January 19, 2016

CHAT VOICE MESSAGE - REAL TIME SENDING

Joshua Smith

Follow this and additional works at: http://www.tdcommons.org/dpubs_series

Recommended Citation
Smith, Joshua, 'CHAT VOICE MESSAGE - REAL TIME SENDING', Technical Disclosure Commons, (January 19, 2016)
http://www.tdcommons.org/dpubs_series/113

This work is licensed under a Creative Commons Attribution 4.0 License.
This Article is brought to you for free and open access by Technical Disclosure Commons. It has been accepted for inclusion in Defensive Publications Series by an authorized administrator of Technical Disclosure Commons.
CHAT VOICE MESSAGE - REAL TIME SENDING

ABSTRACT

This disclosure relates to an application that enables users to opt for real time sending of voice messages over chat. The disclosed application sends the recorded voice message in real time while part of the message is still being recorded. The application sends data packets as they are being recorded and thus combines the value of real time phone calls with the chat experience.

BACKGROUND

Chat messaging is transitioning from text based exchanges to recording voice messages and sending them over a chat application. This transition is motivated by the reluctance to type messages and the cost of time. Thus users are looking for a faster, less friction-filled way to share messages with friends and family. The currently available options include phone calls, video calls, chat text messages, SMS and emails. Sending a recorded voice message is emerging as an advantageous form. However, the challenge here is that users must record their message and then upon completion send the message to the recipient. On the other hand, the recipient, upon receiving the message listens to it and responds by recording a response in their voice. This is too slow a process and presents an opportunity for improvement. None of the available chat applications offer the ability to shorten the cycle time of exchanges by sending recorded voice messages in real time while the conversation is still being recorded.

DESCRIPTION

The present disclosure relates to an application that enables users to opt for real time sending of voice messages over chat. This application sends the recorded voice message in real
time while part of the message is still being recorded. The application sends data packets as they are being recorded, and thus combines the value of real time phone calls with the chat experience.

A comparison on the timeline of conversation between conventional chat functionality and the proposed functionality demonstrates the usefulness of the present disclosure. The timeline of communications between two users, user A and user B with the available functionality of chat applications would be as follows:

- At time = 0, user A records a one minute message describing a recent life event, for example, describing a concert or the day at work etc.
- At time = 1 minute, the message is completed and sent to user B. This includes the transmission time and the time for the user to execute the send option.
- At time = 1 minute 10 seconds, user B sees the voice message and elects to listen.
- At time = 2 minutes 10 seconds, user B responds with a 20 second reply voice message. For example, answering the question if user B wanted to meet user A later.
- At time = 2 minutes 40 seconds, user A receives the reply message.

Whereas the same exchange, when performed in real-time sending, has user B listening and responding to the recorded voice message of user A at the same time as user A records the message at time = 1 minute. That is, 30 seconds into the voice message, user B gains access to the first 30 seconds of user A’s message. As a result, user B listens to the message in a shorter period of time i.e. closer to real time and responds at time = 1 minute 15 seconds. User A, on the other hand receives the first 20 seconds of the reply message recorded by user B at time = 1 minute 35 seconds, thus shortening the message-response cycle by more than a minute of time.
During group chats having multiple exchanges with multiple parties, the present functionality could be a great improvement as multiple people are contributing with long listening time. Thus, the disclosed application is forward-looking as chat communications shift to message based communications.