

AES 30th International Conference Planner (final program)														
	Wednesday 14.3.2007		Thursday 15.3.2007		Friday 16.3.2007									
			Sessions in Auditorium		Sessions in Auditorium									
900	Sound Quality	Invited	Future of Personal Audio: Smart Applications and Immersive Communication		High-Res Spatial Repro	5-1 A Investigation of the Perceived Spatial Resolution of Higher Order Ambisonics Sound Fields: A Subjective Evaluation Involving Virtual and Real 3D Microphones		Digital Audio Delivery	8-1 On-the-Fly Auditory Masking for Scalable VoIP Bridges		900			
925		Sound Quality	1-1 Prediction of Perceived Quality in Multi-Channel Audio Compression Coding Systems			5-2 Analysis of Near-Field Effects of Wave Field Synthesis using Linear Loudspeaker Arrays			8-2 Teleconference Application and B-Format Microphone Array for Directional Audio Coding		925			
950			1-2 Influence of Interaction on Perceived Quality in Audio Visual Applications: Subjective Assessment with n-Back Working Memory Task			5-3 Objective and Subjective Comparison of Electrodynamic and MAP Loudspeakers for Wave Field Synthesis			8-3 Multichannel Surround Format Conversion and Generalized Upmix		950			
1015		Coffee break		Coffee break		Coffee break			Coffee break		1015			
1040		Perception & Modeling	Coffee break		Flexible Reprod	6-1 Adaptive Virtual Surround Sound Rendering Method for an Arbitrary Listening Position		Applications	9-1 Synchronization of Audio-Visual Content to a Motion Picture Film		1040			
1105			2-1 Predicting Binaural Masking Level Difference and Dichotic Pitch Using Instantaneous ILD Model			6-2 Extracting and Re-Rendering Structured Auditory Scenes from Field Recordings			9-2 The Use of 3d-Audio in a Multi-modal Teleoperation Platform for Remote Driving/Supervision		1105			
1130			2-2 Perception and Detection of Auditory Offsets with Single Simple Musical Stimuli in a Reverberant Environment		Invited	Matrix Surround Revisited			9-3 Virtual Acoustic Spaces with Multiple Reverberation Enhancement Systems		1130			
1155			2-3 Fusing Grouping Cues for Partials Using Artificial Neural Networks						9-4 Networked Music Performance: State of the Art		1155			
1220	Demos & Posters	Lunch							Lunch		1220			
1245			Flight AY465 from Helsinki		Lunch		Lunch		Lunch		1245			
1310		Demonstrations and Posters (see separate table below)					Panel Discussion		Invited	Limitations of All-Digital, Networked Wireless, Adaptive Audio Systems		1310		
1330										1330		1330		
1355							7-1 A Fast Reverberation Estimator for Virtual Environments		Invited	1355		1355		
1420							7-2 Reverberation Modeling Using Velvet Noise			1420		1420		
1445			Flight AY467 from Helsinki		Coffee break		7-3 Source Directivity Simulation in Digital Waveguide Mesh-Based Room Acoustics Models			1445		1445		
1510							7-4 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			1510		1510		
1535		Content Analysis			7-5 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization		7-6 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			1535		1535		
1600			4-1 A Perceptual Approach to the Composition of Meaning in Artificial Spatial Audio		7-7 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization		7-8 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			1600		1600		
1625	Finnish Experience (Outdoor Activity)	4-2 Identifying Saxophonists from Their Playing Styles		7-9 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization		7-10 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization		Invited	1625		1625			
1650		4-3 The Effect of Features on Clustering in Audio Surveillance		7-11 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization		7-12 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			1650		1650			
1715						7-13 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			1715		1715			
1740						7-14 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			Flight AY468 to Helsinki		1740			
1805		Flight AY471 from Helsinki				7-15 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			Flight AY472 to Helsinki		1805			
1830						7-16 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			1830		1830			
1900						7-17 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			1900		1900			
1930		Departure from outside of Hotel Riekonlinna at 17:15				7-18 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			1930		1930			
2000						7-19 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			2000		2000			
2030						7-20 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			2030		2030			
2100		Opening Dinner Hotel Riekonlinna				7-21 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			2100		2100			
2130						7-22 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			2130		2130			
2200						7-23 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			2200		2200			
2230						7-24 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			2230		2230			
2300						7-25 Ambience Separation from Mono Recordings using Non-negative Matrix Factorization			2300		2300			

	2007 	AES 30th International Conference on Intelligent Audio Environments March 15th-17th, 2007, Saariselkä Finland	Posters	3-1 A Room Acoustics Measurement Technique Based on a Perceptual Model for Annoyance Minimization	3-2 Binaural Sound Source Localization Based on Steered Beamformer with Spherical Scatterer	3-3 The Precedence Effect of Sound From Side Direction	3-4 Plane Wave Decomposition with Regularization using a Single Rotating Microphone	Posters	3-5 Modeling the Attenuation of a Loosely-Fit Insert Headphone for Augmented Reality Audio	3-6 Audio Data Hiding: Improving Detection Using Turbo Codes	3-7 Indexing of lattice codevectors applied to error resilient audio coding	3-8 Plane Wave Loudspeaker with Signal Processing Enhancements	Demos	10-2 Acoustic Source Detection, Characterization, and Localization with a Diffracting Microphone Array	10-3 Directional Audio Coding	10-4 Multichannel Surround Format Conversion and Generalized Upmix	10-5 Matrix Surround Revisited
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Registration will be open on Wednesday before the Opening Dinner, on Thursday before the first session, and later on demand.