Preparing audio stimuli

# Stimuli design

Regardless of experiment design (block or event), I can generate a starting selection of ten rhythms to demo for Lee. These can be played back at any tempo. When played at bpm = 120, these stimuli will take 3.4 seconds to play in full (including time to let reverb die).

At tempo 144, there was a slight popping at the start of the 2nd stimuli. I adjusted the onset time from 6.67 seconds to 6.66 and this fixed the problem.

When playing stimuli with PsychPortAudio, each file had a nasty pop at the start. Tried a new design with 0.1 seconds of silence before each stimuli.

I then made all stimuli the same length—4 seconds. Now the stimuli do not have the same onset time of the last note. Will this be a problem? If so, how do I address it?

Lee didn’t like them being the same length. I’m removing as much silence as I can and removing the “reverb” effect by applying a “noise reduction” effect on the whole piece.

There was some weird “whooshing” effect before each onset in my files. I jumped back to the original raw data and am starting over. First, I amplified with the default settings (effects > amplify). I then selected a couple of seconds of “reverb” and built a noise profile using it (effect > noise reduction > get noise profile). I then applied noise reduction to the entire file, using default settings.

The CCBBI website mentions I must apply an equalizer to the stimuli. I downloaded the software and applied it after the above steps.

# asd