In today’s society most people are interconnected and communicate with one another through a variety of means including cellular phones, email and the Internet. The latter has given rise to so-called “social media,” such as Twitter and Facebook, where individuals can communicate with many people at once.

The problem with most social media services, is that most communications are text-based, and lack the “character” of the intended communication, leaving messages flat, devoid of emotion and open to misinterpretation.

Shout! is a new social media project that aims to solve that problem by allowing users to publish their thoughts in their own voice using audio, thereby relating specific audio cues such as inflection and emotion.

My particular challenge focused on providing users with the ability to add context to their everyday messages. Implementing my challenges allowed for other group members to include such features as activity (event notifications) and discoverability.

**Proposed System**

- System Design
- Object Design
- Implementation

**Verification**

- Screenshots
- Summary

**Acknowledgement**

The material presented in this poster is based upon the work supported by Michael Garcia. I am thankful to the help that I received from my group members: Alfonso Boza, Jesse Domack, Anthony Gonzalez, and Ricardo Vazquez.