

# Participant Handout

## CompSci Individual Project 2023/24

### Introduction

Thank you for participating in this user evaluation. You will be testing an online music collaboration web app and then answering a survey on your experience.

The practical evaluation consists of two parts, an individual exercise, then a collaborative one. First, please read the guide to understand how to use the app, then attempt the two exercises.

You may withdraw from this evaluation at any point, and your data will be discarded.

If you have questions regarding any parts of this evaluation, please contact:

- Timothy Wang
- 2556936w@student.gla.ac.uk

Before starting, please fill out the below fields to indicate your consent to participate in this evaluation.

I have read this handout, and agree to voluntarily take part in this experiment.

Name: \_\_\_\_\_

Email: \_\_\_\_\_

Signature: \_\_\_\_\_

Date: \_\_\_\_\_

# User Guide

## Website Link

- <https://ambiene.fly.dev/>

## Creating a Track

Using the app:

- On the homepage, connect to one of the four rooms by clicking on them
- Once in a room, click anywhere on the screen to start
- Use the navigation bar on the lower side of the screen to navigate between the three track panels
- Use the sliders below each track label to change the volume of that track
- In the settings menu (opened by clicking the settings icon at the bottom-left of the page), you can turn off the background audio visualiser or UI sounds
- You can use the chat window by clicking on the chat icon to send messages to all connected users in that room

Ambience:

- On the ambience panel, use the sliders to mix the different ambient noises to create a background for your sound
- Use the last slider to add a low or high-pass filter to the ambience track
- Use the buttons above the sliders to toggle on and off the individual sounds
- Use the preset buttons at the bottom to quickly change to a pre-defined soundscape

Sequencer:

- The sequencer plays the 16-timesteps from left to right, conveyed by the white outline looping from left to right
- Click on the sequencer buttons to enable that drum sample at the specified timestep
- Click on the sample label to toggle on and off that sound
- Use the filter slider at the top of the panel to add a low or high-pass filter to the sequencer track

Instrument:

- There are 6 different instruments on the instrument panel
- Hover over the sliders to see what they do
- Each instrument has a volume slider which is at 0% by default. Drag the slider to increase the instrument's volume and start hearing it play
- Each instrument also has other modifiers which you can alter by using the sliders
- When you change a slider, its value will display on the instrument box's title

# Practical Evaluation

## Task Requirements

- Ensure you have a steady internet connection and navigate to the app site
- Wear headphones and ensure your volume is on
- Where possible and convenient, mute or close any other applications which may produce sound
- Use the app fullscreen on a laptop or desktop with a mouse or trackpad

## Individual Task

- This task should take between 4-10 minutes

Instructions:

1. Join an empty room
2. Start by creating an ambience mix by adjusting the volume and filter of the different sounds, and create a soundscape by mixing together at least 2 sounds together
3. Then, add some instruments by navigating to the instrument panel and adding some instruments
4. Add at least 2 instruments and use their modifier sliders to alter each instrument's sound
5. Finally, navigate to the sequencer panel and experiment with adding a drum track to your sound
6. Use at least 3 drum samples and use the filter slider to alter the track's sound
7. Balance the three tracks by using the master sliders in the navigation bar
8. For approx. 2-3 minutes, navigate between the three panels and change the various settings and parameters
9. Finish your experience by removing sounds or fading their volumes to 0% until no sound is left

## Collaborative Task

- This task should take between 5-8 minutes

Instructions:

1. Connect to the same room as the evaluator
2. Roughly follow the same steps as the individual task to create an ambient soundscape with instruments - the evaluator will also be changing the sound at the same time
3. Send and receive at least 1 message to the chat box
4. For approx. 4 minutes, play with the different panels while the evaluator does the same
5. Finish the experience by removing/fading out sounds until no sounds remain