## Measure best sonification for each threat/cue set

Threat	:/Cue Set:			
•	"Which sound do you think best conveyed	[insert	threat/cue	name]?"
•	"Why do you think the sound represented	[insert	threat/cue	name]?"
Threat	:/Cue Set:			
•	"Which sound do you think best conveyed	[insert	threat/cue	name]?"
•	"Why do you think the sound represented	[insert	threat/cue	name]?"
Threat	:/Cue Set:			
•	"Which sound do you think best conveyed	[insert	threat/cue	name]?"
•	"Why do you think the sound represented	[insert	threat/cue	name]?"

## Measure memorability

Sonification
"What was that sound supposed to mean?"
Sonification
"What was that sound supposed to mean?"
Sonification
"What was that sound supposed to mean?"
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