

Applying modern psychometric techniques to melodic discrimination testing: Item response theory, computerised adaptive testing, and automatic item generation

Supplementary figures

Peter M. C. Harrison^{1,2,*}, Tom Collins^{3,4}, and Daniel Müllensiefen²

¹Queen Mary University of London, School of Electronic Engineering and Computer Science,
London, E1 4NS, England

²Goldsmiths, University of London, Department of Psychology, London, SE14 6NW, England

³Lehigh University, Department of Psychology, Bethlehem, PA 18015, USA

⁴Music Artificial Intelligence Algorithms, Inc., Davis, CA 95617, USA

*p.m.c.harrison@qmul.ac.uk

Example items

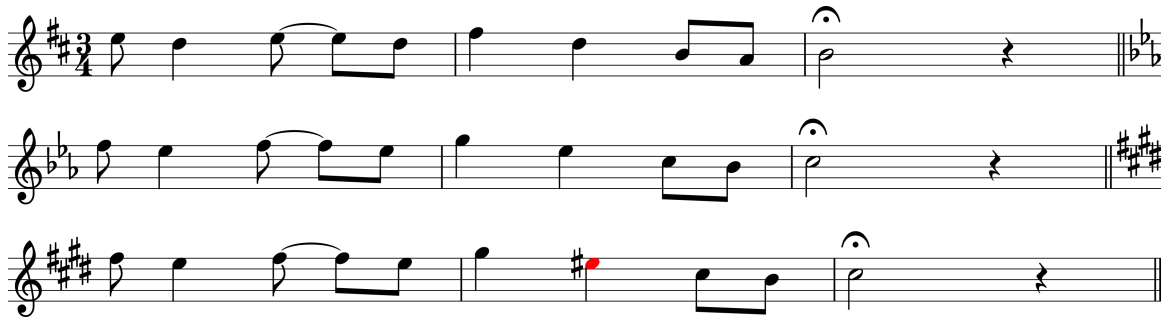
This section contains four example items from the item bank for Version 2 of the melodic discrimination test. The item families are chosen to illustrate the range of melody lengths available, as well as illustrating contour violations and tonality violations.



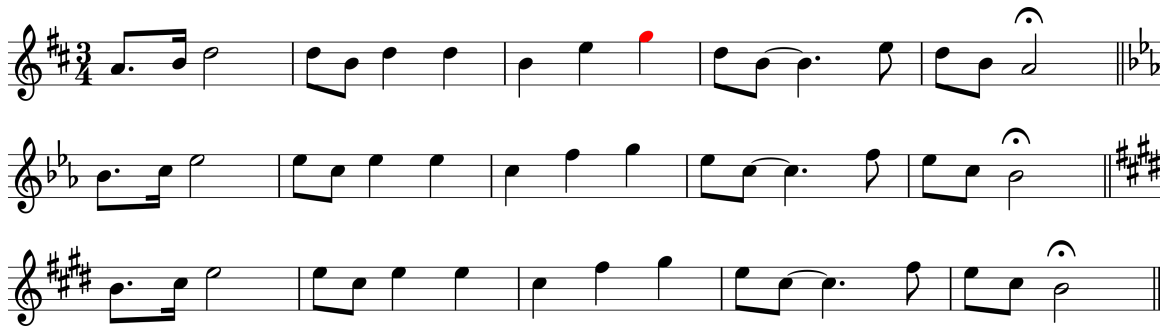
Supplementary Figure S1. *Example item with a length of three notes, contour violated, and tonality violated. The first melody is the odd-one-out, and the altered note is highlighted. This item has an estimated difficulty of -0.991 .*



Supplementary Figure S2. *Example item with a length of six notes, contour violated, and tonality preserved. The second melody is the odd-one-out, and the altered note is highlighted. This item has an estimated difficulty of -0.197 .*



Supplementary Figure S3. *Example item with a length of nine notes, contour preserved, and tonality violated. The third melody is the odd-one-out, and the altered note is highlighted. This item has an estimated difficulty of 0.613.*



Supplementary Figure S4. *Example item with a length of sixteen notes, contour preserved, and tonality preserved. The first melody is the odd-one-out, and the altered note is highlighted. This item has an estimated difficulty of 1.844.*