

Component 1: low frequency gain too high								
	Droned	Hollow	Too much bass	Too heavy	Booming	Too dark	Dull	Not clear
Solution								
1 st	Decrease low frequency gain	Decrease low frequency gain	Decrease low frequency gain	Decrease low frequency gain	Increase venting	Decrease low frequency gain	Increase high frequency gain	Increase high frequency gain
2 nd	Increase venting	Increase venting	Increase venting	Increase venting	Decrease low frequency gain	Increase high frequency gain	Decrease low frequency gain	Decrease low frequency gain
3 rd	Decrease low frequency gain for loud inputs	Increase high frequency gain	Increase high frequency gain	Increase high frequency gain	Decrease compression ratio	Increase high frequency gain for normal inputs	Increase venting	Decrease compression ratio
4 th	Decrease low frequency gain for normal inputs	Decrease gain mid frequencies	Decrease low frequency gain for normal inputs	Decrease low frequency gain for normal inputs	Decrease gain	Increase venting	Increase high frequency gain for loud inputs	Increase MPO

Table 1: Descriptors with ranked solutions loading onto component 1: low frequency gain too high.

Component 2: high frequency gain too high				
	Too sharp	Too shrill	Too metallic	Too tinny
Solution				
1 st	Decrease high frequency gain	Decrease high frequency gain	Decrease high frequency gain	Decrease high frequency gain
2 nd	Decrease high frequency gain for loud inputs	Decrease high frequency gain for loud inputs	Decrease high frequency gain for loud inputs	Decrease high frequency gain for normal inputs
3 rd	Counsel to adapt	Counsel to adapt	Increase low frequency gain	Decrease high frequency gain for loud inputs
4 th	Decrease high frequency gain for normal inputs	Decrease high frequency gain for normal inputs	Counsel to adapt	Decrease high frequency gain for soft inputs

Table 2: Descriptors with ranked solutions loading onto component 2: high frequency gain too high.

Component 3: MPO and gain for loud inputs too high					
	Too loud	Unpleasant	Loud sound too loud	Startle reaction	Painful
Solution					
1 st	Decrease gain	Decrease gain	Decrease MPO	Decrease MPO	Decrease MPO
2 nd	Decrease gain for loud inputs	Decrease MPO	Decrease gain for loud inputs	Decrease gain	Decrease gain for loud inputs
3 rd	Decrease MPO	Use other prescription rule	Increase compression ratio	Decrease gain for loud inputs	Decrease gain
4 th	Decrease gain for normal inputs	Decrease gain for loud inputs	Decrease low frequency for loud inputs	Increase compression ratio	Increase compression ratio

Table 3: Descriptors with ranked solutions loading onto component 3: MPO and gain for loud inputs too high.

Component 4: MPO too low and compression ratio too high								
	Distorted	Fluttered	Intermittent	Muffled	Unnatural	Pumping	Too much echo	Booming
Solution								
1 st	Decrease compression ratio	Decrease compression ratio	Decrease compression ratio	Decrease compression ratio	Decrease compression ratio	Decrease compression ratio	Increase venting	Increase venting
2 nd	Increase MPO	Decrease attack time	Increase MPO	Increase gain	Increase venting	Decrease release time	Decrease compression ratio	Decrease low frequency gain
3 rd	Examine hearing aid for technical defects	Deactivate directionality	Examine hearing aid for technical defects	Increase MPO	Counsel to adapt	Decrease attack time	Decrease low frequency gain	Decrease compression ratio
4 th	Other adaption level	Decrease release time	Deactivate advanced features	Increase high frequency gain	Increase MPO	Increase attack time	Decrease low and mid frequency gain	Decrease gain

Table 4: Descriptors that load onto component 4: MPO too low and compression ratio too high.

Component 5: too much occlusion				
	Own voice too loud	Own voice strange	Own voice as if I'm having a cold	Droned
Solution				
1 st	Increase venting	Increase venting	Increase venting	Decrease low frequency gain
2 nd	Decrease low frequency gain for loud inputs	Counsel to adapt	Decrease low frequency gain	Increase venting
3 rd	Decrease low frequency gain	Decrease low frequency gain	Decrease low frequency gain for normal inputs	Decrease low frequency gain for loud inputs
4 th	Counsel to adapt	Decrease low frequency gain for loud inputs	Decrease low frequency gain for loud inputs	Decrease low frequency gain for normal inputs

Table 5: Descriptors with ranked solutions loading onto component 5: too much occlusion.

Component 6: gain for soft inputs too high			
	Too much environmental noise	Bothering environmental noise	Hearings aid is producing noise
Solution			
1 st	Decrease gain for soft inputs	Decrease low frequency gain	Decrease gain for soft inputs
2 nd	Increase noise cancellation	Activate directionality	Increase venting
3 rd	Decrease low frequency gain	Activate noise cancellation	Activate noise cancellation
4 th	Counsel to adapt	Decrease gain for soft inputs	Increase noise cancellation

Table 6: Descriptors with ranked solutions loading onto component 6: gain for soft inputs too high.

Component 7: gain for soft inputs too low		
	Poor speechrecognition at distance	Poor speechrecognition for soft speech
Solution		
1 st	Increase gain for soft inputs	Increase gain for soft inputs
2 nd	Increase high frequency gain soft inputs	Increase high frequency gain soft inputs
3 rd	Increase gain	Increase gain
4 th	Increase gain for normal inputs	Increase gain for normal inputs

Table 7: Descriptors with ranked solutions loading onto component 7: gain for soft inputs too low.

Component 8: high frequency gain too low			
	Poor speechrecognition	Indistinct	Can hear, cannot understand
Solution			
1 st	Increase high frequency gain for normal inputs	Decrease compression ratio	Decrease compression ratio
2 nd	Increase high frequency gain	Increase high frequency gain	Increase high frequency gain
3 rd	Increase gain for normal inputs	Increase MPO	Increase high frequency gain for normal inputs
4 th	Increase gain	Increase high frequency gain for normal inputs	Other adaptation level

Table 8: Descriptors with ranked solutions loading onto component 8: high frequency gain too low.

Component 9: MPO and gain too low			
	Too soft	Too muffled	Too thin
Solution			
1 st	Increase gain	Decrease compression ratio	Increase low frequency gain
2 nd	Increase gain for normal inputs	Increase gain	Increase MPO
3 rd	Increase gain for soft inputs	Increase MPO	Increase gain
4 th	Increase MPO	Increase high frequency gain	Decrease venting

Table 9: Descriptors with ranked solutions loading onto component 9: MPO and gain too low.