1.1 Overview

The immersive audio NMP evaluation example provided considers a test protocol where a short performance task is repeated between two participant endpoints under different latency and audio conditions.

3 different audio system conditions are considered. These conditions are represented by VST instances which are enabled/bypassed in the DAW.

3 different latency conditions are considered: the analogue connection, the Jacktrip connection, and the Jacktrip connection with additional delay added in-DAW.

A test protocol is considered where the performance task is repeated 3 times in each discrete combination of audio and latency conditions.

The performance tasks may be recorded in DAW, and after each performance task rating of 5 Likert scale items is provided by each participant.

Personal data and Likert item rating are recorded by saving to .xlsx files.

Basic operation is covered in 1.1 Basic Usage.

Modification is covered in sections 2.1 – 2.3.