

SPECTRA:

Personalizable Sound Recognition for DHH Users through Interactive Machine Learning

CHI 2025

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design lab

DUB

The screenshot shows the SPECTRA interface. On the left, a list of sound categories is visible: 'Door closing' (31/30), 'Faucet' (43/30), 'Phone' (43/30), 'Stovetop fan' (47/30), and 'Blinds' (38/30). The main area displays a grid of spectrograms for the 'Door closing' category, with a '31 selected' indicator. Each spectrogram has a play button and a checkmark. At the bottom, there are controls for zooming and switching between 'Spectrograms' and 'Waveforms'.

The screenshot shows the SPECTRA interface's data map and model creation section. The 'Data map (clustering)' section displays a scatter plot of data points, with a hand cursor pointing to a blue square. Below the map, there is a 'Door closing' label and a 'VISUALIZE' button. The 'Create your model!' section shows a 'Training set: 245' and a 'TRAIN' button.

Introduction

Sound carries rich information about the world around us



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But it may not be accessible to people who are Deaf and hard of hearing (DHH)

Current tools are inadequate

Sound recognition tools have proliferated in the research literature.

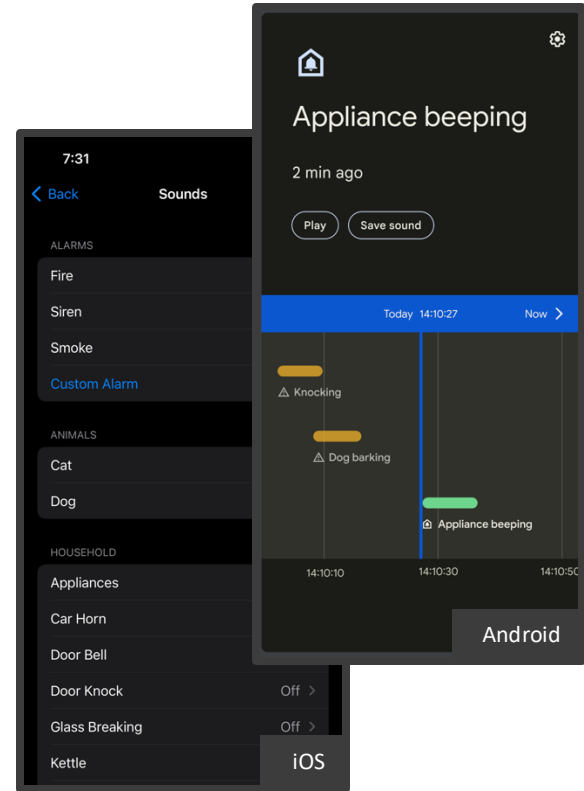
E.g., Bragg et al. (ASSETS 2016); Sicong et al. (IMWUT 2017); Jain et al. (ASSETS 2020)

Android & iOS offer automatic sound recognition using pre-trained models.

- ~15 sound categories: appliances, alarms, pets

Surveyed DHH users expressed **dissatisfaction with accuracy & available sounds.**

Jain et al. (CHI 2022)

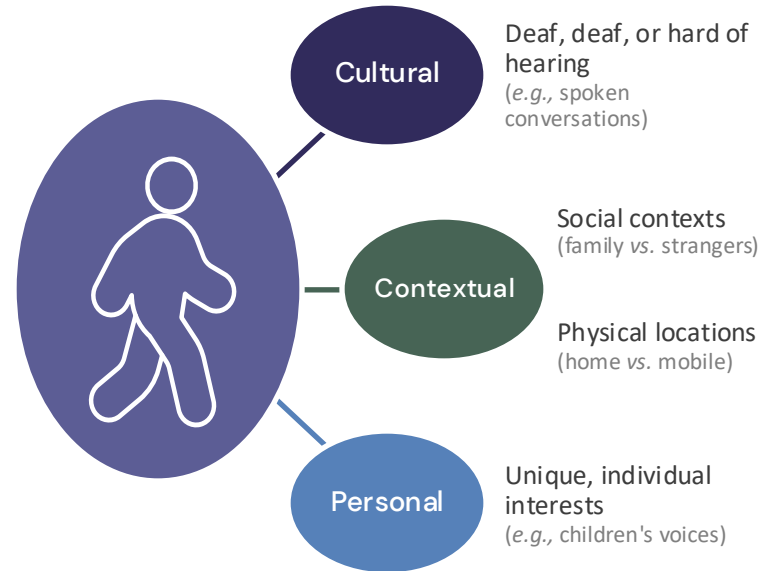


DHH users have diverse needs

Different factors influence sound preferences among DHH individuals.

A "one-size-fits-all" sound awareness solution may not be tenable.

*Bragg et al. (ASSETS 2016); Findlater et al. (CHI 2019);
Jain et al. (CHI 2019); Matthews et al. (BIT 2006)*



In need of personalized support

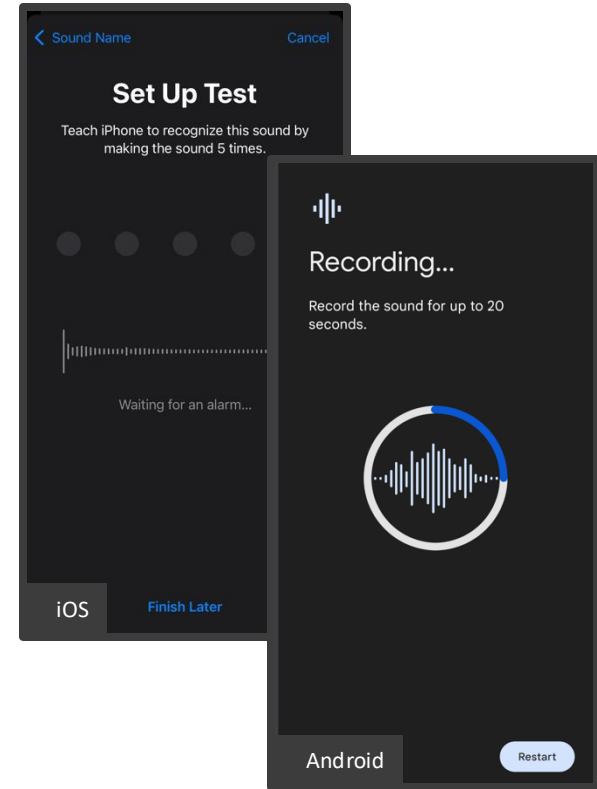
Personalization can better address the varied needs of DHH users.

Currently, users can filter alerts and extend the pre-trained model with their own recordings.

- iOS: fine-tuning existing categories
- Android: adding custom categories

This automatic approach is fast and easy **but lacks transparency and control**—which may limit trust and long-term use.

Drozdal et al. (IUI 2020)



Interactive ML as a solution?

Interactive ML is promising for accessibility applications, but assumes end-users have domain expertise.

Kacorri et al. (CHI 2017); Sosa-Garcia & Odone (TACCESS 2017)

Gaps remain within IML for sound recognition:

- Nakao *et al.* - lacked visualizations for understanding data.
- Goodman *et al.* - only explored data collection.

Goals of our research:

- Investigate IML's impact on DHH users' perspectives.
- Identify effective mechanisms for personalizing these systems.

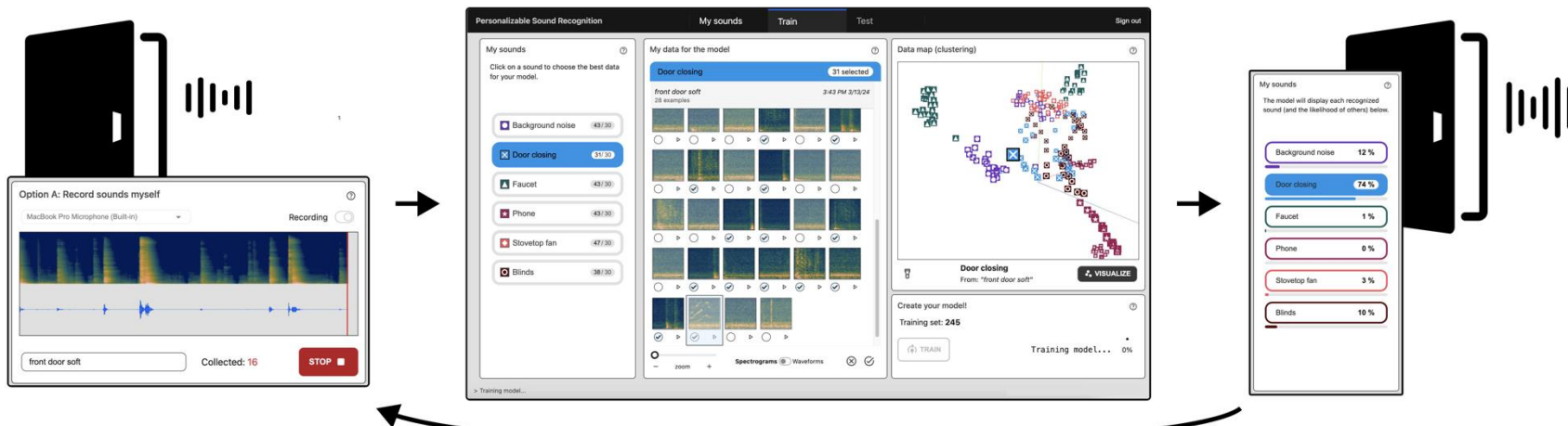


Nakao et al. (NordiCHI 2020)



Goodman et al. (IMWUT 2021)

Overview of the SPECTRA pipeline






1. Planning &
Data collection

2. Data curation &
Model training

3. Testing &
Assessment

My sounds ?

You must have at least two sounds to continue.

1. *Background noise* 
2. Phone 
3. Microwave 
4. Siren 
5. Door closing 
6. Sound name 

+ ADD ANOTHER SOUND

Option A: Record sounds myself ?

Default - MacBook Pro Microphone (Built-in) 

Start listening

Add a description...

RECORD 

Option B: Find a recording from the library ?

Human sounds >

Animal >

Music >

Sounds of things >

Source-ambiguous sounds >

Channel, environment and background >

Click on a category to find subcategories or browse available audio clips.

My sound recordings ?

No sound selected

Research Questions

1. How do DHH users engage with SPECTRA to train a personalized sound recognition model?
2. How does interacting with SPECTRA affect DHH users' perspectives on sound models and confidence with custom training?

User evaluation (120 min)

12 DHH participants

- Any tech. experience level
- Moderate confidence in ML concepts
(7-point scale, avg.=4.8, range=3-6)
- Five w/ hands-on experience

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Tutorial & Interview (30 min)

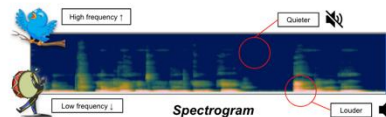
- Introduce SPECTRA and sound recognition concepts
- Capture pre-use expectations

Sound visualizations

The **spectrogram** visualization shows both frequency and loudness over time (moving from left to right)

- High frequency (Hz) sound, like a bird call, appears near the top.
- Low frequency (Hz) sound, like a drum, appears at the bottom.

Brighter colors indicate louder sounds of that frequency, while darker colors show silence.



Visualizing your training data

This page also includes a **3-D data map** to visualize the relationships in your data.

It can show you how similar or different your sounds are from one another.

- Clicking "Visualize" (see **arrow**) will generate a new map for your selected training data.
- Each example is marked with a symbol that corresponds to one of your sounds (see **circled**).

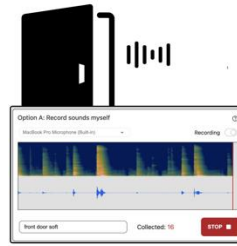


User evaluation (120 min)

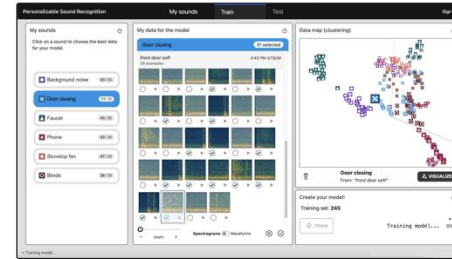
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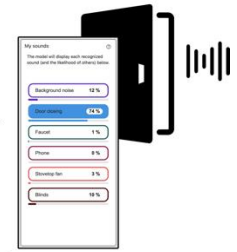
1. Planning & Data collection



2. Data curation & Model training



3. Testing & Assessment



Tutorial & Interview (30 min)

- Introduce SPECTRA and sound recognition concepts
- Capture pre-use expectations

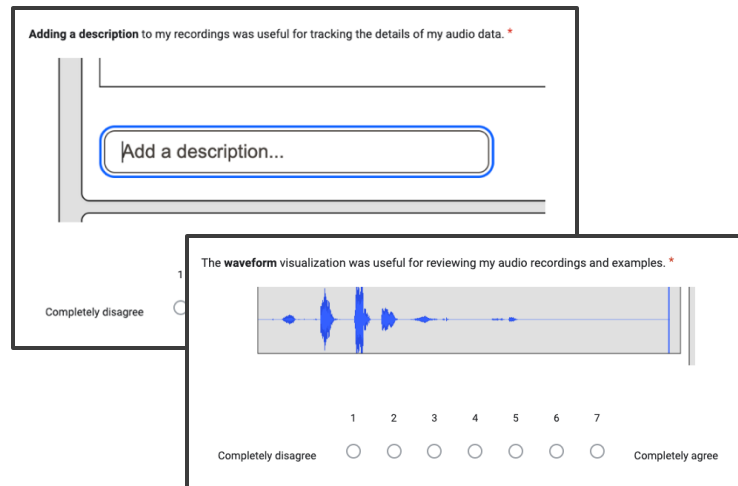
System Use (60 min)

- Train model for six sounds
- Collect data, build training dataset, test

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Tutorial & Interview (30 min)

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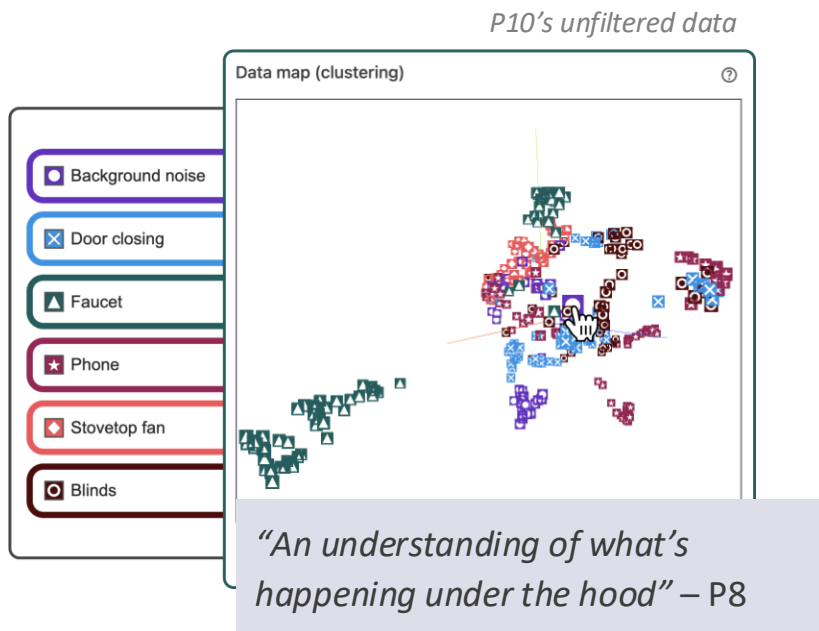


Semi-structured Interview (30 min)

- Reflect on the experience
- Capture post-use perspectives

Findings

#1: Insights through clustering

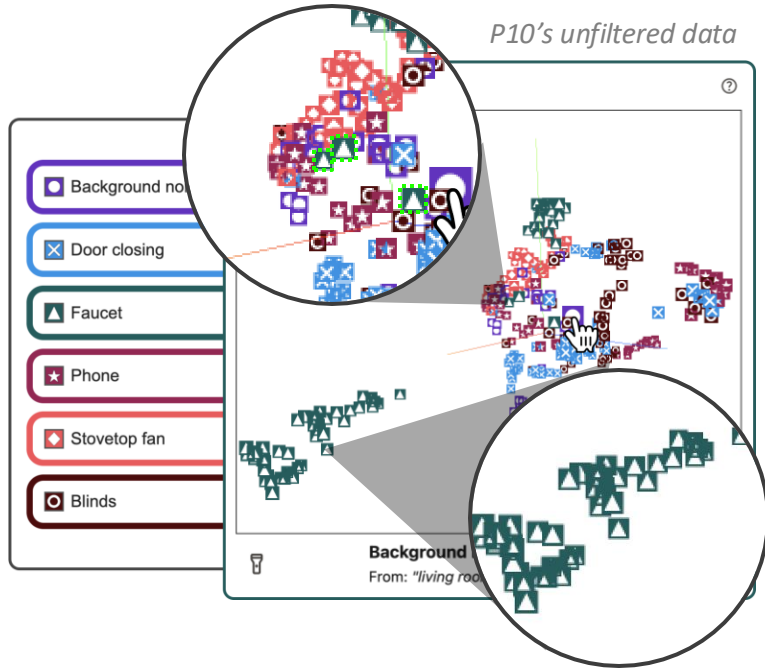


Clustering was deemed critical to the IML process to:

- Understand similarities among sounds
- Troubleshoot sources of misclassification (via overlap)
- Highlight the most distinct sounds
- Identify outliers and iteratively refine training dataset

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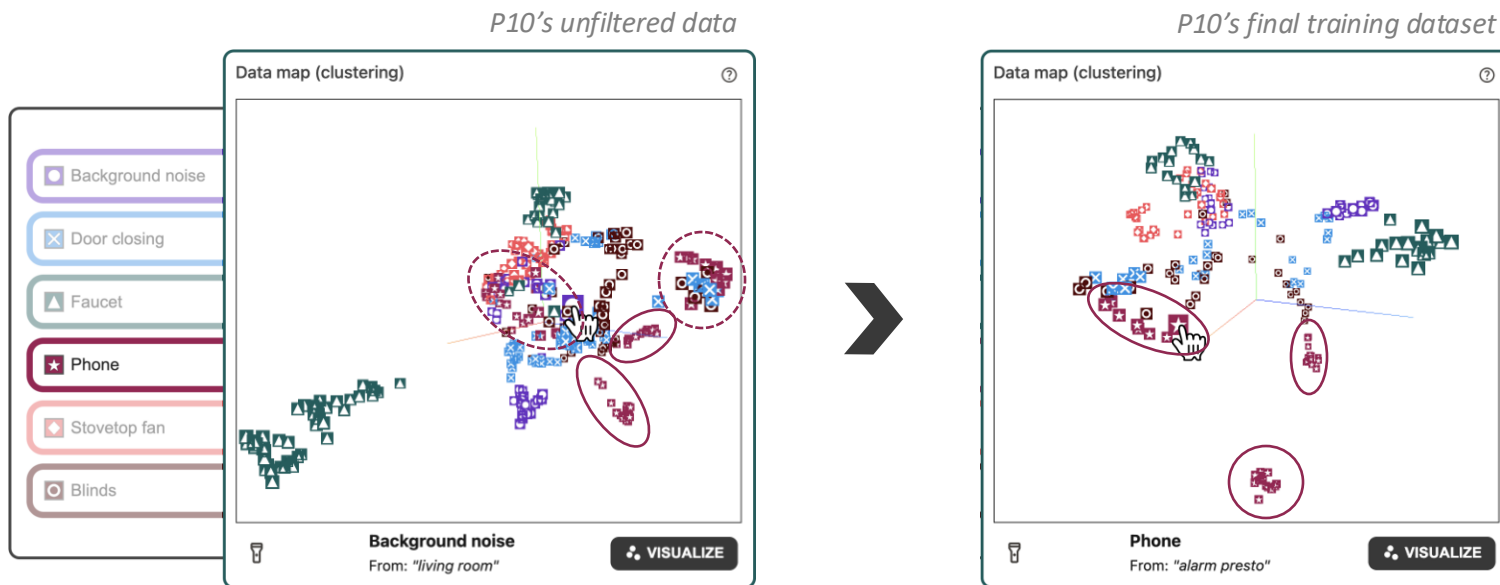


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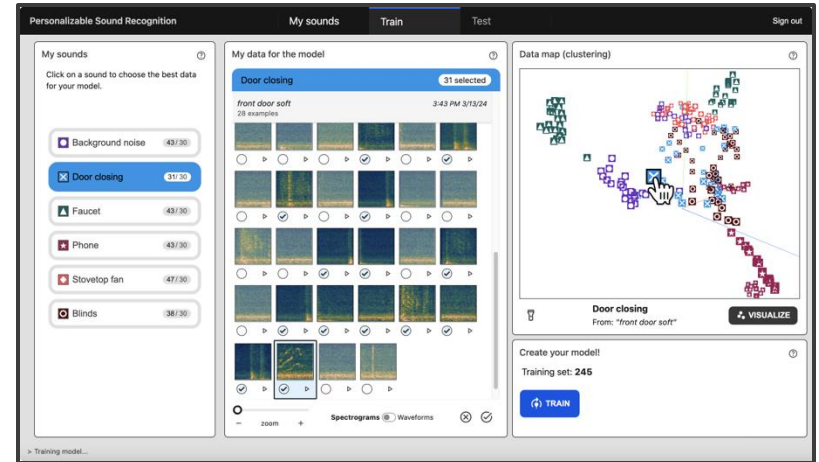
"[It] was satisfying to see, 'Okay, like it's actually working; what I'm doing.'" - P1

Findings

#2: Interplay of Visualizations

Participants combined multiple information streams to make decisions about their models.

- Clustering: High-level view of data structure & relationships
- Waveform: Intuitive, glanceable, good for quick assessment
- Spectrograms: Less intuitive, but useful for in-depth analysis (for some)
- Annotations: Provide context, aid in recall, support deeper understanding



Findings

#2: Interplay of visualizations

Training strategy A (Example-centric)

Analysis via example icon,
clustering for monitoring



P4 on the waveform's glanceability:

"The background noise [vs.] whenever I was talking,

Being able to figure out which [example] was which—I think that was really helpful."

Findings

#2: Interplay of visualizations

Training strategy A (Example-centric)

Holistic analysis via example icon,
clustering for monitoring

“I was driven by what I was seeing in the chart [...] to eliminate some edge cases and anomalies.

Everything is [shown] together.

In [the selection panel], I have to compare one by one” – P11

Training strategy B (Clustering-centric)

Clustering as interactive flagging tool,
example icon for targeted analysis



#3: Balancing engagement & efficiency

Responses indicated interactive ML promoted understanding and confidence, but the process was time-consuming.

All participants trained just one model due to time limits or fatigue.

- Workflow requires too many interactions to produce a useful result

“The unchecking [was] not my favorite; [...] It just ate up time.” – P3

#3: Balancing engagement & efficiency

Participants shared their own ideas to improving the process:

- Adding custom classes to an existing model (*e.g.*, Android)
- Automation (*e.g.*, background noise removal)
- *In situ* help (*e.g.*, P7: “text reminders” suggesting problematic examples)

How to optimize training process while continuing to support meaningful engagement with the model remains an open question.

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Questions?