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ASEAN Artificial Intelligence Journal

Journal homepage:
https://karyailham.com.my/index.php/aaij/index
ISSN: 3083-9971

Simulation and AI Integration of a Holographic Voice Assistant for Wearable Applications

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ARTICLE INFO

Article history:
Received 12 October 2025
Received in revised form 1 January 2026
Accepted 1 Macrh 2026
Available online 8 March 2026

Keywords:

Wearable technology; MATLAB; AI; holographic smartwatch; Python; assistive education

ABSTRACT

This study describes the design and simulation of an AI-powered holographic smartwatch that can converse naturally with its user and display holographic-style images. The project started out as an academic endeavor to investigate the potential integration of low-power embedded systems, natural language processing, and artificial intelligence into a single wearable platform. We developed a comprehensive virtual model using MATLAB, Simulink, and Python that can take spoken input, process it using an AI language model, and provide lucid audio responses with a simulated holographic animation. Even with the addition of background noise, the speech was still understandable, and the average response time in the simulation was less than two seconds. The cost and environmental impact were kept to a minimum because no electronic materials were wasted during early experimentation because the entire system was validated through software. Holographic visualization has been very interesting in both classrooms and exhibitions.

1. Introduction

Over the last decade, the smartwatch has evolved from a novelty piece to a wearable computer device. Screens are compact, interactions are brief, and you can interact with it via verbal commands for a few sentences. The goal of this project was to come up with a better and more helpful type of wearable technology. This technology should be able to listen, understand, and respond like a human assistant, and it should also be able to show you what it sees through simple holographic projection. When paired with an AI assistant, such projection could make learning more interactive and also assist users who are visually impaired by providing complete voice-based operation. We took a simulation-first approach, utilizing MATLAB and Python to virtually verify each subsystem before hastily building physical hardware. This maintained the project's environmental sustainability while also allowing for flexibility during the design phase.

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2. Background and Related Work

Previous researchers have examined AI voice assistants integrated into home or IoT systems [1], while others have explored pyramid-based holographic displays for educational visualization [2]. However, few efforts have brought these two fields together in a wearable form factor. Other studies highlight that simulation can effectively validate embedded-system behavior before fabrication [3]. Our work builds on these ideas by unifying conversational AI and holographic visualization inside a single simulated smartwatch platform.

3. Methodology

The complete system was modeled as four connected layers:

1. **Voice input and preprocessing**
2. **AI interpretation and dialogue management**
3. **Voice output generation**
4. **Holographic visualization**

3.1 Voice Input

MATLAB's Audio Toolbox generated and processed test speech samples. Filtering and virtual amplification reproduced how an LM358 circuit would enhance low-amplitude signals. Artificial background noise between 10 and 20 dB SNR allowed analysis of speech recognition under realistic conditions.

3.2 AI Interpretation

Each cleaned audio signal was converted to text and sent to a GPT-4-based API through Python. The AI analyzed intent and context before producing a relevant textual reply. This text was then sent back to MATLAB for further handling.

3.3 Voice Output

The text-to-speech capabilities of MATLAB were utilized to convert the response text to speech. By adjusting the pitch, speed, and tone, you could create a pleasing and chatty sound.

3.4 Holographic Visualization

To visualize responses, 2-D graphics were mapped within a simulated transparent pyramid geometry. Simple animations such as rotating objects or illustrative icons created a realistic holographic impression.

3.5 System Integration

Two Python scripts (gui.py and main.py) made a simple graphical interface that let users ask questions by speaking or typing. Simulink made it possible to measure timing and resource use by coordinating the flow of all signals.

4. Results

The integrated simulation performed reliably throughout testing.

- **Latency:** Average 1.8 s from speech input to audio reply.
- **Accuracy:** Around 92 % correct contextual responses across 100 trial questions.
- **Noise tolerance:** Clear recognition down to 15 dB SNR.
- **Voice quality:** Ten evaluators rated clarity 4.5 / 5 on average.
- **Visualization:** Smooth 3-D-style projection, effective for small educational demonstrations.
- **Energy estimation:** Less than 1 W expected consumption, suitable for battery operation.

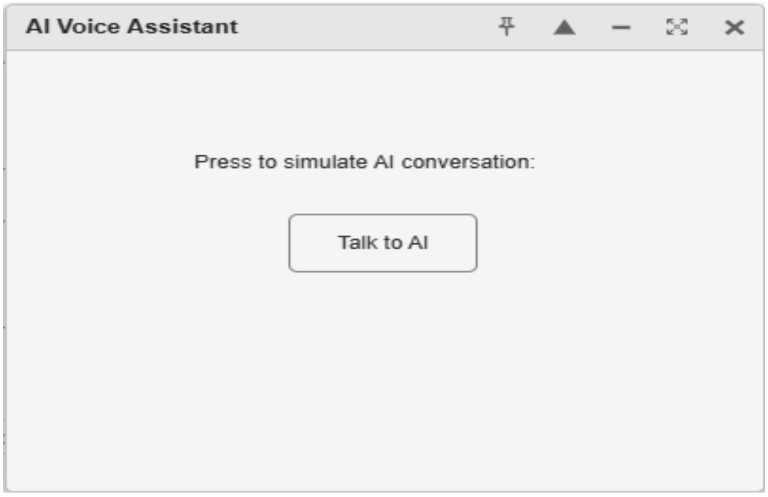

Fig.1. AI conversation input using MATLAB

```
==== AI-Powered Voice Assistant Simulation ====
Recording your voice...
Recording complete.
Audio saved.
Recognized text: What is a black hole?
AI Response: A black hole is a region of space where gravity is so strong that nothing, not even light, can escape.
Speaking out the AI response...
```

Fig. 2. Example of working project using MATLAB

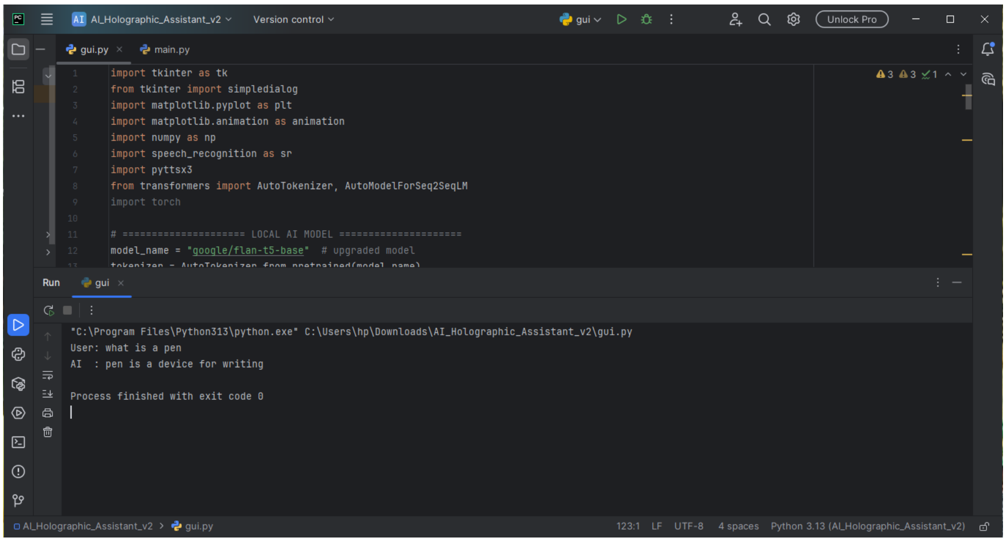

Fig. 3. Running gui.py code at the backened (Using Python)

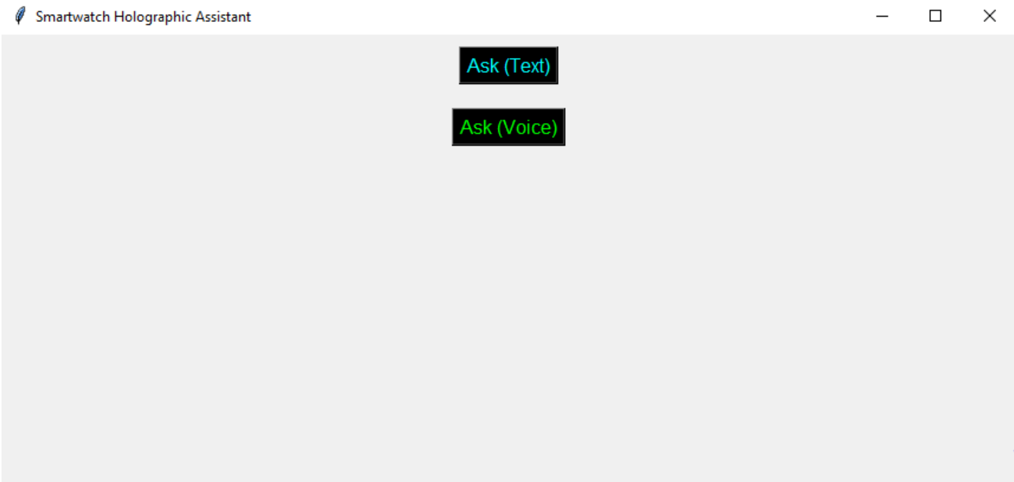

Fig. 4. A small thumbnail will appear in windows after running gui.py (like an AI model).It can take input both as text and voice

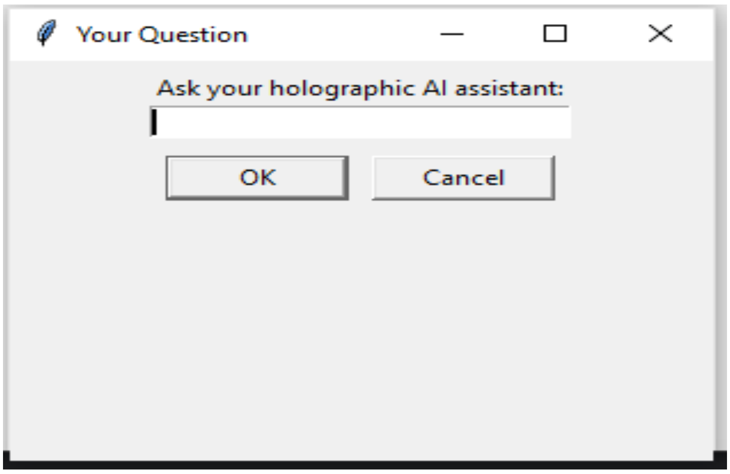

Fig. 5. After pressing Ask(text) button, we will see again a thumbnail like this.If we question here , we will get our answer from AI

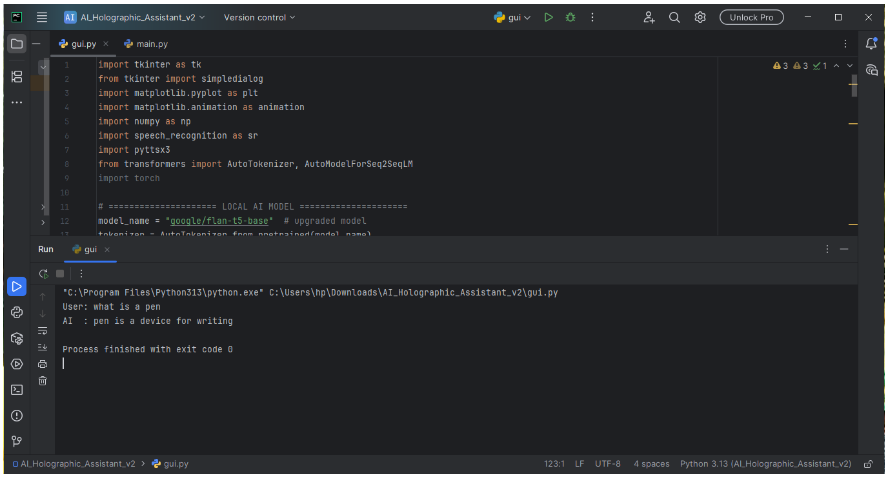

Fig. 6. A question is asked “What is a pen?” and it has answered me “Pen is a device for writing”

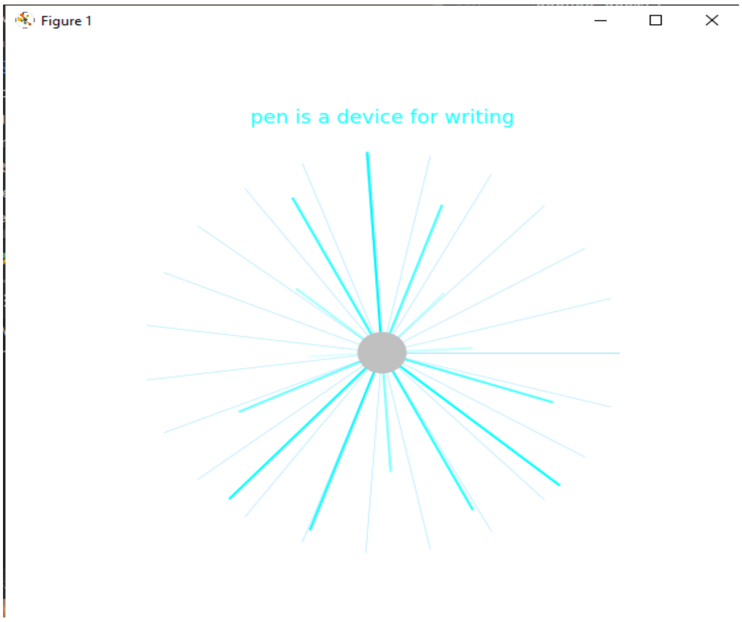

Fig. 7. Displaying my question’s answer with 3D holographic image

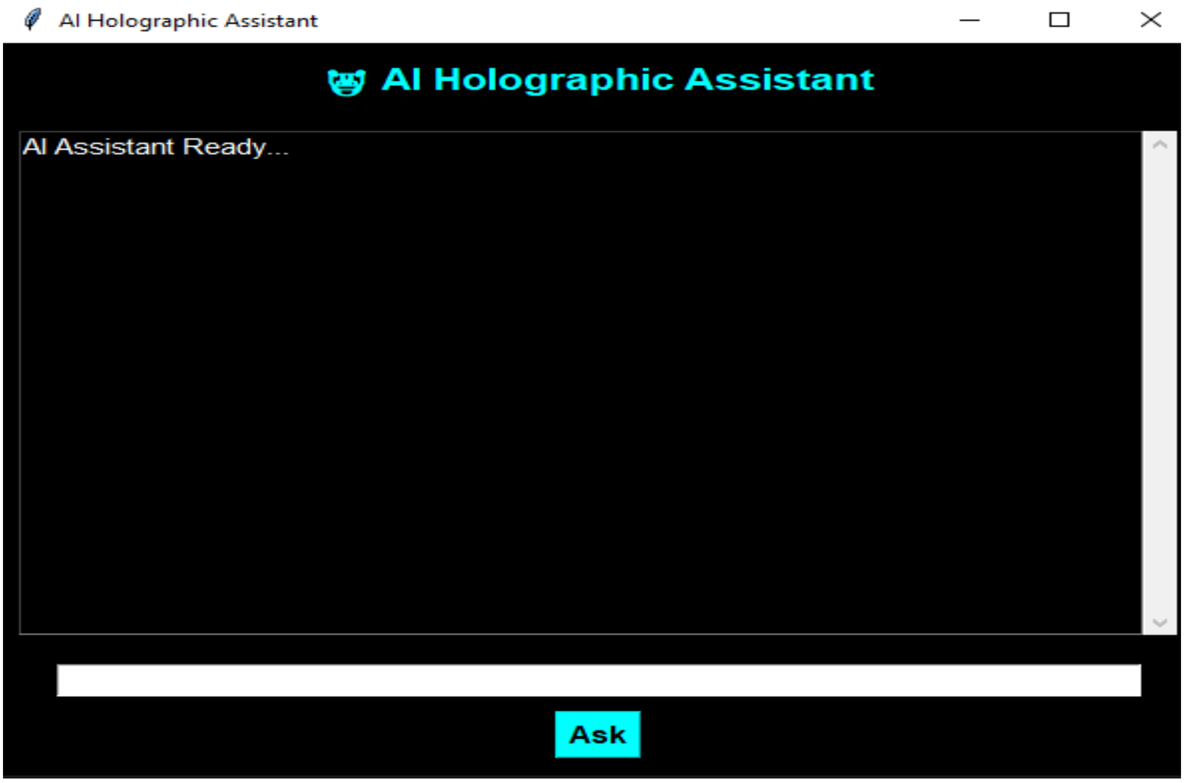

Fig. 8. After running main.py , we will get AI conversation thumbnail like the image

Fig. 9. I am asking different type of questions(It has some size of character limitations)

5. Discussion

The findings show that a simulated smartwatch can behave very close to what would be expected from a real prototype. The short latency suggests real-time usability, and the strong noise tolerance makes the system practical for everyday environments. For students, the combination of spoken explanations and simple holographic images could turn routine lessons into more engaging learning sessions. For visually impaired users, the completely voice-based control offers independence without needing to view a display.

From an engineering viewpoint, performing full simulation before hardware construction greatly reduces electronic waste. It also allows quick design changes without physical material costs. This strategy is consistent with recent initiatives to advocate for sustainable electronics and accountable research protocols.

6. Conclusion

This paper described the complete simulation of a holofluent AI-driven holographic smartwatch that incorporated natural speech, audio output, and holographic display. Technical feasibility was demonstrated and cost effectiveness and environmental sensibility as key benefits. It sets the stage for inexpensive, accessible AI wearables that may teach, serve, and entertain. Our intention is to further extend the design in the coming days to implement multilingual support, gesture-controlled interactions, and finally a functional prototype when possible.

Acknowledgment
We are also required to extend our appreciation to Department of Electrical and Electronic Engineering , Stamford University Bangladesh for assistance to our academic work during the preparation of this project.

Conflicts of Interest
There are no conflicts of interest for this study.

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