

PARTICIPANT INFORMATION SHEET GUIDANCE

Section A: The Research Project

- Title of project**
Innovative Music Production Approaches Empowered by Internet of Things Technologies
- Brief summary of research.**
The research explores the how the framework of the Internet of Things (IoT), a concept of ubiquitous interconnected devices that can accept, collect, and exchange data through computing networks, can influence innovative processes in audio and music production.
- Purpose of the study**
IoT research in commercial areas has been rapidly developing, but its application in the field of audio engineering has been minimal. The research addresses this gap through an applied practice investigation into the remote engagement of analogue audio hardware. Many musicians still value and rely on large, immobile, rare and expensive analogue hardware that is not simply replaced by digital software emulations. Physical music production practices involving the manipulation of audio through musical hardware can be extended over the Internet, decentralising the traditional music studio and allowing analogue processes to become distributed over virtual networks.

This research is in partial fulfilment of a PhD at Anglia Ruskin University, and seeks to explore how IoT infrastructures can provide increased opportunities for both professional and non-professional music makers to access and interact with professional grade music technology through computing networks, ultimately enabling new paradigms for engaging the music production process.
- What is my role in the study?**
You are invited to participate in this audio listening test to provide subjective feedback regarding the performance of two real-time audio streaming applications, JackTrip and WebRTC, in delivering high-quality audio across the internet.
- What are the likely benefits of taking part?**
By sharing your views comparing the recorded streams of the respective audio streaming platforms to the initial source file you determine if the platforms are suitable for professional use in IoT music applications.
- Can I refuse to take part?**
You are not obligated to participate in this study and can refuse to take part by simply closing the web browser.
- Has the study received ethical approval?**
This study has received Ethical Approval from the Ethics Committee in the Faculty of Arts, Law, and Social Sciences in Anglia Ruskin University.
- What will happen to the results of the study?**
The results of the study will be published in the postgraduate thesis write-up as well as shared and presented in public forums such as conferences and academic journals.
- Contact for further information**
Researcher
Marques Hardin
marques.hardin@pgr.anglia.ac.uk

Supervisor
Dr. Shreepali Patel
shreepali.patel@anglia.ac.uk

Section B: Your Participation in the Research Project

1. **What will I be asked to do?**

You are asked to play each of the 3 audio files (1kHz Sine Wave, Strings Audio, and Complex Audio); first listening to their source files and afterwards listening to their two variations recorded after being streamed from JackTrip and WebRTC. When you have sufficiently listened to the files you will rank the JackTrip and WebRTC files to the source using the slider below their respective icons. The scores are ranked from 1 to 5, with the highest score referring to the file being indiscernible from the source.

After the scores have been chosen, the results can be emailed anonymously to the research team.

2. **Will my participation in the study be kept confidential?**

Participants' identities are completely anonymous and cannot be checked.

3. **Whether I can withdraw at any time, and how.**

You can withdraw from the listening test by closing the browser. Since all responses are anonymous, they cannot be withdrawn after the results are emailed.

4. **Contact details for complaints.**

If you have any complaints about the study, feel free to email to the research team (Marques or Shreepali) in the first instance.