MANGAAI

PROJECT PRESENTATION

INTRODUCTION OF PROJECT AND TEAM

I am Sarah Haddad, and I am a visual computing student with a passion for AI.

My project, MangaLit, which aims to transform books into visually appealing manga illustrations and dialogues using the power of AI.

As a solo founder of MangaAI, my goal is to make storytelling more enjoyable for young readers.
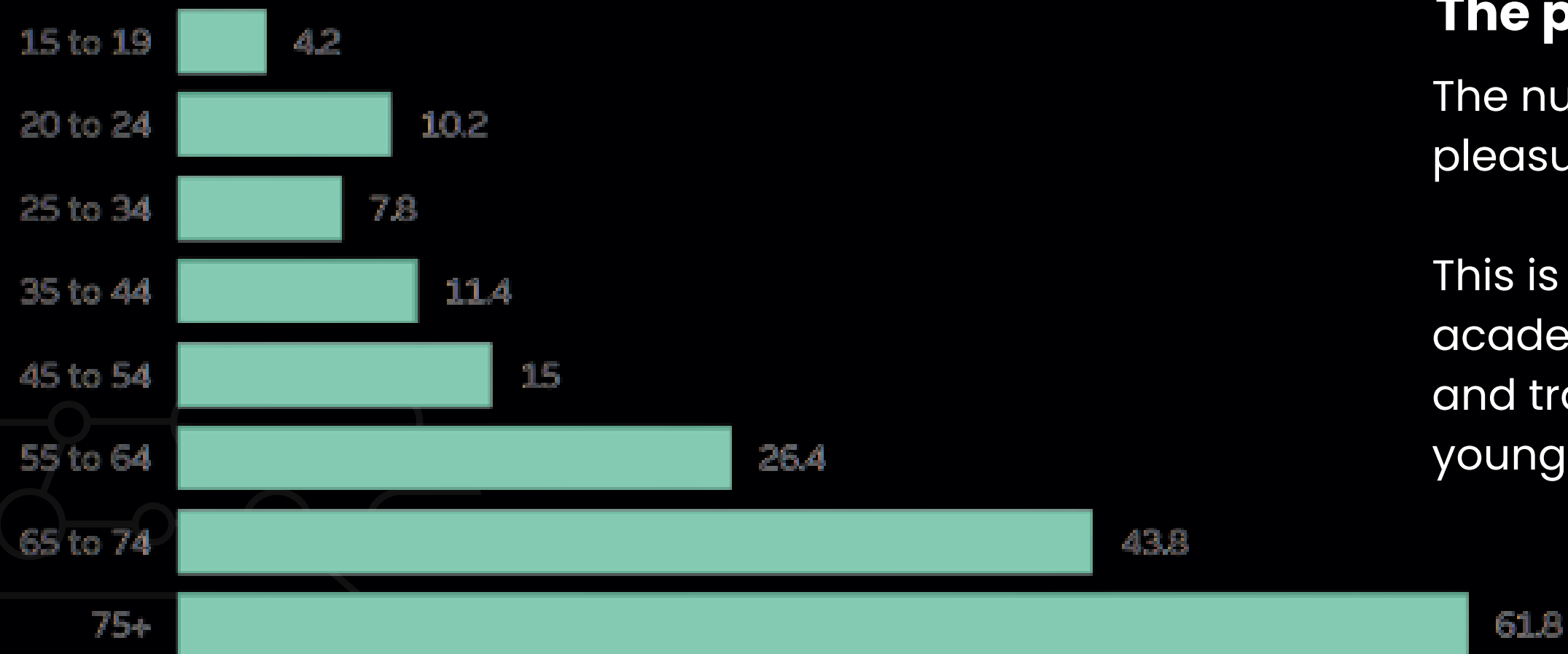
Reading by age group

Daily. minutes spent reading, weekends/holidays.

Age group	Minutes
15 to 19	4.2
20 to 24	10.2
25 to 34	7.8
35 to 44	11.4
45 to 54	15
55 to 64	26.4
65 to 74	43.8
75+	61.8

Source: BLS

PROBLEM STATEMENT

The problem

The number of young people who read books for pleasure has been declining.

This is a problem because reading is crucial for academic success and personal development, and traditional books may not always engage younger audiences.
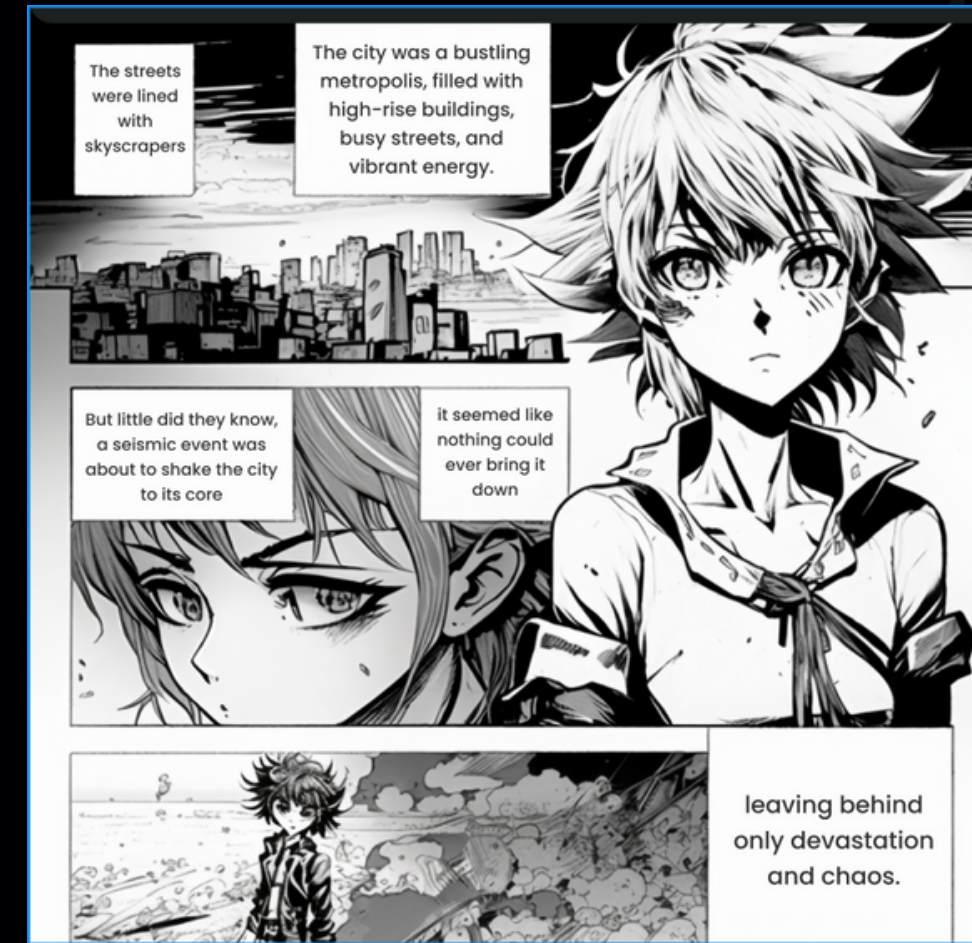
THE BUSTLING CITY OF TOKYO WAS A VIBRANT AND LIVELY PLACE, FILLED WITH TOWERING SKYSCRAPERS AND BUSY STREETS. PEOPLE RUSHED TO AND FRO, GOING ABOUT THEIR DAILY BUSINESS WITH THE ENERGY AND ENTHUSIASM THAT ONLY A BIG CITY CAN PROVIDE.

THE AIR WAS FILLED WITH THE SOUNDS OF CARS HONKING, TRAINS RUMBLING, AND PEOPLE CHATTING AND LAUGHING.

EVERYWHERE YOU LOOKED, THERE WAS SOMETHING NEW TO SEE AND EXPERIENCE, FROM THE BRIGHT LIGHTS OF SHIBUYA TO THE SERENE BEAUTY OF THE IMPERIAL PALACE. LIFE IN TOKYO WAS EXCITING AND FULL OF PROMISE, AND IT SEEMED LIKE NOTHING COULD EVER BRING IT DOWN.

BUT LITTLE DID THEY KNOW, A SEISMIC EVENT WAS ABOUT TO SHAKE THE CITY TO ITS CORE, LEAVING BEHIND ONLY DEVASTATION AND CHAOS.

SOLUTION OVERVIEW

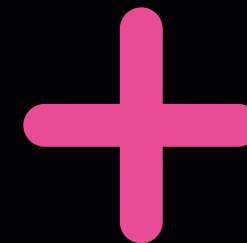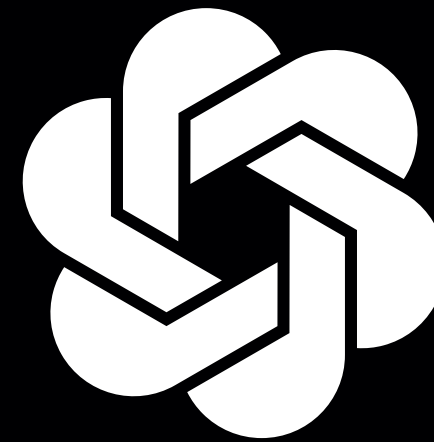My solution, MangaLit, uses GPT-3 and DALL-E to transform stories into manga.

This allows us to provide an engaging and enjoyable reading experience for young people.

TECHNICAL DETAILS

- The architecture involves generating a prompt with GPT-3 and using it to generate an image with DALL-E.

- The GPT-3 model is fine-tuned on a large corpus of text to ensure that the generated prompts are accurate and relevant.

- DALL-E is trained on a massive dataset of images to generate high-quality manga images.

- One unique feature of my solution is the ability to customize the style of the manga images based on user preferences.

BUSINESS VALUE

01

A potential market among young people who enjoy manga and may be interested in reading books in this format.

02

Can be monetized through a subscription service or licensing agreement with publishers.

03

Partnerships with book publishers to offer our service as an additional feature to their existing book offerings.

04

Collaborate with educational institutions to use our technology for transforming educational material into visual formats.

APPLICABILITY

01 Publishing houses can use MangaLit to expand their readership by offering book-to-manga transformation as an additional service.

02 Online bookstores can provide a more engaging and interactive reading experience to their customers.

03 Educational institutions can use MangaLit to enhance their literature curriculum by offering a more visually appealing and accessible way for students to engage with classic literature.

IMPACT

01 Potential to impact reading habits of young people by transforming books into engaging manga stories

02 Manga-k could potentially benefit, this could lead to a more efficient production process and potentially increase their output of high-quality manga stories.

03 National Endowment for the Arts survey shows a decline in adults reading literature for pleasure

04 An engaging and interactive reading experience through the use of visuals and dialogue.

05 A way for readers to better understand and appreciate the original text by presenting it in a new and unique way.

06 Satisfy the demand of book readers who are interested in seeing their favorite characters illustrated in a new forma
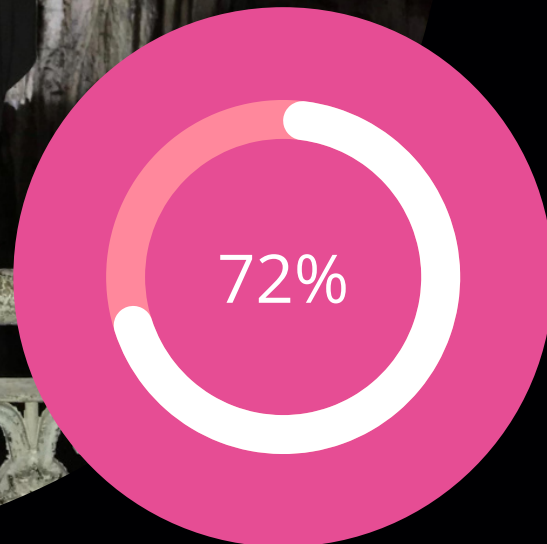
CONCLUSION

MangaLit, my solution to transform books into engaging manga stories using AI, can address the declining reading habits of young people and provide a new format for publishers, online bookstores, and educational institutions. By promoting literacy and fostering creativity, my solution can make a positive impact on society.

I believe that our solution has immense potential for future enhancements and development, and i welcome collaborations with potential investors and partners to bring this technology to a wider audience.

MANGAAI

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THANK YOU