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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Auditory Display -- Tools for Designing Emotional Auditory Driver-Vehicle Interfaces -- Investigating Narrative and Performative Sound Design Strategies for Interactive Commodities -- A Review of Methods and Frameworks for Sonic Interaction Design: Exploring Existing Approaches -- Designing a Web-Based Tool That Informs the Audio

Design Process -- Auditory Representations of a Graphical User Interface for a Better Human-Computer Interaction -- PhysioSonic - Evaluated Movement Sonification as Auditory Feedback in Physiotherapy -- Sonification and Information Theory -- A Sound Design for Acoustic Feedback in Elite Sports -- Surface Interactions for Interactive Sonification -- Quantum Harmonic Oscillator Sonification -- Using Sound to Identify Correlations in Market Data -- Intelligibility of HE-AAC Coded Japanese Words with Various Stereo Coding Modes in Virtual 3D Audio Space -- Navigation Performance Effects of Render Method and Head-Turn Latency in Mobile Audio Augmented Reality -- Evaluating the Utility of Auditory Perspective-Taking in Robot Speech Presentations -- Simulator Sickness in Mobile Spatial Sound Spaces -- Modeling and Retrieval -- From Signal to Substance and Back: Insights from Environmental Sound Research to Auditory Display Design -- Simulating the Soundscape through an Analysis/Resynthesis Methodology -- Effect of Sound Source Stimuli on the Perception of Reverberation in Large Volumes -- Towards Timbre Modeling of Sounds Inside Accelerating Cars -- Spatialized Synthesis of Noisy Environmental Sounds -- Imagine the Sounds: An Intuitive Control of an Impact Sound Synthesizer -- Algorithms for an Automatic Transcription of Live Music Performances into Symbolic Format -- Raising Awareness about Complete Automation of Live-Electronics: A Historical Perspective -- Polyphonic Alignment Algorithms for Symbolic Music Retrieval -- AllThatSounds: Associative Semantic Categorization of Audio Data.
