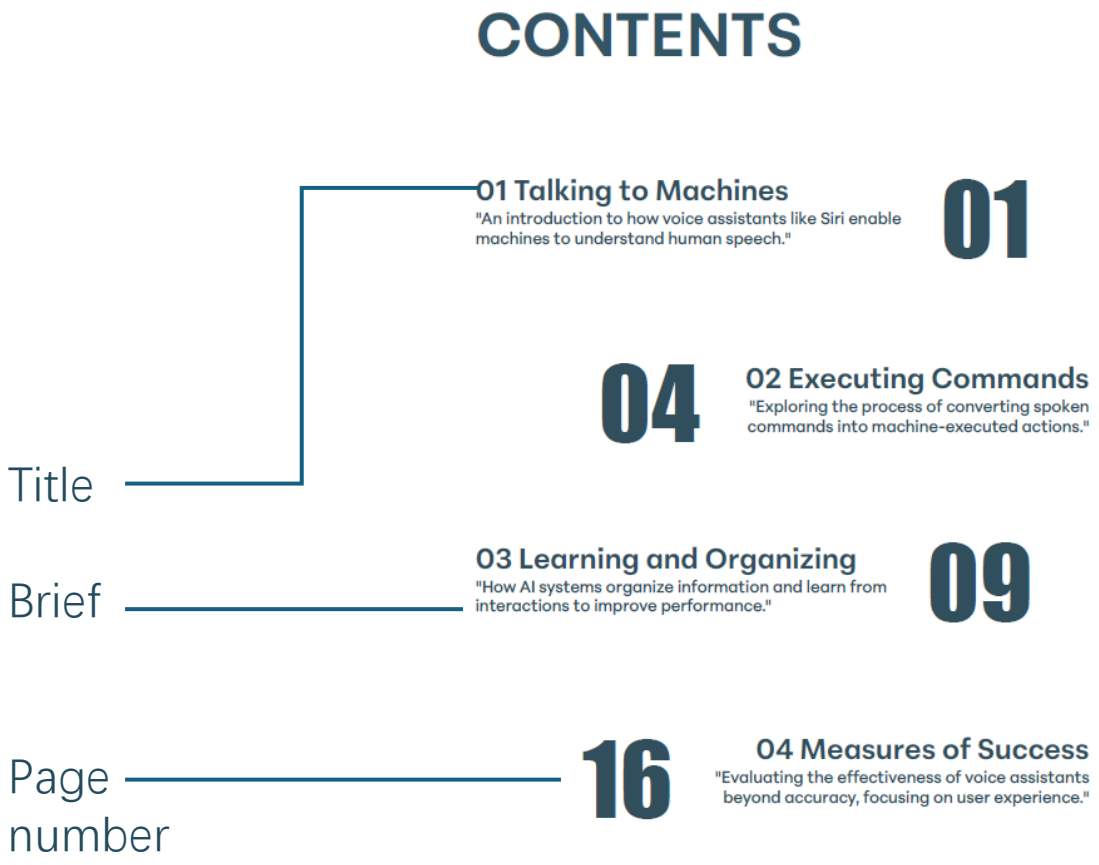
Talking to Machines explores the evolution of voice assistants like Siri, tracing the intersection of speech recognition, artificial intelligence, and user experience. Through text and visual storytelling, it examines how machines understand, respond, and interact with human speech—shaping the future of communication.



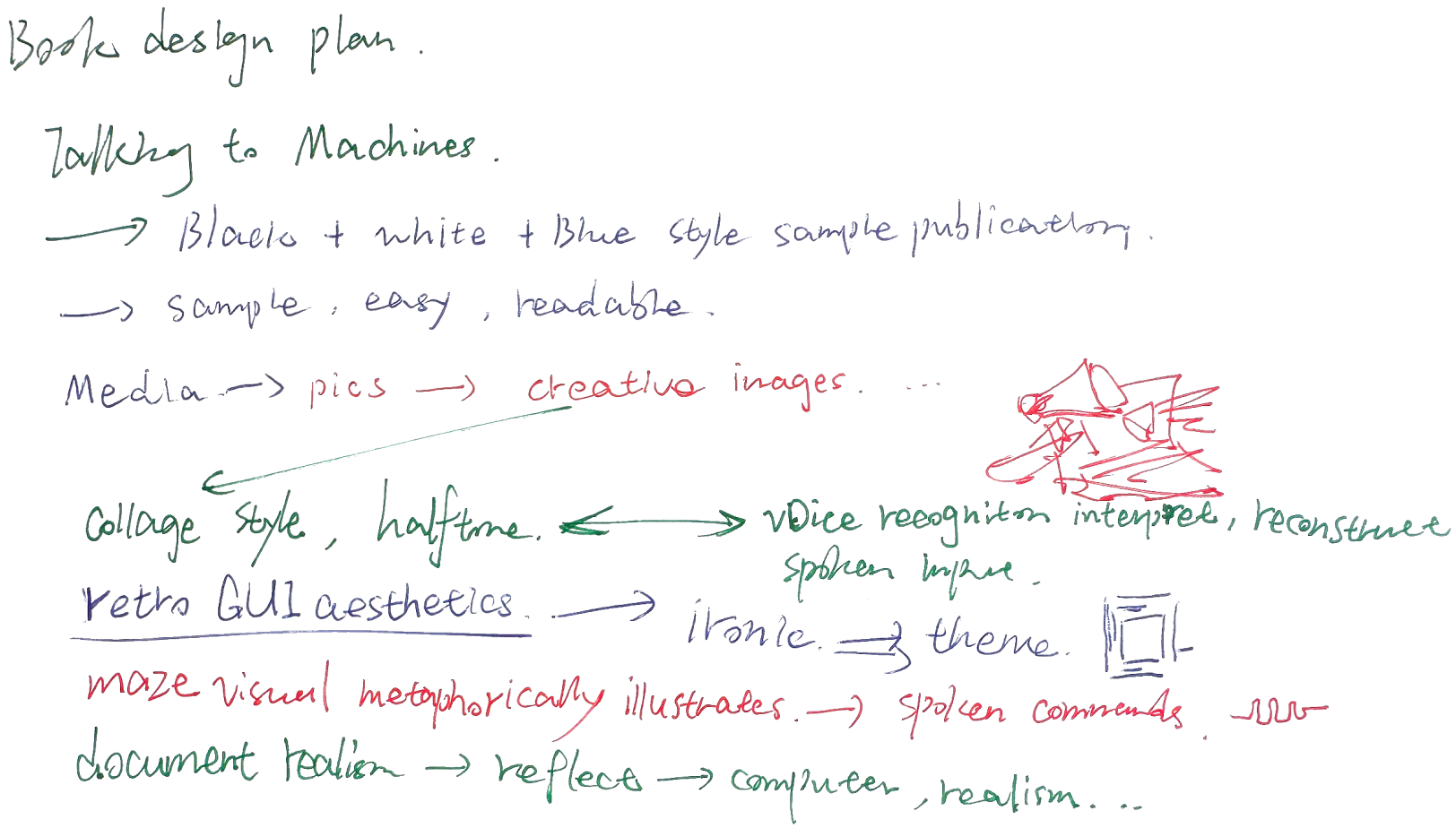
Lei Li

Contents

- The book had divided into four part, the original essay already had 3 parts, the first part is mainly talking about the introduction to intelligent assist.



Progress



Book design explores how spoken input. machines interpret

Used **blue/black minimal style** for clarity and tech feel.

Collage + halftone reflect basically human-computer interact.

Retro GUI adds irony—old UI meets smart AI.

Maze = metaphor for speech processing complexity.

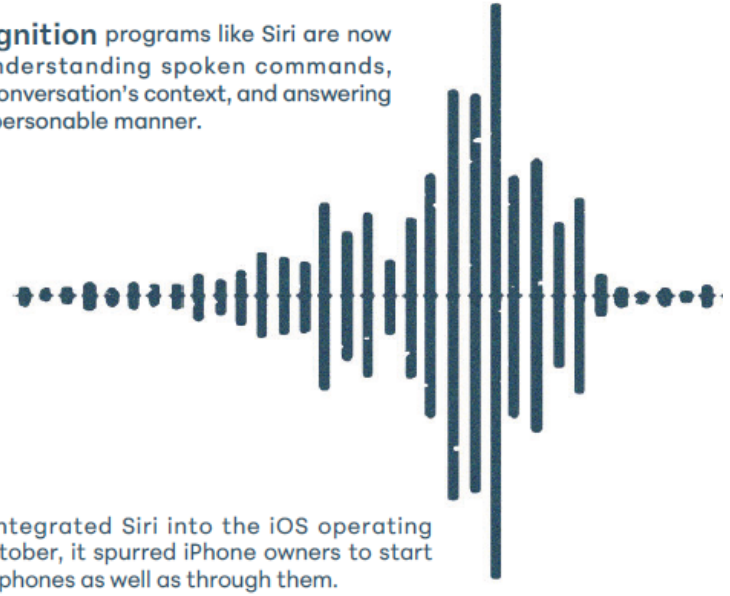
Document realism mirrors real-world data + interaction.

Project Style

- Basic style: Use black, white and blue to highlight high contrast to creates a **cool, techy** vibe
- Simplicity and restraint, avoiding unnecessary colour interference and reinforcing rational information transmission
- Use **Peridot PE Variable**, which has clean, contemporary design and inherent flexibility. its geometric forms and sharp edges visually reinforce the **technological** and **futuristic** tone of the project.

Talking to Machines

Voice recognition programs like Siri are now capable of understanding spoken commands, recognizing a conversation's context, and answering questions in a personable manner.



When Apple integrated Siri into the iOS operating system last October, it spurred iPhone owners to start talking to their phones as well as through them.

The program, which converts spoken commands such as "Schedule dinner with Lisa at 6 tonight" into calendar appointments, Web searches, and the like, is the most widely distributed example of a cognitive assistant to date.

Design Rationale

- Through the **background research** in my Sketchbook, I explored the core theme of AI-powered voice assistants such as Siri, and other emerging tools.

After reading through the article and reviewing relevant sources, I divided the article into **six themes**, which form the conceptual basis of Dialogue with Machines, illustrating the technical, linguistic, cognitive, and emotional dimensions of how voice assistants such as Siri can understand and interact with humans.

Core themes

① Integration of Technologies.
↳ voice recognition, information management, AI, user interface design.

② Speech recognition methods.
↳ 1. Grammar-based. 2. Language-based.

③ Learning, organizing infor.
USA national defence AI project.
Siri use ontologies and contextual understanding developed from DARPA's CALO projects.
↳ to understand user requests. It muse comprised relationships between people, places and events — beyond simple voice to text conversion.

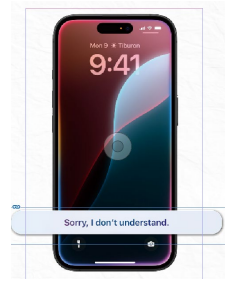
④ Data. → Training data are essential for voice recognition to function reliably

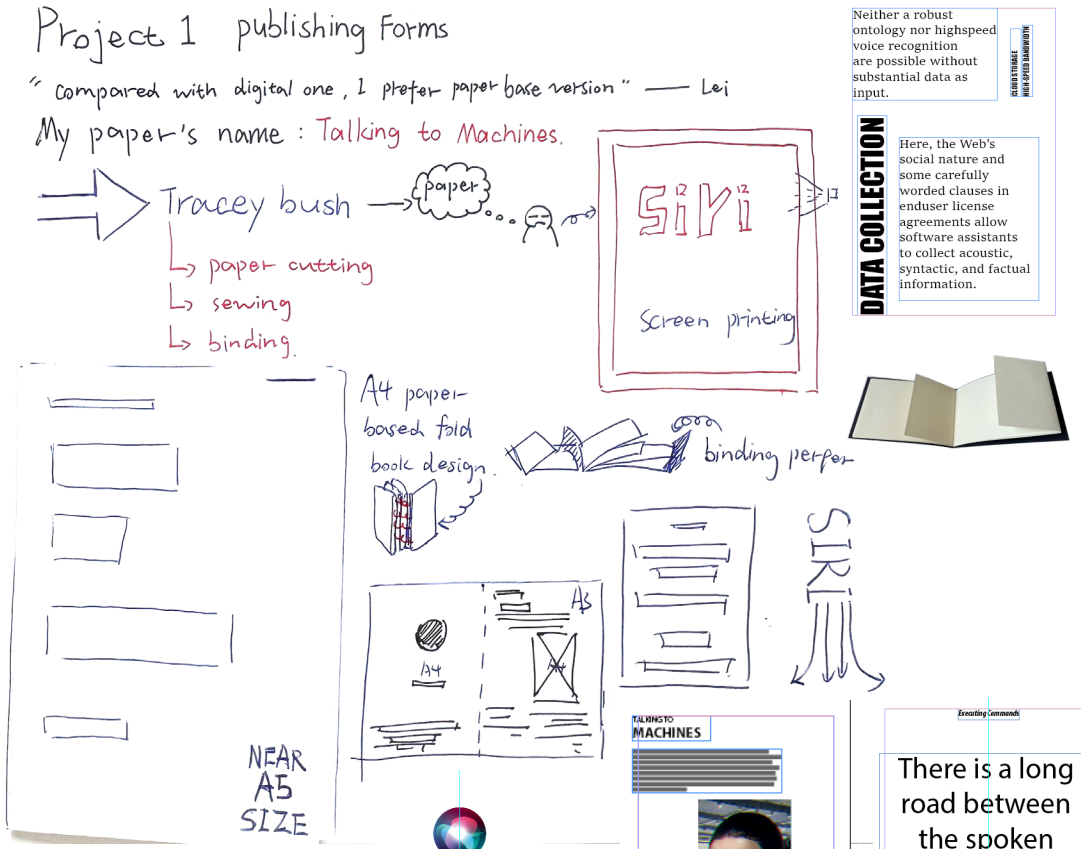
⑤ User experience, measures of success,
Pleasant, engaging interaction.
Siri personality (helpful, playful) is intentionally designed to create an emotional connection with users

⑥ limitation, future challenges.
Even advancements, voice systems still struggle in noisy environments and complex conversations.

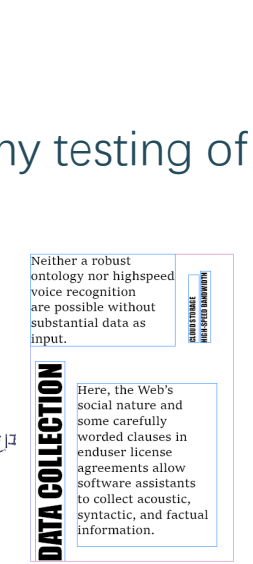
Layouts

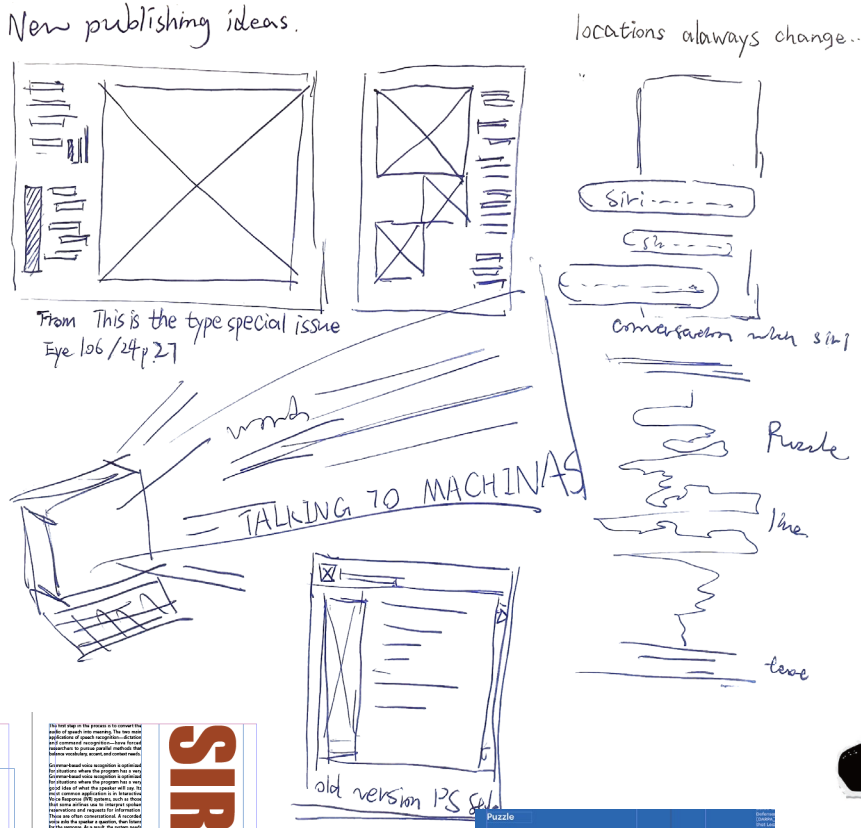
- This direction was also informed by my testing of different layouts and interactive possibilities documented in my **Sketchbook**.

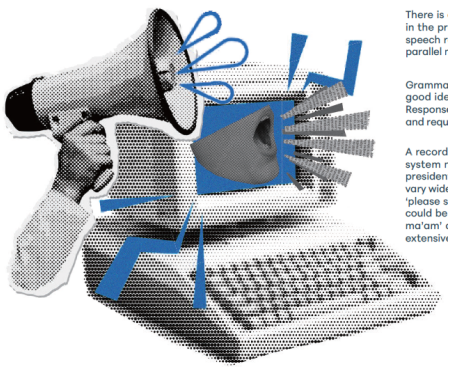




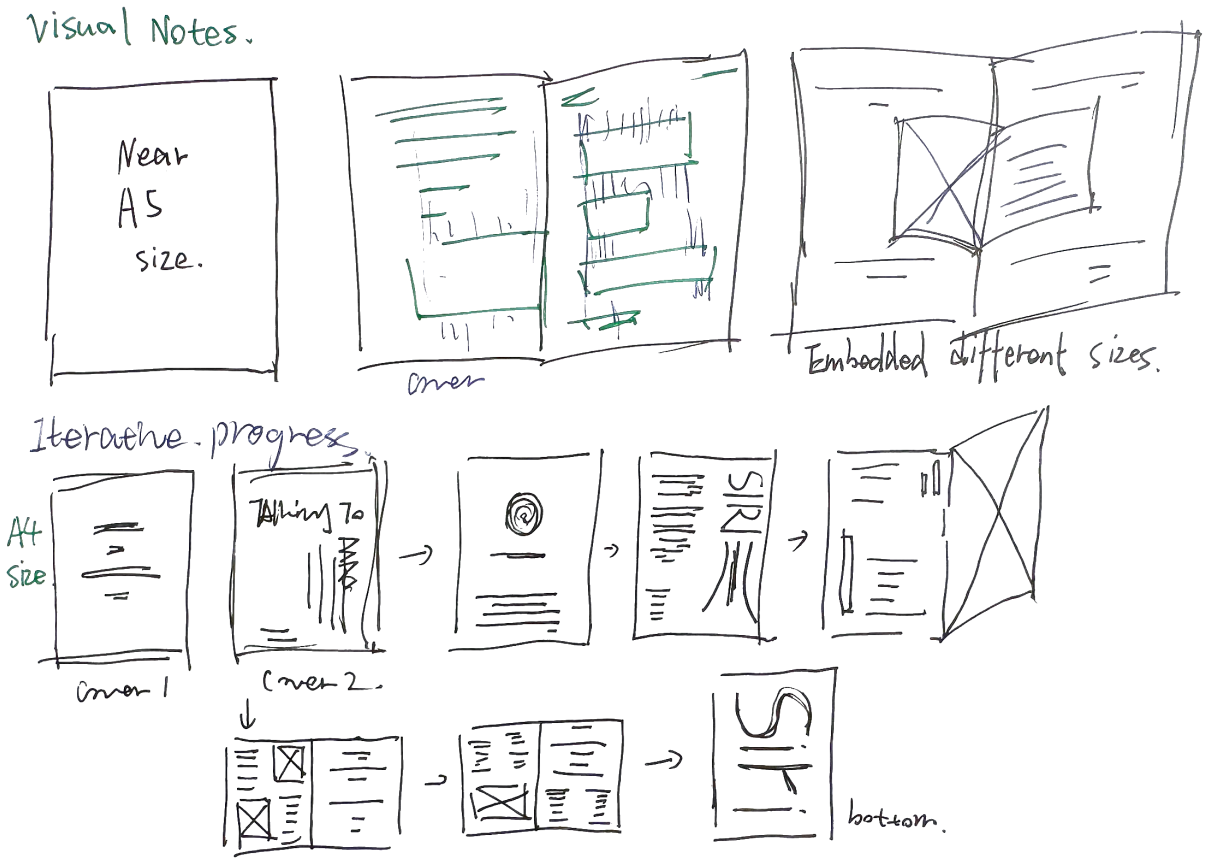
Small book sample







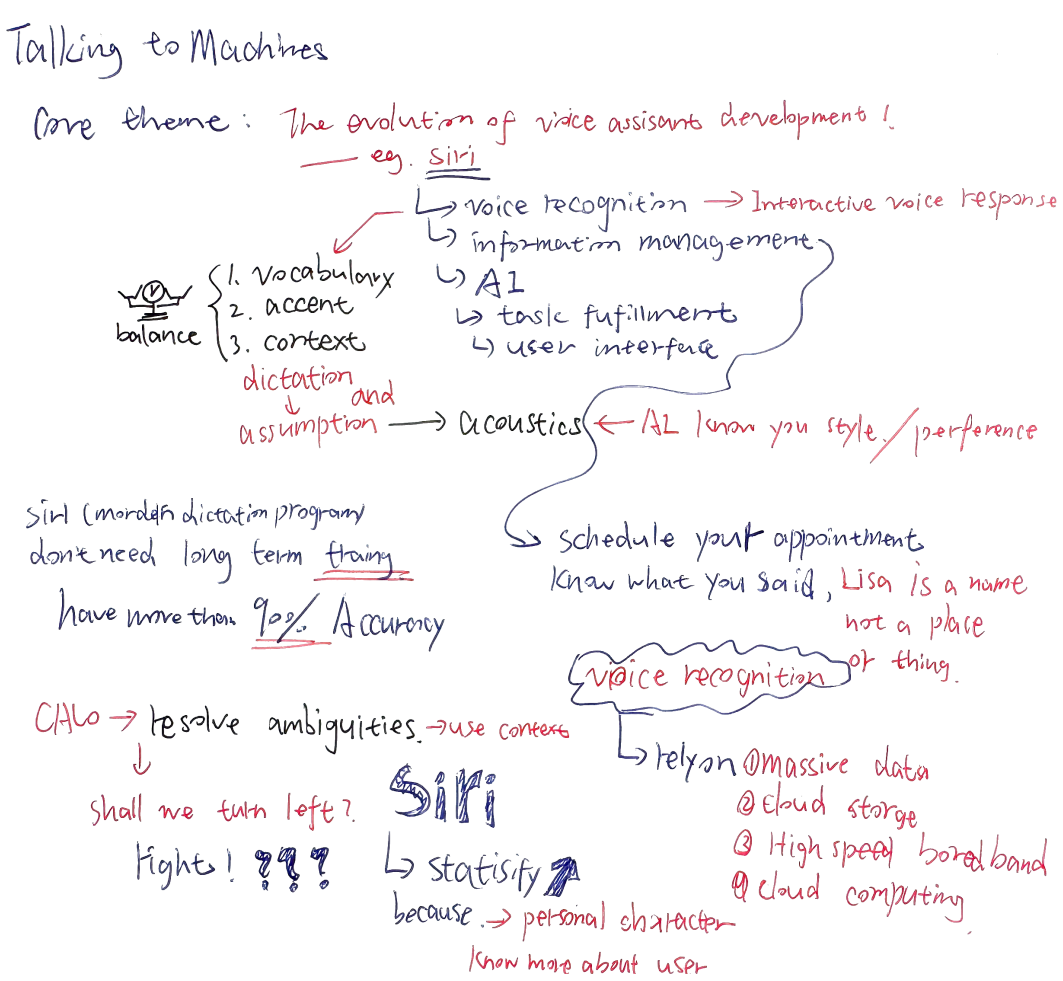
Layouts



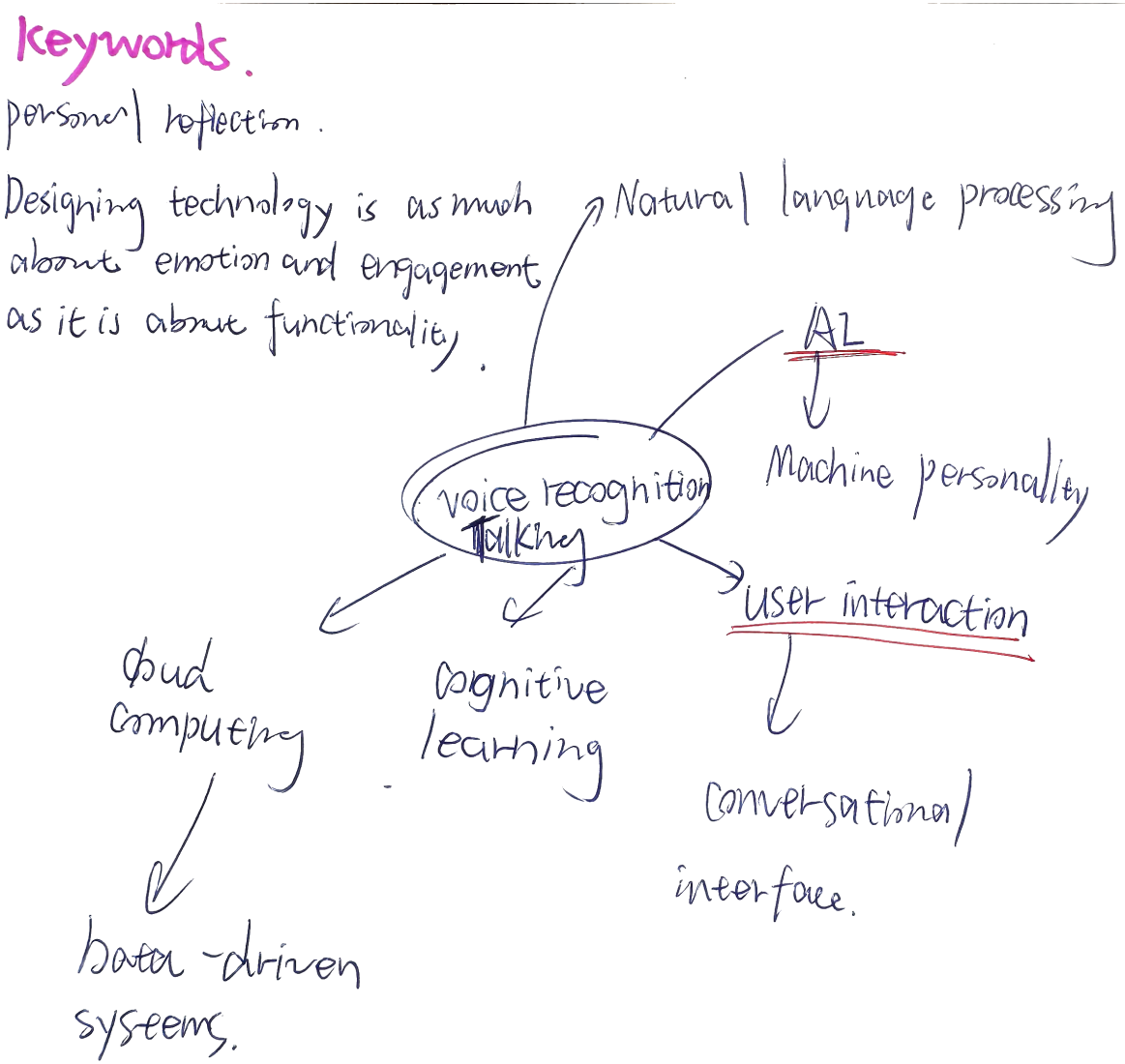
Tutor feedback pushed me to refine both the physical format and the spatial rhythm of my book. I explored variations in **size, margin, and font**, and began to consider how the book itself could be experienced **playfully**, not just read. This page documents the iterative visual thinking and structural prototyping that informed my final format decisions.

Compared with **meaningless content**, I try to connect the theme with more relative **playable** things.

Keywords

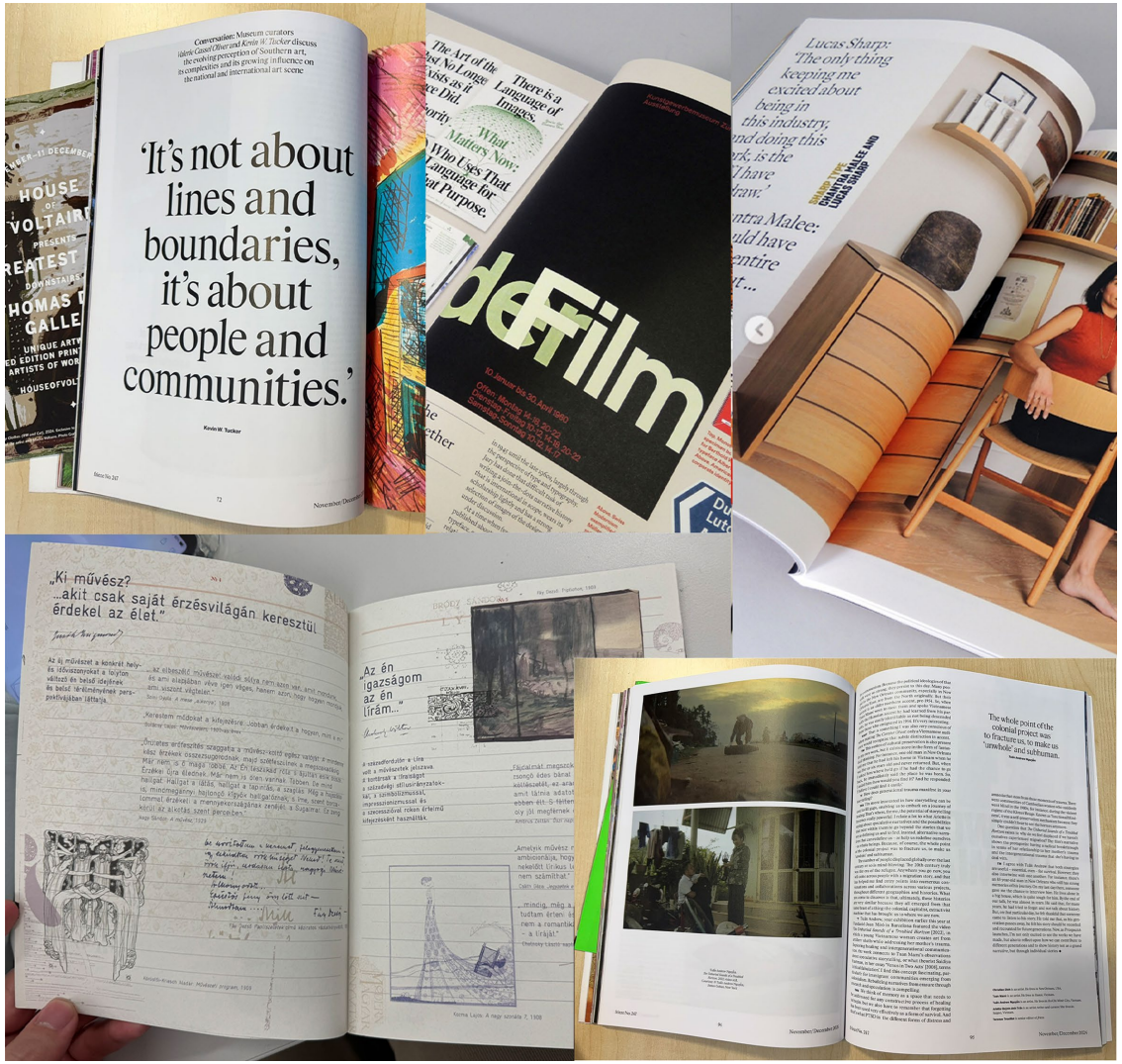


Here I mainly grab the keywords from the title of the article and the first and last paragraphs of each chapter, which mainly reflects the core of the article.



Through these keywords, I determine **the possible forms** of display in the book, such as sound wave recognition on the front page, mazes, and retro operating software.

References


‘It’s not about lines and boundaries, it’s about people and communities.’
Kevin W. Tucker
Conversation: Museum curators Valerie Cassel Oliver and Kevin W. Tucker discuss the evolving perception of Southern art, its complexities and its growing influence on the national and international art scene
HOUSE OF VOLTAIRE
PRESENTS
GREATEST
THOMAS
GALLE
UNIQUE ARTY
ARTISTS OF WOR
HOUSEOFVOL
The Art of the Language of Images.
There is a Language of Images.
What Matters Now: Who Uses That Language for What Purpose.
deFilm
10. Januar bis 20. April 1980
Lucas Sharp: ‘The only thing keeping me excited about being in this industry, and doing this work, is the ideas I have to draw.’
CURATED BY MAEE AND LUCAS SHARP
„Ki művész? ...akit csak saját érzésvilágán keresztül érdekel az élet.”
Az én igazságom az én lírám...”
The whole point of the colonial project was to fracture us, to make us ‘unwhole’ and subhuman.

A New Heritage
HANTS COUNTY COUNCIL
EDUCATION COMMITTEE
THE SCHOOL OF ART
WINCHESTER
Some excerpts from the workshop brief →
Made by Rain
Aliki van der Kruijs
Travelling concept #1
Neil Brownsword
CONTEXT
TEXT
TEXTILE
How to wear the weather
Since the 1950’s, rainfall has increased by about 4% due to climate change. But the only way to display this change is by weather charts, satellite images and graphs. The rainfall itself is an immaterial event that cannot be archived, only remembered.
Made by Rain is an ongoing project by Aliki van der Kruijs, a Dutch artist who felt the beauty behind rain should be celebrated and documented, so she developed a method of pluviography – drawing with rain – to imprint raindrops onto textiles.
This book is a record of process, references and research to results.