Audio Playground Dashboard

Workshop

Updated 03-06-2022

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Agenda

1 General Overview of the Tool

2 Directions and Advice

3 BMS Contact Info

1. Audio Playground – What?

Web application developed by the BMS Lab that provides an accessible manner to transcribe auto to text and analyze audio and text.

1. Audio Playground – Why?

- Support UT researchers and students
- Created especially for long recorded interviews and group conversations
- Three audio analysis methods within one dashboard

1. Dashboard Example

Audio Playground

? | Automatic Audio to Text | Audio Analysis | Text Analysis | Lucia ⌄

1

Automatic Audio to Text

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Audio Analysis

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Text Analysis

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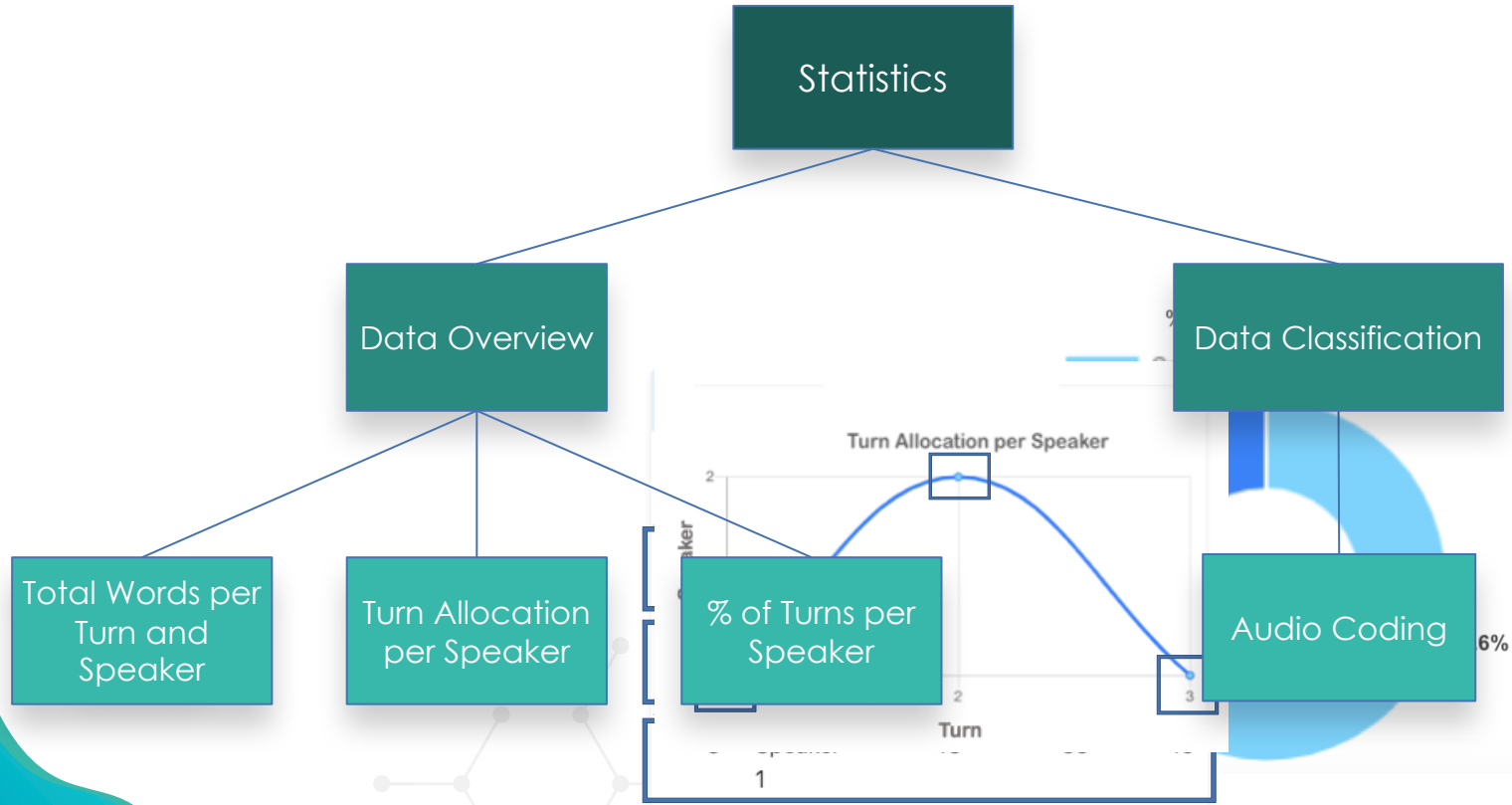
1.1 Automatic Audio to Text

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EDIT YOUR TEXT HERE

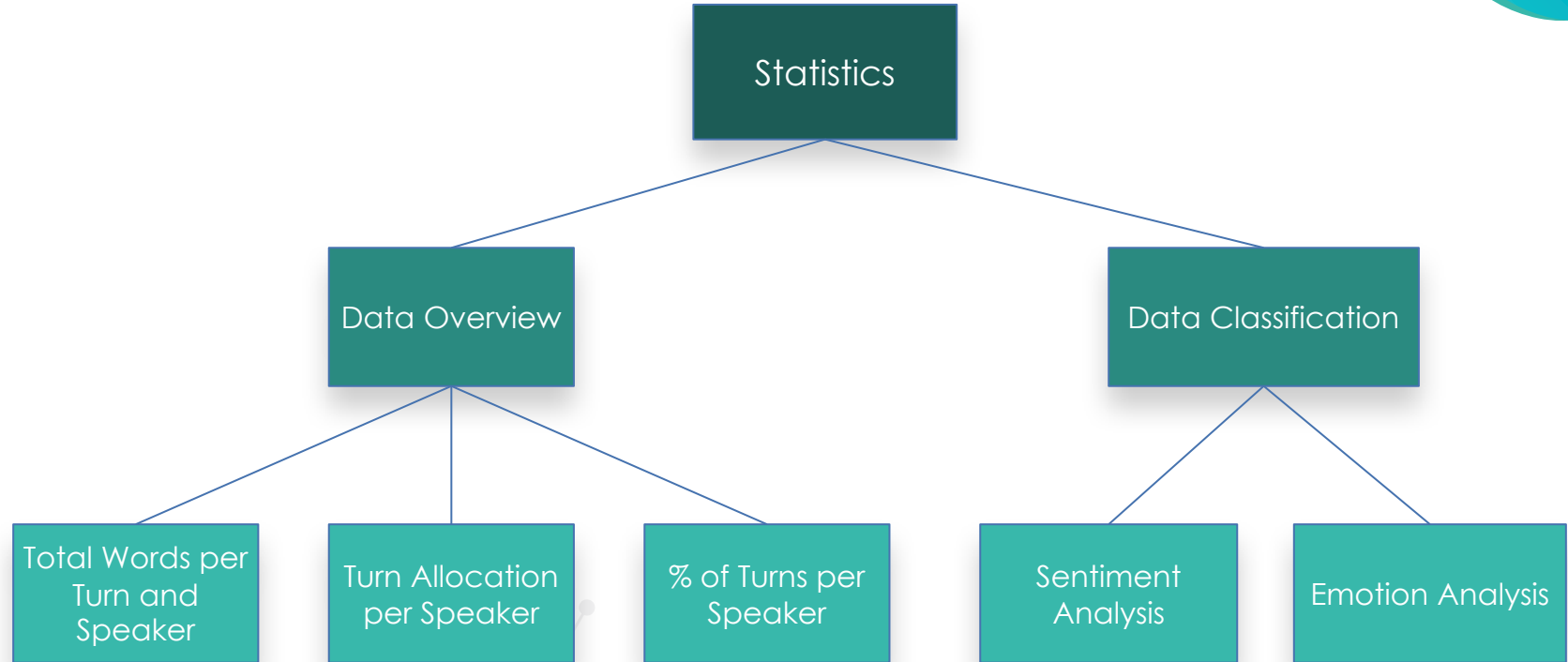⚪ UPLOAD JSON

Greetings and farewells. Hello Jennifer how's it going. Fine thanks and you. Just fine where are you off to. To the library I've got a history exam next week and need to start studying. Well all see you later then good luck. Thank you see you later. Formal greetings. Good afternoon professor Nelson how are you doing. Good afternoon Jennifer I am doing well and you. I'm great thank you this is my friend Lucy. She is thinking about applying to this college she has a few questions would you mind telling us about the process please. Hello Lucy it's a pleasure to meet you I'm more than happy to speak with you please stop by my office next week. It's a pleasure to meet you professor thank you so much for helping us. Don't mention it hopefully I will be able to answer your questions. Formal introductions. Mr Nelson I'd like you to meet doctor Williams it's nice to meet you Dr Williams pleasure to meet you too. Dr Williams as an economist he just finished writing a
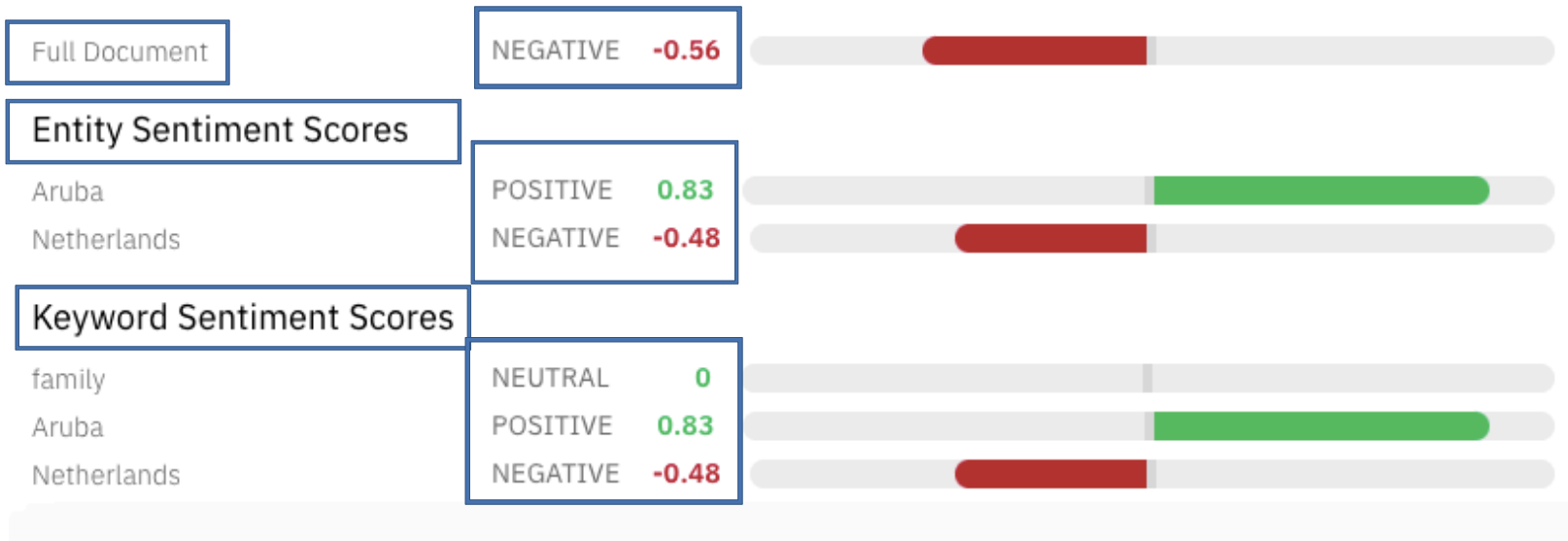
1.2 Audio Analysis

Statistics

Data Overview

Data Classification

Total Words per Turn and Speaker

Turn Allocation per Speaker

% of Turns per Speaker

Audio Coding

1. **General:** Full document
2. **Specific:** Entities and Keywords

- Sentiment Score = overall sentiment leaning of the text.

  - Positive Score = 1.0

  - Negative Score = -1.0

  - Neutral Score = 0.0
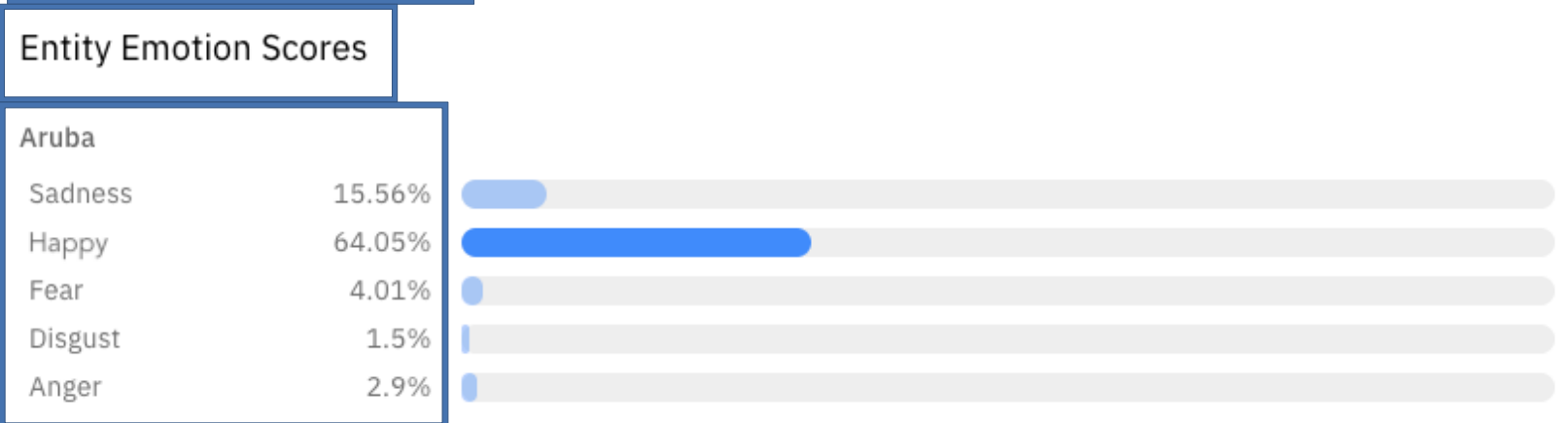
1.3 Text Analysis – Analysis of Sentiment Example

Full Document	NEGATIVE	-0.56	

Entity Sentiment Scores

Aruba	POSITIVE	0.83	
Netherlands	NEGATIVE	-0.48	

Keyword Sentiment Scores

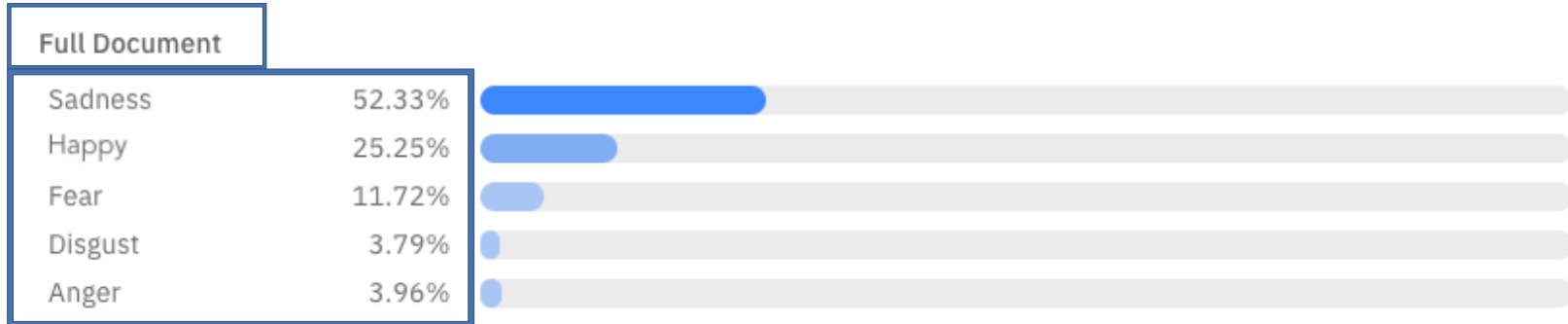|			
family	NEUTRAL	0	
Aruba	POSITIVE	0.83	
Netherlands	NEGATIVE	-0.48	

1.3 Text Analysis – Analysis of Emotion [1]

1. **General:** Full document
2. **Specific:** Entities and Keywords

- Emotion Score = overall emotional leaning of the text.

  1. Sad

  2. Happy

  3. Fear

  4. Disgust

  5. Anger

1.3 Text Analysis – Analysis of Emotion Example

Full Document

Sadness	52.33%	
Happy	25.25%	
Fear	11.72%	
Disgust	3.79%	
Anger	3.96%	

Entity Emotion Scores

Aruba

Sadness	15.56%	
Happy	64.05%	
Fear	4.01%	
Disgust	1.5%	
Anger	2.9%	

Keyword Emotion Scores

family

Emotion	Score
Sadness	74.59%
Happy	8.06%
Fear	16.98%
Disgust	5.89%
Anger	2.63%

1.3 Text Analysis – Natural Language Relevance Training

- **Confidence score =** 0.0 – 1.0
- The higher the score, the more relevant the result

2. Audio Playground Test

Under Development:
1. Automatic Audio to Text (named STT)
2. Audio Analysis (named Coder)
3. Text Analysis (named Transcription)

Disclaimer: Currently, the development version shows a more or less complete result for Automatic Audio to Text. However, the Audio Analysis and Text Analysis is a work in progress and thus shows limited statistics.

2. Audio Playground Test

Disclaimer: User ID …. is only meant for testing and not for actual research.

Creating a task:

1. On the left side, enter the task name.
2. Click on "create".
3. Click on the task you have just created.
4. On the right side, paste the audio to or click "Drag or Click to upload".
5. Select the audio file you would like to attach to the task
6. Click on "Save"(!).

Disclaimer: Instructions on this slide are also relevant for Audio Analysis and Text Analysis.

15.

2. Test - Automatic Audio to Text (named STT)

Transcribing an audio:
1. Under the "Text Editor", you will see the audio.
2. Here you can play or pause your audio.
3. And download your audio or edit the playback speed of the audio.
4. To transcribe the audio, click "convert".

Thanks!

Do you have any questions?
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