

1 Introduction Questions Options

- First Language
- Location
- Playback System
 - Request “Quality” Headphones
 - System make and model
 - Do you play computer games:
 - * Is this your computer gaming system?
 - Speakers?
 - * Stereo / 3.1 / 5.1 / 7.1

Self Assessed Hearing Ability

2 System Design Options (All with flags)

- Begin with standardised listening test - to confirm listening experience
- Perform loudness equalisation on all tracks
- Randomise order of tests
- Randomise order of tracks in each test
- Repeat each experiment a number of times (eg. 2 or 3)
- Track all user interactions with system
 - Every mouse down
 - Every mouse up
 - Total duration listened to each track
 - Tracks not moved

3 Global Notes to Consider

- Audio input
 - Encoding
 - Sample Rate
 - Bit Rate
- Test Type
 - MUSHRA
 - APE Style
 - AB Test