

AES 117th Convention, San Francisco
Meeting notes for the Technical Committee on
Perception and Subjective Evaluation

attendees:

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topics:

-Begault announced the publication of the AES Anthology “Spatial Sound Techniques. Part 1. Virtual and Binaural Audio Technologies”

-Discussion was had regarding upcoming workshops and tutorials. Overall, the following plan was adopted for submission to the Technical Council.

BARCELONA AES 118th

Tutorial on Distance and Depth Perception. Potential participants/organizers: Begault; Martens; Martin; McKinnie.

Tutorial on Speech Intelligibility (joint presentation with the TC on Acoustics and Sound Reinforcement). Potential participants/organizers: Mapp, Swarte; Harman contact via Olive; Douglas Brungart

Workshop on audio-haptic interaction. Potential participants/organizers: Martens, Begault, Ercan Altinsoy. At the Technical Council meeting, overlap with interests of the TC on Audio for Games was expressed by Martin Wilde (possible joint presentation).

NEW YORK AES 119th

Tutorial on Objective and Subjective Measures of Loudness. Potential participants/organizers: Soulodre, Skovengaard, Steve Lyman, Brian Moore.

Tutorial on Distance and Depth Perception. Potential participants/organizers: Begault; Martens; Martin. (repeat of 118th)

Tutorial on Descriptive analysis/Mean Opinion Score Techniques. Potential participants/organizers: Jan Berg; Martens; Bech; Zacharov.

Tutorial on Speech Intelligibility (joint presentation with the TC on Acoustics and Sound Reinforcement). Potential participants/organizers: Mapp, Swarte; Harman contact via Olive; Douglas Brungart

Workshop on audio-haptic interaction. Potential participants/organizers: Martens, Begault, Ercan Altinsoy, Dov Adelstein (repeat). At the Technical Council meeting, overlap with interests of the TC on Audio for Games was expressed by Martin Wilde (possible joint presentation).

Workshop on the Use of Height and Elevation in Sound Reproduction. Potential participants/contributors: Ville Pulkki; Chris Kyriakakis; Kimeo Hamasaki; John Usher; Geoff Martin. At the Technical Council meeting, overlap with interests of the TC on Audio for Games was expressed by Martin Wilde (possible joint presentation).