

Summary of LABLab Literature Review Presentations

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Author	Task	Stimuli	Additional Info
Hirsch et al. (2018)	<ul style="list-style-type: none"> • <i>Object naming & description task:</i> • 2 participants • Visual: monitors displaying same images • Speaker/listener role switches every 15s • Control: monologue, speaker named & described the image • Video & audio 	<ul style="list-style-type: none"> • Common & unrelated objects (ie. clock, coconut, harp) 	<ul style="list-style-type: none"> • fNIRS, fMRI
Beechey et al. (2018)	<ul style="list-style-type: none"> • <i>Puzzle task:</i> • 2 participants • Displayed on 2 clipboards • Participants verbally described pathway through maze to each other • Audio only 	<ul style="list-style-type: none"> • Vowels: [e], [i], [u] extracted from segments "d[e]rk bl[u]e", "light bl[u]e", "p[i]nk 	<ul style="list-style-type: none"> • Noisy acoustic environments
Scarborough & Zellou (2022)	<ul style="list-style-type: none"> • Instructions task with confederate - target word • Block 1: "<i>Fill-in-task</i>" participants read instructions (where to place items) to confederate; 5x4 grid organized by different coloured shapes • Block 2: "<i>Magnet task</i>" participants read instructions about placement aloud to confederate; using a large magnetic board, participants are required to pass physical item to confederate for placement 	<ul style="list-style-type: none"> • 96 monosyllabic target words: half Hi ND and half Lo ND (ie. ledge [Hi ND], pledge [Lo ND]) • equally containing four vowel phonemes /i/ /æ/ /ɛ/ /ɑ/ • 65 monosyllabic filler items 	
Gilbert et al. (2014)	<ul style="list-style-type: none"> • Exp 1: <i>Intelligibility</i> - listen to stimuli using headphones, transcribe 80 pseudorandomized sentences from QS/NAS (Quiet/talker babble via headphones) recordings, scored by number of 	<ul style="list-style-type: none"> • 80 meaningful sentences produced by speaker over 2 sessions, each containing 4 keywords for intelligibility scoring 	

	<p>keywords correctly identified (4/sentence), 160 keywords totally</p> <ul style="list-style-type: none"> Exp 2: <i>Recognition Memory</i>: 4 experimental conditions - (1) conversational QS (0 dB), (2) clear QS (3 dB), (3) conversational NAS (0 dB), (4) clear NAS (3 dB); listen to 1st set of sentences 	<ul style="list-style-type: none"> Sentences read in conversational speaking style (CO) and clear speaking style (CL) 	
Baker & Hazan (2011)	<ul style="list-style-type: none"> <i>Diapix Task</i> : participants in separate rooms, communicated through headsets; speech saved on separate audio channels; (1) training task (2) 3 Diapix tasks in succession (beach, farm & street scenes); start in top left corner & work clockwise (max. 15 mins per image) 	<ul style="list-style-type: none"> /p/-/b/, /s/-/l/ in 36 monosyllabic CV(C) keywords with near minimal word pairs ie. pear/bear, sign/shine 	
Tuomainen & Hazan (2018)	*review of methods of eliciting spontaneous speech in interaction		
Teoh et al. (2022)	<ul style="list-style-type: none"> 40 x 1 min trials - participants asked to listen to 2 different audios (1 male/1 female, in each ear, stories) simultaneously & attend to only one talker; after each trials, listeners were asked 4 multiple choice questions on both the attended & unattended audios 	<ul style="list-style-type: none"> Sherlock Holmes novels Male speaker: The Hound of the Baskervilles Female speaker: A Study in Scarlett 	<ul style="list-style-type: none"> EEG data collected Cocktail party attention debate: study shows attention differentiability modulates cortical processing of acoustic & phonetic info