

Contents

1	Theory: Foundations of Quality in Natural and Synthesized Speech . . .	1
1.1	Quality and Experience	3
1.2	First Impressions and Attitude Formation in Humans	7
1.3	Attitudes: Long-term Evidence and Validity	13
1.4	Quality of Experiencing Anthropomorphic Interfaces	15
1.5	Quality Affects Behavior	19
2	Talker Quality in Passive Scenarios	21
2.1	Methods and Instruments for Passive Scenarios	21
2.1.1	State of the art in methods and instruments for passive scenarios	21
2.1.2	Own contribution to methods and instruments for passive scenarios	27
2.2	Perceptual Dimension of Voices	28
2.2.1	State of the art in perceptual dimension of voices	29
2.2.2	Own contributions to perceptual dimension of voices	31
2.3	Talker Quality as a First Impression	40
2.3.1	State of the art in Talker Quality	40
2.3.2	Own contributions to voice-based Talker Quality	43
2.3.3	Own contributions to Talker Quality of Embodied Conversational Agents	57
2.4	Conclusion and Future Directions	62
3	Talker Quality in Interactive Scenarios	65
3.1	Methods and Instruments for Studying Human Conversation	65
3.2	Talker Quality and Conversational Behavior	68
3.2.1	State of the art in Talker Quality in interaction	69
3.2.2	Own contributions to Talker Quality in interaction	71
3.3	Methods and Instruments for Studying Human-Computer Interaction	84
3.3.1	State of the art in methods and instruments in HCI	84
3.3.2	Own contributions to methods and instruments in HCI	88

