



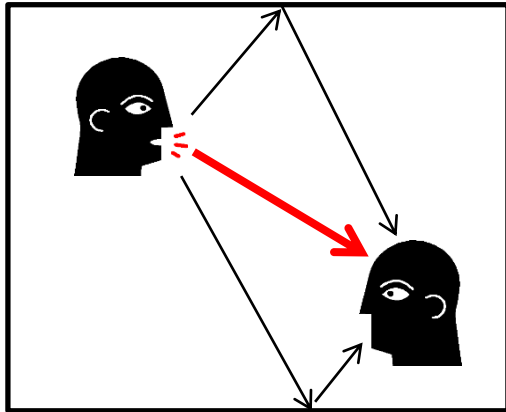
# Audio Information Processing

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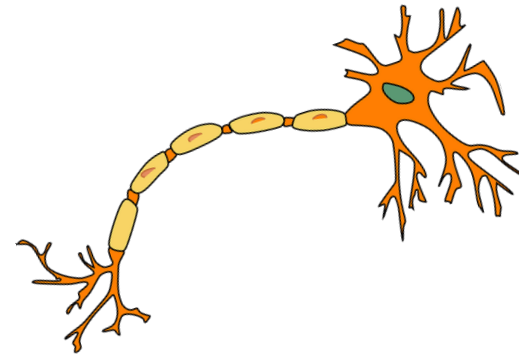
# Overview



Acoustics – Sound



Periphery



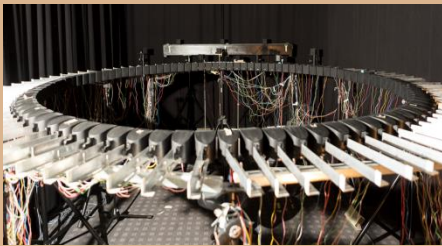
Neuronal processing



Perception

**Model-based description from acoustics to perception**

Virtual acoustics,  
room acoustics



Auditory models, hearing  
impairment & devices



Applications,  
sound quality

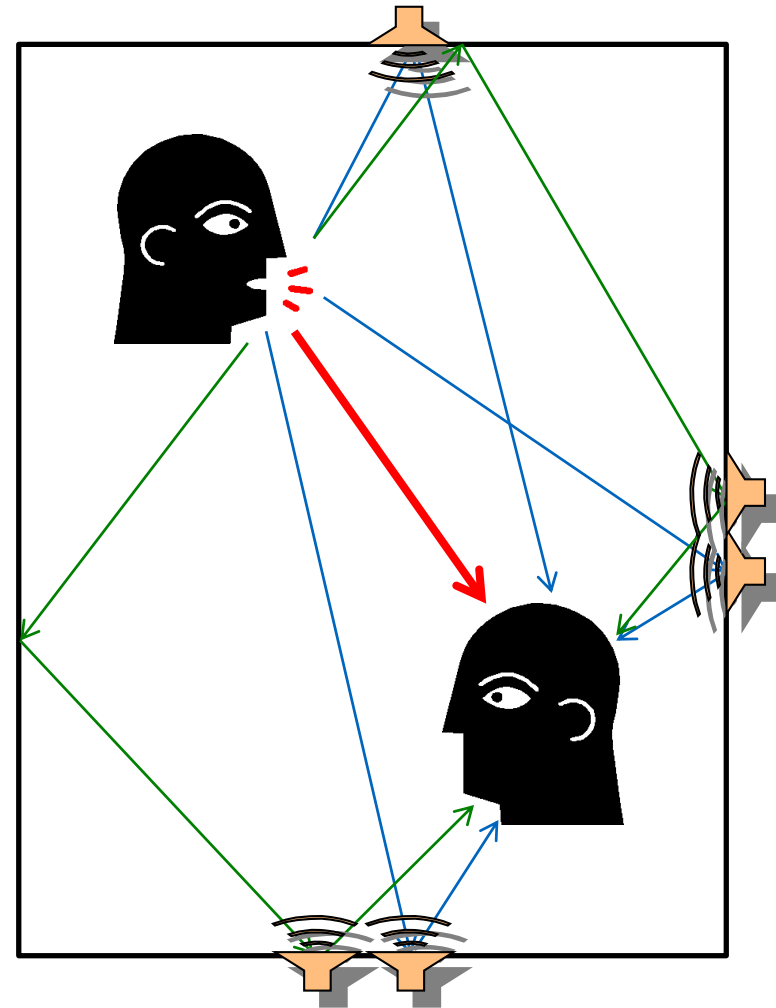


Anechoic chamber: Interactive room acoustic simulation and reproduction

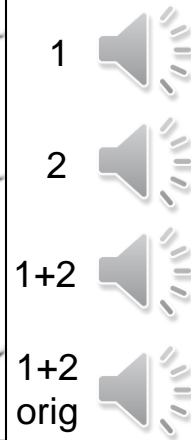


Microphones

Receivers



From understanding the “cocktail party”... to algorithms of hearing aids and cochlear implants



... to using auditory models to gain sound quality measures (features) for non-destructive testing