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De Burgh et al.

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(54) **PROCESSING AUDIO DATA TO
COMPENSATE FOR PARTIAL HEARING
LOSS OR AN ADVERSE HEARING
ENVIRONMENT**

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ABSTRACT

Methods a provided for improving an audio scene for people suffering from hearing loss or for adverse hearing environments. Audio objects may be prioritized. In some implementations, audio objects that correspond to dialog may be assigned to a highest priority level. Other implementations may involve assigning the highest priority to other types of audio objects, such as audio objects that correspond to events. During a process of dynamic range compression, higher-priority objects may be boosted more, or cut less, than lower-priority objects. Some lower-priority audio

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