

Soundiverse Auditory Training Software

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Administering Soundiverse

- **The Soundiverse Story**
- **ID Code Input**
- **Home Screen**
- **Tutorial (Reward Games)**
- **Calibration**
- **Listening Game**
- **Rewards:**
 - Catch Game
 - Collecting Game
 - Hatchery
 - Card Collection
 - Match Game
- **Progress Report**



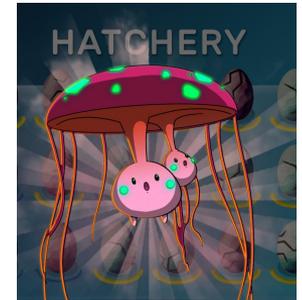
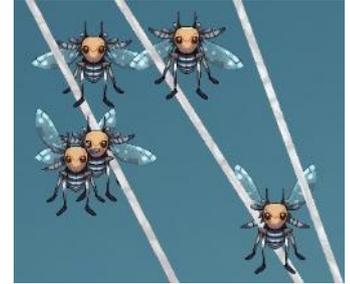
The Story Behind Soundiverse – Captain Dangles

- An intergalactic spaceship is transporting hundreds of **egg pairs** to a new planet.
- The transporter crashes when landing on the new planet, and while the eggs survive in their protective casings, the pairs are separated.
- They are scattered around the planet in different environments.
- The Captain of the spaceship, **Captain Dangles**, an 8-legged critter with a merry disposition, must reunite the pairs so when they hatch they can populate the new planet.
- It is impossible to match them by sight, but Captain Dangles can use the unique **Sound Sign** of each egg.
- Using a small satellite vehicle Captain Dangles combs the planet searching for the eggs.
- Once gathered a mini-conveyor belt presents the eggs in groups of three.
- The player helps Captain Dangles to select the **odd egg** (with the different sound sign) which is then removed by Captain Dangles.
- The matched pair progresses along the conveyor belt to the vehicle to be taken to the Eggarium or “**Hatchery**” for hatching.

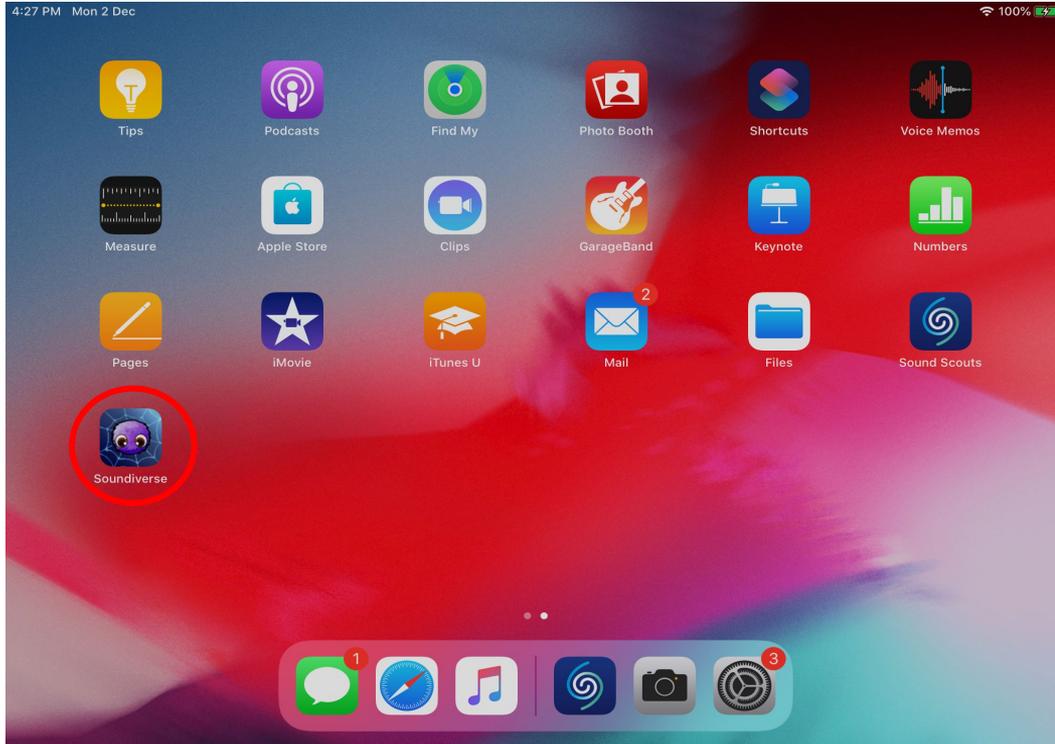


The Story Behind Soundiverse – The Mosquitos

- On the new planet one of the few dangers are swarms of nasty **mosquitos**.
- Of course, Captain Dangles is well equipped to capture the mosquitos.
- The Player is rewarded for their work matching the eggs by helping Captain Dangles create an intricate **web** to capture as many mosquitos as possible.
- Web building time is limited. It's a race against the clock to build the best web.
- Extra time can be gained for web building as a reward for good listening.
- The mosquitos captured in the web provide **energy for the eggs** enabling them to hatch.
- BUT the mosquitos that *avoid* the web can harm the unhatched eggs, some will not survive.
- The eggs will only survive in the **Hatchery** if energy is provided daily.
- Over time the eggs hatch and the Soundiverse creatures are returned to the **Meadow**, where the Player see the different creatures at play.

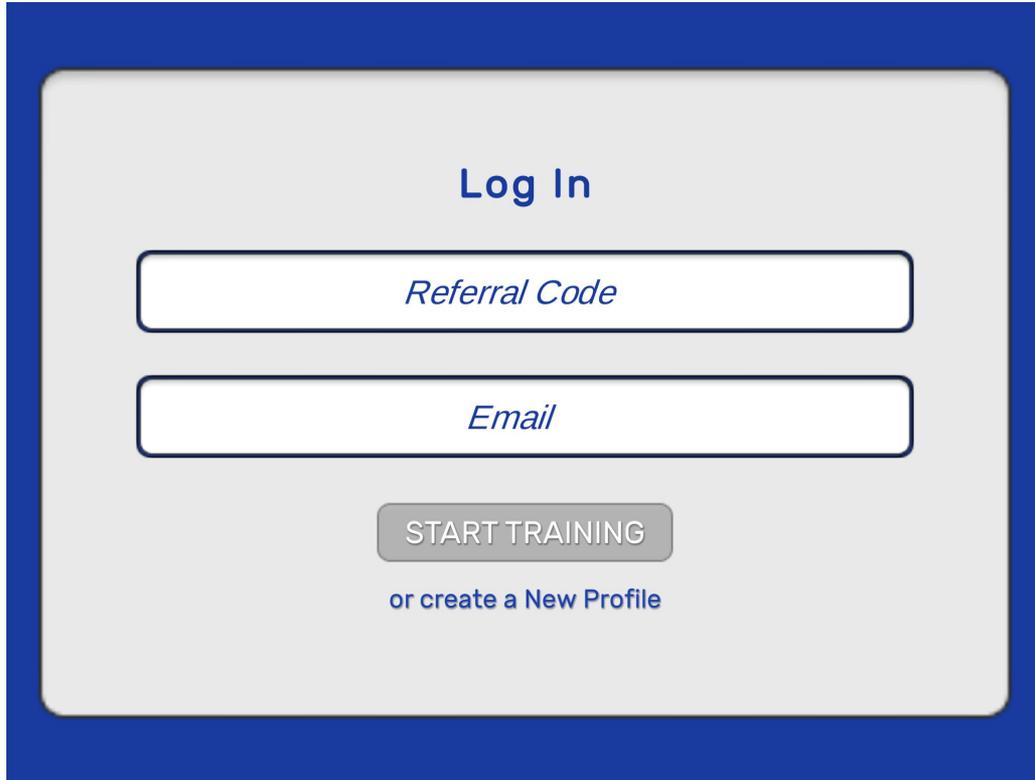


Accessing the Listening Game - Soundiverse Icon



1. Select the **Soundiverse** icon on the device home screen to access the training game.

Login Screen



The image shows a login screen with a blue border. At the top, the text "Log In" is centered. Below it are two input fields: the first is labeled "Referral Code" and the second is labeled "Email". At the bottom, there is a button labeled "START TRAINING" and a link "or create a New Profile" below it.

1. Input individual six-character ID number/referral code (e.g. AABBC) and associated email.
2. Select **Start Training** to access the **Home Screen**.
3. Only the registered player can play the Soundiverse training game per profile.
4. If any other person plays the training game it will impact the Player's results, progress and rewards.

Create Profile Screen

Enter details to create an account

Email

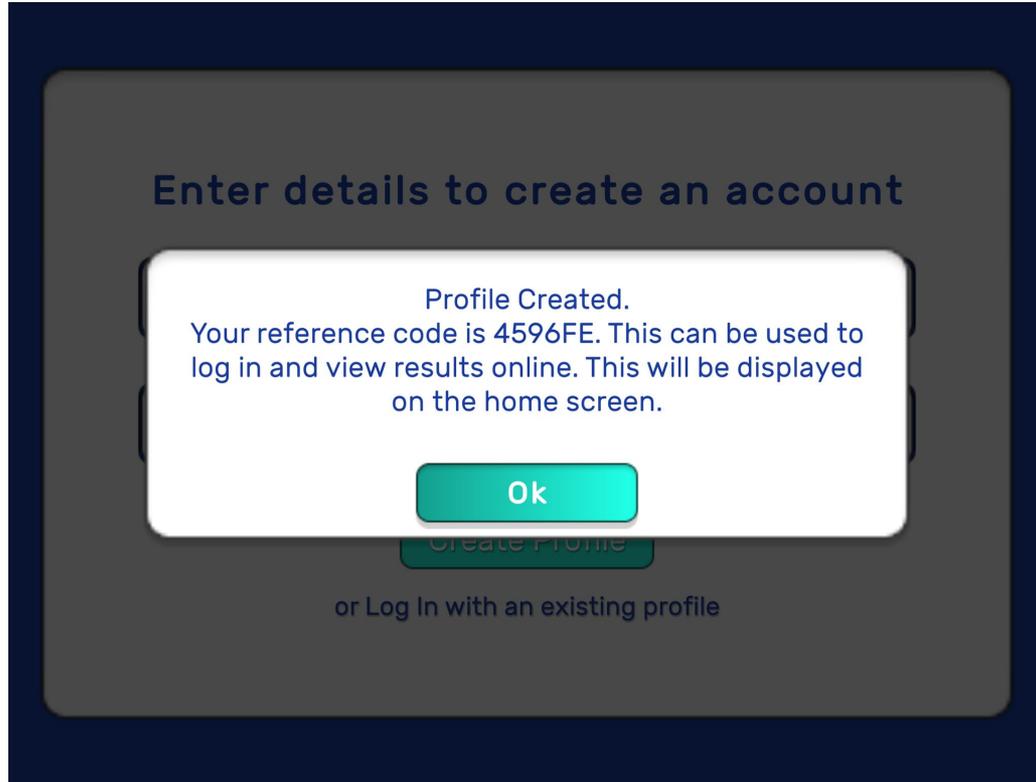
Nickname

Create Profile

or Log In with an existing profile

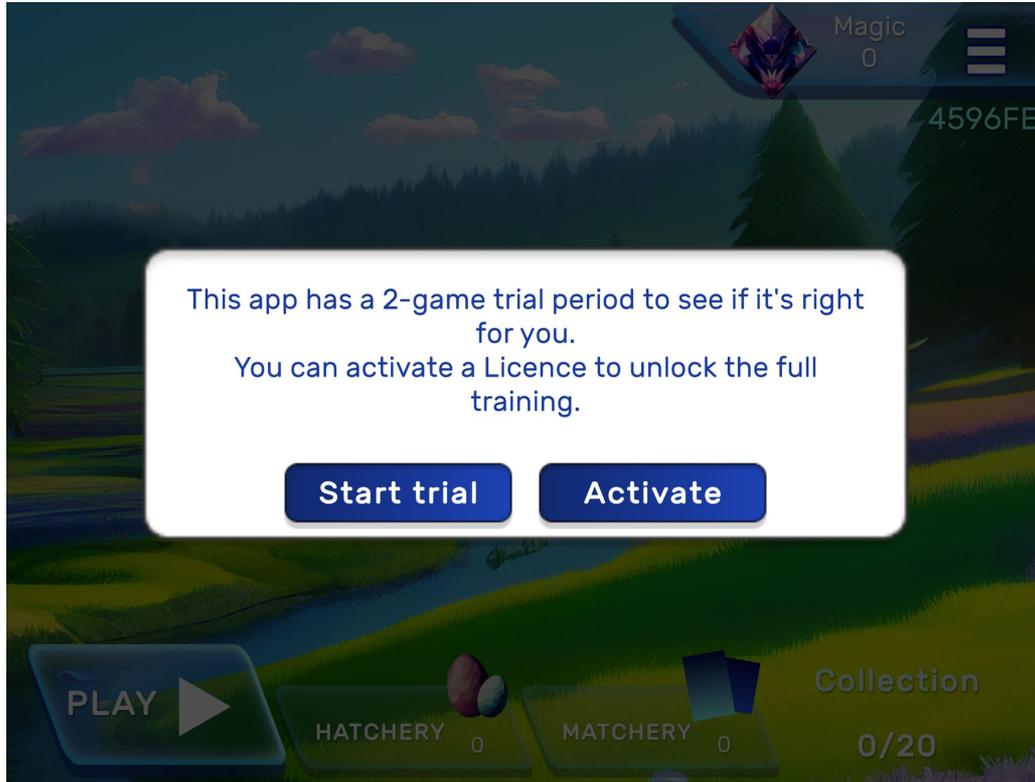
1. Input an email to associate with the account/profile.
2. Input a nickname for the player
3. Select **Create Profile**

Profile Creation



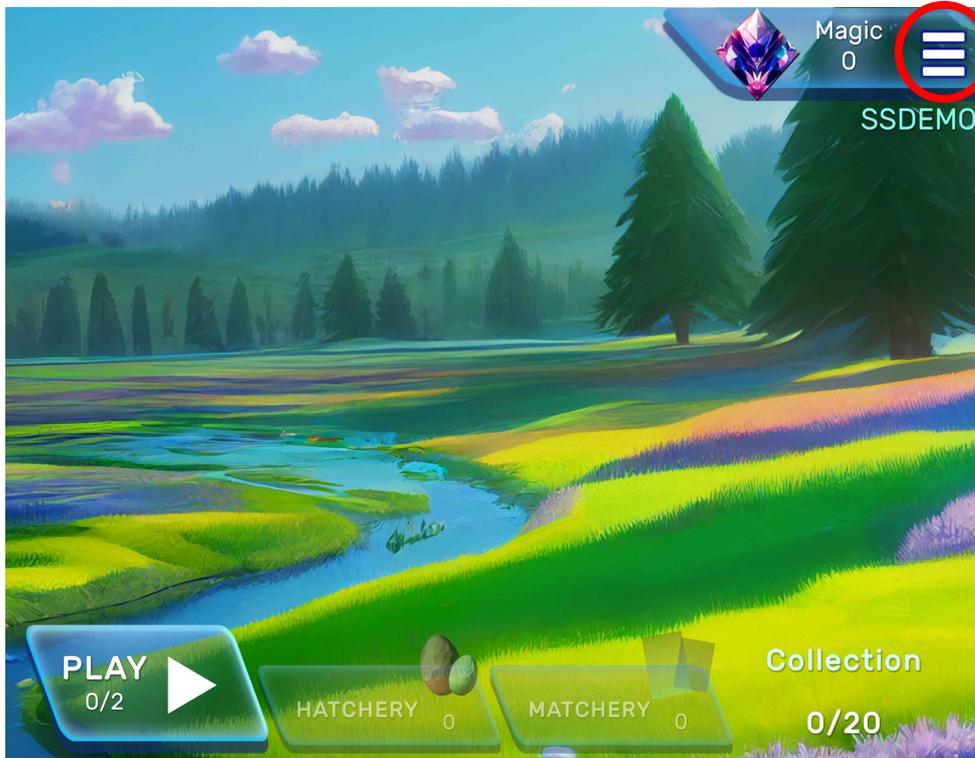
1. A reference code will be generated for the profile and shown on screen.
2. Select **OK** to continue to the **Home Screen**

Profile Activation



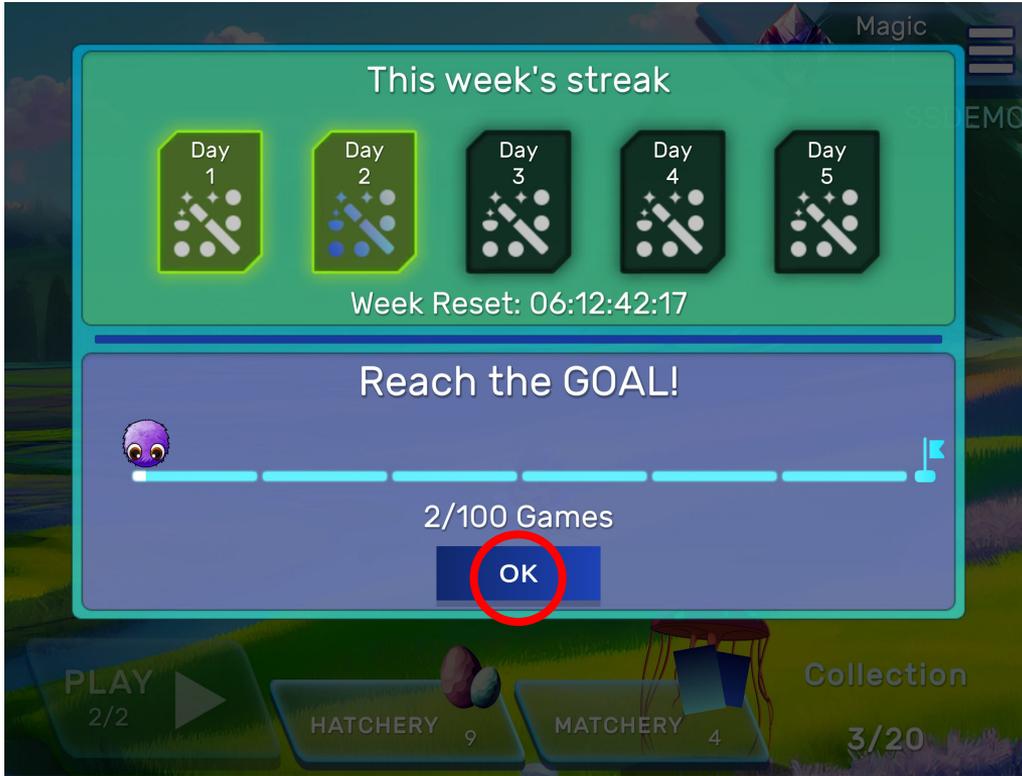
1. Any user who creates a new profile will have access to a 2-game trial period
2. If the user has a coupon code or wishes to activate via In-App-Purchase, select **Activate** (*details explained later*)
3. Otherwise, select **Start Trial** to begin

Home Screen – Reference Code



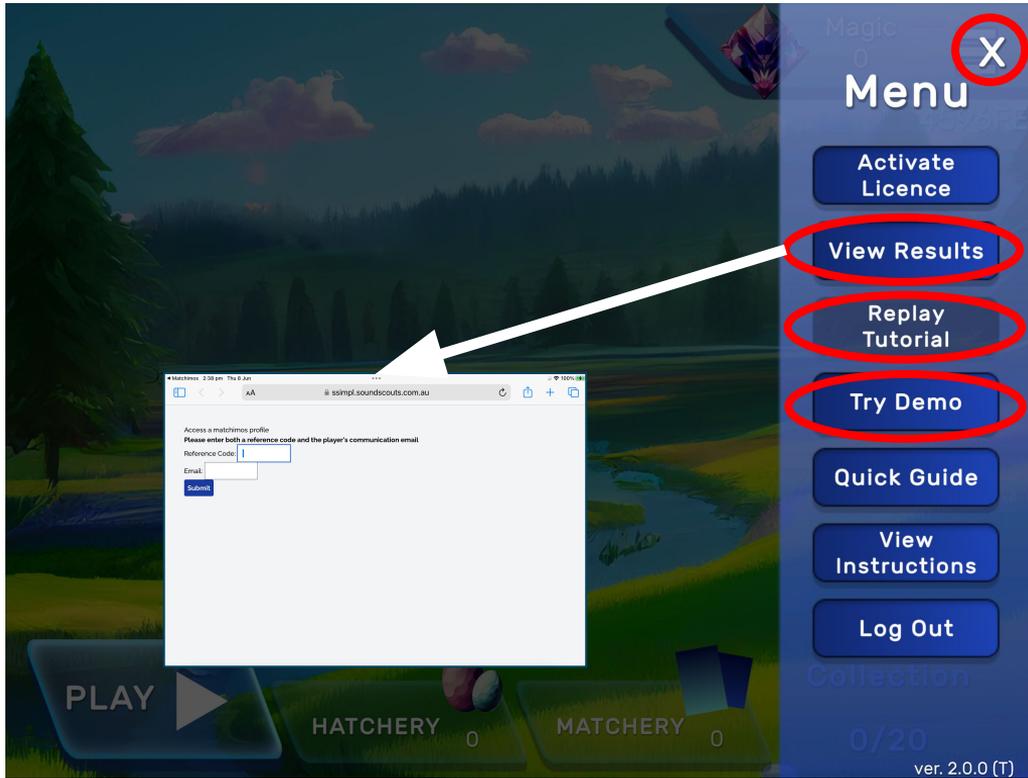
1. The player's **Reference Code** appears in the top right-hand corner of the **Home Screen** (shown here as SSDEMO).
2. Select **Hamburger** icon to access **Menu** sidebar.

Home Screen: Goals



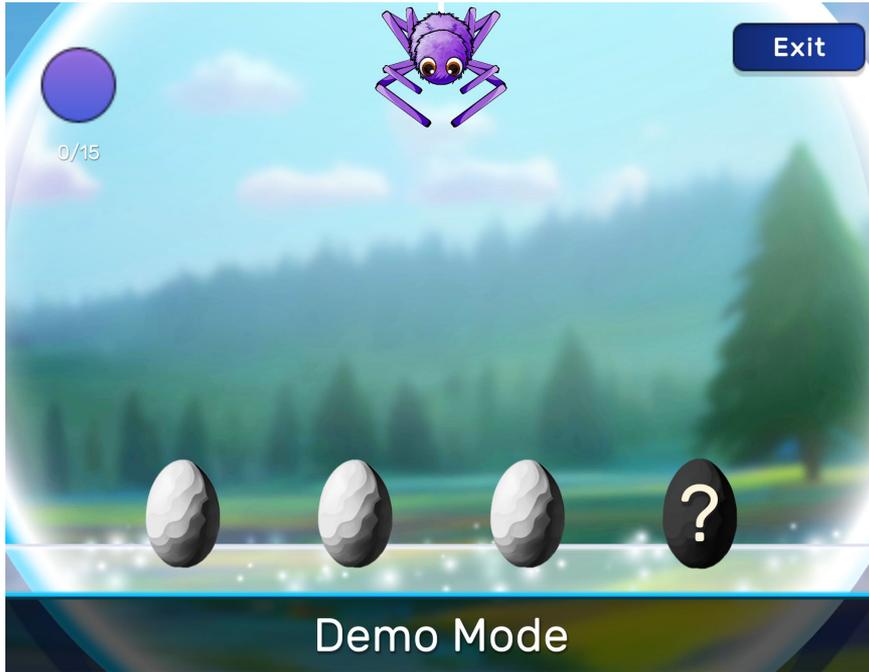
1. Goals are displayed at the start of each training session.
2. **This week's streak** shows how many days of training have been completed in any one week (maximum 5). **Play 10 games per week (2 games per day, 5 days per week).**
3. **Reach the GOAL!** displays the total number of complete games played since the start of training. **Play 100 games over 10 weeks.**
4. Select **OK** to access the **Home Screen**.

Home Screen – Sidebar Menu



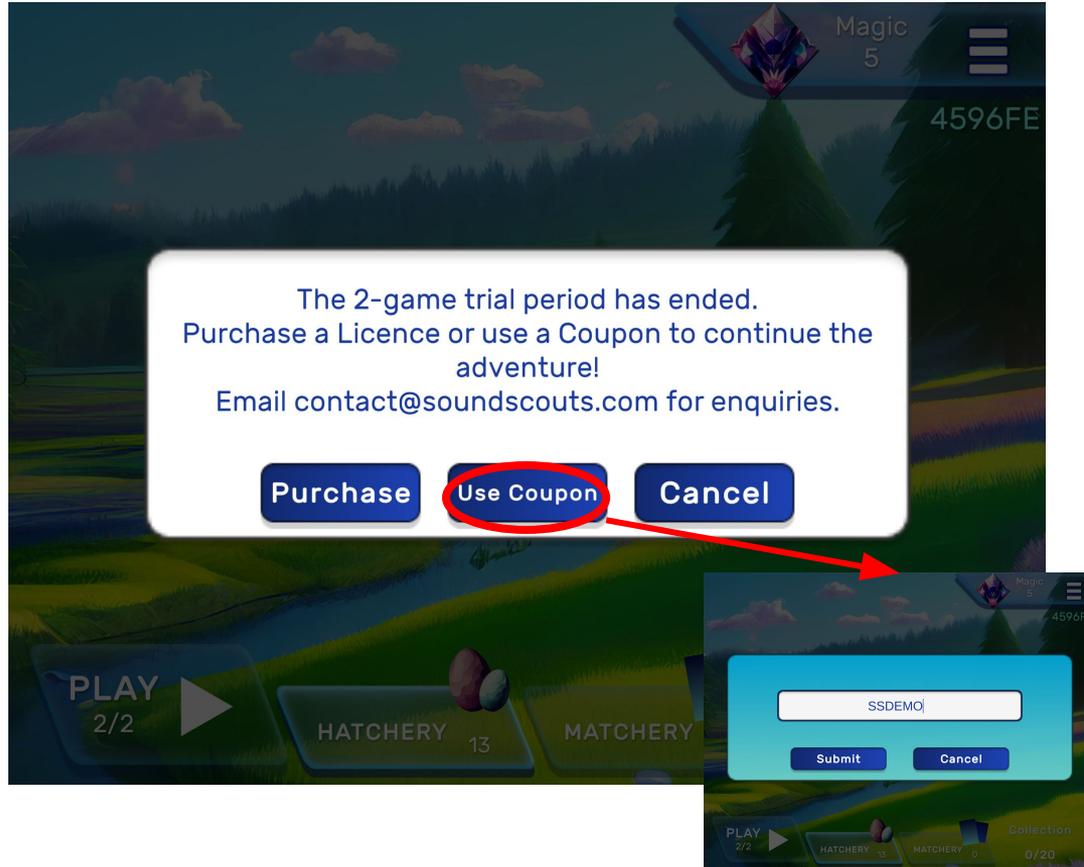
1. Select **View Results** to access Soundiverse Profile login screen (**Profile and Results explained later**).
2. Select **Play/Replay Tutorial** to learn how to help Captain Dangles build his spider's web.
3. His web is used to catch mosquitos in the bonus reward **Catch Game** and **Collecting Game**.
4. The tutorial can be repeated at any time.
5. Select **X** to exit the Menu and return to the home screen.
6. Select **Try Demo** for parents/guardians to experience the training without affecting results.

Training Game – Demonstration



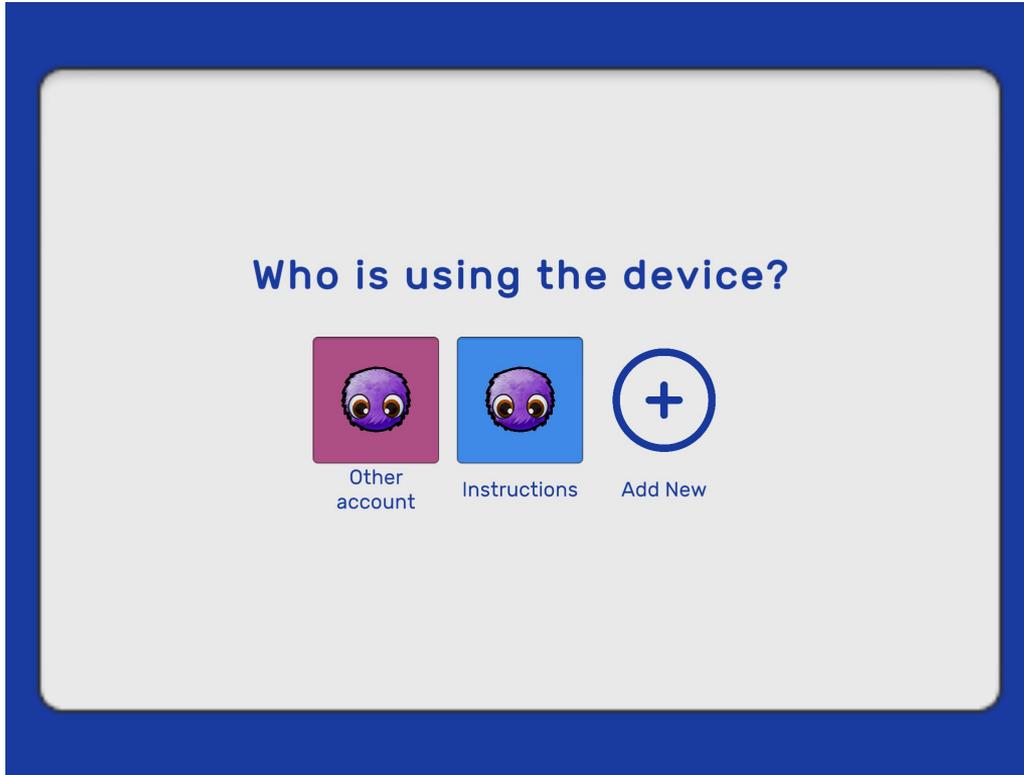
1. Only the registered player can play the Soundiverse training game.
2. If any other person plays the training game it will impact the Player's results, progress and rewards.
3. The demo can be repeated at any time.
4. Select **Exit** to exit and return to the home screen.

Profile Activation continued

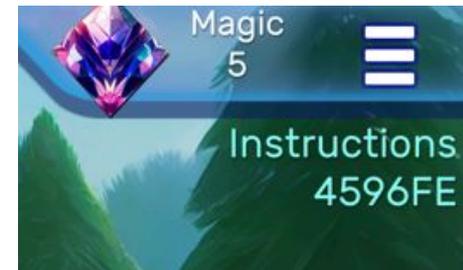


1. Once users complete the trial period, a pop up will show the different options they can use to activate the licence. This UI can be accessed via the **Home Screen Menu** by selecting **Activate Licence**
2. If users wish to purchase the licence, select **Purchase** and the OS specific IAP UI will appear.
3. If users have a coupon code, select **Use Coupon** and enter the coupon code.
4. Once a valid licence has been activated, the users profile has unlimited access/use of the app.

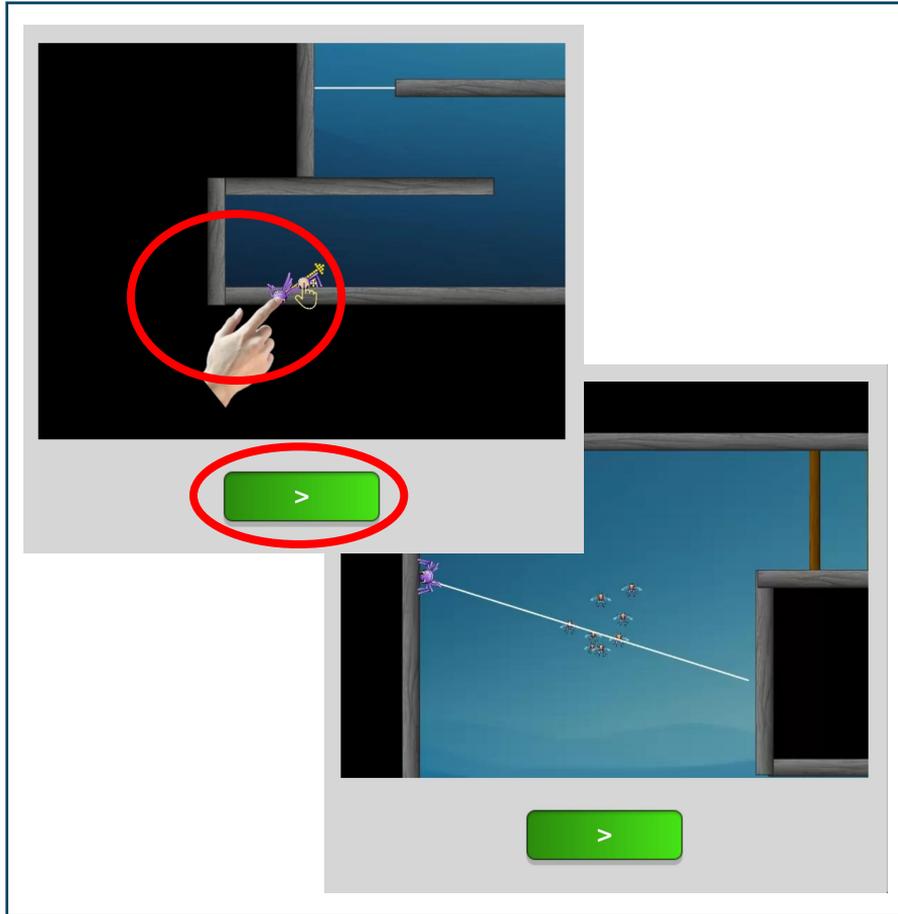
Multiple Profiles



1. Soundiverse allows multiple profiles on one device.
2. Each time the app starts up users will need to select which profile to load.
3. Select **Add New** to add more using the **Log In** or **Create New Profile** screen
4. Users can return to this screen from the **Home Screen Menu** by selecting **Log Out**
5. If there are multiple profiles on the device, the nickname will additionally be shown above the reference code



Reward Games - Tutorial



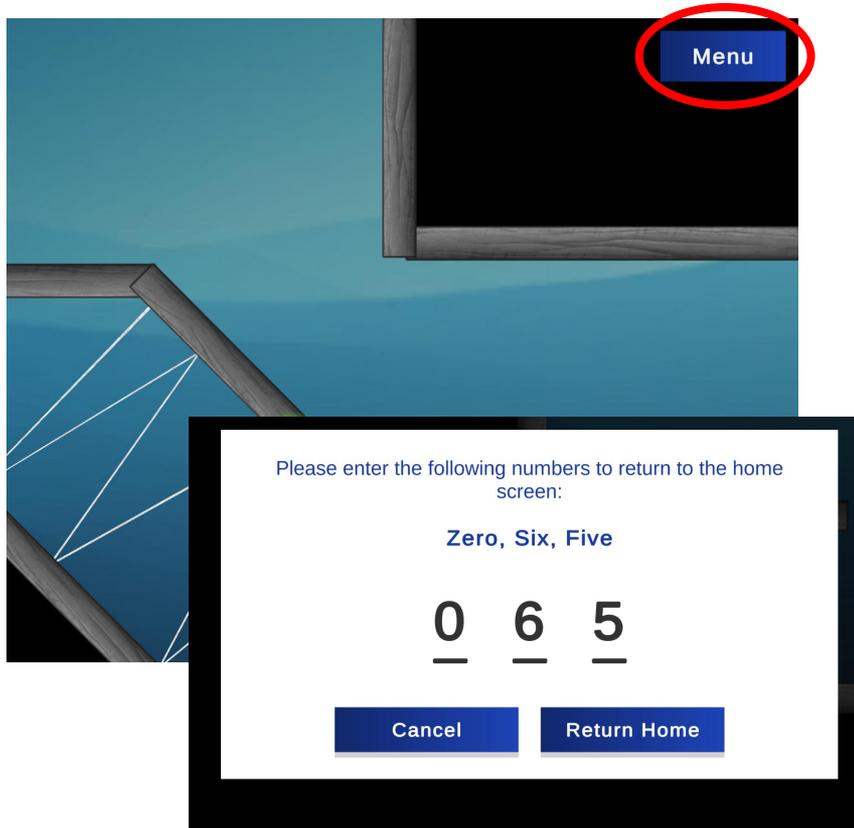
1. The **Tutorial** instructs the player on how to play the two bonus reward games (**Catch Game** and **Collecting Game**).
2. Select the **Green Arrow** button to start the tutorial.
3. Videos appear to demonstrate how to move the spider around a maze and build a web.
4. A **pointer** (either a hand or an arrow) will appear to show the player how to move the spider into the correct position to navigate around the maze.
5. The player can then practice navigating the maze and web building.
6. Select the **Green Arrow** button to stop the instruction videos.

Reward Games – Tutorial (Multiple Webs)



1. To move around the maze the player drags the spider backwards and release their finger.
2. If there are multiple webs ahead, the player can **drag and hold the spider** for about one second.
3. A **green circle**, then a **circle of stars** appear, which allows the player to jump through **multiple webs** at once.
4. If the player does not hold until the stars appear, the spider will land on the web.
5. If there are no webs the player does not have to wait for the **circle of stars** to appear before releasing the spider.

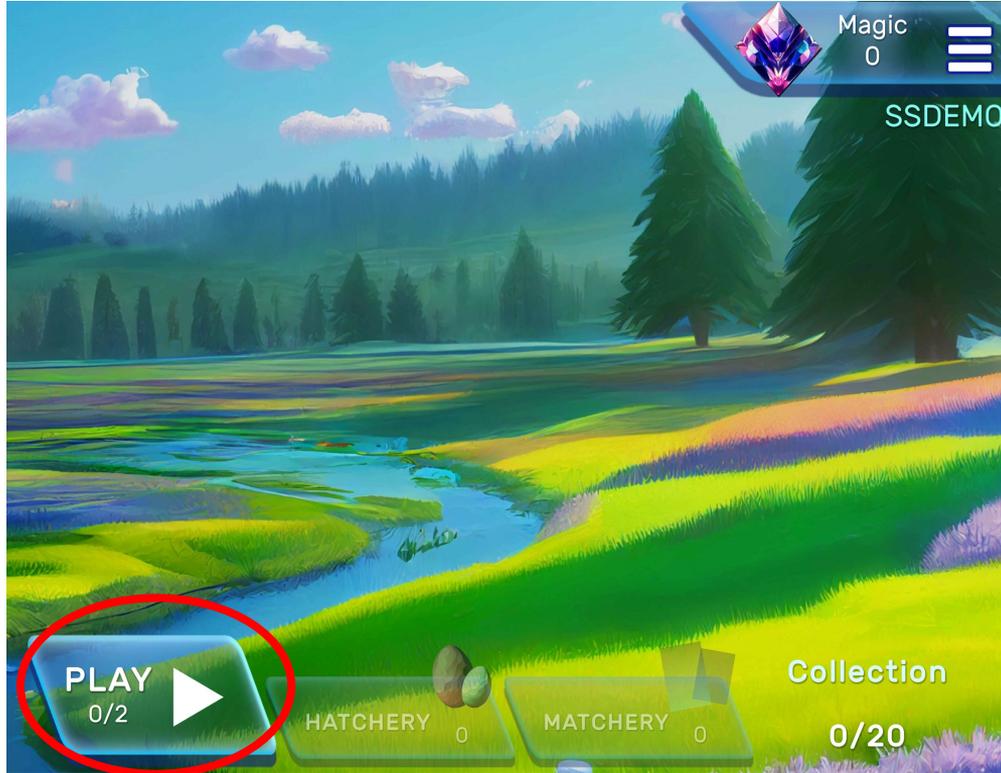
Exiting a screen (other than the Home Screen)



FOR PARENTS ONLY

1. To exit a screen (other than the Home Screen), **tap the top right hand corner of the screen three times.**
2. The **Menu** button will appear.
3. Select the **Menu** button and enter the three numbers on the screen to return to the **Home Screen**.

Home Screen – Accessing the Training Game



1. Select the **Play** button to access the **Training Game**.
2. The **Training Game** screen will appear and the listening game will commence immediately.
3. **The player must be wearing headphones** (Sennheiser HD400S recommended).



Home Screen – Quick Guide

*The aim of the training program is to listen to the **three sounds** in noise and **identify which sound is different**. Tap the egg with the different sound. You can tap the egg with the question mark to replay the sounds. Good listening will be rewarded!*

1. Ensure headphones are connected and properly positioned over the ears. Set the device volume to 5 clicks down from the maximum while using the app.
2. Complete the reward activity Tutorial - watch the videos and copy the actions.
If additional training is required select Replay Tutorial from the Menu.
3. Select PLAY - complete the first listening activity to set the volume.
4. In each daily training session the aim is to complete 2 Games.
1 Game = 2 blocks of 15 presentations.
After each block of presentations you complete a reward activity to collect eggs. The eggs hatch into fun critters for your collection.

Note: In the FREE trial period you have access to 2 Games (4 x 15 presentations)

Back

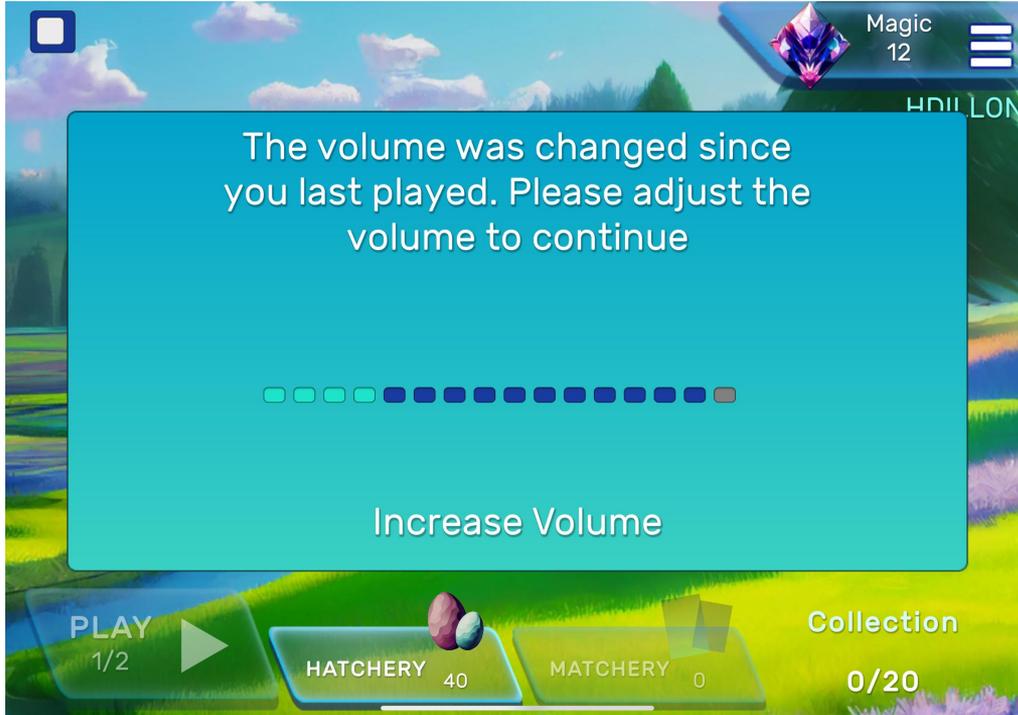
1. The first time **Play** is selected a quick guide will be shown.
2. This can be accessed anytime from the **Home Screen Menu**

Setting the Starting Volume of the Game



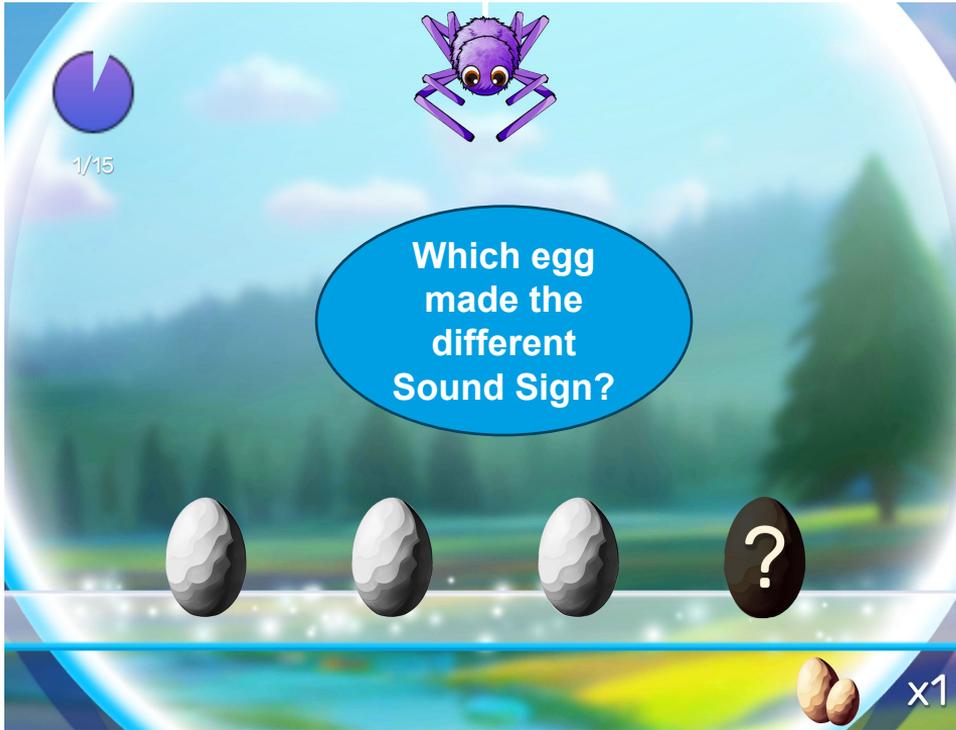
1. A short calibration procedure is carried out to make sure that the player can hear the game at a comfortable, and consistent, level every time the game is played.
2. Calibration occurs the first time the game is played, or
 - At the start of every week.
 - If the user changes devices.
3. The **Calibration Screen** appears automatically after the player selects the **Play** button on the **Home Screen**.
4. Set the iPad or android tablet volume level to **five clicks down from maximum volume** before starting the calibration task.
5. The calibration task is similar to the training game except (a) there is no background noise and, (b) a maximum of 15 trials are presented.

Change of Volume Control Warning



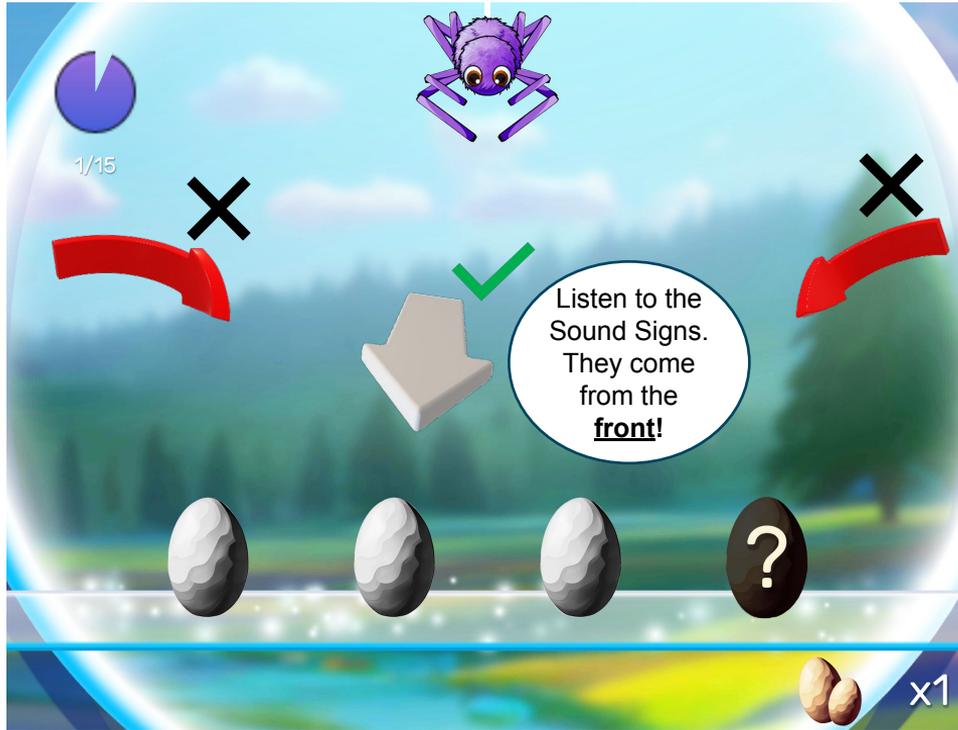
1. If the iPad/android tablet volume control has been adjusted between training sessions, a **Warning Message** will appear.
2. The warning message will advise the user to adjust the volume of the device up or down until the iPad/android tablet volume control is in the same position as it was when the calibration procedure was carried out (e.g., five clicks down).
3. The software then automatically applies the additional adjustment to the volume that was needed to reach the Player's listening threshold set during that week's calibration task.

Listening Game - Help Captain Dangles match the egg pairs!



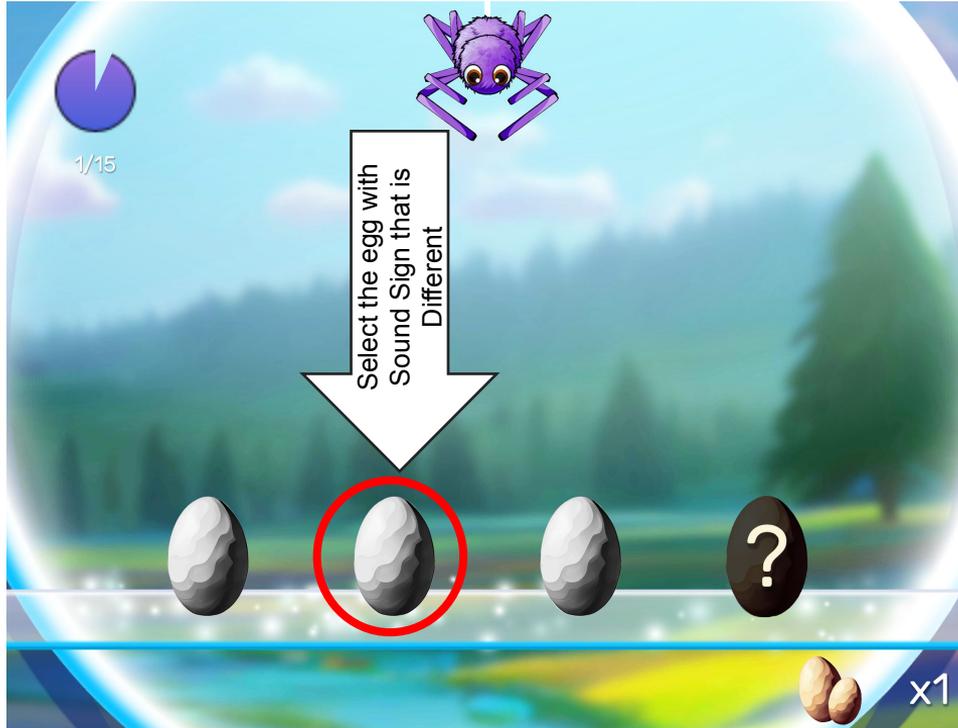
1. The listening game will start automatically when the player selects the **Play** button on the **Home Screen**, or completes the calibration task.
2. When the game starts the player will hear some **background noise**.
3. Three eggs will then appear on a conveyor belt.
4. Each egg shakes and gives off it's **sound sign**.
5. *Two* of the eggs have the **same** sound sign (e.g., ba gu).
6. But *one* of the eggs has a **different** sound sign (e.g., di na).

Listening Game – Sound Signs and Background Noise



1. The sound signs that the eggs make always sound like they are coming from **directly in front** of the player.
2. But the background noise sounds like it is coming from **both sides** of the player at the same time.
3. *Concentrate* on listening to the sound signs coming from the front and *ignore* the noise coming from either side.
4. At first, it will probably be pretty easy to hear the sound signs, because there isn't a lot of noise in Captain Dangles' laboratory.
5. But this is a listening game, and it's going to get harder to hear the sound signs as more eggs come onto the conveyor belt.

Listening Game – Correct Response



1. Select the egg that has the different sound sign.
2. For example, select Egg 2 if:
 - Egg 1 says *bu ga*
 - **Egg 2** says *da ni*
 - Egg 3 says *bu ga*
3. Captain Dangles then knows that Egg 1 and Egg 3 are a match!

Listening Game – Correct Response (Continued)



1. Matching eggs will turn the same (e.g., **brown**) colour
2. The other egg will turn a different colour (e.g., **purple**).
3. Captain Dangles will then swoop down and carry the odd egg back to be matched later.
4. The matched egg pair carry on along the conveyor belt to the **Hatchery**.

Listening Game – “Not Sure” Response



1. If the player *thinks* that they know the odd egg, they should have a guess. It is often correct.
2. However, if the player cannot hear the sound signs at all, they can select the **question mark**.
3. The same sound signs will be **repeated** for the player to have another go.
4. If the question mark is selected **twice in a row**, all the eggs go back up the conveyor belt and a new set of eggs with different sound signs appear.

Listening Game – Incorrect Response



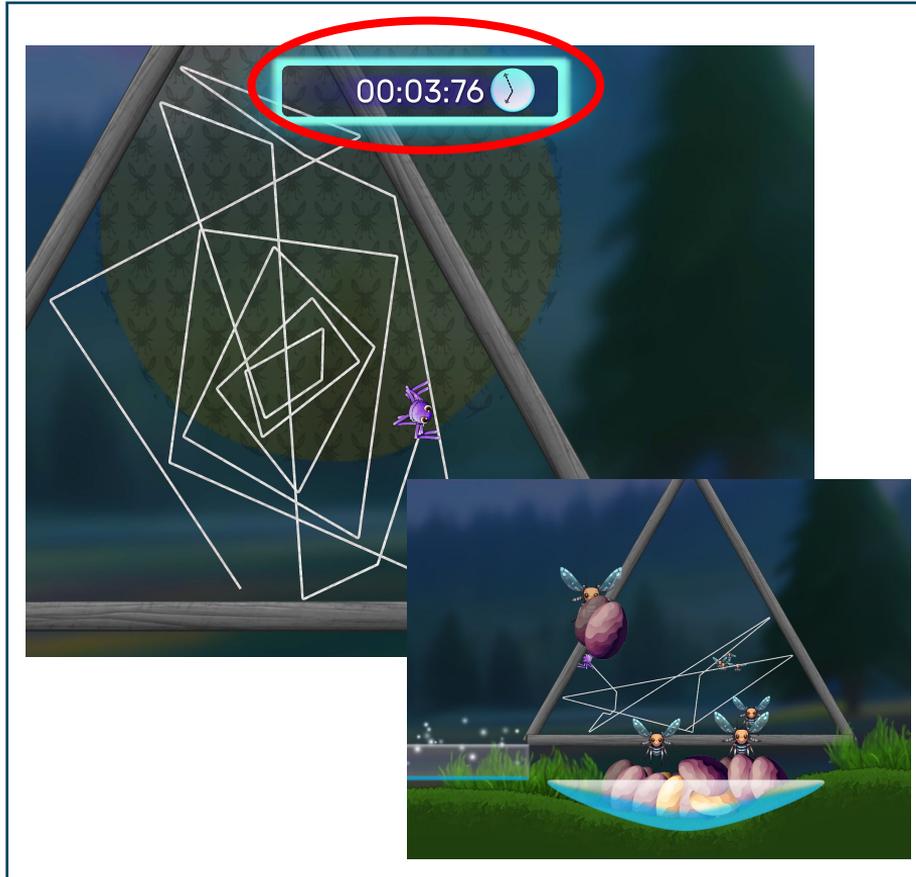
1. If the player selects the incorrect egg all the eggs go back on the conveyor belt to be matched later.

Listening Game – Listening Trials and Games



1. Every set of eggs that appears on the conveyor belt is called a listening **trial**.
2. There are **30 trials** in each game, divided into **two blocks of 15 trials**.
3. The counter in the top left hand corner of the screen shows how many trials in a block have been played.
4. Play:
 - **Two** games per day
 - **Five** days per week
 - For **ten** weeks (100 games).

Catch Game – Between 15-Trial Blocks



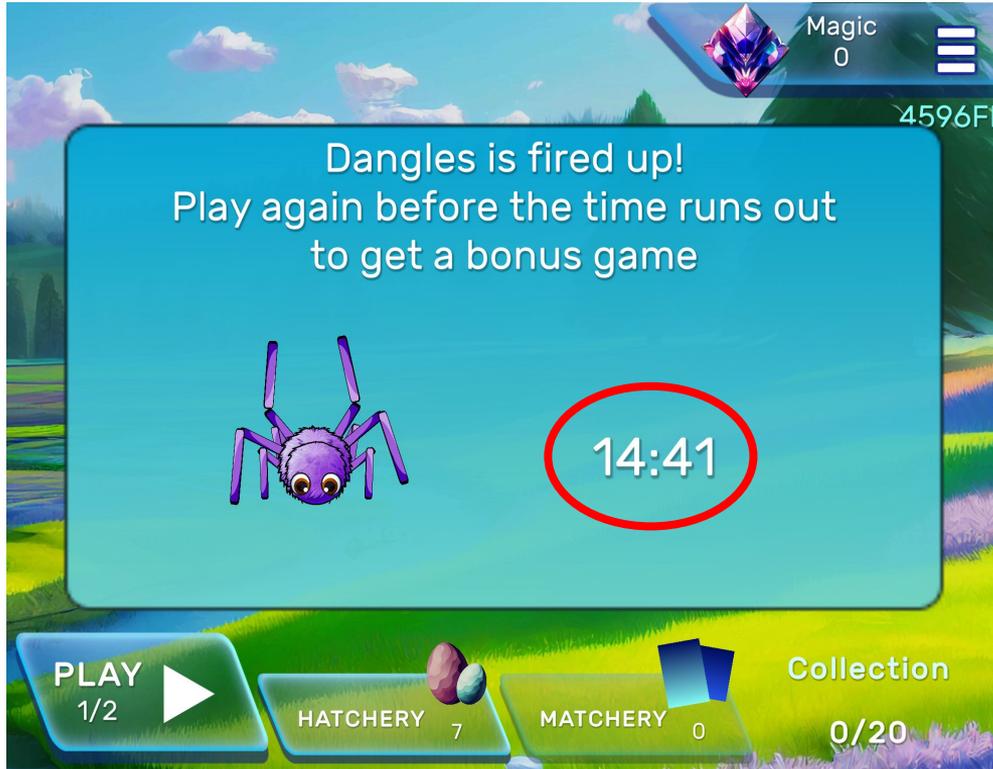
1. Players have a break at the end of the each block of 15 trials to play the **Catch Game**.
2. Catch Game is short, **non-training game** that takes about one minute to complete.
3. The Player builds a spider's web to catch mosquitoes under a time limit.
4. The mosquitoes destroy the eggs accumulated by the Captain Dangles in the Listening Game.
5. The player catches mosquitoes to protect the eggs.

Catch Game – Rewards Tally



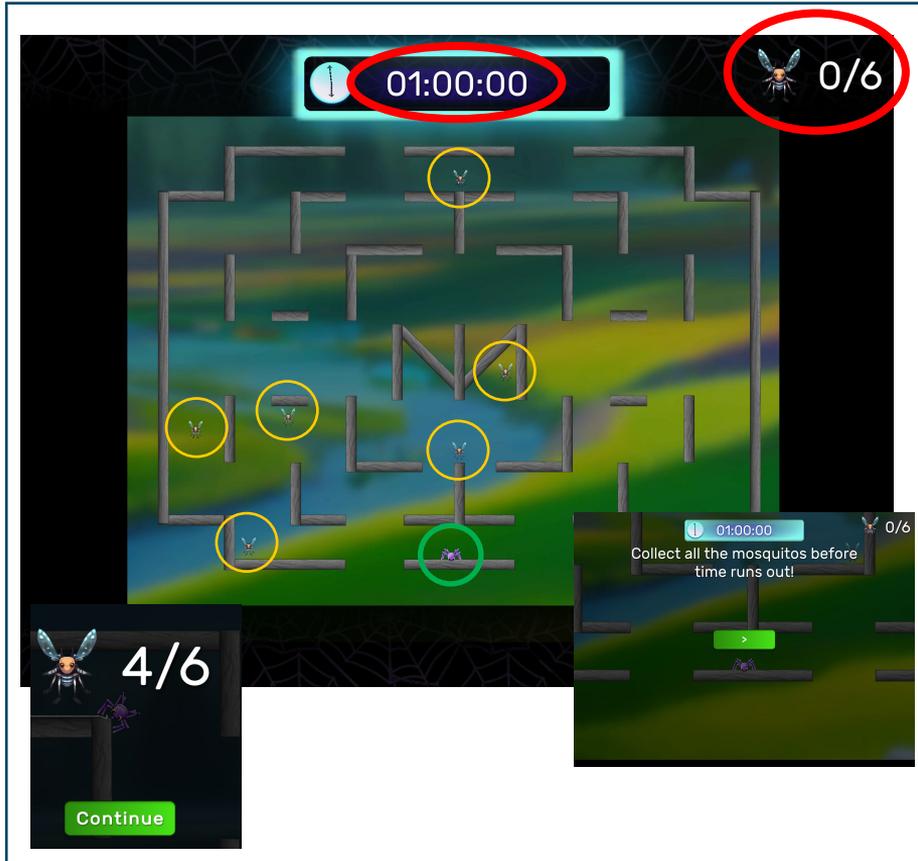
1. A screen is displayed at the end of each **Catch Game** showing how many eggs the player received and saved by playing the **Catch Game**.
2. Select **Continue** to progress to the next block of 15 listening trials.

Second Game Timer – Bonus Collecting Game



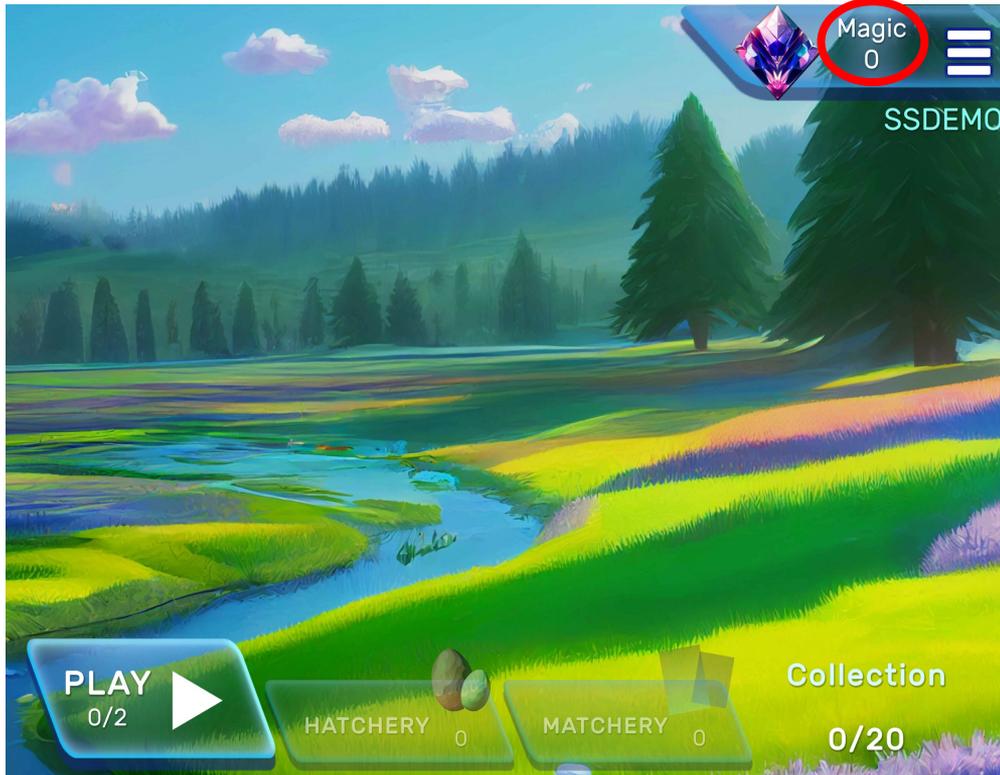
1. When the player has completed the first game (30 trials) they return to the **Home Screen**.
2. If the player commences the second game of the day before a **15 minute timer** runs out they are able to play a bonus reward game - **Collecting Game**.
3. The timer is displayed on the **Home Screen**.
4. Select the **Play** button to start the second game.

Collecting Game



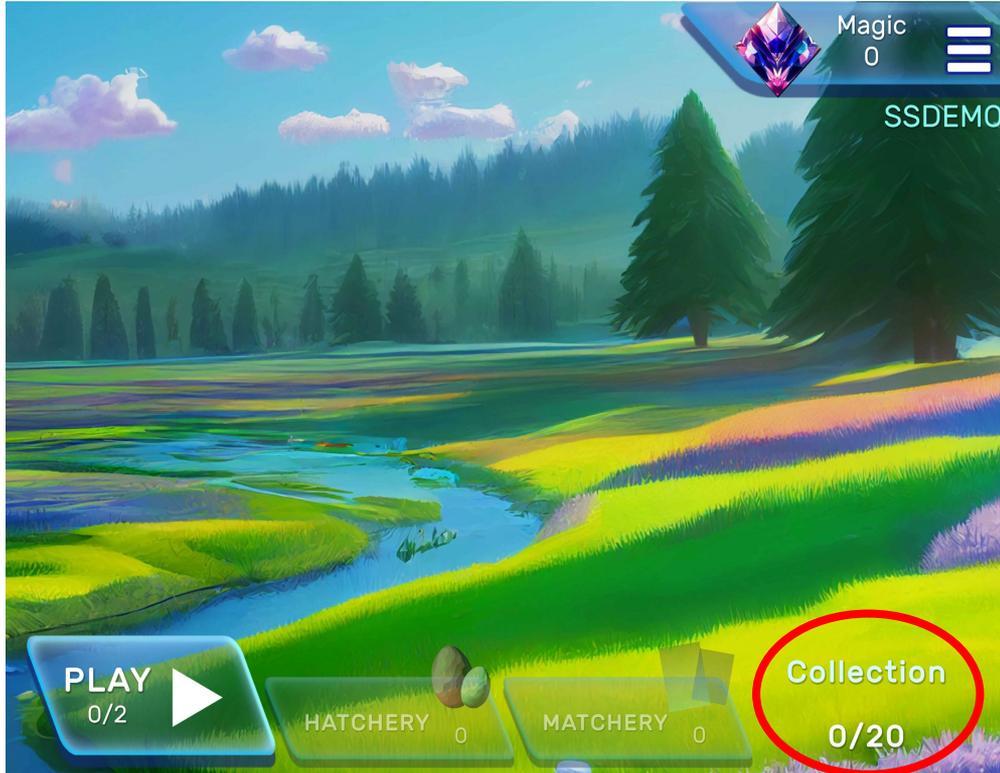
1. The **Collecting Game** starts automatically after the second game played in any one day.
2. Select the **Green Arrow** button to start.
3. Drag the spider backwards and release to navigate around the maze.
4. The goal is to jump on as many of the creatures in the maze as possible before time runs out.
5. The timer at the top of screen will count down the time remaining.
6. The counter at the top right hand corner of the screen will display the number of collectables that have been collected.
7. When the game is finished select **Continue** to return to the **Home Screen** and view **Goals**.

Home Screen - Reward Tallies (Magic)



1. The **Magic** icon displays a tally of the number of mosquitoes collected in the Bonus Games and the Matching Game.

Home Screen - Reward Tallies (Collection)



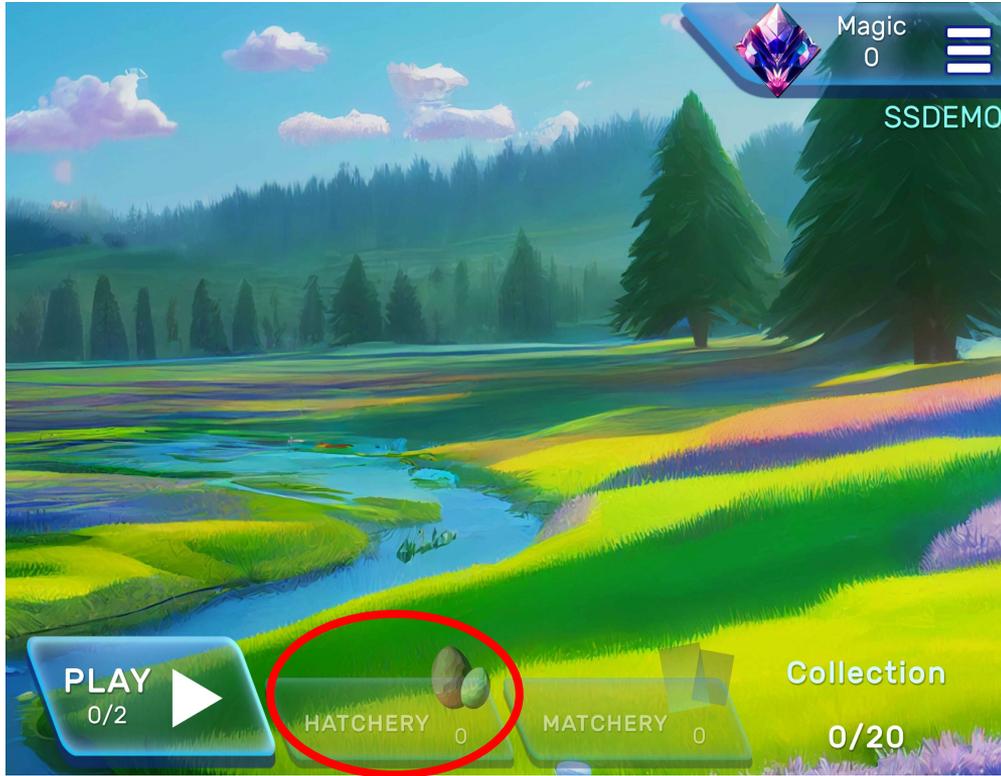
1. The **Collection** icon displays the number of unique Soundiverse Creatures that the player has hatched versus the total number of available Soundiverse Creatures (20).
2. Select the **Collection** icon to view your Soundiverse in the **Meadow** environment where the Soundiverse Creatures live.

Meadow Screen



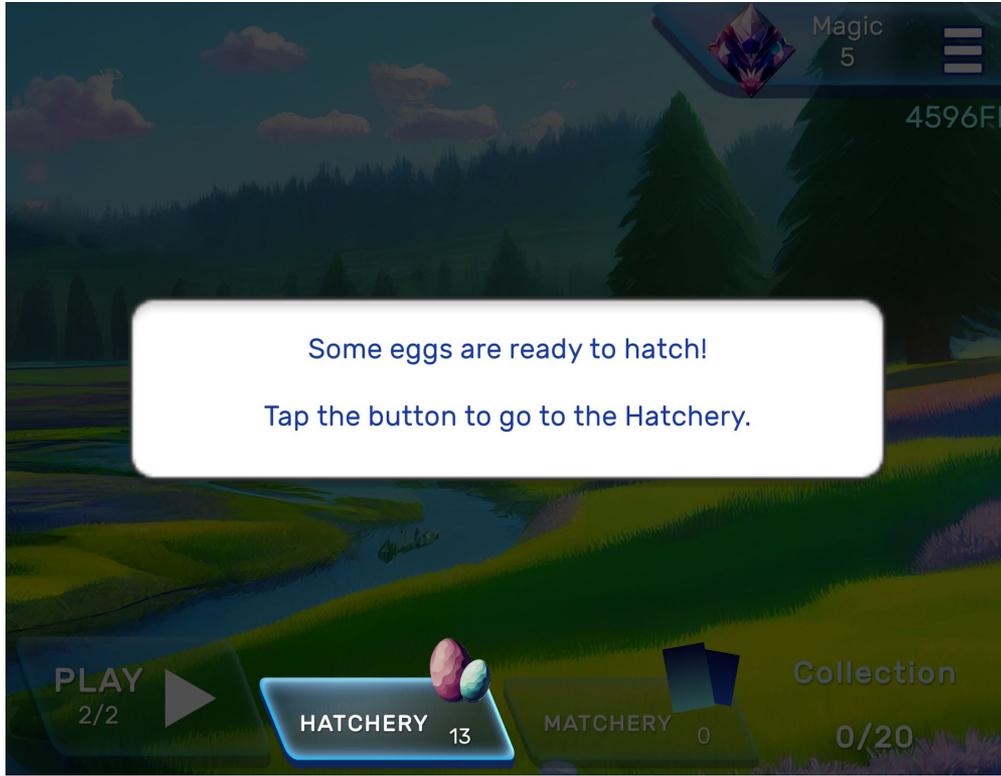
1. The **Meadow** is the environment where the hatched Soundiverse Creatures live.
2. Click on the Soundiverse Creature to see them jump.
3. Use the cursor to move around the **Meadow**.
4. Select the **Back Arrow** icon to return to the **Home Screen**.
5. Select the **Card** icon to see the Soundiverse Creature cards.

Home Screen - Hatchery



1. The **Hatchery** is where players can view and hatch the eggs that they earn as rewards.
2. The eggs hatch into Soundiverse creatures.
3. Select the **Hatchery** icon to enter the **Hatchery**.

Home Screen - Hatchery



1. After the first 2 games are played, players will have eggs ready to hatch.
2. The first time a player has eggs ready to hatch the UI will guide them towards the **Hatchery**

Hatchery Screen



1. Each egg in the **Hatchery** has a bar that fills up with every trial block that the player completes. There are 2 trial blocks in every game.
2. When an egg is ready to hatch into a Soundiverse creature it shakes and the bar under the egg turns yellow.
3. There are currently 20 different Soundiverse creatures that can be hatched.
4. The total number of eggs is shown in the box at the bottom of the screen.
5. Tap on any egg to see **Possible Hatches**.
6. Select the **Back Arrow** icon return to the **Home Screen**.

Hatchery Screen - Possible Hatch Sidebar



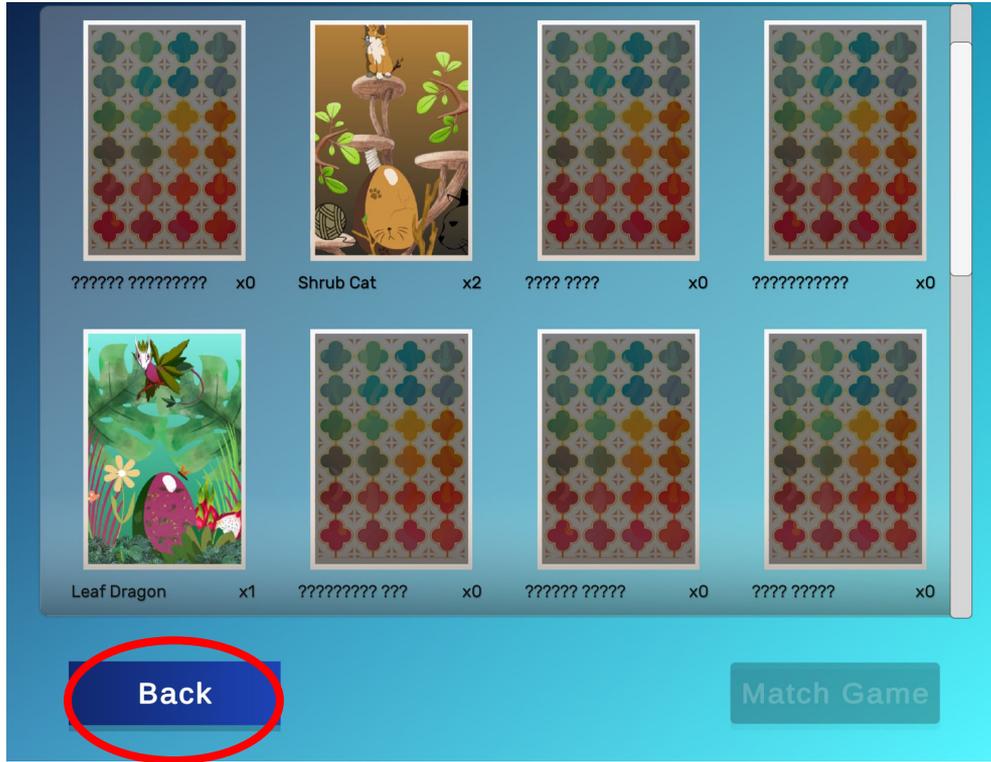
1. Tap on any egg to show a sidebar showing **Possible Hatches**.
2. These are the Soundiverse creatures that your egg may hatch into.
3. Tap the screen to return to the **Hatchery**.

Hatchery Screen – Card Icon



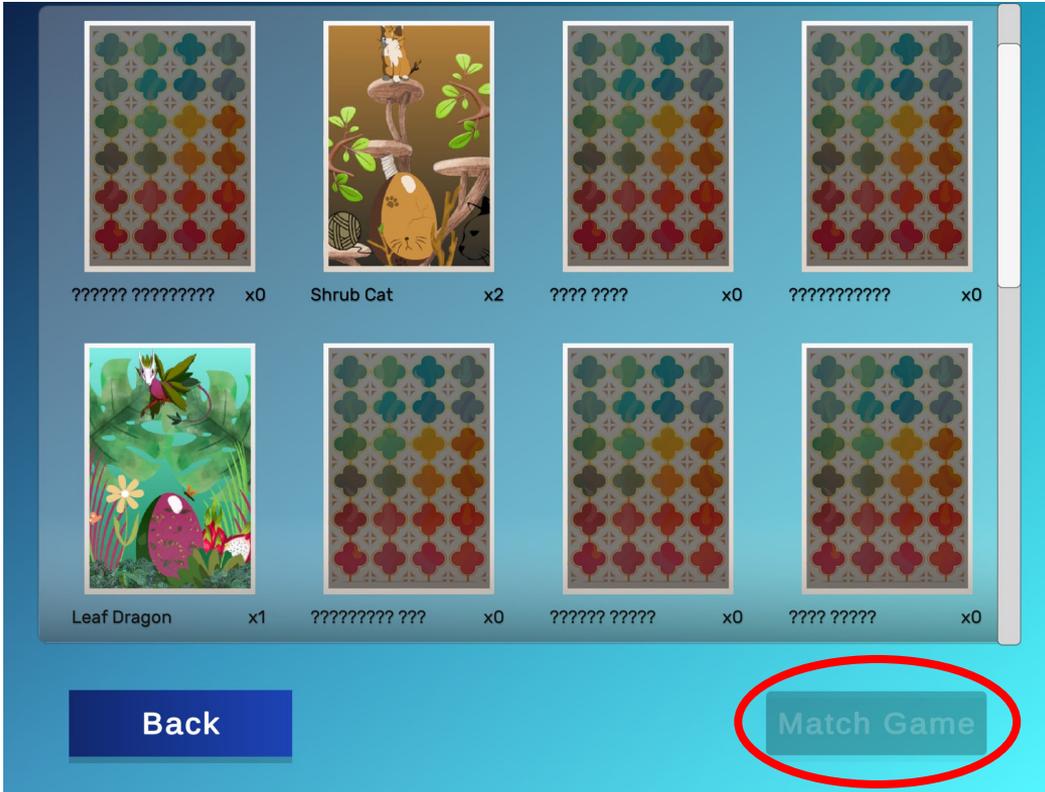
1. Select the **Card** icon to enter the **Card Screen**.
2. The **Card Screen** is where the player is able to view their Soundiverse creature cards.
3. Each hatch of a Soundiverse creature earns *one* card of that Soundiverse creature.
4. If however, the player happens to hatch a “shiny” version of that Soundiverse creature by chance they will receive *four* cards instead.

Cards Screen



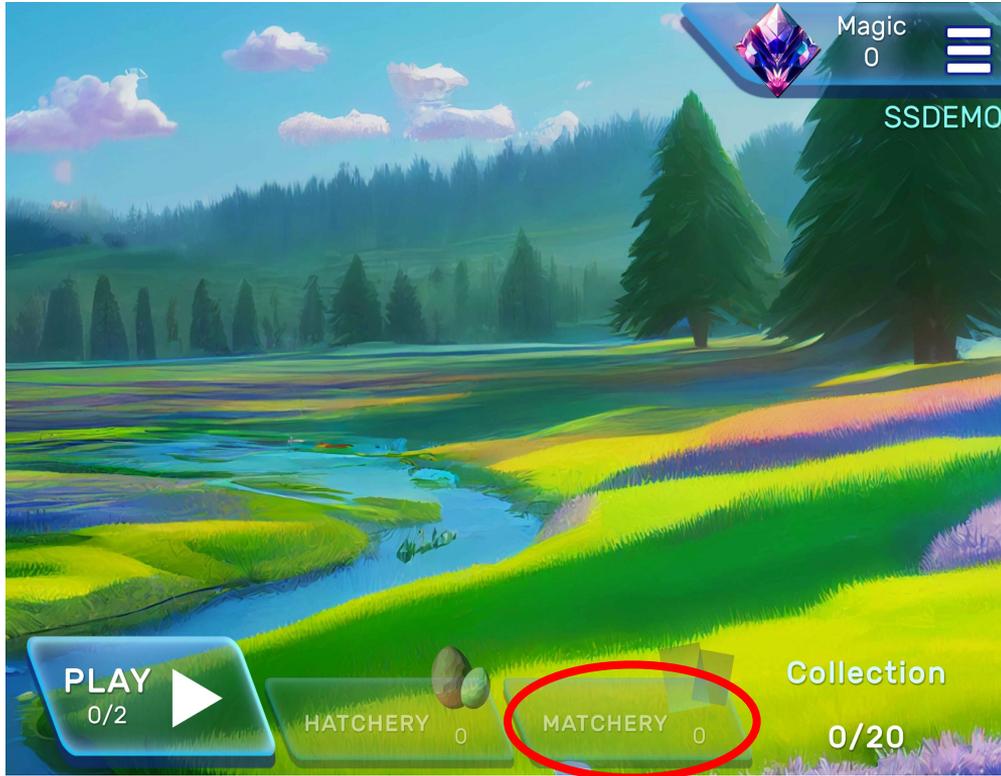
1. The **Cards** area displays the Soundiverse creatures that the player has hatched depicted on **playing cards**.
2. There are 20 different Soundiverse creatures that can be hatched and displayed on the cards.
3. These cards are used in the bonus reward **Match Game**.
4. Select the **Back** icon to return to the **Home Screen**.

Cards Screen – Match Game Icon



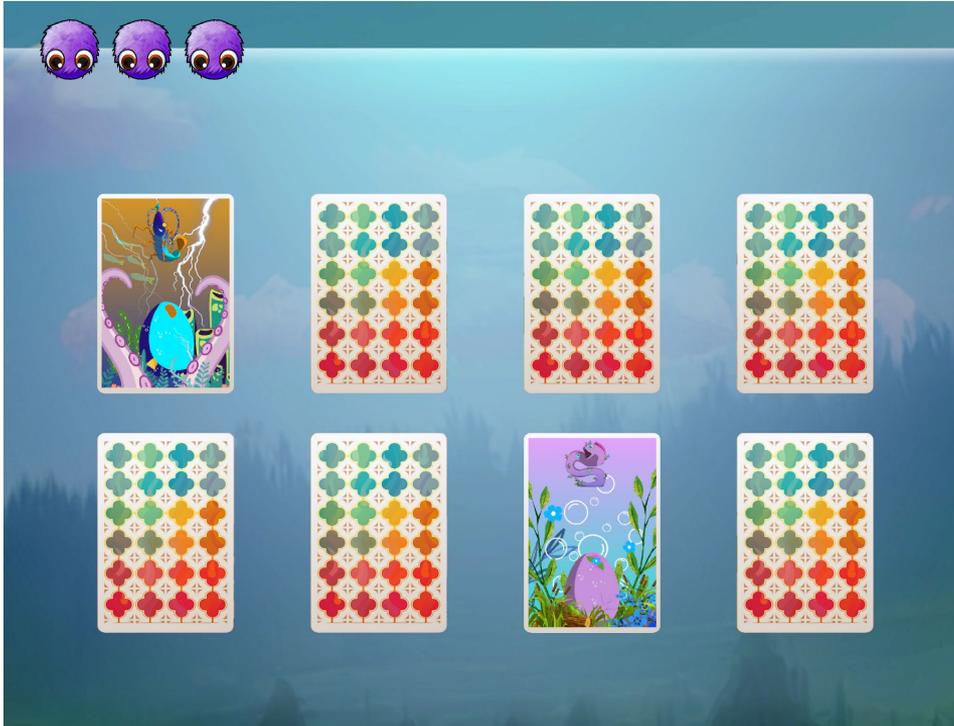
1. Select the **Match Game** icon to play the **Match Game**.
2. The player can only access the **Match Game** when they have accumulated *at least 4 pairs* of cards.
3. In this example, the player only has 1 *pair* of cards (Shrub Cat).
4. They need 3 more pairs to play the **Match Game**.
5. When the player has at least 4 pairs of cards the **Match Game** icon will become available.

Home Screen – Access to the Matchery



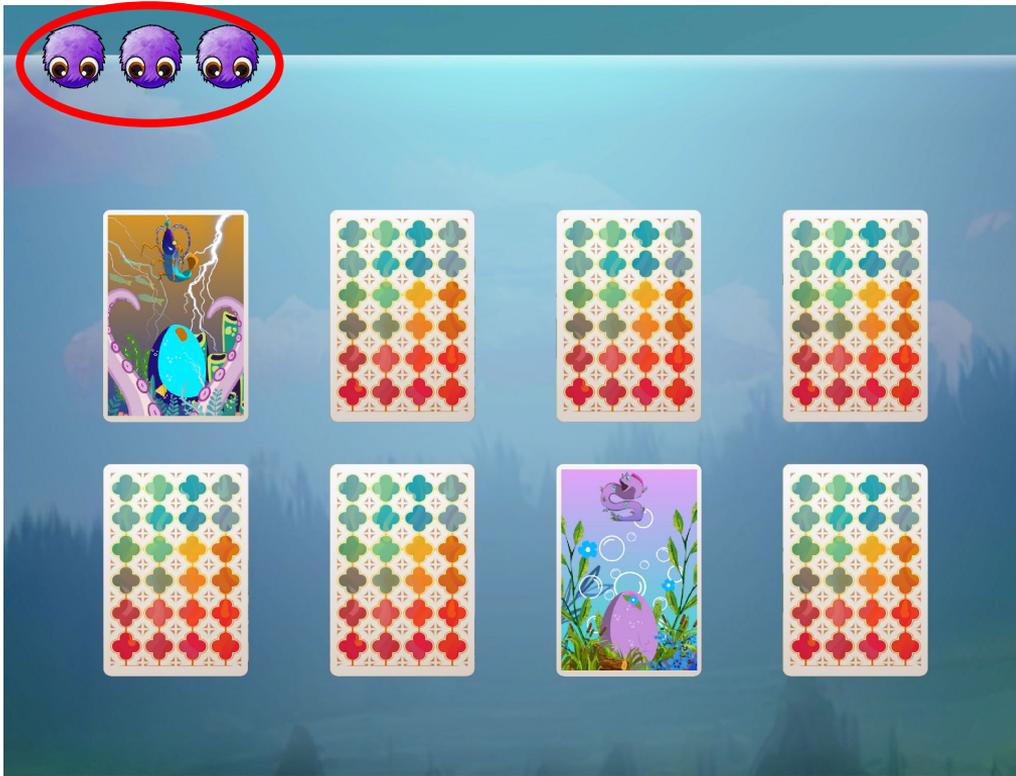
1. The **Matchery** icon on the **Home Screen** displays the number of card pairs available to play the **Match Game**.
2. This area of the game is only accessible once the player acquires enough Soundiverse Creature card pairs accrued to play the game.
3. The player needs to have accrued 4 *pairs* of Soundiverse Creature cards (i.e., 8 cards).
4. Select the **Matchery** icon to play the **Match Game**.

Match Game - Rules



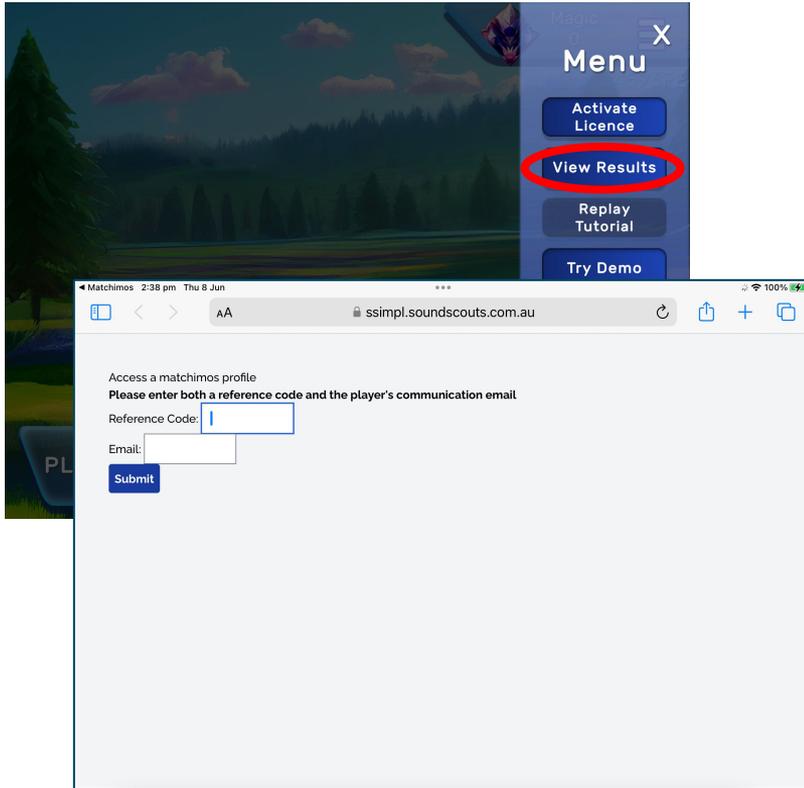
1. The **Match Game** is a mini reward game to give players a chance of acquiring more **Magic** by correctly matching Soundiverse card pairs.
2. There are 8 cards (4 pairs) in each game for the player to match.
3. Tap 2 cards sequentially to reveal pictures.
4. Three wrong attempts to match pictures are allowed before the game ends (see Match Game – Spiders).
5. For each correctly paired card, the player will gain **Magic**.
6. The cards used for this mini-game will disappear from the player's tally/inventory as shown in the **Card Screen**.

Match Game – Purple Spiders



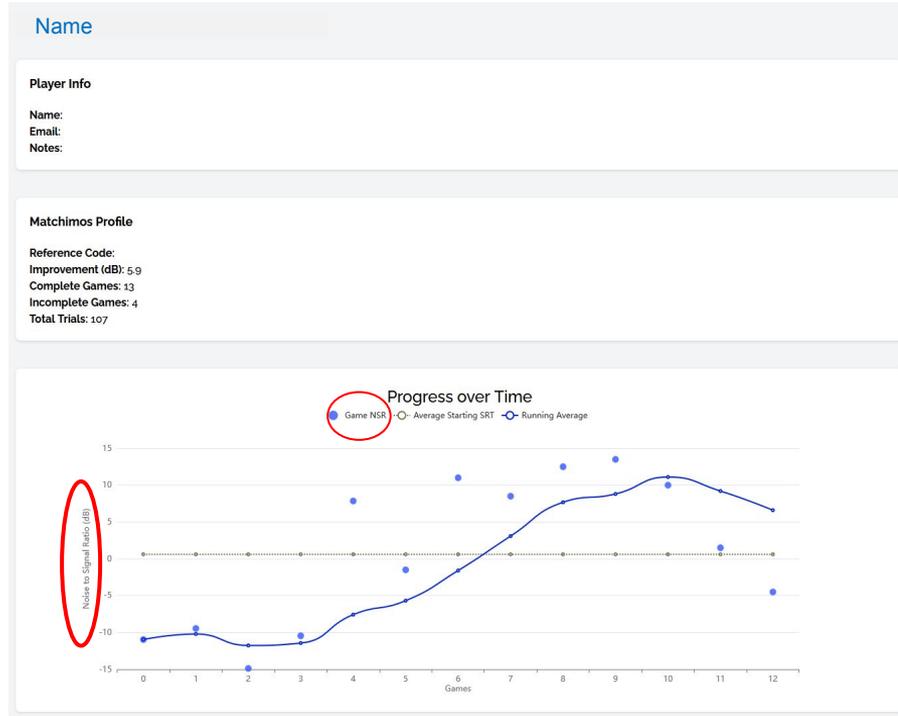
1. The purple spiders in the left hand side of the **Match Game** screen are “chances” or “lives” the player has in the game.
2. If the player matches an incorrect pair, the amount of spiders decreases by one.
3. If the player reach zero (no spiders), the game ends and all remaining cards on the field of play will turn over to reveal where the pairs are.
4. The player is then returned to the **Home Screen**.

Accessing Progress Reports – Profile Log in Screen



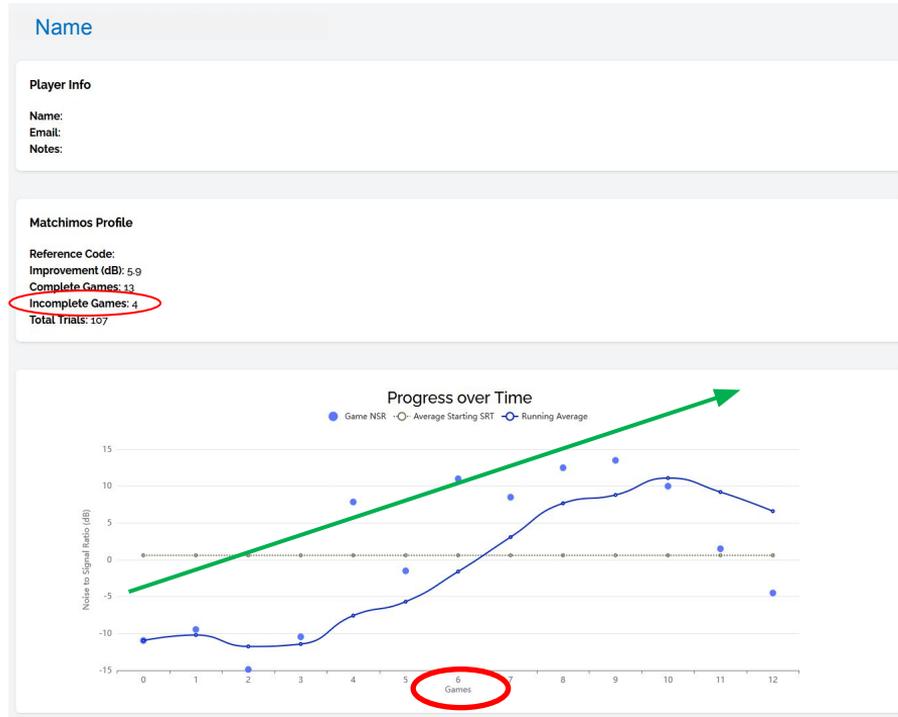
1. Select **Hamburger** icon on the **Home Screen** to access **Sidebar Menu**.
2. Select **View Results** to access Soundiverse **Profile Login Screen**.
3. Enter Reference Code and Email address.
4. Select **Submit** to access the **Progress Report** screen.

Progress Reports – Understanding the Progress Graph



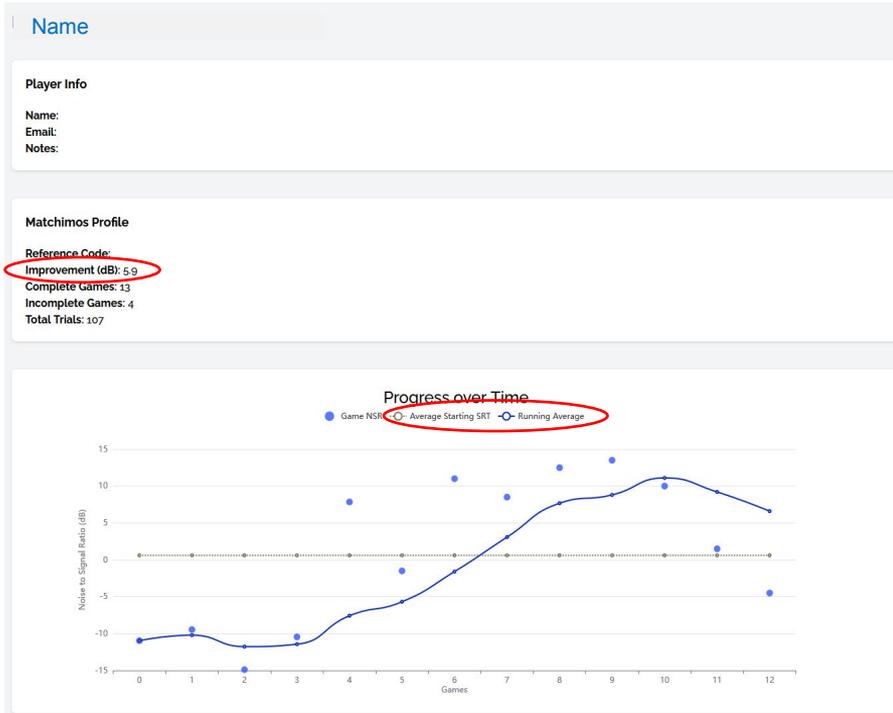
- The player's **progress over time** on the Soundiverse training game is plotted their Profile graph.
- The *vertical* axis shows **noise-to-signal-ratio (NSR)** in decibels (dB).
- **NSR** is how loud the target is (i.e., the sound signals that the eggs produce) compared with how loud the background noise is.
- The **Game NSR** is the **average** of the NSRs for each of the listening trials in any one game (excluding practice).
- The Game NSR is also referred to as the player's **speech reception threshold (SRT)**.

Progress Reports – Improvement Over Time



- Each **dot** on the plot represents the listener's score for one **game** (averaged over the 30 listening trials).
- The **game** number (e.g., 1 to 100) is plotted on the horizontal axis.
- It is expected that, over time, the player will learn to identify the sound signs at higher and higher levels of background noise.
- **Incomplete games** (less than 30 trials played) are not plotted on the graph of **Progress over Time**.
- **Incomplete games** do not count towards the 100 games required to complete training. They are recorded as a running total in the player's **Soundiverse Profile**.

Progress Reports – Progress Graph Calculations



- The **Average Starting NSR** in dB is the average NSR from the first 10 games (or the number of games if less than 10 played).
- The **Running Average** is the average NSR in dB from the last 5 games played.
- **Improvement (dB)** is calculated as the last value of the **Running Average** minus the **Average Starting NSR**.
- **Improvement (dB)** gives a snapshot of how much more background noise the player is able to have in the environment and still be able to identify the sound signals since the start of training.