**Stimuli/Oddball Stimuli Metadata**

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 15 pieces we already have eight negative-valence pieces, three of which are 'sad'. We could have used Set 6 (also sad) as the test stimuli instead, but this would have meant only having 14 pieces for the main trials (Set 2 has two pieces, Set 6 has three).

**Mixing/normalisation:**

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

For combining into multistreams: those were then spatialised and streamed alongside each other. 5s gap before they are repeated (and oddballs added into the repeat). Three streams have been used where possible, otherwise two streams have been used.

The final configuration is unlikely to be like this, it is largely meant to demonstrate the difference between using two and three streams.

**Oddballs:**

Oddballs = 180% pitch shift plus time reversal, over 2s.

Rules: 1s buffer time at start and end. 2s buffer time between two oddballs in a given stream.

Practice trial:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| File | Attended | Oddball onsets /s | | |
| Vibraphone | Harmonica | Piano/Keyboard |
| Set2-Mult-Pract.wav | keyboard | 2 (42.892, 49.725) | - | **3 (37.155, 47.688, 57.854)** |

Main trials:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| File | Attended | Oddball onsets /s | | |
| Vibraphone | Harmonica | Piano/Keyboard |
| Set1-Mult-Rand1.wav | keyboard | 2 (36.159, 60.724) | - | **1 (62.339)** |
| Set1-Mult-Rand2.wav | vibraphone | **1 (57.019)** | - | 2 (38.858, 52.608) |
| Set3-Mult-Rand1.wav | keyboard | 3 (38.183, 42.446, 55.074) | - | **4 (38.265, 43.179, 49.518, 60.121)** |
| Set3-Mult-Rand2.wav | vibraphone | **2 (36.17, 55.769)** | - | 3 (39.011, 44.726, 61.029) |
| Set4-Mult-Rand1.wav | keyboard | 4  (36.527, 44.960, 55.397, 60) | - | **2**  **(39.918, 54.395)** |
| Set4-Mult-Rand2.wav | vibraphone | **4 (39.033, 44.17, 49.348, 56.361)** | - | 4 (38.712, 42.776, 51.192, 59.69) |
| Set5-Mult-Rand1.wav | keyboard | 1 (61.329) | 1 (54.28) | **2 (47.867, 56.018)** |
| Set5-Mult-Rand2.wav | harmonica | 1 (54.661) | **4 (39.469, 47.976, 56.164, 60.423)** | 3 (38.742, 44.823, 51.352) |
| Set5-Mult-Rand3.wav | vibraphone | **1 (57.944)** | 3 (42.608, 53.628, 61.481) | 4 (38.352, 43.495, 47.757, 58.304) |
| Set6-Mult-Rand1.wav | keyboard | 3 (36.649, 49.165, 60.958) | 1 (47.385) | **4 (42.587, 49.335, 56.33, 60.348)** |
| Set6-Mult-Rand2.wav | harmonica | 4 (43.665, 48.875, 55.276, 60.702) | **4 (36.75, 41.875, 47.726, 61.939)** | 2 (37.234, 42.877) |
| Set6-Mult-Rand3.wav | vibraphone | **1 (56.163)** | 3 (39.627, 44.365, 53.58) | 1 (49.919) |
| Set7-Mult-Rand1.wav | keyboard | 3 (41.647, 47.124, 59.38) | 2 (45.547, 56.819) | **3 (39.532, 47.836, 53.665)** |
| Set7-Mult-Rand2.wav | harmonica | 4 (37.929, 50.138, 56.475, 61.802) | **2 (37.709, 61.073)** | 2 (51.851, 59.295) |
| Set7-Mult-Rand3.wav | vibraphone | **3 (47.658, 54.945, 60.194)** | 1 (54.193) | 3 (40.134, 55.79, 61.86) |