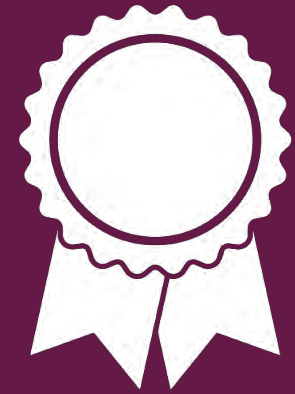


Sound Quality & Jury Testing

What is sound quality?

Deliver products that fit your desired brand sound

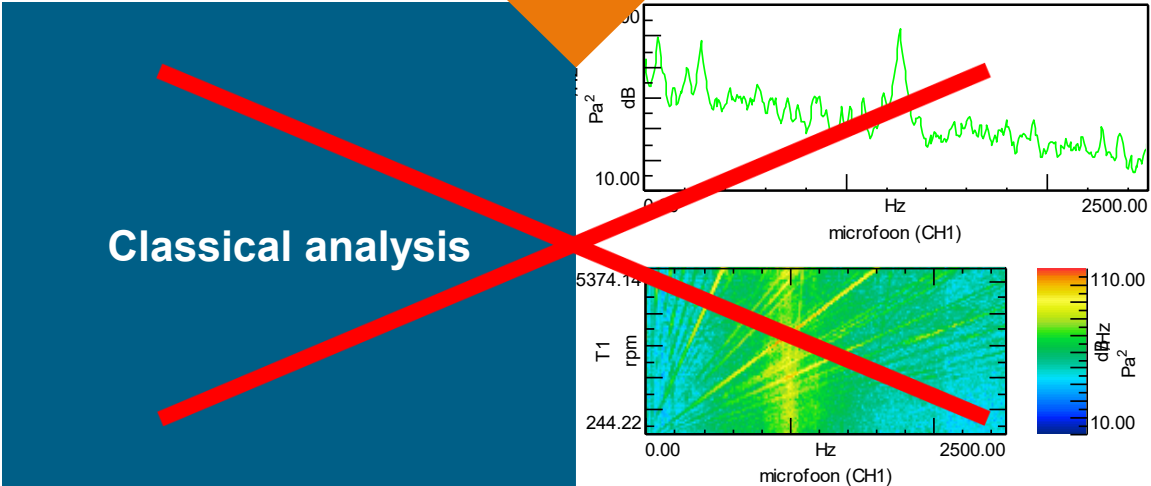
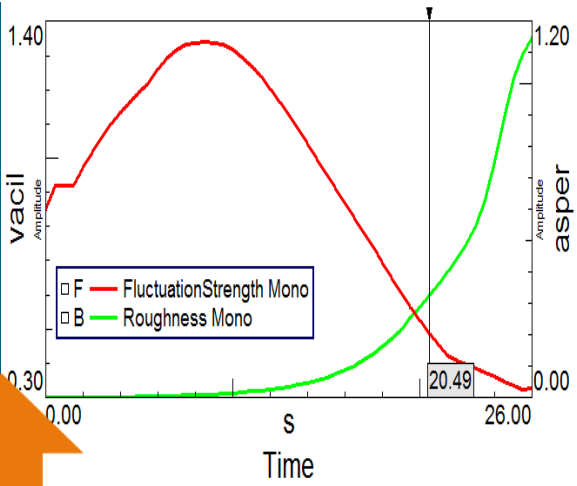
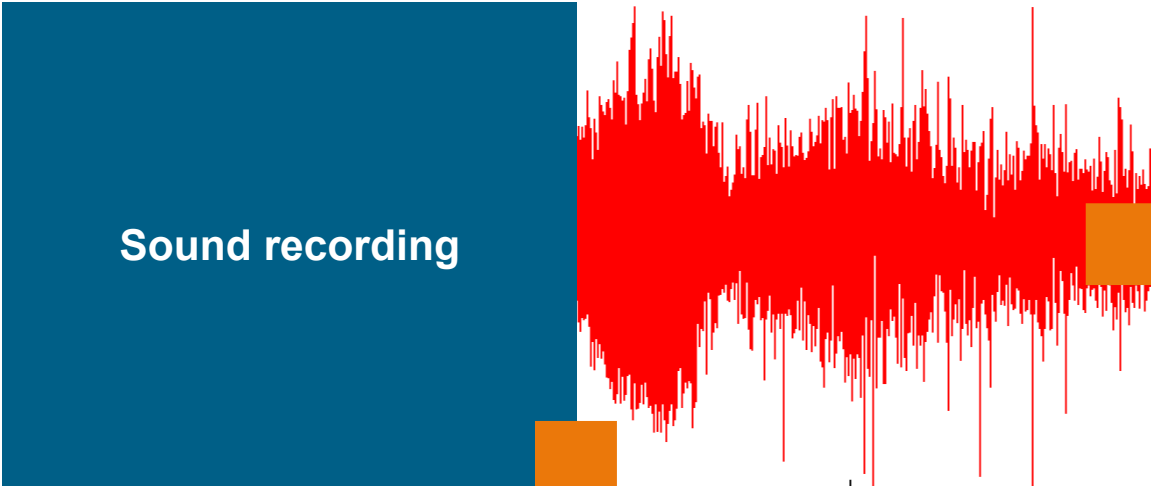


Keep what makes it sound good

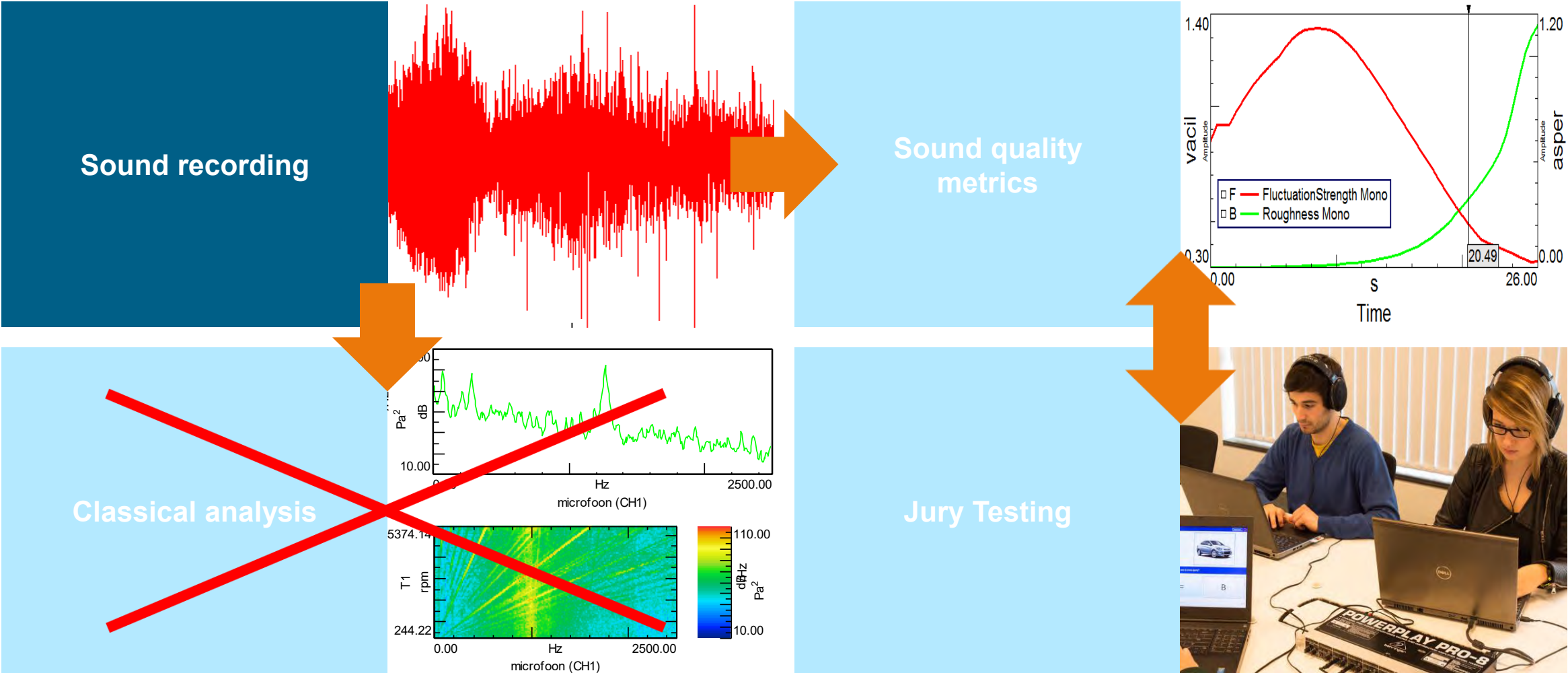


Remove what makes it sound bad

The sound quality process



The sound quality process



Binaural measurement systems



LMS SCADAS XS with LMS SCADAS 3D Binaural Headset

Binaural measurements

- Stereo recording just like human hearing
- Ideal for replay
- Requires **artificial head** or a binaural headset
- Can be used for direct replay
- Recorded data is automatically **equalized** for analysis

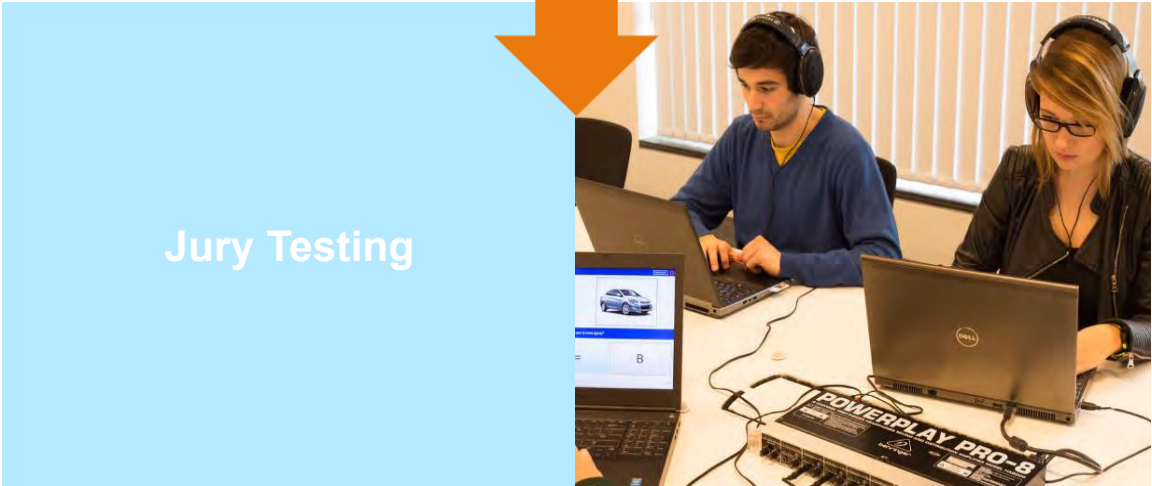
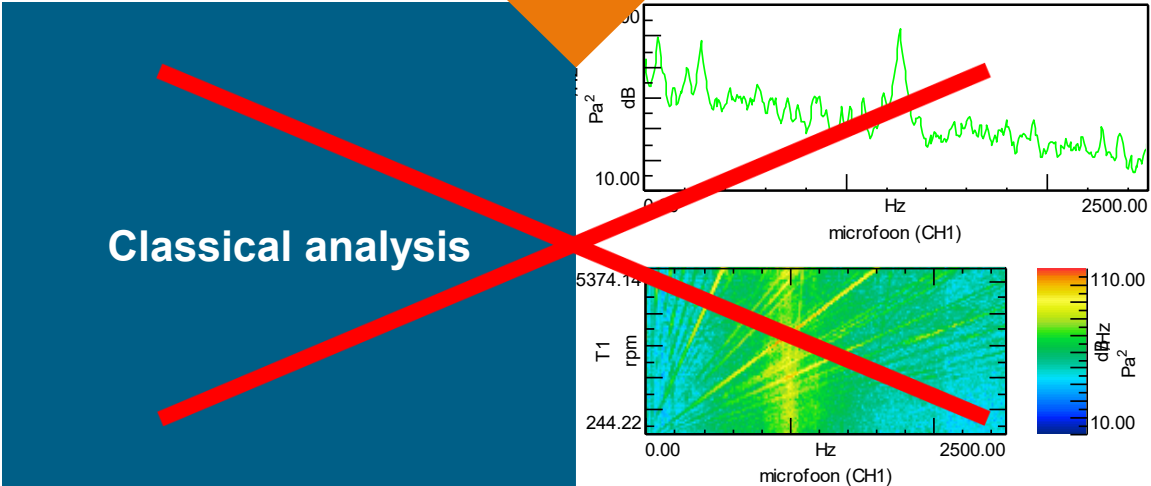
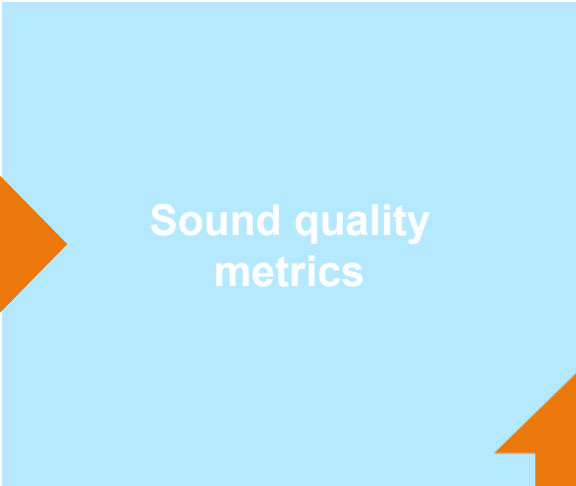
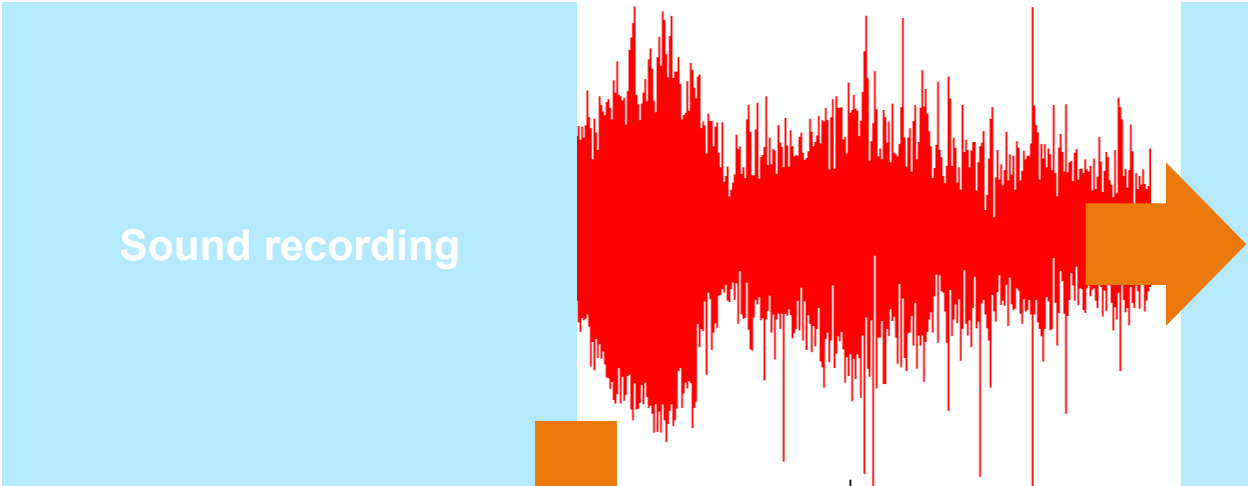


G.R.A.S. 45BB KEMAR Head and Torso

Equalization for analysis

- The effect of head and torso is removed from the recording
- The measured signal “looks” as if measured by a microphone

The sound quality process

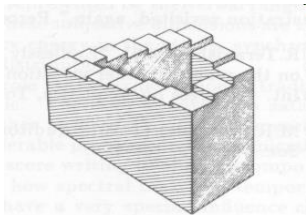


Why can't we just look at microphone data?

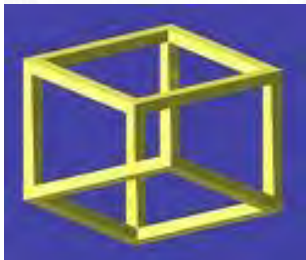
Microphone



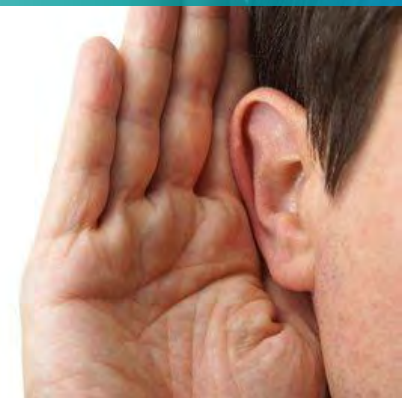
Ear



Optical illusions



Audible illusions



Why can't we just look at microphone data?

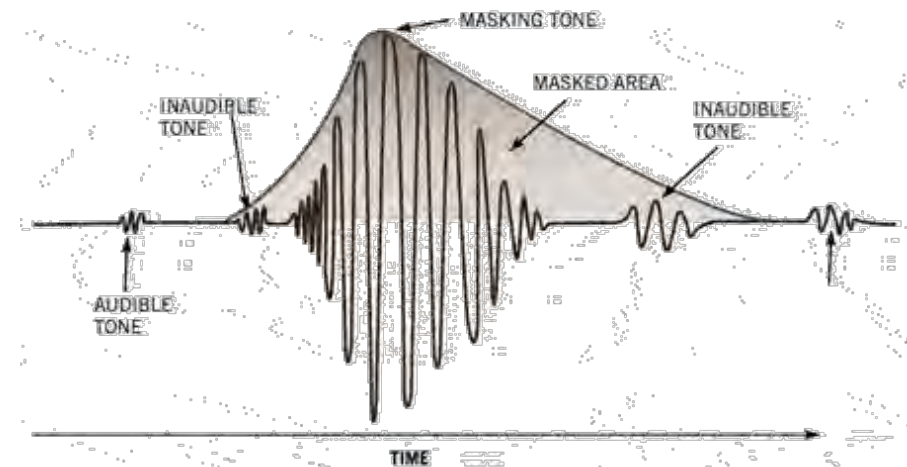
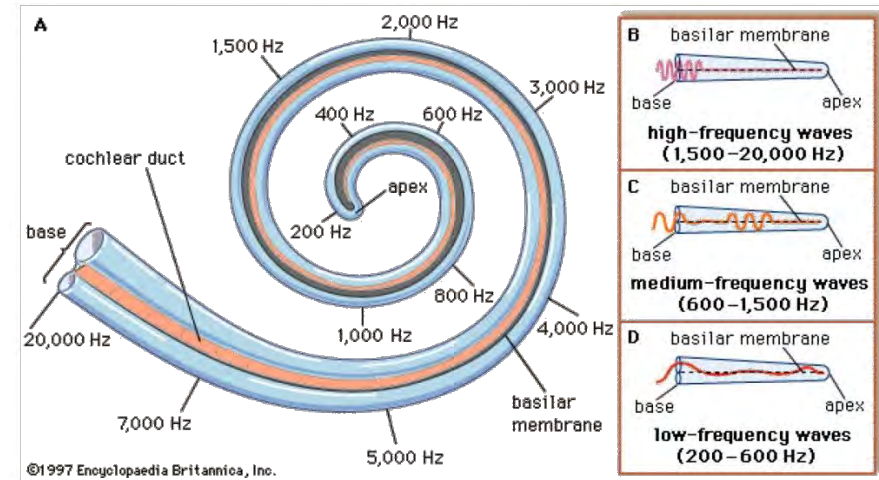
Inner ear masking effect

- Sound frequencies trigger inner ear fluid resonance in specific locations along the cochlea
- Fluid motion triggers hair cell nerve response
- Fluid motion is saturated by dominant frequencies

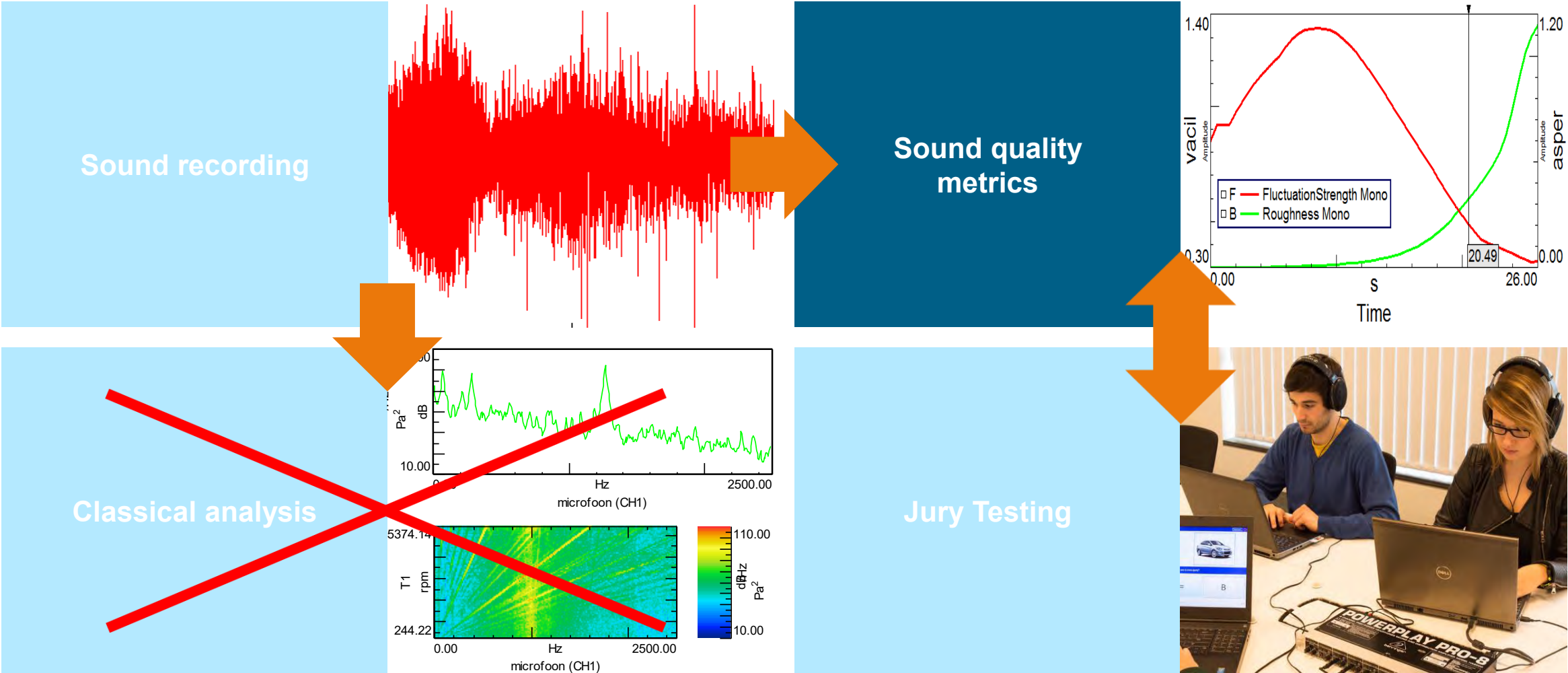
**Frequency masking =
Inability to hear tones with close frequency spacing**

**Temporal masking =
Inability to hear tones with close temporal spacing**

Masking is the basis for MP3 sound compression!

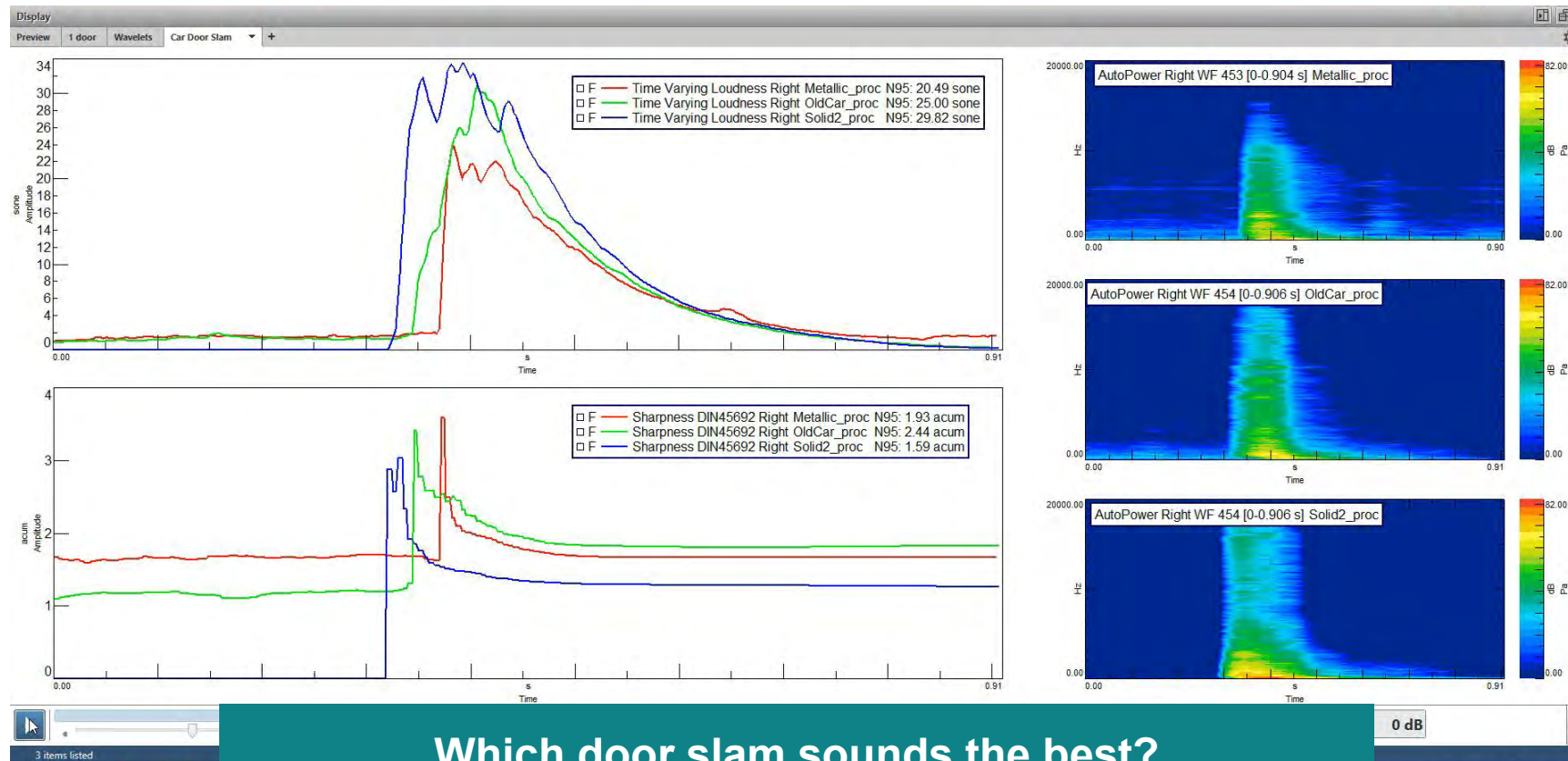


The sound quality process



Sound quality metrics

Objectively quantifying subjective experience



Loudness

Sharpness

Speech

Articulation Index
Noise Rating
Speech Inference Level

Modulation

Roughness
Fluctuation Strength
Hilbert Transform

Tonality

Tone-to-noise
Tonality
Prominence ratio

Impulsiveness

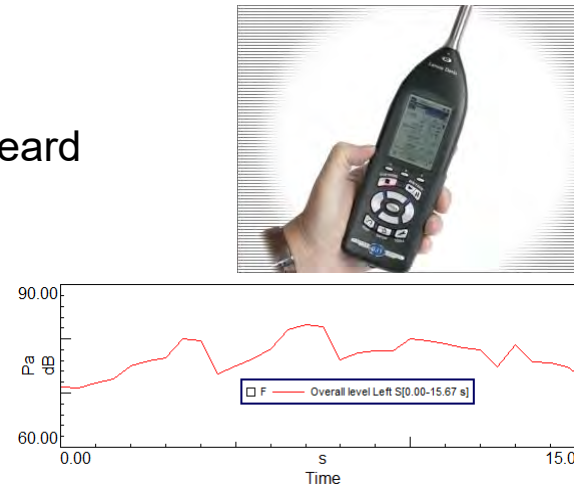
Kurtosis
Wavelets

Sound quality metrics

Loudness example

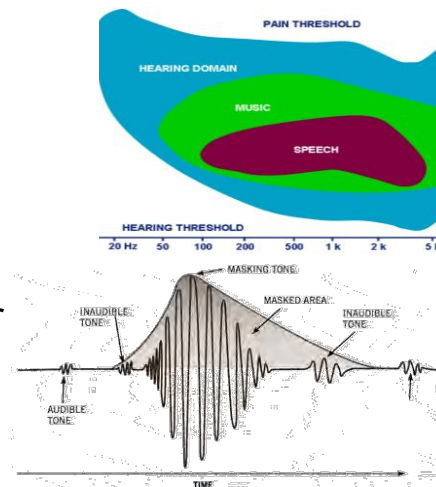
Sound Pressure Level

- Quantifies sound energy heard by the listener
- Only takes into account frequency sensitivity of human ear

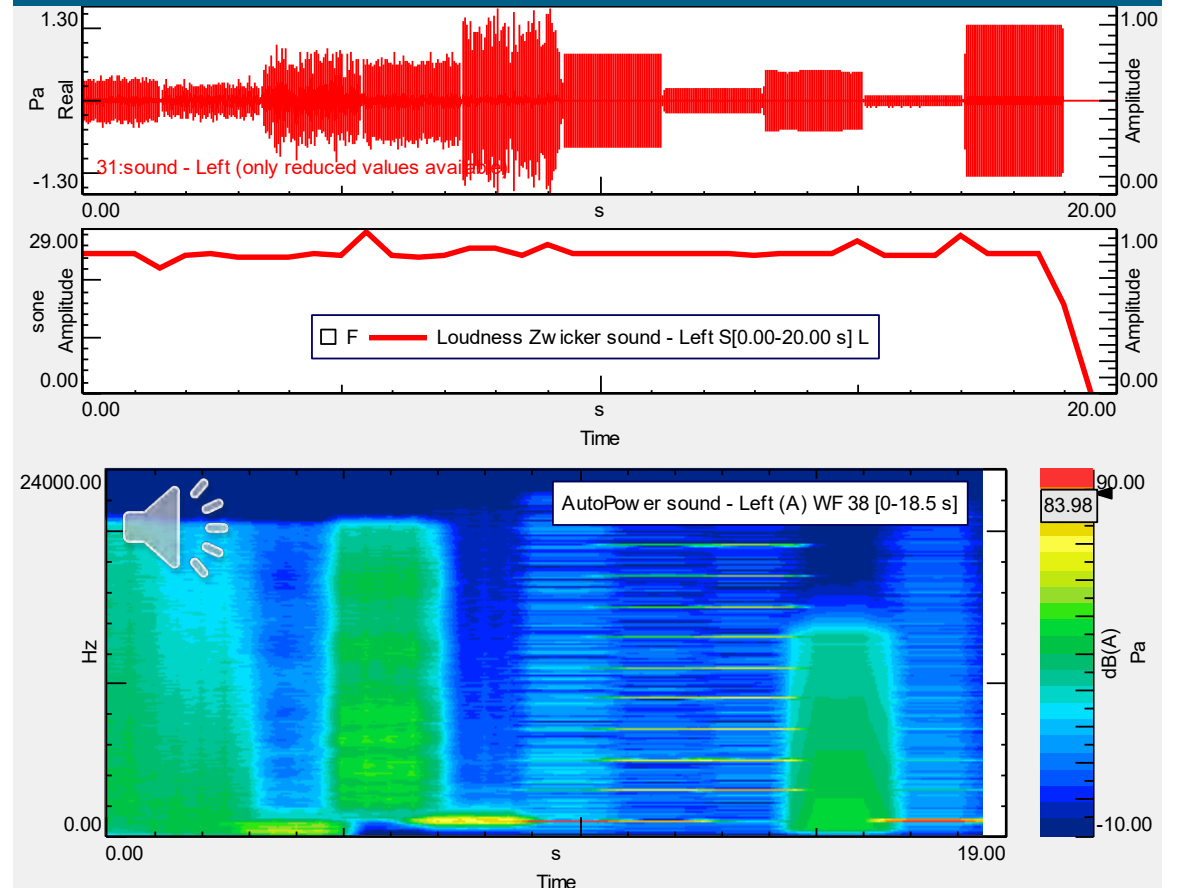


Loudness metrics

- Quantifies *perceived* loudness
- Accounts for frequency sensitivity and masking effects of human ear
- Some energy is lost!

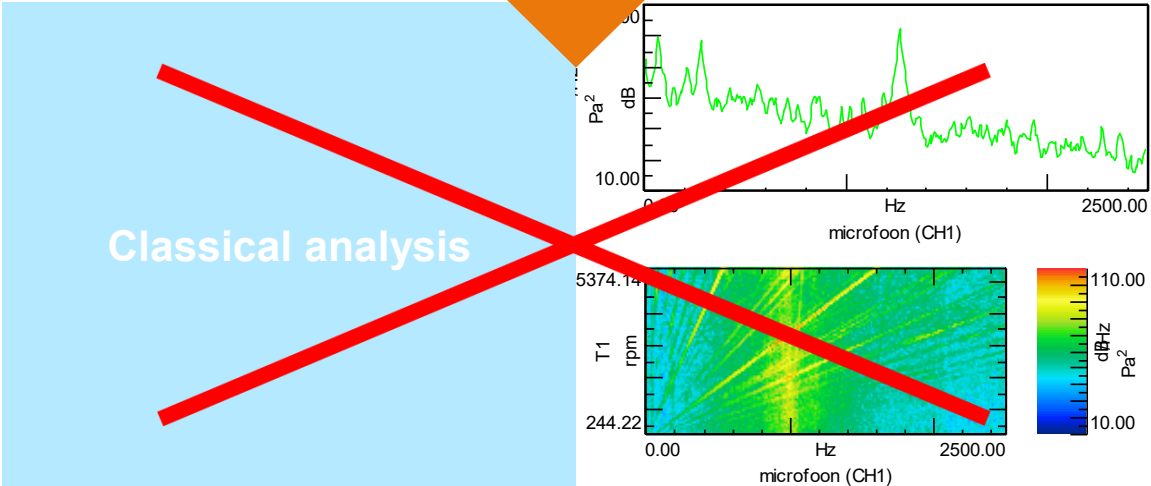
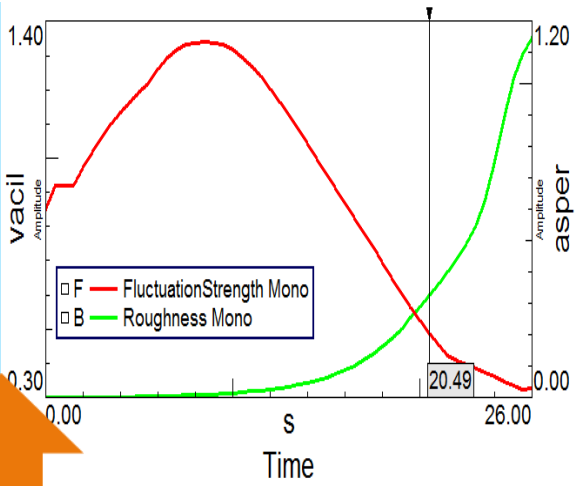
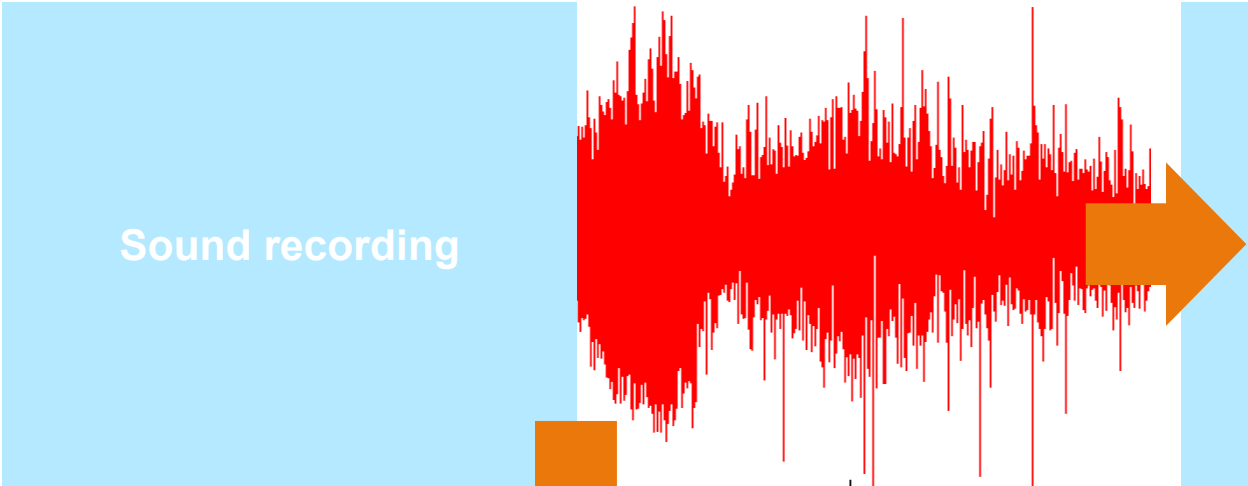


Different sounds, same loudness



Demo

The sound quality process



What is Jury Testing?



SUBJECTIVE ANALYSIS

Gather subjective opinions on your product

Evaluate complex sound performance

Benchmark against competition

Check consistency and statistics



Understand the
expectations of your
customers and design
the product that
exceeds them



Which question should I ask?

A-B comparison

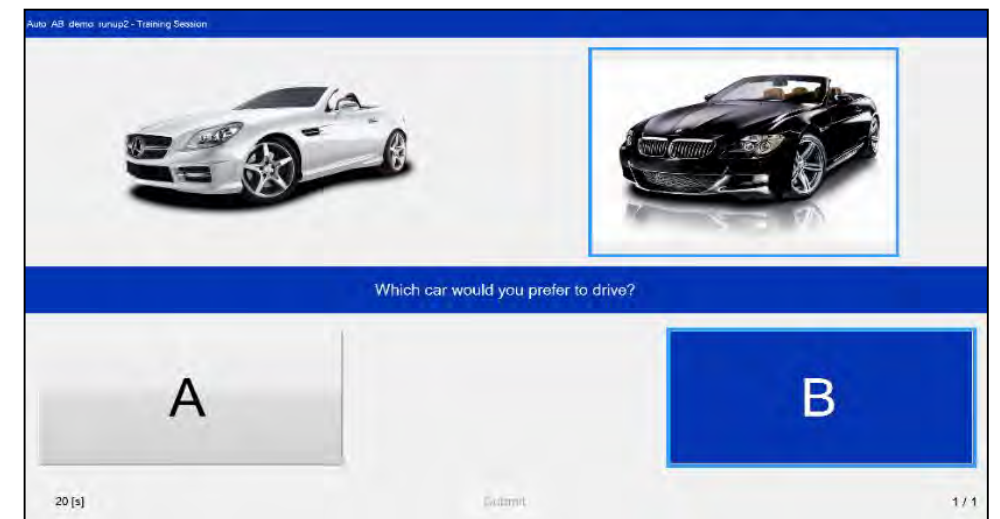
Juror selects preference between two sequential sounds

Goal:

- Relative comparison between products

Applications:

- Benchmarking against competition
- Ranking of design variants
- Ordering of sound pairs



Which question should I ask?

Category judgement

Juror rates sound quality on a scale related to a single descriptor (e.g. 'sporty' or 'robust')


Goal:

- Break-down the sound into impressions and feelings of the jurors

Applications:

- Standalone evaluation of product sound quality
- In-depth benchmarking against competition
- In-depth ranking of design variants

Motors_Cat_Judge_GC - Main Session



Sporty

Not at all	Slightly	Moderately	Very	Extremely
------------	----------	------------	-------------	-----------

Pleasant


Not at all	Slightly	Moderately	Very	Extremely
------------	----------	-------------------	------	-----------

High quality

Not at all	Slightly	Moderately	Very	Extremely
------------	----------	------------	------	------------------

[Play Again](#) [Submit](#) 1 / 10

Coffee - Main Session



How pleasant does it sound?

Not at all	Slightly	Moderately	Very	Extremely
------------	----------	------------	-------------	-----------

[Play Again](#) [Submit](#) 1 / 5

Which question should I ask?

Semantic differential

Juror rates sound quality on scale between two opposing adjectives (e.g. 'cheap' vs. 'expensive')

Goal:

- Break-down the sound into impressions and feelings of the jurors

Applications:

- Standalone evaluation of product sound quality
- In-depth benchmarking against competition
- In-depth ranking of design variants

SD_Car1 - Main Session

SIEMENS

Not sporty [Slider] Very sporty

Loud [Slider] Quiet

Bad quality [Slider] High quality

Play Again Submit 1 / 5

SD_Car2 - Main Session

Bad quality [Slider] High quality

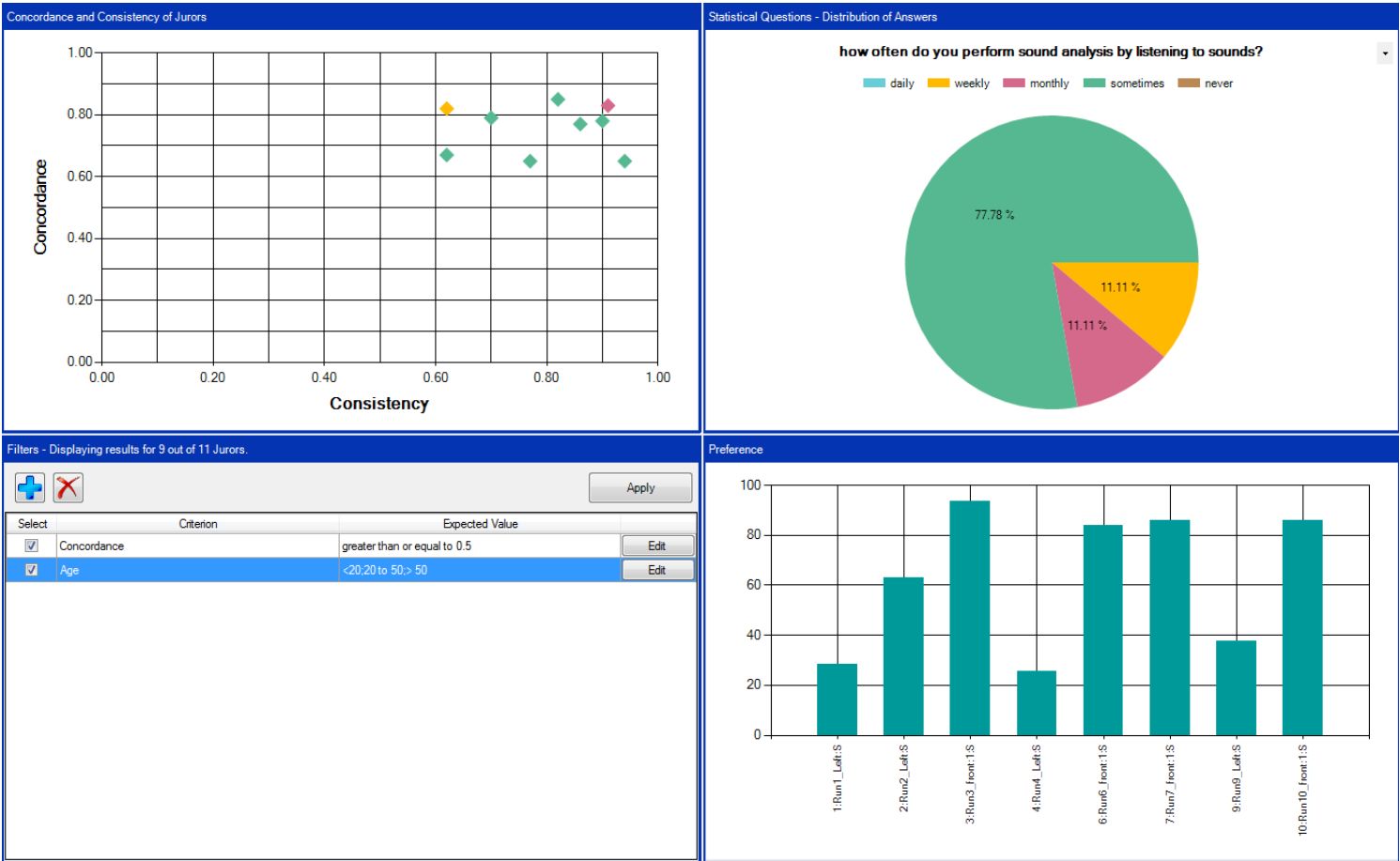
Play Again Submit 1 / 5

Analyzing jury test results



Display of concordance vs. consistency. All Jurors are mapped on this X-Y graph to easily check the quality of their answers. The colors represent the answer to the question from the pie-chart.

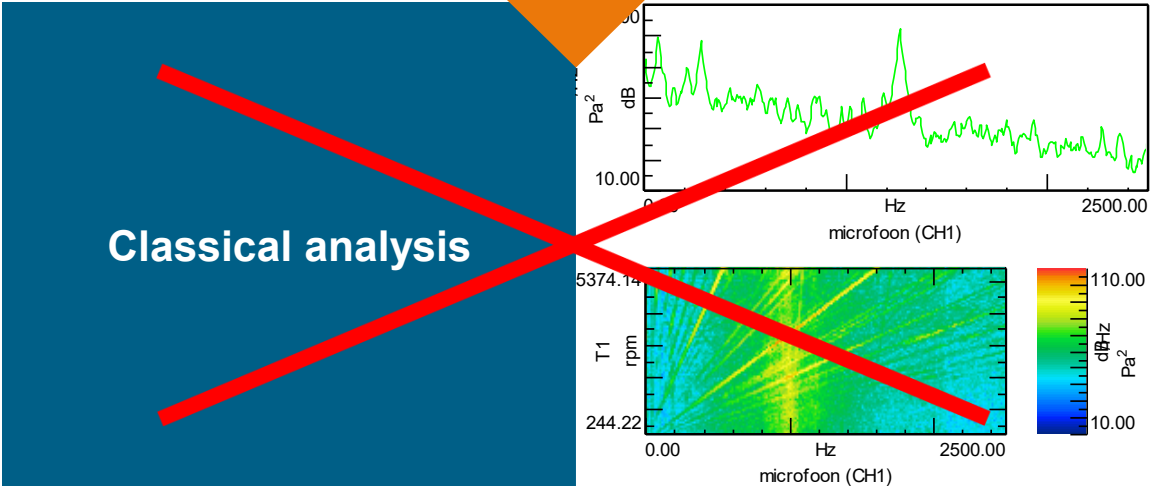
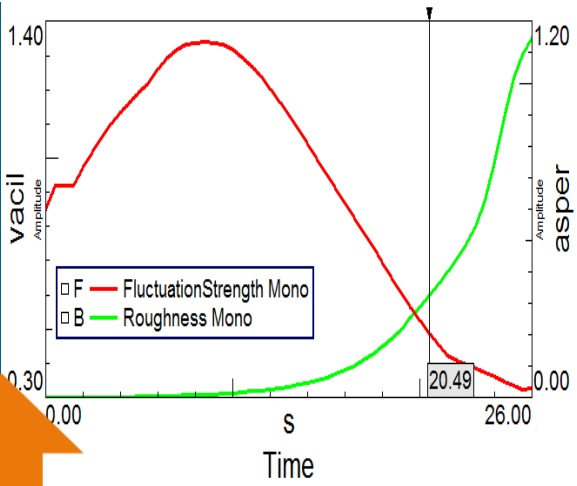
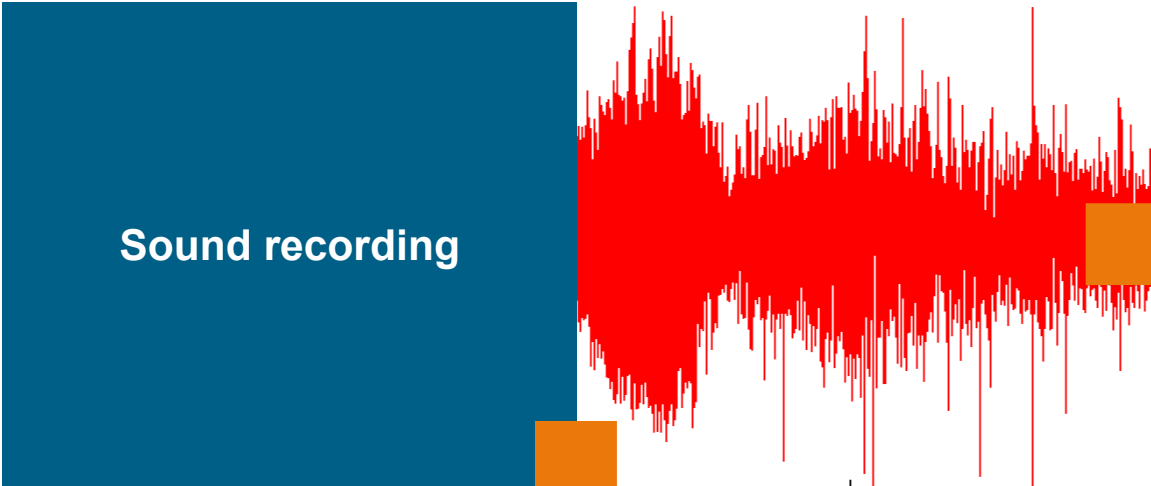
Set of filters to be applied on the list of Jurors. The available criteria are: concordance, consistency, reference questions, statistical questions.



Pie-chart showing the percentage distribution of answers provided by Jurors. Use the drop-down to change the statistical question.

Column chart showing which sounds were preferred most. As the poor-quality results will be filtered out, the overall result will adapt.

The sound quality process



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