**Note on the GUI- it may be advisable to check the monitor configuration is set up correctly for your machine. Also, this has been set up so that a second screen can be used to display the GUI.**

**Stimuli/Mixing Notes**

Note that Set 2 is only being used for practice stimuli. The reason for this is that it is best to have reasonably balanced stimuli w.r.t emotions. Set 2 pieces are intended to be sad (negative valence, low arousal, low dominance). Amongst the other 18 pieces we already have 9 negative-valence pieces, three of which are 'sad'. We could have used Set 6 (also sad) as the test stimuli instead.

**Chords and Keys:**

Sebastian and Daksh used major and minor keys to control emotion; I believe that Set 1 and set 2 are the same chord progression, but with major keys used for the latter, and minor keys used for the former (same for sets 3 and 4).

For George M’s pieces (based on the keyb/vibr ones Sebastian had already created): “I used a combination of major and minor tuned harmonicas and even multiple harmonicas per example.”

**Mixing/normalisation:**

BEFORE calibration is run:

Pieces set to 30s exactly, then set from stereo to mono. Then, RMS loudness set to -25dB.

Reason for mixing down to mono:

-In part 2, the participant will hear each stream in mono form. We want to compare the results across parts (e.g, comparing part 1 and part 2 results), so it makes sense to use mono consistently for comparability. This might be especially important with earEEG (subtle-ish differences in what is heard and perceived between the two sides may matter).

Reasons for RMS normalization (even though we later run personal calibration tests):

1. Having things normalised/part-way there just makes it easier for the participant.
2. Certain files, even for the same instruments, louder than others depending on how artists recorded and so on. Hence, want to normalise “within instruments”.
3. The weighting system used works linearly- this doesn’t work as well for dealing with human perception (particularly considering the different instruments). So it’s good to normalise by RMS beforehand for this reason.