

Web Audio Evaluation Tool: A framework for subjective assessment of audio



Digital Media Technology Lab, School of Computing and Digital Technology nicholas.jillings@mail.bcu.ac.uk c4dm.eecs.qmul.ac.uk

School of Electronic Engineering Nicholas Jillings, Brecht De Man, David Moffat, Joshua D. Reiss and Ryan Stables and Computer Science

code.soundsoftware.ac.uk/projects/webaudioevaluationtool

1 Introduction

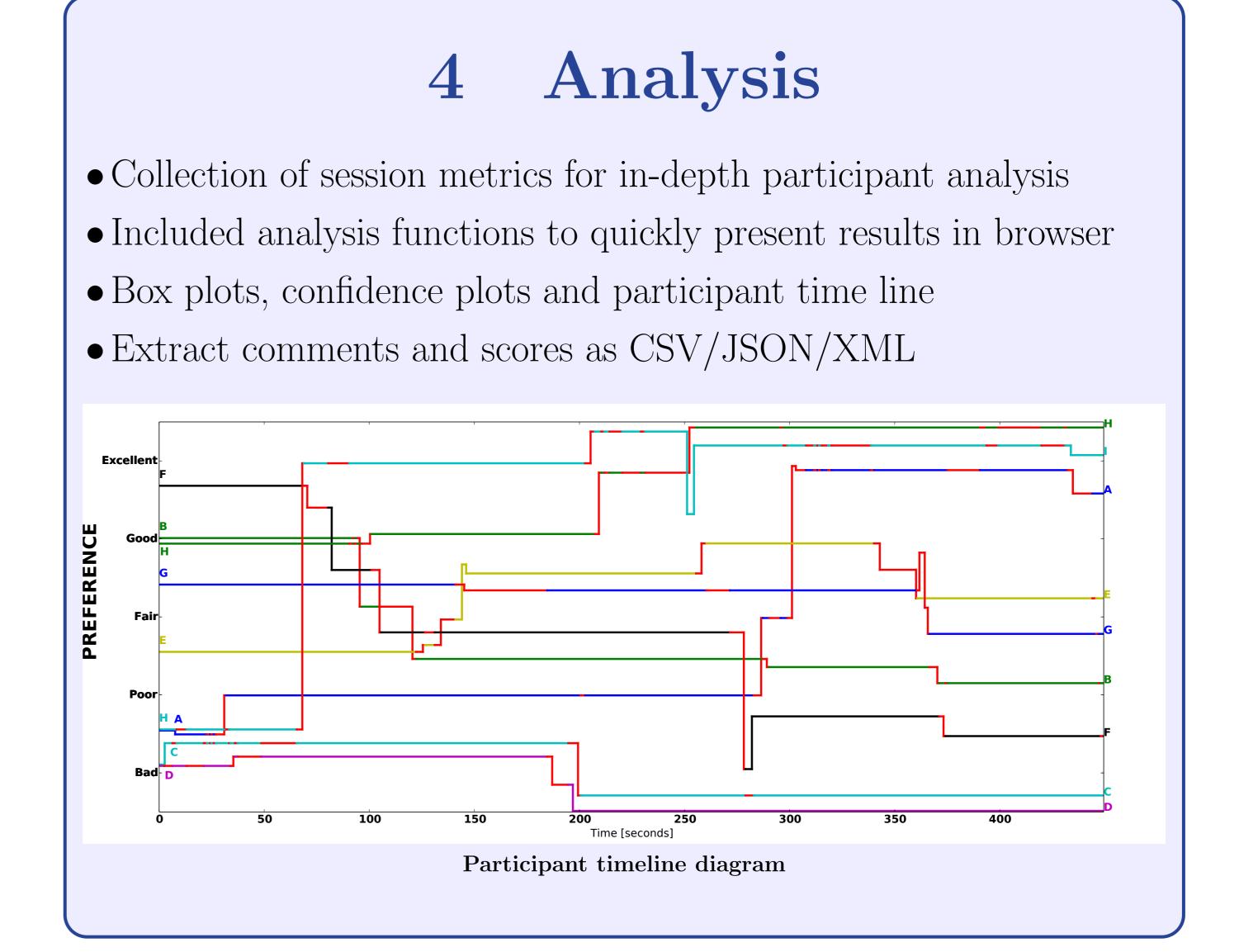
- Browser-based framework for listening tests using Web Audio API
- No proprietary software required, platform independent
- Conduct tests locally or remotely
- Client-side file treatment for loudness and synchronising
- Open source, contributions welcome
- Quick, easy, intuitive, powerful

Interfaces • Wide range of easily customisable test interfaces available • Need a specific test interface? Tell us! webprojects.eecs.qmul.ac.uk/djm31/tests/index.html?url=example_eval/project.xml Listening test Stop Submit Page 2 of 2 **Example Test Question** Comment on fragment 0 Comment on fragment 1 Comment on fragment 2 Comment on fragment 3 Comment on fragment 5 Comment on fragment 4 What is your general experience with numbers? Please enter your overall preference Please describe the overall character Heavy Laid back APE style test ● ● / P Web Audio Evaluation T ● × webprojects.eecs.qmul.ac.uk/djm31/tests/index.html?url=example_eval/mushra_example.xml Listening test Stop | Submit | Page 1 of 2 Much Better Slightly Better About the same Slightly Worse Much Worse

MUSHRA style test

Build your test scenario in the browser Configuration and output files in structured XML format No programming required Interface Check all moved Check all moved Check all file played (non-loop only) Check comments entered Enforce scale usage range Show Show master volume control Show playfaced Stow Element Comment Boxes Interface Scales Interface Scales

Drag and drop audio samples



[1] Nicholas Jillings, Brecht De Man, David Moffat and Joshua D. Reiss, "Web Audio Evaluation Tool: A browser-based listening test environment," 12th Sound and Music Computing Conference, July 2015.

