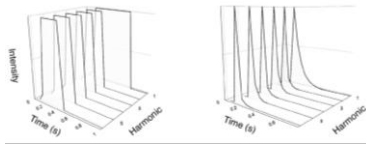


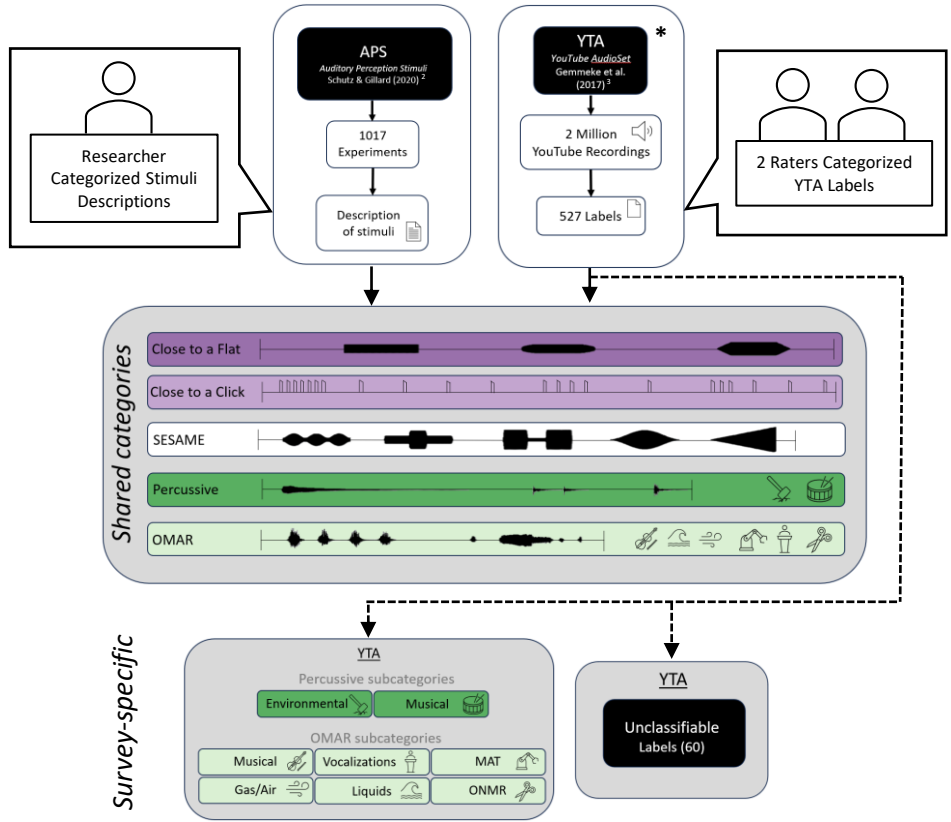
Purpose

- Does sounds affect auditory perception research?
- A large portion of auditory stimuli present in perception experiments are Flat (constant amplitude) (Schutz & Gillard, 2020).
- These flat tones are used in perception experiments to determine the perceptual underpinnings of audition.
- To which degree to which the amplitude envelopes of sounds used in auditory experiments reflect those heard in everyday listening?



[1] Figure 1. A 3D representation of a flat tone, x axis is Time (in seconds), y axis is intensity, z axis is each harmonic component. The flat tone (left) and percussive tone (right).

Methods



Results

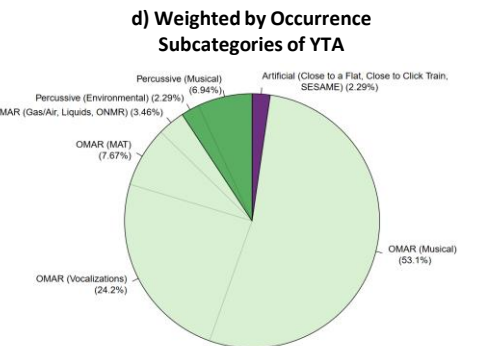
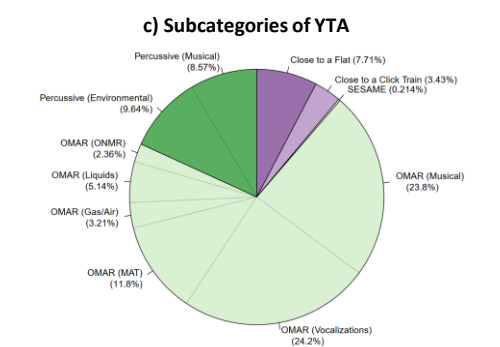
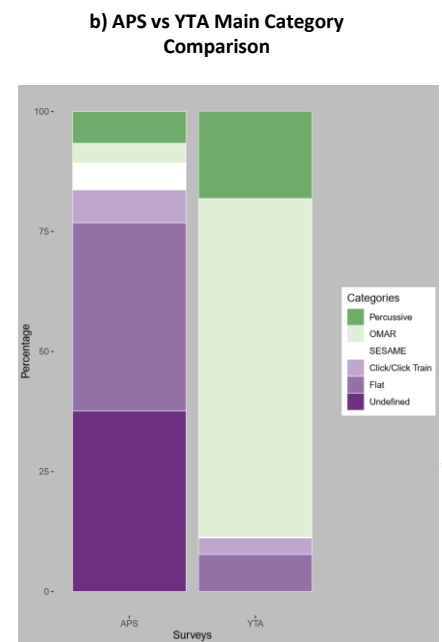


Figure b) represents a bar plot between the auditory perception stimuli (APS) findings from Schutz and Gillard (2020) and the YouTube labels categorized from the YouTube AudioSet (YTA). Figure c) represents a pie plot of the subcategories of each label unweighted, figure d) represents how often each label appears in each video

Conclusions

- Majority of the sounds found in the YTA survey fall within the Percussive and OMAR categories.
- Compared to the APS survey, there is a disproportion of categories between sounds found in the laboratory and in everyday encounters.
- This raises questions in the generalization of past findings in auditory perception, as sounds outside of the traditional flat category elicits different results in learning and memory [3], audio-visual integration [4] and duration judgement [5].

Acknowledgements & Selected References

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Figure a) represents a flow chart on categorization process. The auditory perception stimuli (APS) represent the stimuli survey investigated by Schutz & Gillard (2020), classifying sounds into different categories from prominent experimental journals.
 * The YouTube AudioSet (YTA) represents the current study taken from Gemmeke et al. (2017) is a cluster of two million YouTube videos to represent sounds found in everyday encounters, each video are 10 seconds in duration.