

Contents

Applications

1

The Varese System, Hybrid Auditory Interfaces, and Satellite-Ground Control: Using Auditory Icons and Sonification in a Complex, Supervisory Control System

M. C. Albers

3

OutToLunch: Further Adventures Monitoring Background Activity

J. Cohen

15

Design and Evaluation of an Auditory Glance at Algebra for Blind Readers

R. D. Stevens, S. A. Brewster, P. C. Wright, and A. D. N. Edwards

21

Using Additive Sound Synthesis to Analyze Simplicial Complexes

U. Axen and I. Choi

31

Auralization of Document Structure

S. Portigal and T. Carey

45

Voice Annotation of Visual Representations in Computer-Mediated Collaborative Learning

C. Steeples

55

Sound Synthesis and Design

65

Defining and Redefining Limits on Human Performance in Auditory Spatial Displays

B. Shinn-Cunningham and N. Durlach

67

Sound Synthesis and Composition Applying Time Scaling to Observing Chaotic Systems

I. Choi

79

Designing with Auditory Icons

E. Mynatt

109

An Evaluation of the Communicative Ability of Auditory Icons and Earcons

P. A. Lucas

121

Contents

Perception	129
A Perceptual Framework for the Auditory Display of Scientific Data <i>S. Barrass</i>	31
Effect of Event Variations and Sound Duration on Identification of Everyday Sound <i>J. A. Ballas</i>	145
Perception of Virtual Auditory Shapes <i>A. J. Hollander and T. A. Furness III</i>	157
Efficient Listening with Two Ears: Dichotic Time Compression and Spatialization <i>B. Arons</i>	171
Sound Localization in Varying Virtual Acoustic Environments <i>P. Zahorik, D. J. Kistler, and F. L. Wightman</i>	179
On the Role of Head-Related Transfer Function Spectral Notches in the Judgement of Sound Source Elevation <i>E. A. Macpherson</i>	187
Efficient Modeling of the Head-Related Transfer Functions <i>C. Lueck</i>	195
Systems	201
An Organization for High-Level Interactive Control of Sound <i>S. Das, T. DeFanti, and D. Sandin</i>	203
A System for Psychometric Testing of Auditory Representations of Scientific Data <i>S. Smith, H. Levkowitz, R. M. Pickett, and M. Torpey</i>	217
A Centralized Audio Presentation System <i>A. L. Papp III and M. M. Blattner</i>	231
The Run-Time Components of Sonnet <i>D. H. Jameson</i>	241
ADSL: An Auditory Domain Specification Language for Program Auralization <i>D. S. Bock</i>	251
LSL: A Specification Language for Program Auralization <i>A. P. Mathur, D. B. Boardman, and V. Khandelwal</i>	257

Contents

Abstracts	265
Measuring HRTFs in a Reflective Environment <i>J. S. Abel and S. Foster</i>	267
Using Audio Windows to Analyze Music <i>M. Cohen</i>	269
MagicMikes---Multiple Aerial Probes for Sonification of Spatial Datasets <i>M. Gröhn and T. Takala</i>	271
Task-Oriented Quantitative Testing for Synthesized 3-D Auditory Displays <i>L. F. Julig and J. L. Kaiwi</i>	273
Integrating Speech and Non-Speech Sounds in Interfaces for Blind Users <i>I. J. Pitt</i>	275
GUI Admission for VIPs: A Sound Initiative <i>L. H. D. Poll and J. H. Eggen</i>	277
Using Virtual Environment Technology to Present a Digital Sound Library <i>J. F. Whitehead</i>	281
The Importance of Head Movements for Localizing Virtual Auditory Display Objects <i>F. L. Wightman and D. J. Kistler</i>	283
Dynamical Resonances and Synchronization of Auditory Stimuli and Evoked Responses in Multi-Channel EEG <i>G. Mayer-Kress</i>	285
Auditory Direct Manipulation of Acoustical Objects by Blind Computer Users <i>L. Boelke and P. Gorny</i>	287
The 'GUIB' Spatial Auditory Display—Generation of an Audio-based Interface for Blind Computer Users <i>K. Crispian and H. Petrie</i>	289
Additional Paper	291
Factors in the Design of Effective Auditory Displays <i>C. S. Watson and G. R. Kidd</i>	293