makeReactionRealTiers.praat

Gareth Walker

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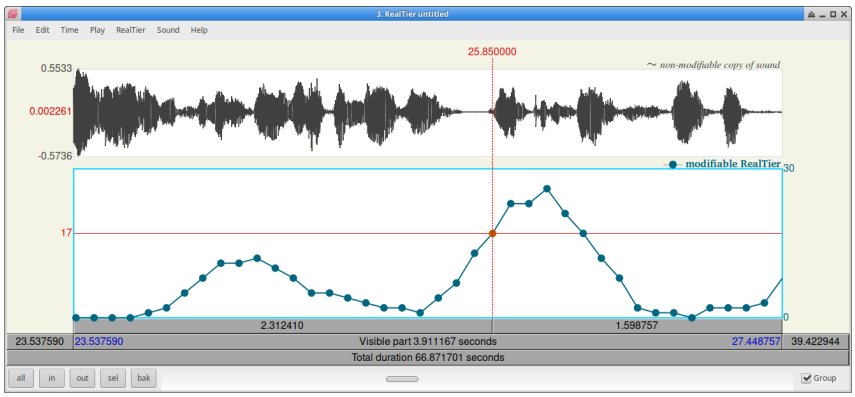
Contents

1 Introduction

This document describes how to use the Praat script `makeReactionRealTiers.praat`. The script is available from https://github.com/walkergareth/praat/blob/main/makeReactionRealTiers.praat. The script was written to allow inspection of the times of listeners' reactions to audio samples. It was originally developed to present data collected using the SLIC (Salient Language In Context) tool (https://slic.sheffield.ac.uk/) but it could be used to prepare with other data too: the input to the script is just a list of numbers (times). Here is a sample image showing the times of reactions in the bottom part of the window, and the Sound in the top panel:



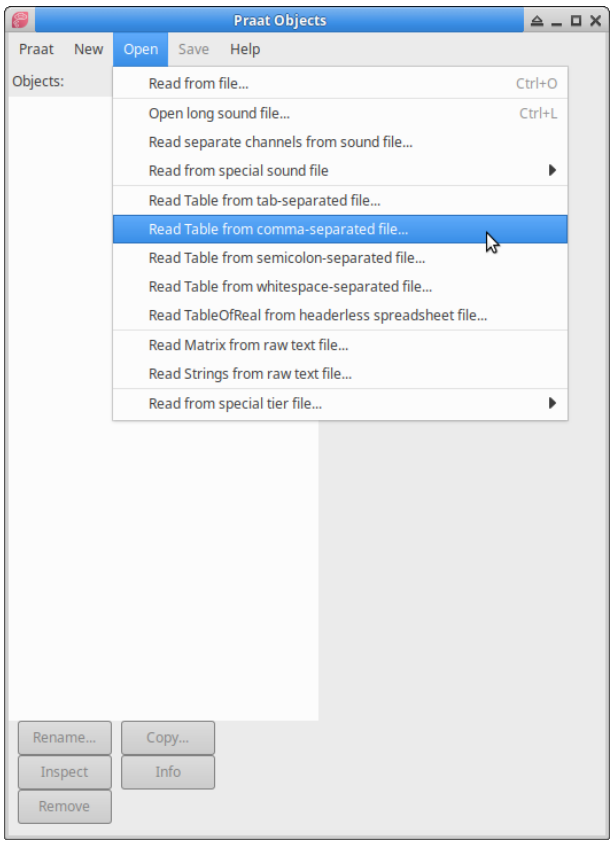
2 Getting ready

The script runs on a Sound object (e.g. containing the sample that listeners reacted to) and a Table object in Praat. The Table must contain a column of times of the reactions. The Table may, but does not have to, contain other columns: the script allows you to specify which column contains the times of the reactions. Praat can create Table objects from various different file formats, including tab- and comma-separated files. Part of a comma-separated data file might look like this:

```
time,uid,comment,dk,accident,noClick,region,uidReg
10.599963,019,the word dark was pronounced strongly in their accent,,,,YH,019YH
34.49198,019,strong accent,,,,YH,019YH
17.269871,022,Pronunciation of fun,,,,SE,022SE
27.735627,022,safe-teh rather than safe-tee,,,,SE,022SE
```

```
30.698712,022,While pronounced with two syllables,,,,SE,022SE
40.121764,022,Aft-ah rather than aft-tur,,,,SE,022SE
9.494235,024,I think that was the pronunciation of 'poor',,,,SE,024SE
```

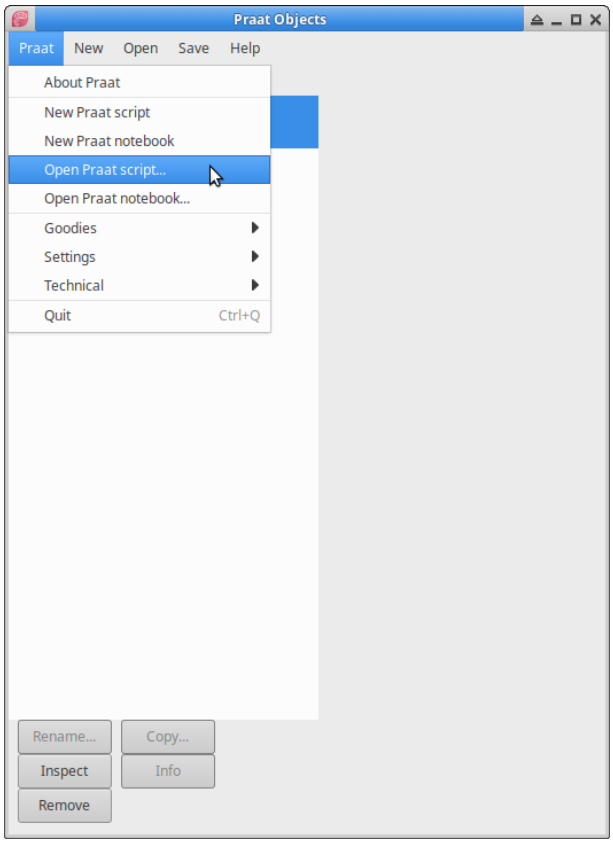
The data file can be read into Praat via the **Open** menu:



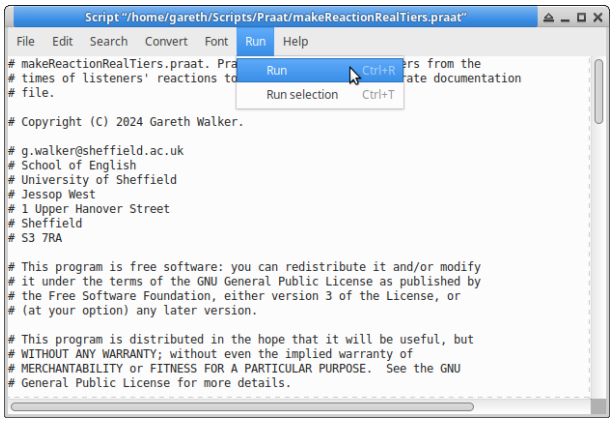
You must also read a Sound file into Praat (check the Praat manual if you are unsure how to do this).

3 Opening and running the script

Select the Sound and Table objects in the Objects list (you may need to press the Control key as you select the objects). Once downloaded, the script can be opened via the **Praat** menu and the **Open Praat script...** command:

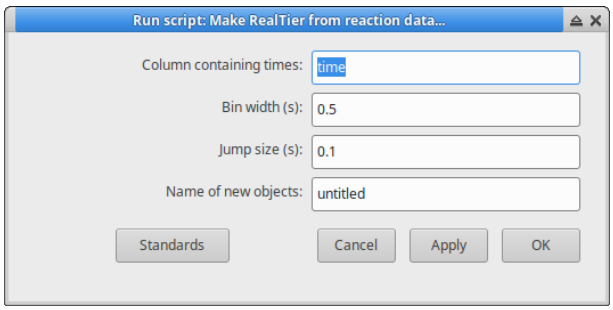


The script can be run from the ScriptEditor window, via the **Run** menu and the **Run** command:



(Alternatively you can create a button in a Praat menu to run the script: see the Praat manual.)

When you run the script a dialogue box appears.



This box lets you change various settings. *The pre-filled settings in the dialogue box might not be appropriate for your particular case and will need to be modified.*

Script options:

Column containing times The name of the column in the Table object which contains the times of the reactions you want to plot.

Bin width (s) The size of the time window in which reactions must occur in order to be counted and plotted. Default: count and plot reactions occurring within a 0.5 s window.

Jump size (s) How far the time window set by *Bin width (s)* moves before the reactions are counted again. Default: move the window forward by 0.1 s.

If *Jump size (s)* is less than *Bin width (s)* (which is the default), the windows will overlap and reactions may be counted more than once; if *Jump size (s)* is the same as *Bin width (s)*, there will be no overlap between windows; if *Jump size (s)* is greater than *Bin width (s)*, some reactions may not be plotted.

Name of new objects The name of the new Praat objects created by the script (a RealTier and a Table)

With your Sound and Table objects selected in the List of Objects in the Objects window, click **Apply** or **OK** in the dialogue box (**OK** runs the script and closes the dialogue box; **Apply** runs the script and leaves the dialogue box open).

This creates a new RealTier and a Table. The RealTier contains counts of the reactions. It can be viewed in the same editor window as a Sound by selecting the RealTier and its corresponding Sound (you may need to press the Control key as you select the objects), then clicking **View & Edit** in the Objects window. The Table object contains the counts built from the original Table file, and which are used to create the RealTier. From the RealTier Editor window, you may find it helpful to set the range, from the **RealTier** menu then **Set range...**: