

WAVYVOICE

WE SEE, WE SIGN, WE CONNECT



The Problem: Accessibility Isn't Universal



70M+ rely on sign language.
Most videos are inaccessible.



Subtitles $\neq$
Emotions, Tone,
Context.



Exclusion from
entertainment,
education, and
communication.



Solution

Our innovative generative AI model extracts audio from videos and seamlessly translates it into sign language, enabling deaf individuals to fully engage with video content

Empathy Map



What does he think and feel?

- I feel left out when I can't fully enjoy movies like others do.
- It's frustrating to rely only on subtitles, they miss the tone and emotion.
- I feel disconnected from the story without access to sound cues.
- Sometimes I feel excluded from conversations about popular shows.
- But I'm hopeful that technology can make entertainment more inclusive for me

What does he hear?

- Feedback from peers that current solutions don't work well for the Tunisian dialect or TSL.
- Encouragement from NGOs and advocacy groups to push for inclusivity in media.
- Promises from content creators and organizations to improve accessibility, but with limited follow-through



What does he see?

- Limited access to sign language translation services in Tunisia.
- Videos online (on platforms like YouTube, Facebook, and TikTok) with no subtitles or sign language interpretation.
- A growing trend of digital content creation that often excludes deaf communities.

What does he say and do?

- I want to understand what others are saying in videos."
- It's frustrating that I can't enjoy the same content as everyone else.
- We need more tools in TSL, not just international solutions.
- Content creators don't realize how important accessibility is

Pain

- Lack of resources tailored specifically for Tunisian Sign Language.
- Feeling excluded from digital content and conversations.
- Inability to independently consume educational, entertainment, or news content.
- High costs or unavailability of human interpreters.

Gain

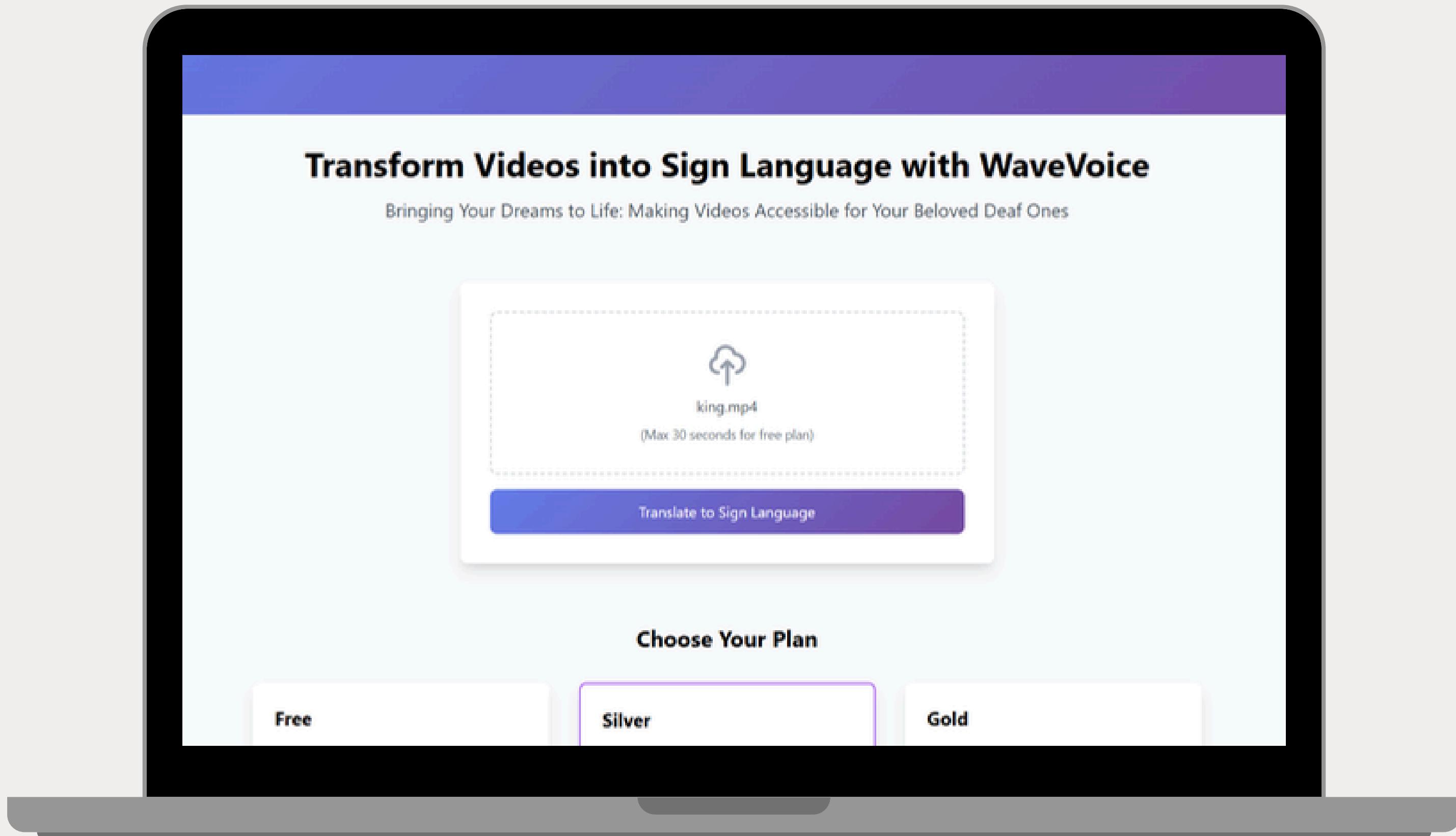
- Ability to independently understand and enjoy video content in their native sign language.
- Feeling included and represented in the digital space.
- Improved access to education and professional opportunities through better understanding of multimedia content.



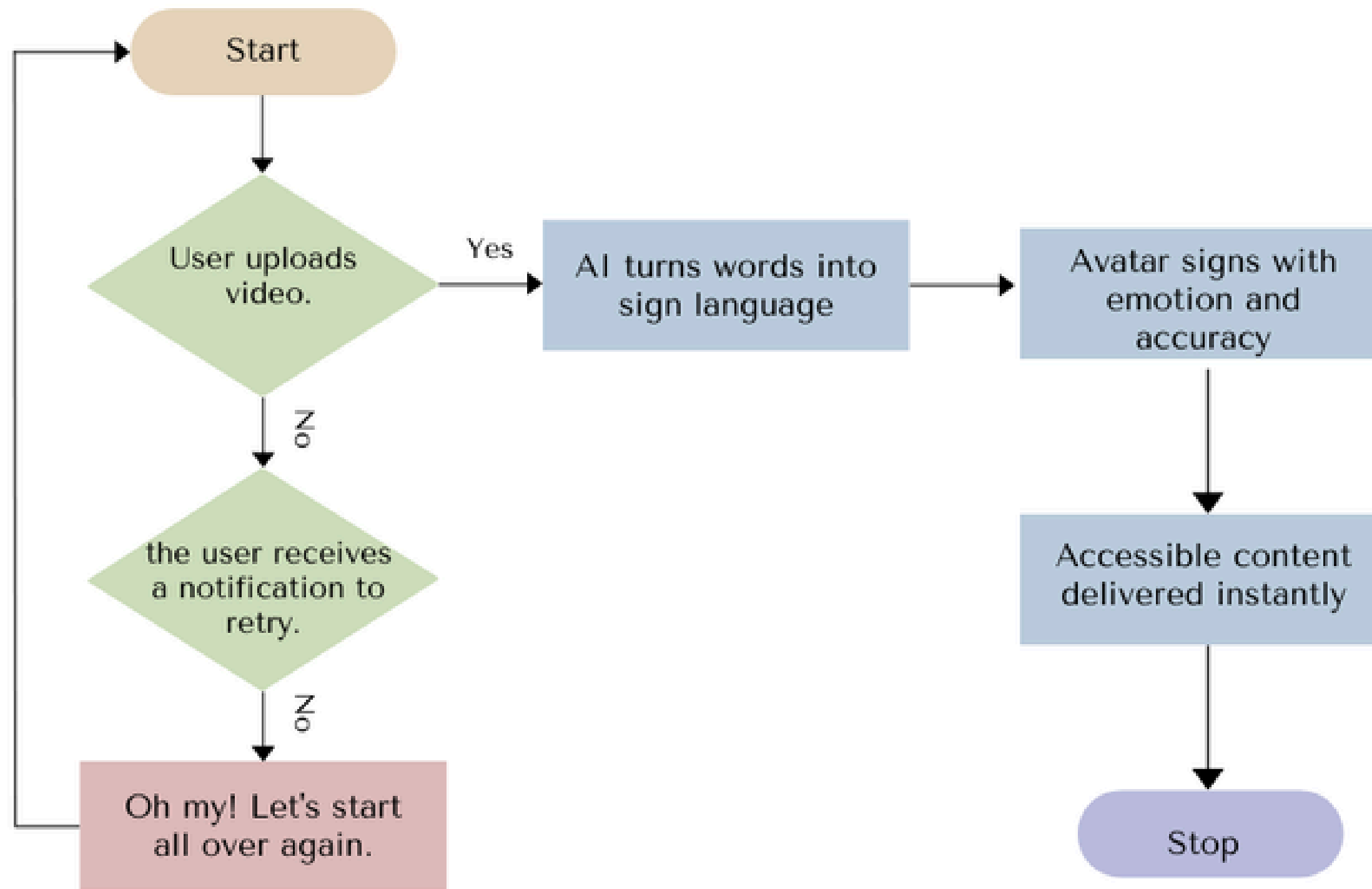
POINT OF VIEW STATEMENT

Deaf individuals need an accessible and immersive way to experience movies that captures both the dialogue and emotional nuances, so they can feel included and fully enjoy the magic of storytelling.

Prototype + Testing



How WavyVoice works ?





WavyVoice Business Model Canvas



Key Partners

- Organizations for the Deaf
- Deaf Associations
- Streaming Platforms
- Accessibility Tech Companies
- Cinemas (Pathé)
- Video Content Creators:



Key Activities

- AI Model Development
- Community Engagement
- Platform Development and Design
- User Feedback & Testing
- Ongoing Updates



Key Resources

- Human Resources (AI developers and data scientists)
- Technological Resources
- Data Resources



Value Proposition

- Accessibility
- Ease of Use
- Inclusion
- Empowerment



Customer Relationships

- Community-Centered Approach
- Support & Training
- Advocacy Partnerships



Channels

- Digital Platforms
- Social Media
- Educational Workshops
- Content Partnerships



Customer Segments

- Deaf and hearing-impaired individuals
- Content creators aiming to make their work inclusive.
- Educational institutions and NGOs focused on accessibility.



Cost Structure

- Development and maintenance costs
- Data Preprocessing Costs
- Marketing and customer acquisition costs

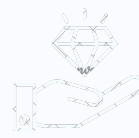


Revenue Streams

- Subscription Model for content creators, institutions and cinemas
- Freemium Model
- Government and NGO Funding
- Partnerships



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Market Opportunity



Growing Demand for Accessibility:

Over 70 million people worldwide are affected by hearing loss, creating a significant demand for accessible media.



Expanding Digital Content:

The increasing volume of video content across platforms presents a huge market for accessibility solutions.



Untapped Potential in Entertainment & Education:

The entertainment, education, and corporate sectors are increasingly prioritizing inclusive practices, opening up new revenue streams for accessible technology.



Market Validation



Existing Market Gaps:

Current solutions for sign language translation in videos are either manual, costly, or inefficient, leaving room for a scalable AI-driven solution.



Positive Industry Trends::

Platforms like YouTube and Netflix are integrating subtitles and sign language, showing a clear market shift toward accessibility.



User Interest:

Surveys and studies indicate a growing demand from the deaf community for more accessible content, reinforcing the need for a practical, real-time solution.

Future Products



Intelligent Glasses for Cinemas

Converts movie dialogue into sign language displayed on a virtual avatar within the glasses.



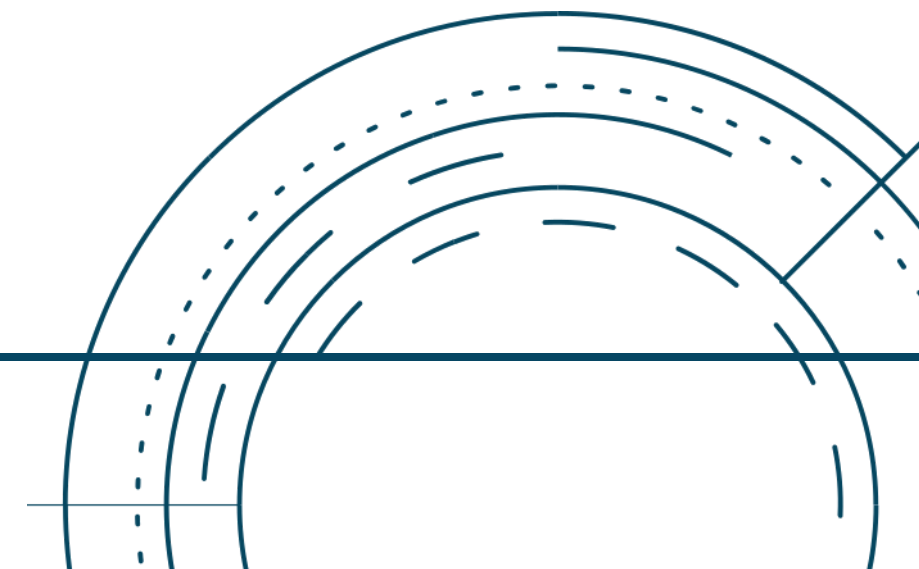
WavyWatch Junior

Two-way communication with avatars converting audio and video to sign language for the child and vice versa for parents.



Connected Object for Real-Time Conversations

A compact AI-powered device with a built-in camera that translates sign language into speech for hearing individuals and converts spoken language into a signing avatar or subtitles for the deaf.



A group of five diverse young people are gathered around a laptop in what appears to be a classroom or workshop. They are all smiling and looking at the camera. One person is leaning over the laptop, while the others are standing behind them. In the background, there is a whiteboard with the text "Pass: Dauphine 2024/25" written on it. The overall atmosphere is positive and collaborative.

Thank you for having us

Let's build a world where everyone can experience the magic of stories, no matter the language