



## *Voice an Unheard Genius*

Resurgam plans to recreate the lost voice of the Irish author George Moore through advanced generative-audio technologies, producing a historically grounded and emotionally expressive synthetic voice for public engagement.

### Overview

Most AI simulations communicate through text alone. But for a writer like George Moore — witty, ironic, conversational — voice is a fundamental part of presence. Because Moore died in 1933 without ever being recorded, his voice is a historical void: no sound captured, no eyewitness descriptions preserved.

This project fills that void. Using linguistic research, demographic modeling, and contemporary voice-synthesis technologies, we will create a unique, historically credible voice that allows George Moore to speak again — to read his published and unpublished writing, converse with interlocutors, and participate in immersive literary experiences.

### What the Simulation Will Be

This project will produce:

- A synthetic voice that reflects Moore’s likely accent, age, cadence, and emotional range.
- A voice model capable of lifelike conversation, reading of texts, and extemporaneous expression.
- Emotional modulation — warmth, irony, intensity — trained from Moore’s own conversational writings
- A speaking companion to the George Moore chatbot (different project), enabling dual-mode (text + voice) interaction.

This recreated voice will not be a guess. It will be an evidence-based synthesis derived from the voices of people like Moore in various ways, shaped by people familiar with the rhetoric of Moore, and tuned by experts on his personality and style.

### How It Works

To recreate a voice that history never recorded, we will:

1. Define Moore’s speech profile  
Based on his Irish upbringing, London and Paris years, education, social class, and documented linguistic habits.

2. Select the simulation age  
From a period of his life when his voice was most characteristic (e.g., his 40s or 50s, when his style was fully formed).
3. Identify ~25 comparable speakers  
Living men who match Moore in age, background, dialect influences, and vocal type.
4. Record and analyze the comparable voices  
Collect high-quality voice samples to construct a composite “Moore-like” dataset.
5. Train the synthetic voice model  
Use advanced AI voice-cloning platforms to blend the samples, incorporate Moore’s linguistic patterns, and tune emotional expression.
6. Test, refine, and validate  
Have the synthetic voice recite selections from Moore’s letters and memoirs; refine until a panel of testers, scholars, and linguists confirm verisimilitude and credibility.

## Result of the project

By the end of this project, Resurgam will deliver:

- A historically grounded, emotionally expressive synthetic voice of George Moore.
- A voice capable of participating in spontaneous oral interactions with others.
- A new mode of literary engagement: hearing George Moore read his own writing, respond to questions, and even converse with digital simulations of his peers.

This voice completes a missing layer of literary history — an experience no living curator, librarian, or reader has ever had.

## Stakeholder Impact

- *For Readers and Learners:* A vivid, immersive way to experience Moore’s ideas through audio expression and personality.
- *For Scholars and Educators:* A research tool for learning about literature, culture, and digital humanities innovation.
- *For Cultural Institutions:* A pioneering example of how AI can responsibly restore lost aspects of the human record.
- *For Donors and Partners:* A landmark demonstration of Resurgam’s mission of reviving the cultural presence of historic figures through careful, ethical AI.

## Ethical Commitment

Resurgam treats synthetic voices as tools for cultural enrichment — not impersonation. We follow strict guidelines:

- Transparent disclosure of synthetic origin
- No commercial exploitation of the recreated voice
- Scholarly oversight to prevent misrepresentation
- Ethical review of all public uses
- Clear boundaries ensuring the synthetic voice represents Moore’s documented personality, not a fictionalized caricature

This project restores access to an important cultural voice lost to history. It is not a likeness meant to deceive.

## Budget

The total project budget is \$125,000, consisting of the following components:

1. **Speech-Profile Research**  
Historical, linguistic, and demographic analysis to model Moore’s probable vocal characteristics.
2. **Cohort Recruitment & Voice Sampling**  
Identifying ~25 comparable speakers; recording sessions; voice-actor stipends; audio engineering.
3. **Dataset Construction & Audio Processing**  
Preparing composite datasets, cleaning audio, segmenting phonemes, and aligning vocal features.
4. **Model Training & Emotional Modulation**  
Building the synthetic voice; tuning emotional expressiveness using Moore’s conversational texts.
5. **Evaluation, Testing & Refinement**  
Expert review cycles, user testing, iterative improvements, and documentation.
6. **Project Management & Integration**  
Coordinating technical, scholarly, and ethical oversight.

Costs of this project may be reduced with in-kind institutional support (e.g., recording facilities, voice-actor recruitment, audio-engineering services).

## Conclusion

This high-fidelity simulation brings George Moore's voice back into the world for the first time since 1933. By combining rigorous scholarship with responsible AI, it enables modern audiences to hear — not just read — one of Ireland's most distinctive literary figures. This project exemplifies our mission: reviving literary legacies with imagination, accuracy, and care.

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