

Voice User Interface Design as a Profession

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Introduction

In 2007 in New York City, a group of twelve speech industry experts gathered for a day-long closed-door workshop on “*Voice User Interface (VUI) Design as a Profession: Job Qualifications and Career Tracks.*” The participants came from across North America and Europe and included VUI Designers and Managers from a variety of companies in the industry, independent consultants, president of a professional search firm specializing speech industry recruiting, and a university professor who teaches these topics and mentors graduates for careers in this field. The workshop organizers and participants included:

- Juan E. Gilbert, Ph.D. (workshop co-chair and co-editor) (Auburn University)
- Lizanne Kaiser, Ph.D. (workshop co-chair and co-editor) (Genesys, an Alcatel-Lucent company)
- Arnold L. Garlick, III (Pacific Search Consultants)
- Phillip Hunter (SpeechCycle, Inc.)
- Susan L. Hura, Ph.D. (SpeechUsability)
- Caroline Leathem (Independent Consultant)
- Jenni McKenzie (Travelocity)
- Fran McTernan (Nortel)
- Melanie D. Polkosky, Ph.D., CCC-SLP (IBM)
- Elizabeth Strand, Ph.D. (Tellme, a Microsoft Subsidiary)
- Louise Tranter (Fluency Voice Technology)
- Silke Witt-Ehsani, Ph.D. (TuVox)

These discussions yielded three whitepapers covering:

- *The Role of the Voice User Interface Designer in Speech Technology Projects*
- *Education, Mentoring, and Training for Voice User Interface Designers*
- *Where will this Career Lead? Voice User Interface Career Paths*

The contributors would like to share these whitepapers with the entire speech community to promote the growth and evolution of Voice User Interface Design as a profession.