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Call Voice Changer is a voice manipulator for your Android phone that sends calls over the Internet, requiring you to pay for every request. The app is free to download and has a free demo. Call Voice Changer lives up to your name, changing the height and depth of your voice during a phone call. Changing your voice has always been a classic tactic whenever you make prank phone calls. This app allows you to use it with one free credit to try the service before you pay for it. If you only make one call, then this may be the best app for you without spending money. While in the middle of a phone call, you can change how your voice sounds. This happens by selecting one of five parameters for your voice, from high pitch to low and deep. The lowest and highest settings will dramatically change the way you sound to the receiver of your call, as your phone call continues, you can add in different sound effects to further confuse and amaze the person on the other end of the line. Timing these for the right moments will create a hilarious result that keeps the laughter coming. You get a free call and demo call mode the first time you download the app. This will inevitably help you hooked up on prank calls and fooling around with friends. By doing this, you will pay for each attempt separately, leading to a hefty bill. Where can you run this program? Call Voice Changer is available for Android 4.4 and up, as well as iOS 9.0 or later. Is there a better alternative? No. While this app itself does a great job, other alternatives won't cost you anything such as Funcall, and they won't provide the same amount of features and usability. Call Voice Changer is a decent app that does what you expect, providing additional sound effects to enhance the moment. Should you download it? Yes. If you want a reliable voice change and are willing to pay every time you make a call, then this app is a great choice. Good thoughts can come from anywhere, at any time. So can edit your best writing work. Keep your text handy, and ideas are easy to add, with these great writing, notes, and the idea of collecting apps for Android.For the downside of writer's mobile site scene apps, check out the best iOS writing apps. While writing in iOS may seem troublesome, with faster fingers or a Bluetooth keyboard you... Read moreSolidNote and mNoteThe auto-saving, synchronized everywhere Simplenote service has become the basis of Lifehacker thinking, and for good reason. It's available almost everywhere, it's reduced to ultimate simplicity, and it constantly saves you work, so you don't have to. That's what Adam The holy grail of the ubiquitous capture of text. Two Android customers provide the best Simplenote experience. This author prefers paid (\$2.37-ish) SolidNote, but only because of the slight polish on the on controls and seemingly less lag in typing. mNote, a free alternative, does just as well as work just by displaying and saving your Simplenote stuff, and maybe you won't experience the same lag. Despite all the cool performance modern technology was born, the holy grail for me... Read moreSolidNote (AppBrain)mNote (AppBrain)Thinking SpaceSome Writers how to get on the page early and often, knocking out a very rough first project and then edit it over and over again. Others have ideas that they should outline, even if only the most elementary forms. For the latest crew, there's Thinking Space, a mind-mapping app for Android that makes it easy to piece together disparate ideas and pull them out later in handy form-image files, via email, however you need them. Thinking Space for Android AppBrainAK NotepadIf Simplenote synchronization is not your thing, and if you're a fan of the yellow-legal-style iPhone Notes app, the AK Notepad is probably exactly what you need. It's a simple client note, but it also allows those notes to work in and around your phone. Set reminders to note to ping you later, pin a specific note to your Android home screen, tag notes for search, and back them up on an SD card or Catch.com, the creator of another app on that list. AK Notepad (AppBrain)Evernote and Springpad Than words can enter into a piece of text. Images dictated by notes, web links, and more can be pieces of the puzzle. Evernote is a more established universal capture tool that syncs with almost every available computing platform, and its Android client has just undergone an overhaul, making it a very viable tool. But we also dug in as Springpad popped up while Evernote was still getting its Android base, providing a nicely different alternative. Both tools are free, and make your Android smartphone into a kind of secretary that follows you everywhere, waiting to hear your last thoughts that should end up inside work.iPhone/Android: The previously mentioned web service Springpad is a great web laptop and... Read more often All-Ins appBrainSpringpad AppBrainDroidRoomIfiesif you're a fan of WriteRoom, Dark Room, or similar green terminal-text-on-blank-black writing tools, DroidRoom continues to experience on Android. Deprived and simple by nature, it downloads and saves simple text files from the SD card, goes completely full screen while you write (notice bar hidden and all), and offers text and background settings. This \$1 in Market.DroidRoom (AppBrain)ColorNote Sticky Notes are not a performance tool. When you see stacked on the monitor, it's discouraging. But on a smartphone screen? They can be a simple reminder. Insert your quick thoughts somewhere noticeable with ColorNote-right under your Twitter client link, maybe? - And you will hopefully remember that the first draft should, by email person with a question, or anything else you need to have your words done. ColorNote (AppBrain) We really appreciate your help (via Twitter) in culling together this list. If you have additional app recommendations that make it easier to write, brainstorm, and other type-y tasks on Android, tell us about them in the comments. A good voice change application is few and far between. The irony is that a smartphone is the perfect vessel for creating and storing this kind of audio, but the audience is admittedly small. This is a difficult topic to explore. There are some open source voice-changing engines out there, and the vast majority of voice change apps on Android use the same, so most of them do the same. However, there are some developers who have made some decent applications that can change their voice in different ways. Here are the best voice change apps for Android! AndroidRock Voice ChangerPrice: AndroidRock's FreeVoice Changer is an above-average voice change app. It supports dozens of effects, including bees, old man, Martian, fan, hoarse, drunk, underwater, and many others. It works like most voice change apps. You record some speeches and apply a filter. The app also allows you to apply filters to previously recorded audio files as well. It works about as well as you would expect. This one is free without in-app purchases. There are some ads, though. Baviux Voice Changer with EffectsPrice: Free/\$2.99Baviux Voice Changer is actually one of the most popular net voice changes on Android. Includes nearly four dozen effects in total along with a simple user interface and a host of other options. You can record audio and apply effects the way you want. After that you can send it to anyone (as long as the app supports audio files), set it as a ringtone or tone notification, and just save it. You can also import audio files if you want to change what you already have. The app works for \$2.99 for the premium version, and it's free if you use Google Play Pass.RoboVoxPrice: Free/\$1.49RoboVox is a semi-decent voice-change app. This was recommended to us by one of our readers. This is one design feature that we are not huge fans of. However, we are quite enjoying the features. It has 32 voice filters that do everything from changing your voice pitch to adding different types of filters. You can also control the strength of each filter for different effects. The app also has a voice recorder, the ability to save sounds like ringtone, parrot mode, and more. It all started with a few mistakes, but it seems to much better these days. We're excited to see how far it gets. SnapchatPrice: Free (with ads) Snapchat is by far the most popular voice change app. It's basically an image-sharing service. However, it has a bunch of filters. It can change your appearance, voice, and even the environment. He also has Snapchat Snapchat This allows you to save snaps rather than losing them forever. This gives you the ability to record yourself making a blunt noise in strange voices rather than just making one-off videos for your followers and friends. The app is a massive battery leak and the iOS version is better. However, it is also free to download and use. There are ads, but you probably already guessed that. Voice Changer Handy Tools StudioPrice: Free (with ads) This voice change app is not half bad. It has quite a few decent if simple voice effects, including popular ones like old man, robot, alien, bee, and chipmunk (think Alvin and Chipmunks). It works like most others. You record your voice, add effect, and have fun with it. It also has some less silly effects like the karaoke reverb settings to add a little echo to your singing voice. The app is completely free with ads, but the ads are a bit annoying. We want there to be a good, cheap premium version to remove them. If we missed any of the best voice change apps for Android, tell us about them in the comments! You can also click here to check out our latest Android app and game lists! October 16, 2014 8 minutes to read This story originally appeared on Fortune Magazine From the early days of the video game industry, consoles ruled home. Companies such as Nintendo, Sega, Sony and Microsoft have thrived by building closed ecosystems that developers could create games for five to ten years before a new, more powerful box came on and the cycle began again and again. But since the advent of smartphones from companies such as Apple, Nokia, Samsung, LG, Google and Amazon, video game creators have flocked to these powerful mobile devices and the entire ecosystem of small and independent development studios has flourished (also thanks in part to digital distribution networks on new consoles from Nintendo, Sony and Microsoft). In recent years, this marriage between a smartphone (and a tablet) and a traditional gaming console has led to the creation of micro-console devices such as Ouya, Mad Catz M.O.J.O., Nvidia Shield and Amazon Fire TV. With Google's entry into this space this fall with Android TV, game developers will be able to create a cross-platform experience that will begin to compete more directly with traditional console manufacturers. Chris McKillop, Design Manager for Android TV, explains how this new technology can change the game forever. What do you think of the speed with which new technologies from companies like Nvidia have affected the gaming capabilities of Android smartphones and tablets? McKillop: That's incredible. The latest generation of GPUs in mobile SoCs is now at or above those of the PlayStation 3 and Xbox 360. When the PS3 was originally launched, Android was still almost 1.0. It won't take long for mobile chipsets to catch up to catch up fourth-generation (PlayStation 4 and Xbox One). How have you seen the mobile gaming experience in advance over the years on Google Play? The mobile gaming experience has made great strides in Google Play. Android is all about the ecosystem, and moving the ecosystem forward happens over time. It started with NDK in 2009 and is now with the upcoming Android Extension Pack for PC class games in L release. I don't see any restrictions on what game developers can bring to Android. As the vast phone and tablet space begins to have CPUs and GPUs that can provide great high definition games, is there a big incentive for developers to be on Google Play.What features have Android opened up for game developers, especially smaller teams? There are many small stores (sometimes only one developer) doing a great job. Since the Google Play Store has such a fast turnaround time for developers to publish updates and new games, this makes it easier for smaller stores to have a bigger impact. Another element is the free game. How do you see Android TV affecting the current video game ecosystem, which is tiered separately (for the most part) in mobile, console and computer games? Over the past year I've had the opportunity to discuss this with game developers in all three of these spaces. Mobile developers are happy to have more screens running Android. I don't think we know yet exactly how console players will come into space, but as Android TV grows, it's a question that needs to be answered. We have some ideas and I'm excited about the next few years as they are wrapped up. What distinguishes the big screen gaming experience from today's mobile experience? The input system and power. The mobile experience is almost always based on touchscreen and battery life. Once you hit the living room, developers will see gamepads and remotes, and the systems will be connected to the wall so that the chipset can run faster for longer. For some developers, this will be the first time they've had to think about not touching games. For others, it will be like going back in time. Prior to the upcoming release of L, Android did not set the standard for displaying buttons and how Gamepads should work. This made it very difficult for developers to target controllers, so they either did one-off designs for one brand or simply ignored the controllers in general. Android TV will give them a reason to get the controllers to work and this will translate directly to the game controller on phones and tablets. This is the power of a single platform in all form factors. How do you see micro consoles like Android TV change this? Android TV is much more than just a system for micro consoles, it's all about bringing Android to the big screen in your living room - or built-in STB cable, media streamer or micro-console. Having a standard platform all of these devices will have the same impact in the living room as the standard mobile platform for the mobile industry since 2008. This will be a big win for developers and consumers and raise the overall expectations of all participants. How did you work with Nvidia on Android TV? We work very closely with Nvidia (they are at the heart of ADT-1). The people at Nvidia really get games and gamers - it's in their DNA. They helped us work with game developers, and optimize graphics performance on the developer devices we gave to Google IO. We also work with GPU vendors across the industry, including ARM, Intel, etc. It brings third-generation console and PC-class games to mobile and small living room devices. We did a demo with Nvidia and people on Epic Games with Unreal Engine 4 on Google IO to show what would be possible. How do you see game developers creating titles on mobile devices and Android TV when it comes to touchscreen versus physical controller? In an ideal world, the game should work in both directions the same way. Because physical controllers for Android TV devices will also work with phones and tablets, developer investments will be on all devices. Most of the games on the Preview Play Store for Android TV are the same ones you install on your phone or tablet. I see a lot of kids carrying a tablet and two gamepads to school next year. How do technologies like Unreal Engine 4 open up new opportunities for cross-device and cross-platform gaming practices? When a game developer invests in something like Unreal Engine 4 for a core experience, it expands the market that they can solve with a lower additional cost. Do it with a system like Google Play Games Services, and you can really do some fun things with cross-platform, multi-device and multiplayer games. How do you see the actual gaming experience evolving with the ability to play on the road and then continue on the big screen at home? Most games have a cloud-based solution, such as Play Games Services, to save the state of the game so as not to lose progress if you get a new phone. Since we use the same basic platform for Android TV, all the same technologies continue to work. Developers like that if you buy a game on your TV, it can be installed on the phone and vice versa. You will see that we are investing heavily in this kind of cross-device experience in the future. One of the current challenges facing Android game developers is the huge number of different devices. As you can see, a single platform, such as Android TV, makes it easier for developers to focus on creativity compared to We have processor and GPU performance requirements built into the Android TV specification. We want game developers to that even on low-end devices they will have room to play. There will always be devices that run far beyond these specifications, and there will always be game developers who want to take advantage of these features when they are present. It's very similar to the PC gaming space, and it's a model that has worked well for years. I think game developers will be very pleased with this approach. Given the speed with which we have seen technology, including Tegra line chips, advance over the past few years, how do you see more advanced and sophisticated games affecting the traditional console business dominated by Sony, Microsoft and Nintendo? Technology always ultimately disrupts existing industries. You just need to look at the mobile space and compare the big players in 2006 with the big players in 2014 to see it in action. I don't think the living room will be different, but it is impossible to predict the winners and losers. Let's look back in five or six years. How did you work with real game developers to create Android TV? We started to choose the choice of game developers almost a year ago and revealed our plans with close partners. We have also worked closely with Nvidia and their existing Nvidia Shield developers to prepare their applications for a non-touch world. Probably one of the best parts of creating Android TV was how positive and supportive different game developers have been around our efforts. Android has an incredible team of contacts with developers, which is filled with inveterate gamers. Gamers.

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