Contextual audio interference

"As a player, I want contextual interference with audio during my practice, so I can have increased performance and skill learning"

OVERVIEW

The **contextual interference** effect is a learning phenomenon where **interference** during practice is beneficial to skill learning. This feature adds contextual interference training options in the form of different audio modifiers that can be selected and played during practice with the objective to make players perform better.

MARKET FIT

- Science has shown that the contextual interference effect can help with motor skill acquisition, emotional regulating, and getting in the "flow-state" . This is something all WR users can benefit from.
  https://www.sciencedirect.com/science/article/abs/pii/016794579090005X
- Client request from the Diamondbacks to add audio contextual interference training.
- More robust sound-scape when using the product. Users will expect high quality audio while training.

USER TYPES

- 8-40 year old baseball and softball players
- Primary School Teams
- College Teams
- Professional Teams
- Amateurs

DOING

Priority	Requirement
Must have	The Product must allow the user to select from a variety of audio effects that play during training
Must have	The Product must allow users to change to a new audio effect during training
Must have	The Product must allow the user to select an audio effect that features a sound building in volume before stopping and becoming silent before the pitch
Must have	The Product must repeat the selected audio effect for each pitch
Must have	The Product must keep track of what users are utilizing this feature and how often
Should have	The Product must allow the user to select an audio effect that features a constantly repeating rhythm throughout the pitch
Should have	The Product must allow the user to select an audio effect with negative heckling, voices with a negative tone, throughout the pitch
Should have	The Product must allow the user to select an audio effect with positive heckling, voices with a positive tone, throughout the pitch
Could have	The Product must allow the user to upload their own audio effects which can be selected and played during training
Could have	The Product must allow audio to be selected for each pitch as a part of a Training Program

NOT DOING

Requirement	Notes
Final audio	Audio assets used for training will have to go through a rigorous approval process. Initial iterations of this feature will be approved with FPO audio.
Premium & Elite Product Tiers only	This feature will eventually be limited to certain product tiers but that does not need to be considered for initial development.

QUESTIONS

Questions	Outcomes
Do we need master audio settings in the menu?	No, not at this time.
What happens if the audio is changed mid-pitch?	The new selected audio begins at the next pitch.

GOALS & SUCCESS

- 10% of "active users" have used this feature in 1 month after delivery
- 100% of all users have tried this feature in 1 month after delivery