

# Exploring Options for Creating Digital Recordings of Telephone Interviews Conducted on Analogue Phone Systems

August Salick and Rob Schultz

UW Survey Center  
University of Wisconsin Madison

[awsalick@wisc.edu](mailto:awsalick@wisc.edu)  
[rkschult@ssc.wisc.edu](mailto:rkschult@ssc.wisc.edu)

Paper presented at the annual meetings of the  
International Field Directors and Technology Conference  
May 20, 2014

© 2014. Materials may not be reproduced without permission of the author.



## Why are Recordings Important?

---

- Quality Control
- Transcription
- Cognitive Batteries
- Recordings are the only deliverable data for some studies

# Recording Software - Overview

---

- Challenges of Recording Software
- Solution: Sound eXchange
- Custom Implementation How-To

# Recording Hardware - Overview

---

- Background of UWSC Recording Hardware
  - Analog vs VoIP
- Analog options considered
- Example recordings and post-call sound quality improvement

# Challenges of Recording Software

---

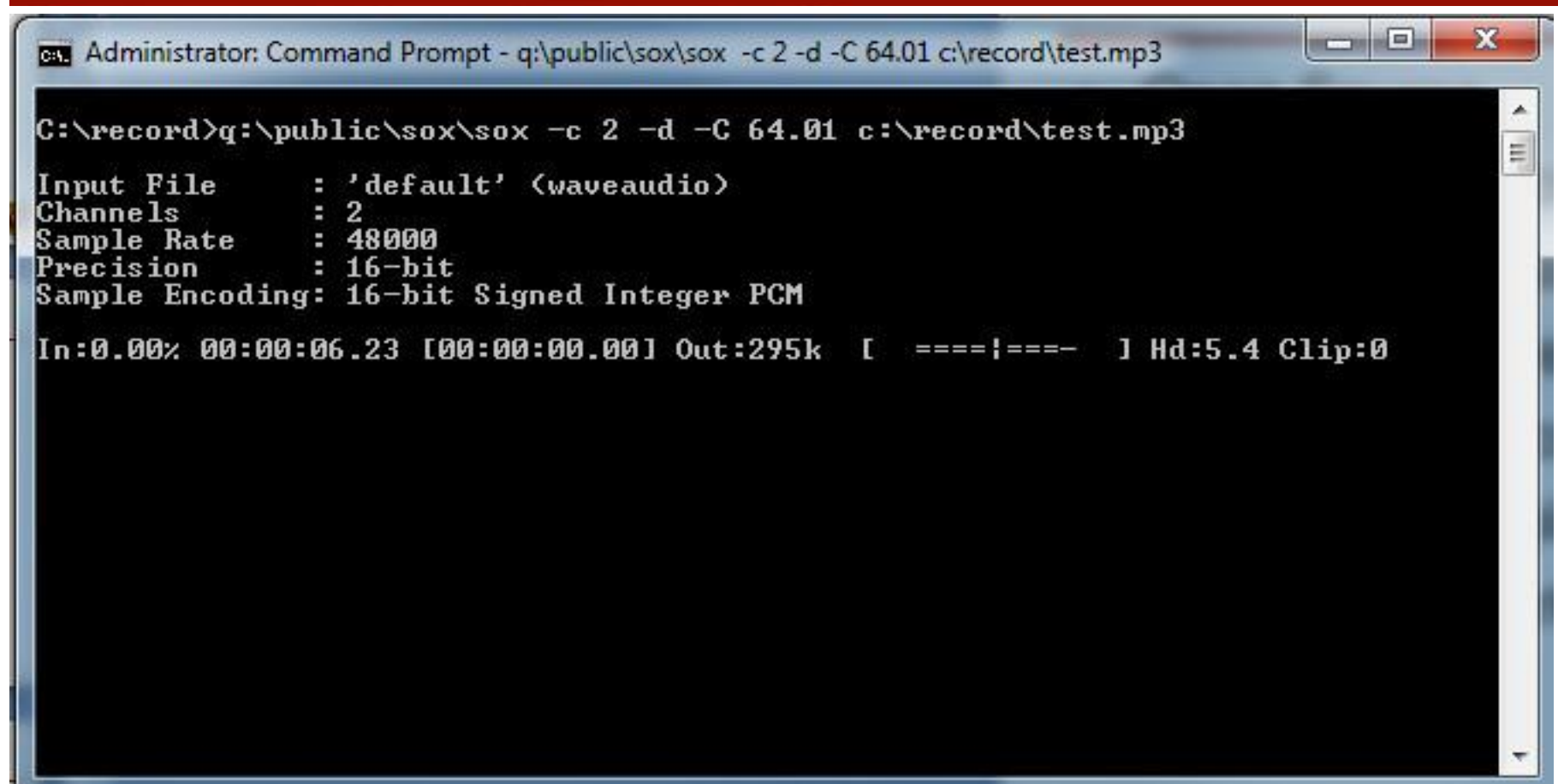
- XP → Windows 7 transition
- Licensing costs
- Codec control
- Performance
- Automation
- Versatile for CATI and CAPI

## Recording Solution: Sound eXchange (SoX)

---

- Open Source
- Supports Windows, Linux, MacOS X
- Low system resource usage
- Command line execution
  - Versatile across modes, survey platforms
  - Easier to implement changes in the field

## Recording Solution: Sound eXchange (SoX)



The screenshot shows a Windows Command Prompt window titled "Administrator: Command Prompt - q:\public\sox\sox -c 2 -d -C 64.01 c:\record\test.mp3". The command prompt is at the C:\record directory. The command executed is `q:\public\sox\sox -c 2 -d -C 64.01 c:\record\test.mp3`. The output displays the recording parameters: Input File: 'default' (waveaudio), Channels: 2, Sample Rate: 48000, Precision: 16-bit, and Sample Encoding: 16-bit Signed Integer PCM. The progress bar shows "In:0.00% 00:00:06.23 [00:00:00.00] Out:295k [====!====-] Hd:5.4 Clip:0".

```
C:\record>q:\public\sox\sox -c 2 -d -C 64.01 c:\record\test.mp3

Input File      : 'default' (waveaudio)
Channels        : 2
Sample Rate     : 48000
Precision       : 16-bit
Sample Encoding  : 16-bit Signed Integer PCM

In:0.00% 00:00:06.23 [00:00:00.00] Out:295k [====!====-] Hd:5.4 Clip:0
```

# Custom Implementation

---

- Scripting to start and stop
  - To start: Execute SoX with batch file parameter

*sox -c 2 -d -C 64.01 c:\record\filename.mp3*

- To stop: Execute Taskkill

*taskkill /f /im sox.exe*

- Command line options
  - -c - # of channels
  - -d - use default recording device
  - -C - set compression bitrate

# Custom Implementation

---

- MP3 encoding
  - Can include LAME dll files to enable on-the-fly encoding to mp3
  - Requires compiled Libmp3lame.dll
  - Significantly reduces transfer times from field machines
- Hiding execution
  - Monitoring interviewers for quality control
  - Preventing inadvertent shutdown
  - Freeware “quiet.exe” program

# Background

---

- Increase in client demand for quality recordings
- Upgrade in software (Sox) opened up additional options
- Analog or VoIP

# Analog or VoIP?

---

## Analog

### Pros

- + Reliability
- + Existing infrastructure
- + Quality

### Cons

- Cost
- Quality

## VoIP

### Pros

- + Low cost
- + Computer integration
- + Wider array of recording options

### Cons

- Not supported at UW
- Potential service outages
- Quality
- Latency

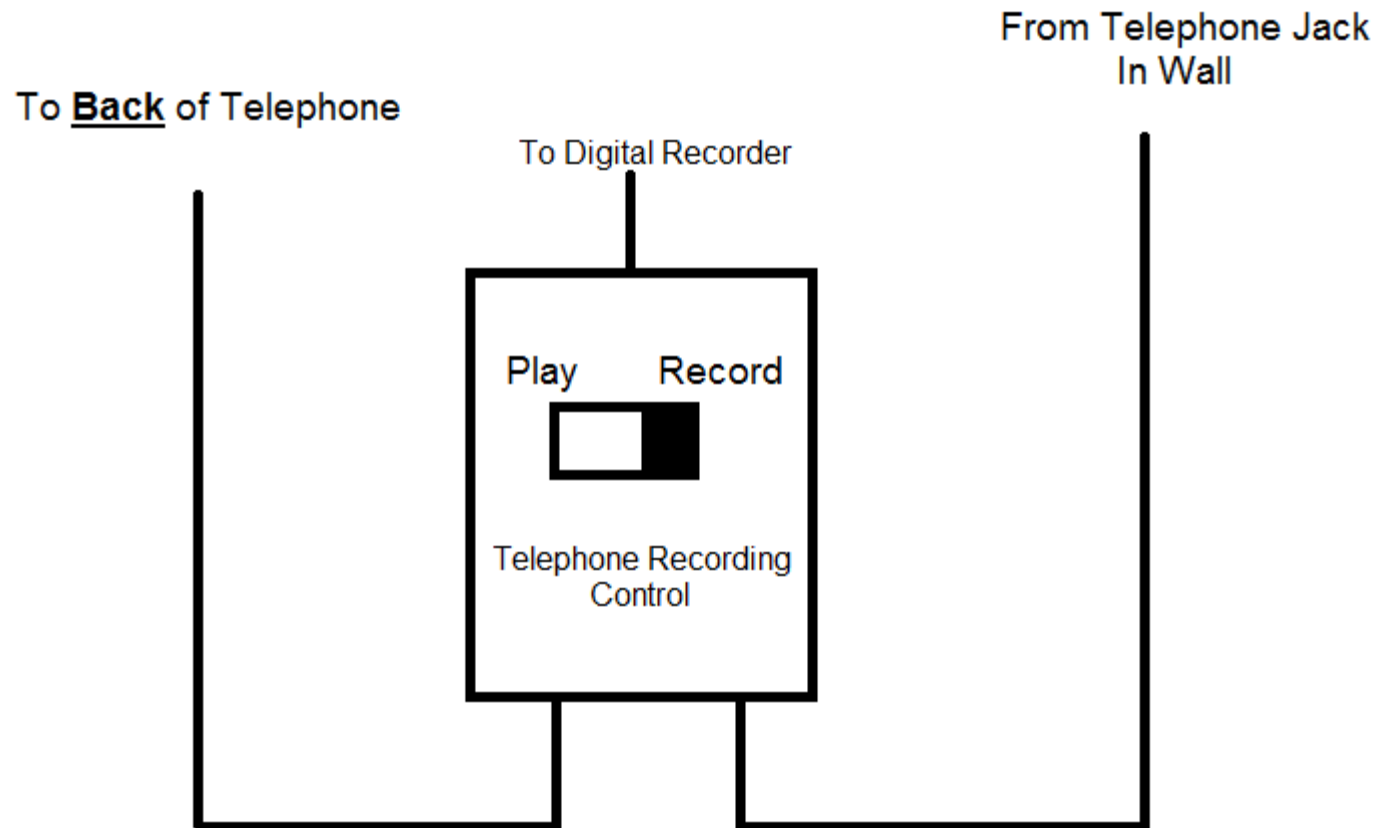
## Analog phone recording options

---

- Telephone Recording Control
- THAT-2
  - Telephone Handset Audio Tap
- Broadcast Host
  - Desktop Digital Hybrid

# Telephone Recording Control

---



# Pros and Cons of Telephone Recording Control

---

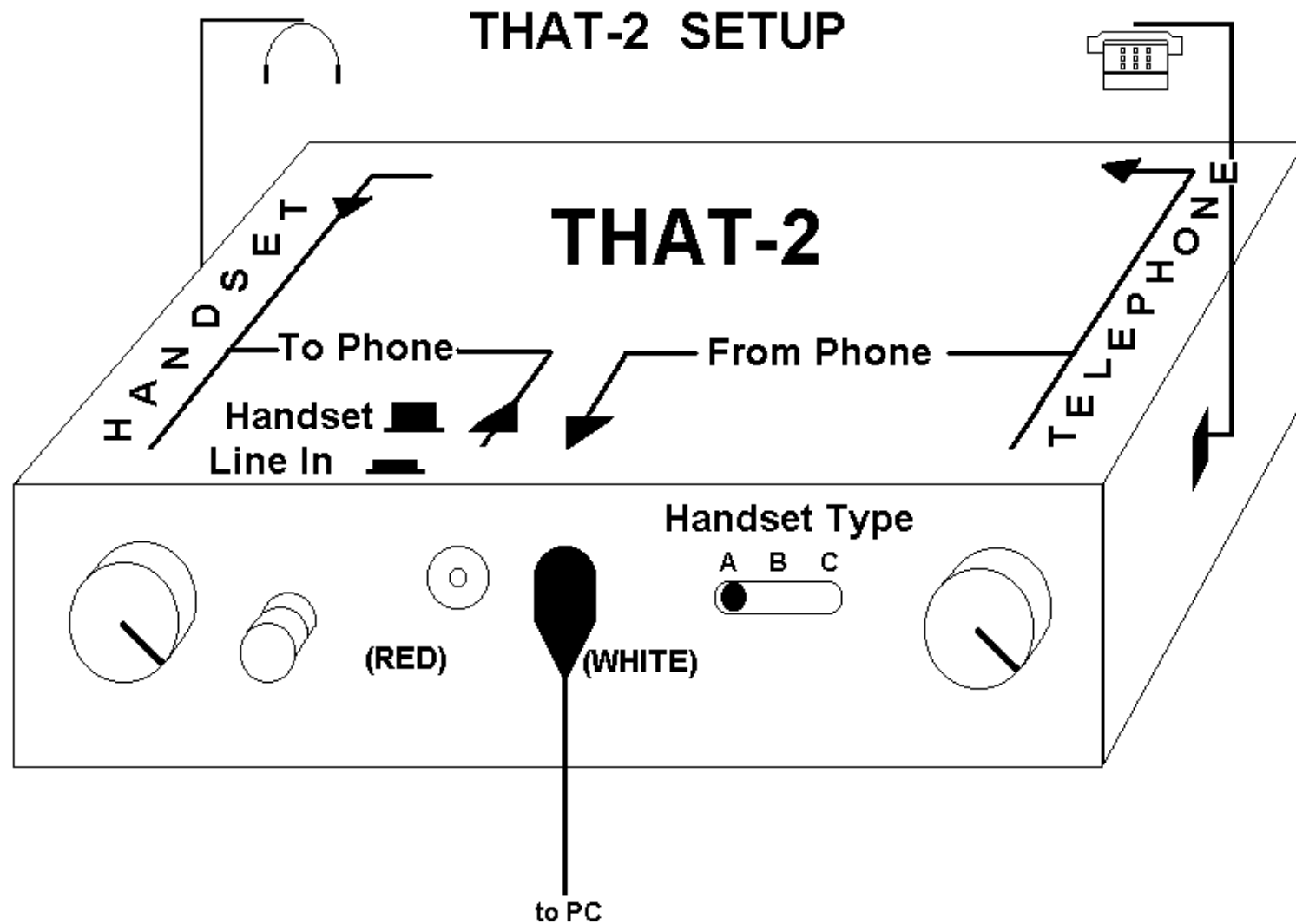
## Pros

- + Simple to set up
- + Passive
- + Creates usable recordings for most purposes
- + Extremely low-cost option
- + \$35 per unit, plus cost of recording option of choice (tape, digital)

## Cons

- Recording files must be named and managed manually
- Equipment lacks durability
- Recordings are single channel
- R volume is often much quieter than INT
- No ability to boost R volume

# THAT-2



# Pros and Cons of THAT-2

---

## Advantages

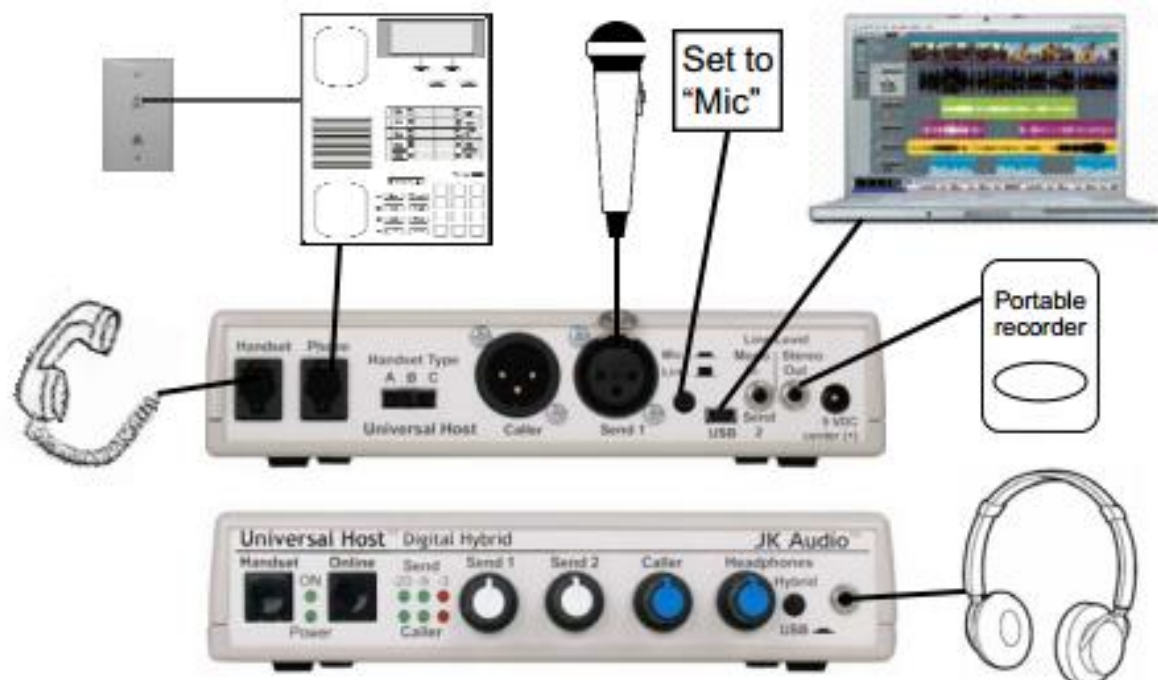
- + Simple to set up and intuitive to use
- + Passive
- + Extreme durability
- + Creates passable recordings for most purposes
- + Relatively low-cost option
- + \$225/unit; \$365 total cost with supporting equipment

## Disadvantages

- Single-channel recordings cannot be easily edited to boost volume of R
- R volume is routinely much quieter than INT
- No ability to boost R volume

# Broadcast Host Diagram

---



# Pros and Cons of Broadcast Host

---

## Advantages

- + Separates R/INT sides of conversation into separate channels; ability to boost volume post-interview
- + Better volume control in call
  - + Can boost both sides of conversation within limits
- + Better quality microphone

## Disadvantages

- More complicated system
- Settings more susceptible to being incorrectly set by interviewers
- Requires special training and good understanding of equipment
- Relatively expensive
  - \$495/unit; \$825 with supporting equipment

# One vs Two Channel Recording

---

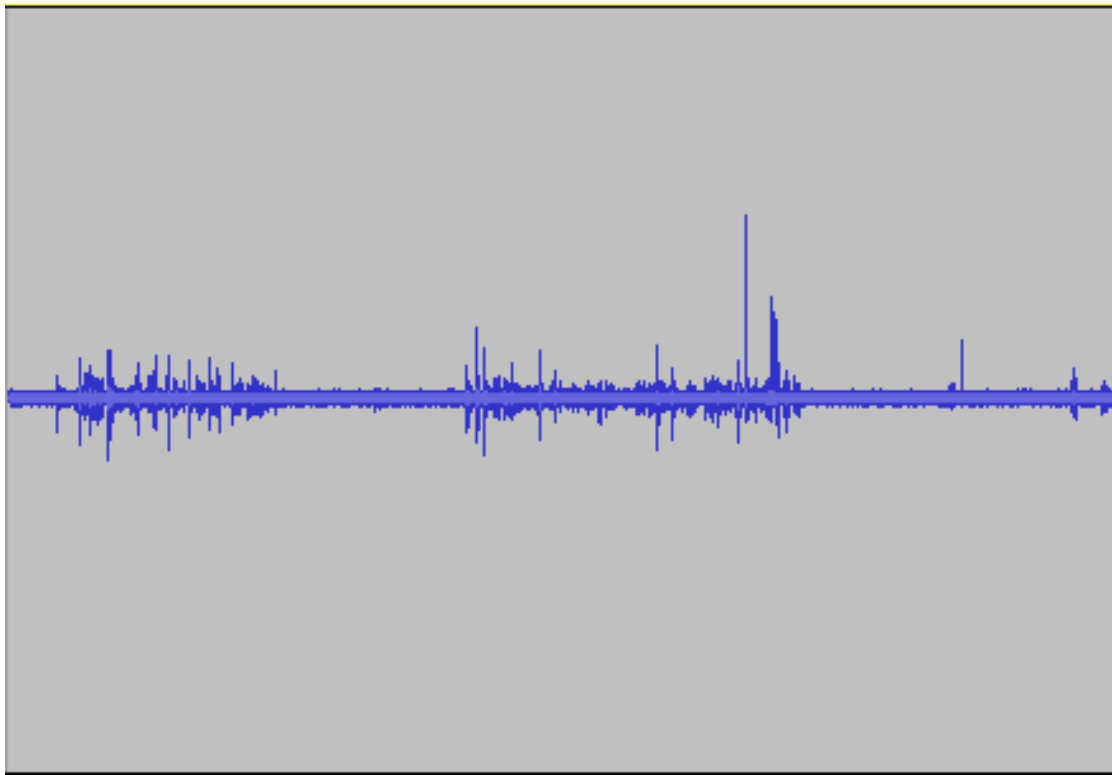
- Single Channel (Mono)
  - Reduced quality due to crosstalk
  - Cannot easily edit volume of one side of conversation independent of the other
- Two Channel (Stereo)
  - Can boost volume of each channel individually

# One channel example

---



## THAT-2 Example

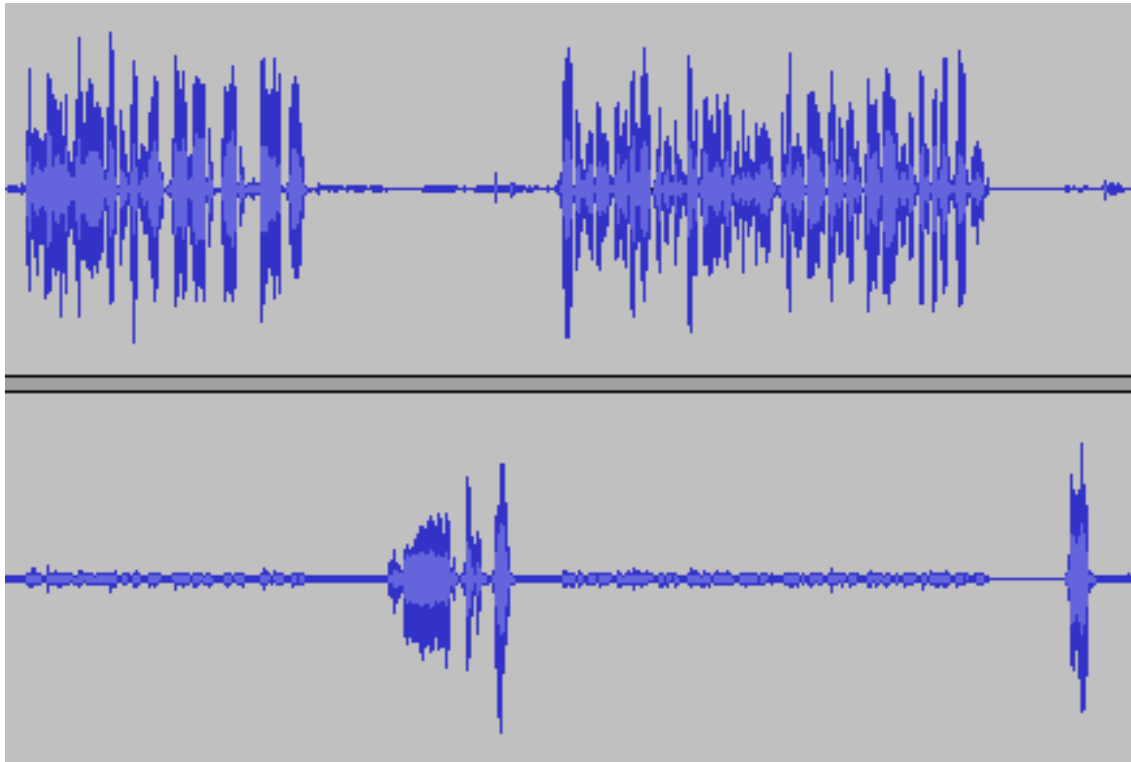


## Two channel sound example

---



### Broadcast Host Example



## Lessons Learned -- Hardware

---

- Hardware
  - Depends heavily on existing infrastructure and desired future capabilities.
  - If the highest quality recordings are desired, the ability to make two channel recordings is highly recommended.
  - UWSC currently uses a mix of THAT-2 and Broadcast Host equipment
  - Transitioning incrementally to Broadcast Host units

## Lessons Learned – Software

---

- Software
  - Selected Sound eXchange based on cost, codec support, performance, and automation
  - Implemented additional functionality – scripted start/stop, mp3 encoding, hidden execution
  - SoX's basic functionality was simple to implement
  - Versatile enough to standardize software across multiple modes and platforms

# Acknowledgements

---

Steve Coombs

Ken Croes

Dan Lawrence

Vicki Lien

Griselle Sanchez

Garrett Wartenweiler

Eric White

## Download Locations

---

- Sox:
  - <http://sourceforge.net/projects/sox/files/sox/>
- LAME mp3:
  - <http://www.rarewares.org/mp3-lame-libraries.php>
- Quiet:
  - <http://joeware.net/freetools/tools/quiet/index.htm>

Thank You!

For copies of this presentation or more information, contact:

August Salick: [awsalick@wisc.edu](mailto:awsalick@wisc.edu)

Rob Schultz: [rkschult@ssc.wisc.edu](mailto:rkschult@ssc.wisc.edu)

Please visit us at:  
**[www.uwsc.wisc.edu](http://www.uwsc.wisc.edu)**