AUDIO PROJECT

STEP	NAME	DETAILS	IN PR OG RES S	DO NE
1	SUBJECT	Choose a subject for your project. Remember that these only need to be 1 minute long. My suggestion is to choose a place or experience to document like: morning routine, a trip somewhere, a place you like. Most importantly it should tell some kind of (short) story.	~	
2	ORGANIZE	 Have Audacity installed and running on your computer. Create a folder on your computer to store all of the files for the AUDIO project. You should also have a single folder for the whole class where all of the projects and practice files will go so it is easy to find. You will need a Project Description Document. There is a google docs template. If you use that, either download as MS Word, or make sure you know which google account you save it as so you can export it at the end. 		
	RESOURCES	Project Description Document Template:		

4	GET SOUND(S)	You need at least one sound file someone else made. You must use a sound that the creator has given a license to allow you to use. Usually this is a Creative Commons License. 1. Find a file 2. Make sure it licensed 3. Download it 4. Record the credit in your Project Description file: a. Title b. Author Name c. License d. Name of site you found it e. Date you downloaded f. URL of page where downloaded Do this for each sound you use.		
	RESOURCES	List of sites that have sound on our class Website: https://openlab.bmcc.cuny.edu/mmp-100-1902-fa23/modules/audio/#cc-licensed		
5	EDIT SOUNDS TOGETHER	In your Audacity Project, combine your recorded sound(s) with the sound(s) you found. Remember to label your sounds. Overall, you need at least five different sounds in your project. In order to better tell your story or place people in your environment, you may want to use effects. Some of the basic and useful ones are: • Reverb (echo) • Changing Pitch (high and low) • Changing Tempo (fast or slow) • Edit Audio • How to cut and trim audio • Add Reverb (video) • Pitch: • Short video 2min • Long video 7min • Tempo: Speeding up and Slowing Down Audio		
		 Removing Clicks and Pops Labeling and splitting a recording into separate tracks Mixing voice and background music Real Time Effects 	L	
6	EXPORT SOUNDS	When you're done you will need to export your project in files people can listen to. You will need to make two files: • MP3 (lossy) • WAV (lossless) Remember to save these in your audio project folder (Step 2 above). For EXTRA CREDIT you can also share your project online. Add the link that is created to your Project Description file		
	RESOURCES	Exporting AudioSharing online on audio.com		

7	SUBMIT FILES	Turn in your project on Blackboard. When you do you will need to upload the following files: 1. Audacity Project: .aup3 2. MP3 Version: .mp3 3. WAV Version: .wav 4. All files you found or recorded 5. Project Description Document The easiest way is to have all of these in your project folder and zip the folder. If you can't do that or run into problems it will be OK to upload them individually.		
	RESOURCES	How to compress (zip) a folder on macOS: basically right click on it and select Compress		
		How to compress (zip) a folder on Windows: basically right click, then Send To then Compressed (zipped) folder		

RUBRIC

This is the grading rubric I will use when evaluating your projects

1	FILES	The following files were uploaded: 1. Audacity Project: .aup3 2. MP3 Version: .mp3 3. WAV Version: .wav 4. All files you found or recorded 5. Project Description Document	20%	
2	EDITING	At least five files were edited and combined. The sounds were edited together and effects added in a way that creates a balanced, understandable project. I must have your Audacity .aup3 file in order to evaluate this.	15%	
3	PROJECT ORGANIZATION	You clearly and consistently named each file/folder and the groups and layers of the Audacity project file are clearly labeled and organized.	10%	
4	LENGTH	The project is at least 1 minute long.	15%	
5	CONTENT	The project tells the story of a place.	20%	
6	DESCRIPTION / ATTRIBUTION	The Project Description document explains what the project is about and gives attribution for all sound files used. Attribution must include the full information about the file used as shown in the example document.	10%	
7	EXECUTION	The project effectively uses sound (including editing and effects) to create a clear, distinctive story. The sounds and editing used enhance the way in which the listener experiences the project.	10%	