ICAD 2001 Accepted papers	6.3.2001	v9
Paper title	1st Author	Paper type
DISTANCE-BASED SPEECH SEGREGATION IN NEAR-FIELD VIRTUAL AUDIO		
DISPLAYS	Douglas S. Brungart	Long
HEAR, THERE AND EVERYWHERE:THE EFFECTS OF MULTICHANNEL		
AUDIO ON PRESENCE	J. Freeman	Long
PERSONAL WEBMELODY: CUSTOMIZED SONIFICATION OF WEB SERVERS	Maria Barra	Long
APPLICATION OF STIMULUS SAMPLE DISCRIMINATION TO THE		
PERCEPTUAL EVALUATION OF SYNTHESIZED SOUNDS	Maureen Mellody	Long
Perceptual Audio Profiling and mapping of spatial sound displays THE EFFECTS OF AUDITORY ICONS AND EARCONS ON VISUAL	Nick Zacharov	Long
CATEGORIZATION: THE BIGGER PICTURE	P. M. C. Lemmens	Long
SONIFICATION OF MARKOV CHAIN MONTE CARLO SIMULATIONS	T. Hermann	
LEVELS OF TEMPORAL RESOLUTION IN SONIFICATION OF NETWORK	1. Helillatili	Long
PERFORMANCE	Chris Chafe	Poster
A scalable architecture for the rendering of spatial sound in vr	Cinio Cinaro	. 00101
teleconferencing	D Murphy	Poster
THE SONIFICATION OF NUMERICAL FLUID FLOW SIMULATIONS	Edward Childs	Poster
SPOTTY: IMAGING SONIFICATION BASED ON SPOT-MAPPING AND		
TONAL VOLUME	Grigori Evreinov	Poster
JASS: A JAVA AUDIO SYNTHESIS SYSTEM FOR PROGRAMMERS	Kees van den Doel	Poster
Audio Navigation of structured documents:from talking ebooks to voice portals	M Hakkinen	Poster
RESEARCH SET TO MUSIC: THE CLIMATE SYMPHONY AND OTHER		
SONIFICATIONS OF ICE CORE, RADAR, DNA, SEISMIC AND SOLAR WIND DATA	Marty Quinn	Poster
3D AUDIO AS AN INFORMATION-ENVIRONMENT: MANIPULATING	D . D.	
PERCEPTUAL SIGNIFICANCE FOR DIFFERENTIATION AND PRE-SELECTION.	Peter P Lennox	Poster
THE APPLICATION OF VIRTUAL ACOUSTIC TECHNIQUES FOR THE DEVELOPMENT OF AN AUDITORY NAVIGATION BEACON USED IN BUILDING		
EMERGENCY EGRESS	Peter Rutherford	Poster
EXPRESSIVE MUSICAL ICONS	Roberto Bresin	Poster
TESTING THE EFFECTIVENESS OF SONIFIED GRAPHS FOR EDUCATION:	Roberto Bresin	i Ostei
A PROGRAMMATIC RESEACH PROJECT	Terri L. Bonebright	Poster
COMPARISON OF AUDITORY PROPERTIES IN MULTIMODAL GEOGRAPHIC	i i i i i i i i i i i i i i i i i i i	
INFORMATION SYSTEMS: USER PERSCPECTIVE	Wooseob Jeong	Poster
SPEECH INTERFACE IMPLEMENTATION FOR XML BROWSER	Aki Teppo	Short
"SITTING TOO CLOSE TO THE SCREEN CAN BE BAD FOR YOUR EARS": A		
STUDY OF AUDIO-VISUAL LOCATION DISCREPANCY DETECTION UNDER		
DIFFERENT VISUAL PROJECTIONS	Ashley Walker	Short
Psychophysical scaling of sonification mappings with blind and visually impaired	"	
listeners	B Walker	Short
USER, SOUND CONTEXT AND USE CONTEXT : WHAT ARE THEIR ROLES IN 3D SOUND METAPHORS DESIGN ?	Cathorina Domaray	Short
Audio Enhanced Collaboration at an Electronic White Board	Catherine Demarey Christian Müller-Tomfe	
Acoustic cues for 3-D shape information	Davide Rocchesso	Short
THE VIRTUAL BAT: ECHOLOCATION IN VIRTUAL REALITY	Dean Waters	Short
EFFECT OF INCREASING SYSTEM LATENCY ON LOCALIZATION OF	Boart Watere	Gilore
VIRTUAL SOUNDS WITH SHORT AND LONG DURATION	Elizabeth M. Wenzel	Short
Using audification in planetary seismology	F Dombois	Short
QUALITATIVE ASPECTS OF AUDITORY DIRECT MANIPULATION A CASE		
STUDY OF THE TOWERS OF HANOI	Fredrik Winberg	Short
Feasibility of multiple non-speech sounds presentation using headphones	Gaetan Lorho	Short
MARSYAS3D: A PROTOTYPE AUDIO BROWSER-EDITOR USING A LARGE	_	
SCALE IMMERSIVE VISUAL AND AUDIO DISPLAY	George Tzanetakis	Short
Graphics and User's Exploration via Simple Sonics (GUESS): Providing Interrelation	Haabaas M. K.	Chart
Representation of Objects in a Non-visual Environment	Hesham M. Kamel	Short
PERCEIVED MOVEMENT OF AN AUDITORY OBJECT WITH 8 AND 24	Jamas A Pallas	Short
SPEAKERS PERCEIVING ACOUSTIC ORIENTATION IN THREE DIMENSIONAL SPACE	James A. Ballas John G. Neuhoff	Short Short
SONIFICATION OF DAILY WEATHER RECORDS: ISSUES OF PERCEPTION,	JOHN G. INCURION	SHULL
ATTENTION AND MEMORY IN DESIGN CHOICES	John H. Flowers	Short
BABBLE ONLINE: APPLYING STATISTICS AND DESIGN TO SONIFY THE	COIII I I. I IOWEIS	Jiloit
INTERNET	M Hansen	Short
[0.00 = 0.00 = 0.00]		10

AUDITORY CUES DETERMINING THE PERCEPTION OF THE SIZE AND		
SPEED OF ROLLING BALLS	Mark M.J. Houben	Short
SONIC BROWSING: AN AUDITORY TOOL FOR MULTIMEDIA ASSET		
MANAGEMENT	Mikael Fernström	Short
A VERSATILE SOFTWARE ARCHITECTURE FOR VIRTUAL AUDIO SIMULATIONS	Nicolas Tsingos	Short
THE IMPORTANCE OF HEAD MOVEMENTS FOR BINAURAL ROOM		
SYNTHESIS	Pauli Minnaar	Short
ECOLOGICAL ACOUSTICS AND THE MULTI-MODAL PERCEPTION OF		
ROOMS: REAL AND UNREAL EXPERIENCES OF AUDITORY-VISUAL VIRTUAL		
ENVIRONMENTS	Pontus Larsson	Short
SONIFICATIONS AS MATHEMATICS TEACHING TOOLS	Robert Upson	Short
EARCONS IN MOTION - DEFINING LANGUAGE FOR AN INTELLIGENT		
MOBILE DEVICE	Sami Ronkainen	Short
MENU SONIFICATION IN A MOBILE PHONE - A PROTOTYPE STUDY	Seppo Helle	Short
SUBJECTIVE EVALUATION OF AURALIZATION OF PHYSICS-BASED ROOM		
ACOUSTICS MODELING	Tapio Lokki	Short
PERCEPTUAL STRUCTURE OF EVERYDAY SOUNDS: A		
MULTIDIMENTIONAL SCALING APPROACH	Terri L. Bonebright	Short
PLASTICITY EFFECTS IN THE USE OF AUDITORY DISPLAYS	Timothy Streeter	Short
DIRECTIONAL QUALITY OF 3-D AMPLITUDE PANNED VIRTUAL SOURCES	Ville Pulkki	Short