

Listeners Converge to Fundamental Frequency (F0) in Synchronous Speech

✉ Orhun Uluşahin^{1,2} Hans Rutger Bosker^{3,1} James M. McQueen^{3,1} Antje S. Meyer^{1,3}

1) Max Planck Institute for Psycholinguistics, Nijmegen, NL 2) International Max Planck Research School for Language Sciences, Nijmegen, NL 3) Donders Institute for Brain, Cognition and Behaviour, Nijmegen, NL

Background

- In conversation, interlocutors' speech tends to become increasingly similar
 - This “convergence” can be difficult to measure, particularly in lab settings [1]
 - Still, recent studies involving fundamental frequency (F0; pitch height) have yielded promising results [2]
 - We aimed to replicate these as a stepping stone towards future experiments
- RQ: Do listeners converge to F0 when only instructed to converge to speech rate?**

Participants

32 healthy female Dutch native speakers

Assigned to one of two groups (N = 16):

- High F0 (pitch)
- Low F0 (pitch)

Stimuli

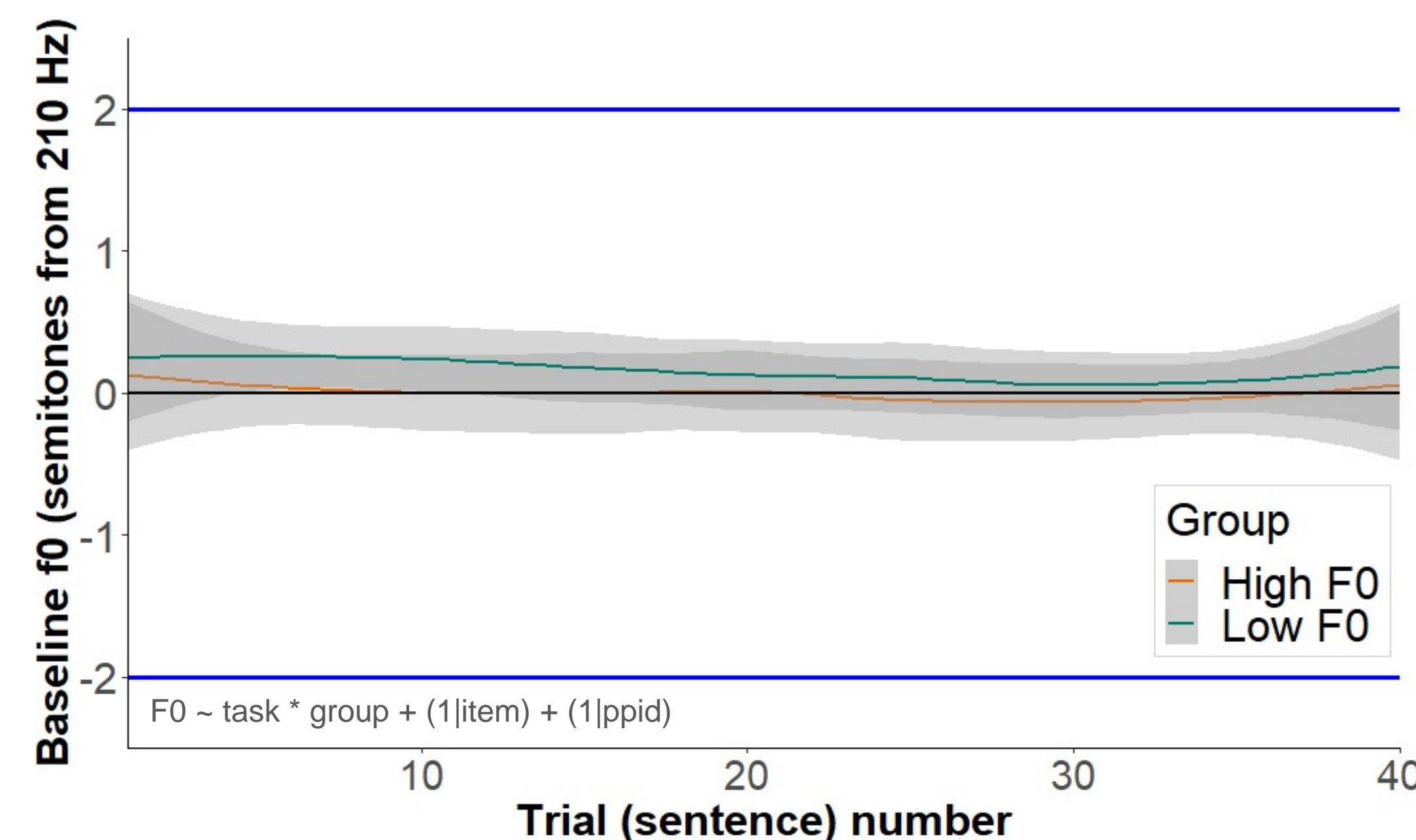
85 Dutch sentences in 3 sets. Sets A & B had 40 sentences each, and set C had 5 sentences.

Manipulation

Model talker recordings

High F0 Stimuli
Shifted to 236 Hz
(210 + 2st)

Low F0 Stimuli
Shifted to 187 Hz
(210 - 2st)



Reading Results

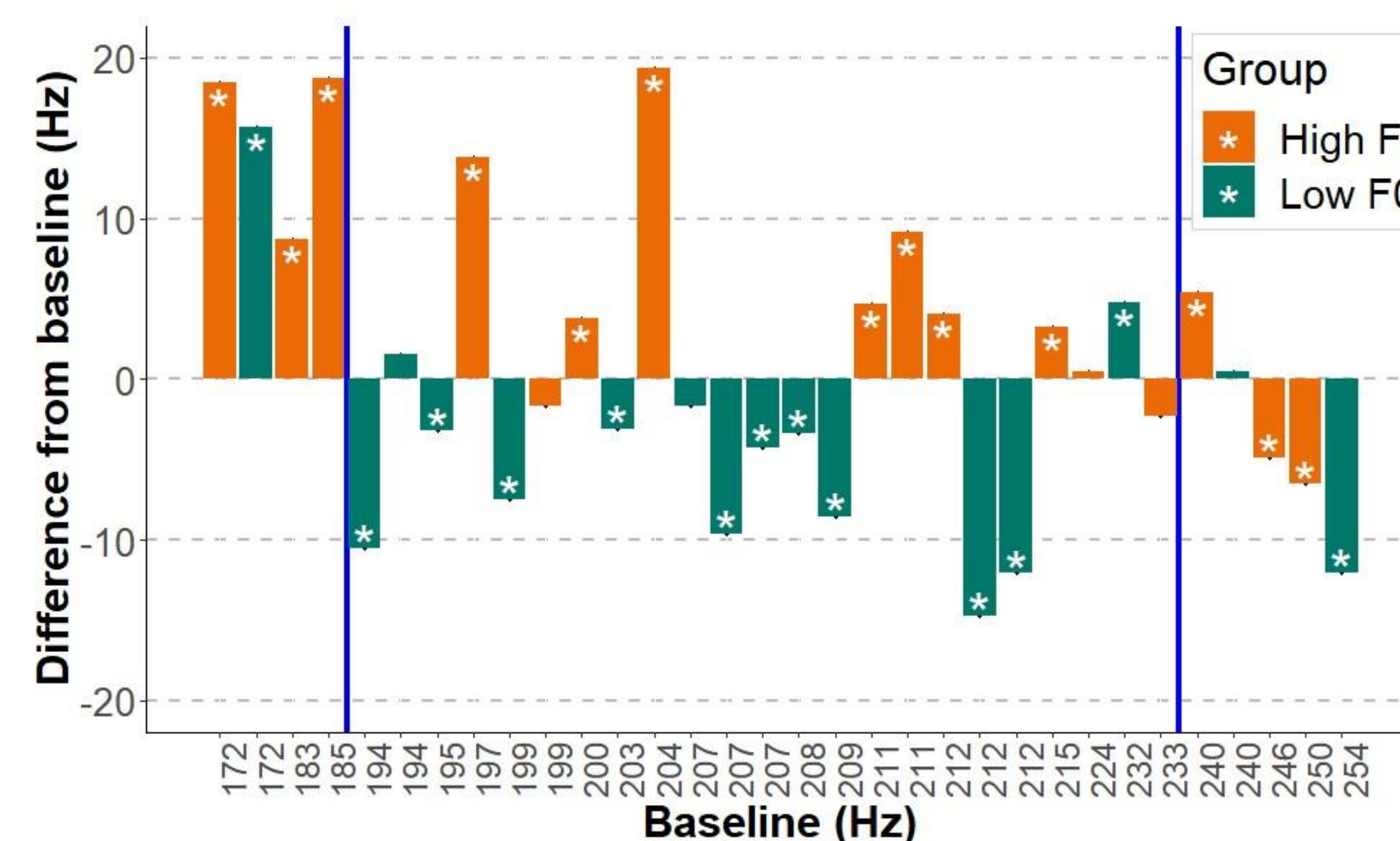
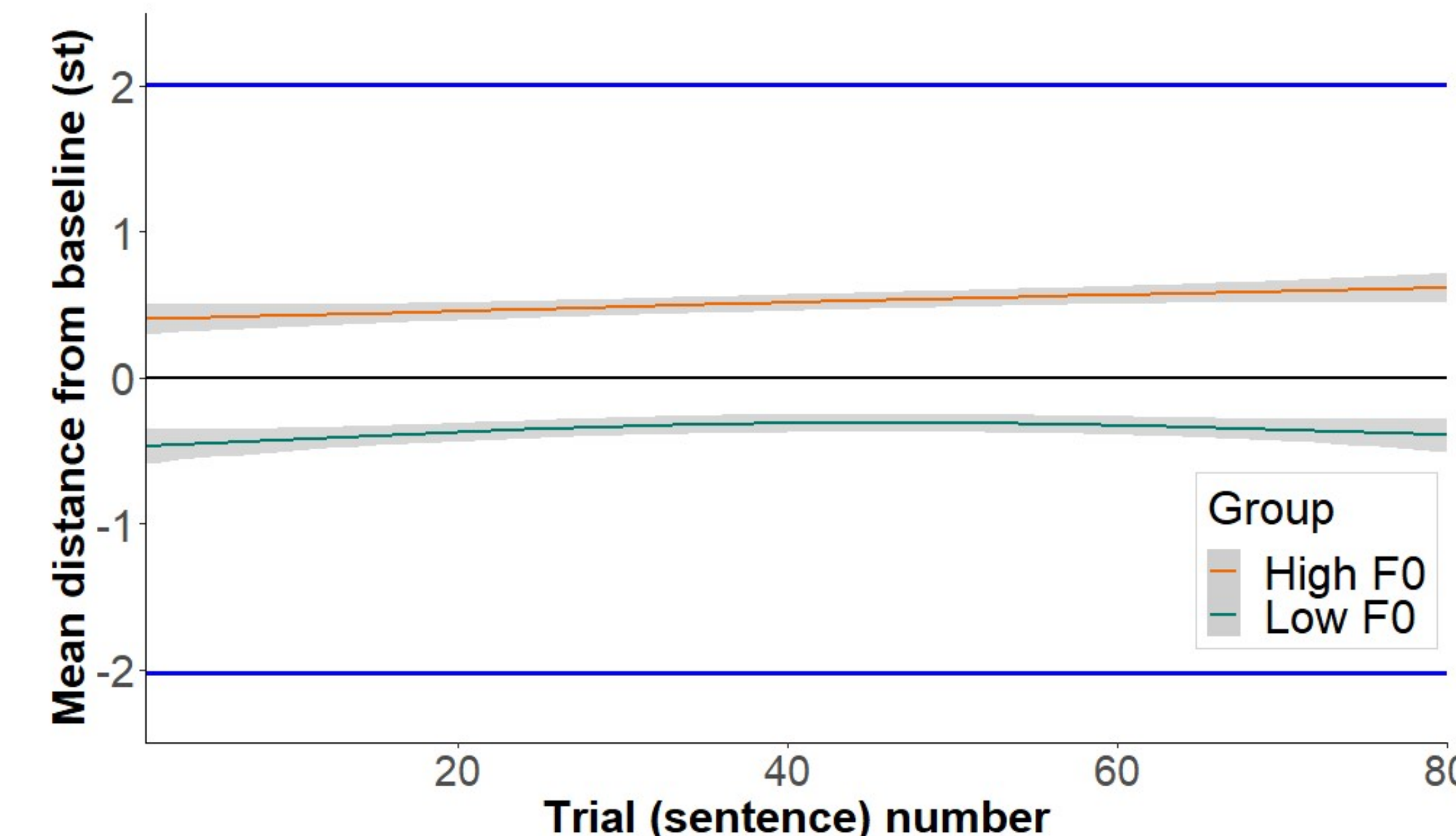
The observed mean F0 baseline was 210.17 Hz.

No significant difference between groups in F0 baselines

Sync Speech Results

High F0 group: +6 Hz
Low F0 group: -4 Hz

Both groups converged



Per-Participant Results

24 out of 32 participants converged, 2 diverged, and 6 did not significantly change their mean F0 between tasks

Conclusion

- Without explicit instruction to do so, **participants in both F0 groups converged to the model talker's manipulated F0**
- We replicated the findings of [2] with various stimulus optimizations, which likely led to a higher proportion of convergers

Save for later!



Contact

✉ Orhun.Ulusahin@mpi.nl

orhunulusahin

osf.io/47nr5

Future Work

Investigating the role of talker information in convergence to F0 in synchronous speech.

