



Audio subtitling: voicing strategies and their effect on film enjoyment

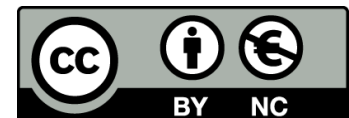
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Audio subtitles or spoken subtitles



- AST as the **aurally rendered** subtitles.
- AST are **read**, sometimes **acted out**, by **voice actors** or by **TTS**.
- AST are recorded as a form of **voice-over**.
- AST are recorded in a **semi-dubbed** form.

(Reviere & Remael, 2015)

- Challenges: **hybrid technique**
 - Interface between **subtitling**, **audio description** and **voice-over**.

(Braun & Orero, 2010)

AST and their “effects”

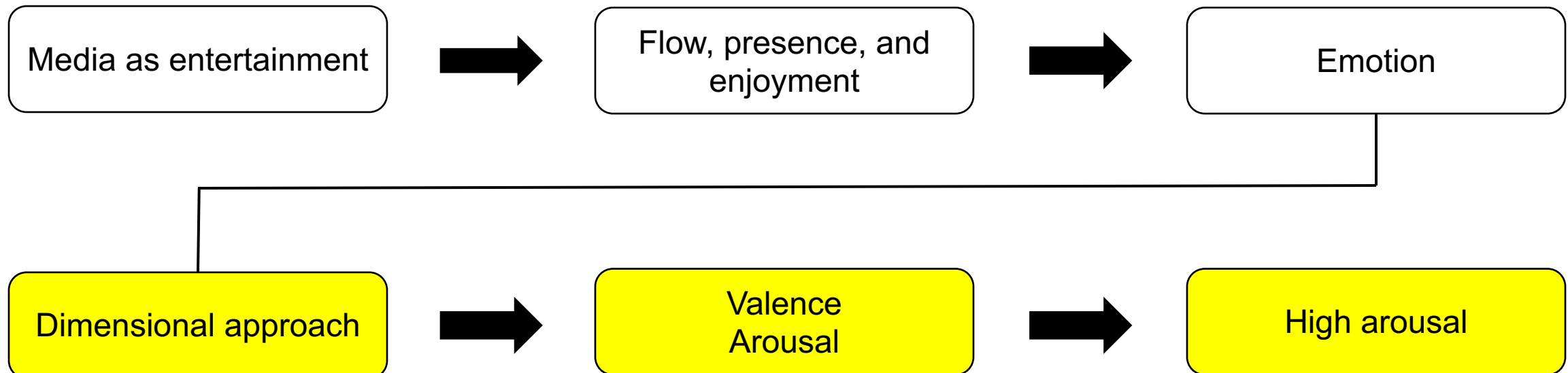


- Dubbing effect
 - Acted (“imitation” of orality) (see Baños & Chaume, 2009; Sánchez Mompeán, 2016)
 - Original is not heard
 - Synchronised
- Voice-over effect
 - Read (less changes in prosodic features)
 - AST is superimposed and original can be heard
 - AST displayed after the original (imperfect isochrony)

User experience (UX)



- **Psychophysiology:** physiological bases of psychological processes
- Moving from the study of preference to the audiovisual/filmic holistic **experience**
 - EDA
 - HR



Main experiment



- Subexperiment 1: Comparison of two AST “effects”
 - Visually impaired participants
- Subexperiment 2: Comparison between sighted and visually impaired audiences
 - Subtitled scenes
 - Sighted participants
- Polish films (unknown language)
 - Previously validated (online)
 - Treated for experimental purposes

Pilot experiment



Serrano Ratera, A.; Méndez Ulrich, J.; Soler-Vilageliu, O.; Iturregui-Gallardo, G.; Jankowska, A. (2017)

- Main objective: to test the efficacy of psychophysiological measures in the induction of emotions by means of films.
- Sighted participants.
- Previously validated scenes (Schaefer et al., 2010).

Pilot experiment



➤ Independent variables

- Emotional value
 1. Happiness
 2. Sadness
 3. Rage

➤ Dependent variables

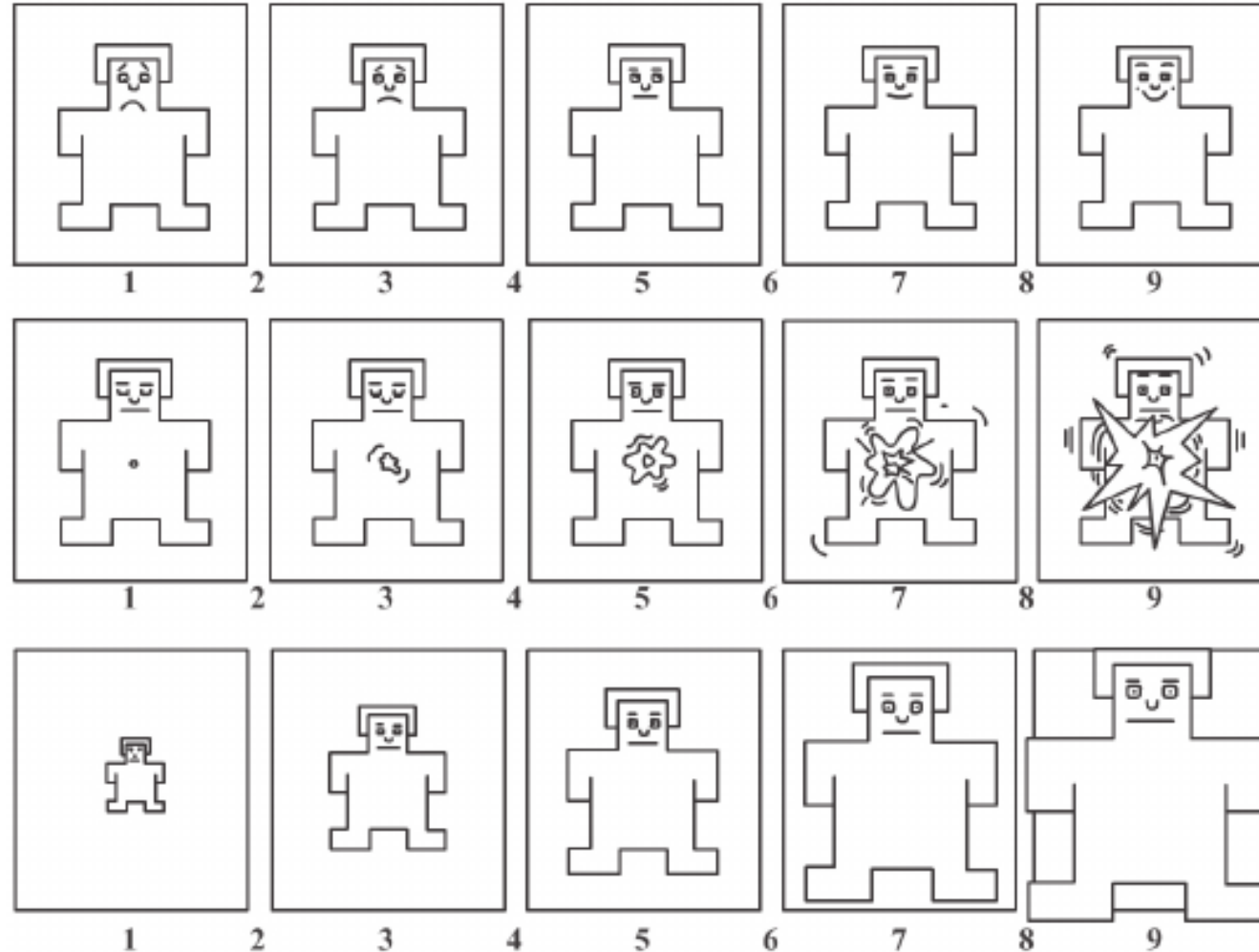
- Dependent variable (1): self-report
 1. Value
 2. Arousal
 3. Domination
- Dependent variable (2): psychophysiological measures
 1. EDA
 2. HR

Questionnaires



- Toronto Alexithymia Scale (TAS-20) (Taylor et al., 1988)
- Emotional Arousal: SAM questionnaire (Bradley & Lang, 1994)
 - Valence
 - Arousal
 - Domination
- Engagement Questionnaire (Busselle & Bilandzic, 2009)
 - Narrative Understanding
 - Attentional Focus
 - Narrative Presence
 - Emotional Engagement

SAM Questionnaire



Psychophysiological markers



- Captiv L-7000
 - Software
 - T-sense sensors



- Tobii (experimental procedure)



Experimental protocol



1. Consent and demographic questionnaire
2. Explanation of the experiment
3. Toronto Alexithymia Scale (TAS-20)
4. Base line recording: brief relaxation period, induced by music (8 min)
5. Film fragment (1) is projected
6. SAM questionnaire and Engagement questionnaire
7. Relaxation (4 min)

→ Film fragments (2) and (3).

Experimental results



	Arousal	Valence	Dominance
Happiness	5.0	6,40	6.20
Anger	6.60	2.20	4.40
Sadness	5.80	2,4	5.0

Table 1. SAM subscales mean for each video.



Table 2. Integration analysis of HR during each video (arbitrary units).

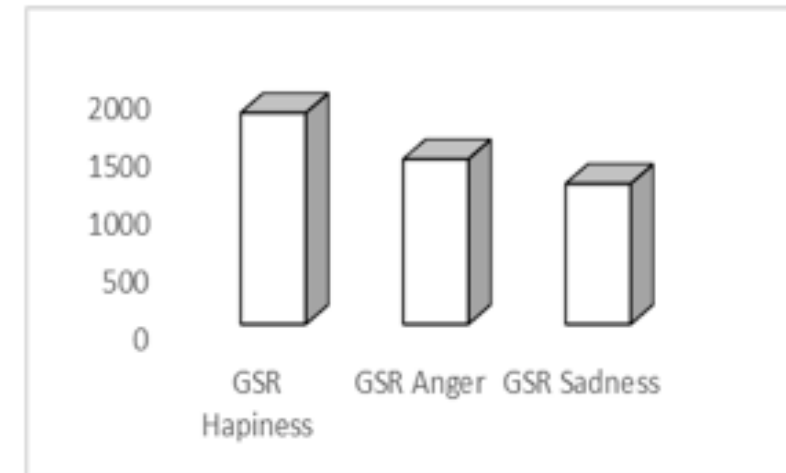


Table 3. Integration analysis of GSR during each video (arbitrary units).

Limitations



- Scenes: defining a clear and well defined emotion.
- Small sample.
- Contact and participation of blind and visually impaired participants (for the main experiment).



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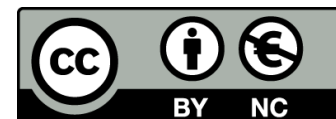
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Appendix:

Alexithymia questionnaire
Narrative engagement questionnaire

Alexithymia questionnaire



The TAS-20 has 3 subscales:

- Difficulty Describing Feelings subscale is used to measure difficulty describing emotions (5 items)
- Difficulty Identifying Feeling subscale is used to measure difficulty identifying emotions (7 items)
- Externally-Oriented Thinking subscale is used to measure the tendency of individuals to focus their attention externally (8 items)

Engagement questionnaire



Narrative understanding

- NR4: At points, I had a hard time making sense of what was going on in the program.
- CP4: My understanding of the characters is unclear.
- EC2: I had a hard time recognizing the thread of the story.

Attentional focus

- DS1: I found my mind wandering while the program was on.
- DS2: While the program was on I found myself thinking about other things.
- DS3: I had a hard time keeping my mind on the program.

Narrative presence

- NP4: During the program, my body was in the room, but my mind was inside the world created by the story.
- NP3: The program created a new world, and then that world suddenly disappeared when the program ended.
- NP1: At times during the program, the story world was closer to me than the real world.

Emotional engagement

- EP5: The story affected me emotionally.
- EP3: During the program, when a main character succeeded, I felt happy, and when they suffered in some way, I felt sad.
- SM1: I felt sorry for some of the characters in the program.

*Key to items' original theoretical constructs: CP D cognitive perspective taking; EP D empathy; SM D sympathy; NP D narrative presence; NI D narrative involvement; LS D loss of self; EC D ease of cognitive access; DS D distraction; NR D narrative realism.

(Busselle & Bilandzic, 2009)

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