

C. Schmandt, J. Kim, K. Lee, G. Vallejo, and M. Ackerman, “Mediated Voice Communication via Mobile IP”, in *Proceedings of UIST*, 2002, pp. 141 - 150.

This paper introduces the design ideas of computer mediated communication focused on person to person communication. The author chose impromptu as the hardware platform and access the computer-mediated channels using wireless internet protocol. Three different set of channels are introduced.

(1) Impromptu:

Use IP ( 802.11b ) to access computer-mediated voice communication channels.

Only use audio; doesn't use screen.

Put speech recognition and synthesis blocks into service part.

Create an application manager to manage the communications between different applications.

(2) Channels:

Synchronous connections:

Proposed “Garblephone” providing new call setup protocol.

Semi-synchronous connections:

Based on the analysis of text chat and voice chat, the author proposed “TattleTrail”, a way compromised both catch up and synchronous modes.

Event-triggered connections:

IP guarantee this channel supports remote-location communication.