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CMPM 152 – Spring 2021

Assignment 3

**What make this data a good candidate for audification?**

This data is a good candidate for audification because there is an inherent oscillation built in the data and because this dataset includes many samples (almost 400,000). The data we are exploring is when a kill occurs in a Counter-Strike: Global Offensive (CSGO) match, with the data coming from hundreds of matches played over a few weeks. The audification of this dataset can show how the rate or pace of CSGO changed over the recorded period.

**Do the feature extraction techniques illuminate notable aspects in the data?**

The peak and average shown in the RMSE extraction showed that the peak of the audio was well above the average. Looking at the progression of the average, we can see that although there a few spikes, most of the data seems to oscillate in a small range. This can also be seen in the spectral rolloff. With the exception of a few spikes, most of the spectrum energy seems to lie below the 0.5 to 0.75 area.

**What do you hear when playing back the audio at various speeds? Does interpreting the data make more sense faster or slower?**

Playing back the audio faster makes the different spikes more noticeable, while playing the audio back slower makes it all sound around the same. Interpreting the data would thus make more sense slower because the nuances and differences in data shown by the various spikes would be important to hear.

**Does adding any effects processing help in highlighting aspects of the data?**

Adding a low LowPass Frequency filter helped my ears notice quick changes, which I assume are spikes, a lot more. Rather than just hearing a quick difference in high pitches, the filter made the audio sound more like a low warble, with thumps to indicate spikes, which definitely helps aspects those parts of the data.