



Live Evaluation of Auditory Preference (LEAP)

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Intention	Speech communication					Focused listening				Non-specific				
Task	2 people		More than 2 people		Through device		Live sounds		Through media device		Monitoring surroundings		Passive listening	
	Two people having a conversation		Several people having a shared conversation		Two or more people having a shared conversation through a communication device		Focused listening to sound without being able to control the sound source		Focused listening to sound while being able to control the sound source		Conscious or unconscious screening of sound of relevance to current activity		Unconscious perception of environmental sounds, without relevance to current activity	
Scenario	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11	#12	#13	#14
Occurrence														
Difficulty														
Importance														
Scenario	Conversation at home	Conversation on metro	Meeting in an office	Car ride with family	Phone call at home	Mobile call in the street	Lecture	At a concert	Watching TV	Listening to car radio	Vacuum cleaning	City walk	Relaxing with a book	Relaxing on train

(Wolters et al. JAAA, 2016)





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Live s	ounds	Thro media		
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#7	#8	#9	#10	
Lecture	At a concert	Watching TV	Listening to car radio	



- 19 hearing-impaired test participants (avg. 74 yrs)
- Fitted with test HAs, two settings
- Smartphone questionnaire
 - Paired comparisons of preference
 - CoSS data







Methodology

EMA in field

- 1-week field-trial period
- Alarm prompt every 2 h
 - Paired Comparisons
 - CoSS
- Self-initiated responses (optional)



LEAP in lab

- Simple lab setup
 - Office space
 - Dialogue cards



- 6 test scenarios (based on CoSS) + EMA
 - Communication 2 people in "quiet"
 - Communication 2 people in car noise
 - Communication 3 people in restaurant noise
 - Focused listening to TV
 - Focused listening to radio
 - Passive listening, sorting paper
- 3 repetitions of each set of scenarios/visit
 - 3 visits



EMA Field



LEAP Lab









Focus on ecological validity ⇒ potential to reproduce real-life preference

- Focus on realistic communication aspects (e.g. social pressure)
- Uses audiovisual communication cues
- Evaluation of own voice
- On the other hand
 - Passive scenarios difficult to include
 - Resource heavy if communication with several people included



Thanks for listening!