

Timestamp	Before continuing, what is your level of understanding of the concept of spatial audio and how it could be used?	Have you ever had the opportunity to experience spatial audio before? If so, please describe your experience and any software/hardware that was involved.	Briefly describe the kind of music file(s) you used (genre, file type, etc)	What web browser did you use?	Were you able to successfully generate a spatial audio file at the end of the application and then hear the results from the webpage?	What are your impressions of the final audio product? Were you able to discern the positioning of the audio sources? Was it effective?	How would you rate this application in terms of demonstrating the capabilities of spatial audio?	What are your first impressions when using the application?	On a scale of 1 to 10, how <b>easy</b> would you say this application is to use?	What aspects of the application could be improved from your perspective?	What, if any, additional features or functionality you would like to see added?	AFTER using this application, what is your level of understanding of the concept of spatial audio and how it could be used?	Aside from this application, describe your level of access to technology that allows the user to produce spatial audio using <b>your own parameters and assets?</b>	You can make any additional comments you like here
3/14/2023 10:13:34		6 Nope	Pop/Rock	Google Chrome	Yes	Audio quality took a substantial hit, kinda works, things at the front are loud, things at the back are quieter and reverby(?)		3 Meh		7 A playback bar (so you can skip forward/backwards)	Live Mixing (So you can adjust the positions on-the-fly, like in most music software)		I use a bunch of IZOTOPE plugins (Ozone / Neutron / Nectar)	
3/14/2023 22:16:47		6 Headset that allows users to hear direction of sound in games such as Fortnite	.mp3	Google Chrome	Yes	Really good, works really well with the .mp3 file I uploaded. The web service split the file into 4 separate parts, and the application recognised vocals and different instruments where they were also identified by name. Vocals_stem, Base_stem, Drums_stem and Other_stem. I was able to "move" the separate parts in different directions demonstrating the capabilities of spatial audio really well.		10 Going into first using the application, I was confused as to how spatial audio worked fully. However once I uploaded the file and was able to play with the different sounds and their respective direction it became a lot clearer as to the capabilities of this web service. Overall very semantic and easy to use.		9 On refresh of the page, you have to upload the file again. Other than that the application works perfectly.	A Graphical User Interface would be beneficial in allowing it to be even more engaging to use.		9 Before this application I wasn't aware of any services that allows me to upload and produce spatial audio using my own parameters and assets?	I would say an overall success in developing spatialisation as a service! Very nice with high usability and good functionality. A massive effort in delivering such a complex, useful and operational application.
3/19/2023 21:44:49		6 Not knowingly - I'm sure I have experienced it but wasn't thinking about it at the time	Pop music, mp3: Sixpence None The Richer "Kiss Me". I deliberately chose this because I know it has multiple layers of instrumentation and also makes use of spatialisation very obviously in the introduction, so will be obvious to play around with this and see what it sounds like.	Google Chrome	Yes	Yes, I was surprised at how much difference it made to the listening experience.		8 It's a cool proof of concept! Obviously the front end is very much an MVP but in terms of demonstrating what can be done, it's a great app.		7 It would be great to include some more guidance on how to use the app, as well as improvements to the layout and the user experience	Some ideas based on my experience trying this out: - Loading bars would be helpful to indicate progress of (a) the initial file upload, and (b) the playback of the component parts once they've been split. - Once the file has been split out, add guidance which explains how to play around with this before rendering the final 3D file. - As I was playing with the settings for each component part, I couldn't tell if it was actually changing the sound much at all because it's hard to assess this without listening to the whole thing all together. I tried playing multiple components simultaneously but realised they all start from different points in the song, so this didn't work. A cool feature upgrade would be to make all the components 'join in' with the current place in the song when you toggle them to 'play'. Then you could preview layering up the different parts before rendering the final file. - Add spacing in between each split-out part / generally some tidying up of the formatting and layout etc in a future version would make it clearer - One bug I noticed: if you're still playing any of the component parts on the preview screen, then you click to render the 3d file, the audio continues playing and there's no way to then stop it. (If you get to the final file and try to play it, it just plays over the top.) - As a rookie user, I'd love some more information telling me what left/right, up/down etc really means in practice and maybe some mouseover tips on what kind of effect I could create by choosing one extreme or the other. It would also be great to have something on the preview screen which says something like "Play around with the settings below to hear how the different component parts sound with different effects applied! When you're happy with the settings, click the button at the bottom to create a 3D audio file"	8 I'm an amateur so don't currently have access to this kind of technology.	Cool project, think it has a lot of potential!	
3/22/2023 14:21:10		1 I have not	Hip Hop Parody, MP3 file	Google Chrome	Yes	Yes. Audio was clearly separated into stems. Difficult to determine audio position - this may be due to track quality. Tried each stem in different positions - differences were very minimal when put in opposing locations.		4 Cool product - really liked that it splits files up into their individual stems. Would use the app for that alone.		8 The UI on the sliders is a bit difficult - I actually wasn't sure if labels were for the sliders above or below the text.  If possible, it would be very cool if the whole track could play in sequence, but you mute/unmute stems? As soon as you press play on a track, it's impossible to play all stems in sequence again.	As mentioned above.	3 No idea		
3/28/2023 14:59:21		10 Surround sounds	House, .mp3	Google Chrome	Yes	Yes, it definitely works and at least with my headphones I was able to hear the positioning of different sources		10 Took a while to upload but liked the functionality once it was uploaded. Would prefer a better UI.		9 The UI, upload time		10 I've only used DAWs to pan audio tracks left and right, never something like this		
3/28/2023 15:23:27		2 I don't believe I have experienced spatial audio before.	Mix between Orchestra and Punk Rock	Microsoft Edge	Yes	I enjoyed the final product. The app was effective with separating the audio.		8 I enjoyed the application. I don't know too much about this area of music so I honestly didn't know what the sliders were doing to the track.		8 The functionality of the app is good and works.	I would enjoy a loading screen when uploading the files and a description text box that appears over the sliders describing what I'm exactly doing.	5 I have a high end laptop and some headphones.	I see the potential and I look forward to future updates. Will definitely recommend this to others.	