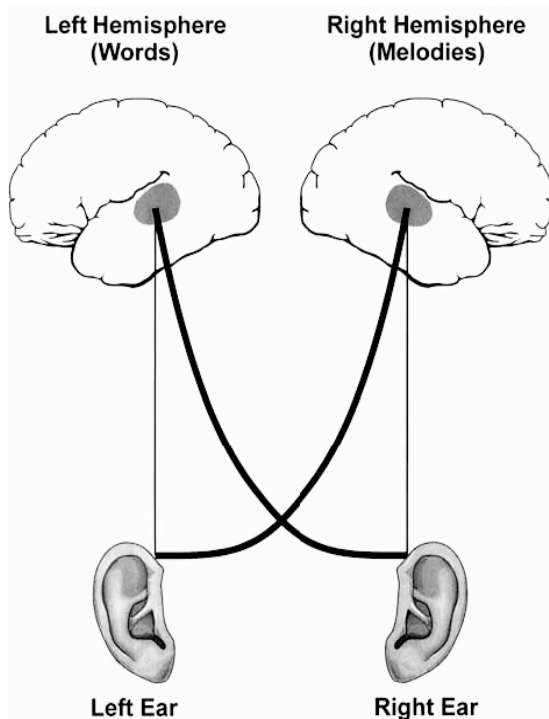


# Audio – Sound listening

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## Listening Factors

- **Physical entities**  
Frequency, wavelength, amplitude, intensity, speed, direction
- **Context**
  - danger, navigation, communication
  - speech, music, noise
  - cues (e.g. facial expressions, gestures)
  - personal experience and feelings
- **Sound quality**
  - pitch (melody and harmony),
  - rhythm (tempo, meter, and articulation),
  - dynamics,
  - structure,
  - sonic qualities (timbre and texture).