

AUDIO

Audio Story Overview

GOAL: Create an audio file of music and other sounds to represent a story with various moods.

Measurable Learner Objectives	Crosswalk to Show-Me Standards	Instructional Activities	Assessment
Import sound files. D2	1.4, 1.8	Determine a story to be created. Key the story outline and submit it to the teacher for approval. Decide on the music and audio clips to be used to represent the various mood changes in the story. Your production should be at least 60 seconds in length, but not longer than 90 seconds. The maximum continuous audio or music clips from any one source should be 15 seconds. Use copyright guidelines when creating your audio story. The audio will be from live feed and captured sources from a variety of resources. Edit sound files as needed for the final product. Copy sound files to a medium such as zip, CD, or hard drive.	Use the <i>Audio Story</i> assessment to evaluate the written plan for a story using music and sound clips, the effective use of effects used between moods, the length of the production, the use of appropriate copyright guidelines, importation and exportation, copying procedures, quality of audio files, and the submission of required sources and/or documentation. Evaluate whether the music and sounds represent the moods/atmosphere for the story described in the written plan. Also, evaluate file management.
Create audio files (MIDI). D3	1.4, 1.8		
Access and capture recorded and live audio from a variety of sources (e.g., laser disk, CD-ROM, video, microphone). D4	1.4, 1.8		
Edit sound files. D5	1.4, 1.8, 2.2		
Manage files. A7	1.4, 2.7		
Use organizational tools to plan multimedia products (e.g., storyboarding, outlining, branching). A19	1.8, 2.7		
Demonstrate ethical behavior when designing multimedia applications. B1	4.4		
Proofread and correct multimedia documents. A14	CA1, 2.2		

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Teaching Points

Overview

Instrumental music, audio sounds, words put to music, or any combination, often tells a story. These types of musical and audio formats are often used as background to video and stage productions. In this assignment students will use music to create a story by streaming several soundtracks using fades and blendings for effect.

Content Review

Review and/or demonstrate the following as needed:

1. Creating and using audio files, sound files and audio effects
2. Ripping audio files
3. Burning audio CDs that will play in most CD players

Activity Preparation

Play audio and musical soundtracks and allow the students to determine what mood they think is being created or what story the music tells.

Discuss saving audio files.

Demonstrate the use of audio and sound files to create different moods or emotional atmospheres.

Discuss and demonstrate the effects of audio dissolves and other manipulations of sound files.

Discuss and demonstrate how to burn CDs in a format easily recognized by most CD players.

Discuss ethical and copyright issues in using music and other multimedia materials.

Resources

Supplies needed for the activity:

Audio and sound files
Computer
CDs
Internet connection
Head phones

Web sites (and/or key words to use for search):

<http://www.tcaps.com/ht/audio/default.htm>

Using information on audio files

<http://www.intel.com/support/peripherals/audioplayer/3kplayer/createfile.htm>

Creating MP3 and/or WMA files

http://www.dl.nu/linux_cd_burning.html

Converting, copying, etc. files

http://hotwired.lycos.com/webmonkey/multimedia/audio_mp3/

Webmonkey Web site on creating audio files

<http://165.248.2.40/idl2000/savesound.html>

Saving sound and video files

[http://olympus.het.brown.edu/cgi-bin/info2www?\(cookbook\)Editing+Sound](http://olympus.het.brown.edu/cgi-bin/info2www?(cookbook)Editing+Sound)

Editing sound files

<http://www.support.dsu.edu/multimedia/sound/wave-edit.htm>

Editing sound files

<http://www.blazeaudio.com/howto/edit-copypaste.html>

Copying sound files

<http://www.utsystem.edu/ogc/intellectualproperty/copypol2.htm#test>

Fair use of copyrighted materials

<http://www.benedict.com/>

Copyright Web site on court cases

Key words: *Audio files, sound files, tutorials on sound, tutorials on audio files, copyright on music, music fair use*

Books, articles, and other resources:

Brown, T. (2004). *Cubase SX for Macintosh and Windows: Visual quickstart guide*. Berkeley, CA: Peachpit Press (Pearson Education).

Counts, E. L. (2004). *Multimedia design and production for students and teachers*. Boston, MA: Allyn and Bacon (Pearson Education).

Middleton, C. (2003). *Complete guide to digital audio*. Boston, MA: Thomson Course Technology.

Roback, S. (2004). *Pro Tools 6 for Macintosh and Windows: Visual quickstart guide*. Berkeley, CA: Peachpit Press (Pearson Education).

AUDIO
Audio Story
Instructor's Approval Form

Audio Story _____

Instructor's Approval _____

Date _____

Submit this form with the instructor's signature along with the keyed ideas for the audio story when the assignment is complete.

AUDIO

Audio Story Assignment

Activity Preparation and Assignment

Determine the musical clips from your favorite songs and other sounds needed to create a CD audio story. The production should be at least 60 seconds long but not longer than 90 seconds. Create a project folder entitled [*insert your name*] *music video* to hold project and audio files.

Produce a favorite music clips CD using the following directions:

1. Key the ideas for an audio story and have it approved by the instructor. (See Instructor's Approval Form.)
2. Determine 4 or 5 of your favorite audio tracks and other audio sounds to be used to portray the story. Do not use more than 15 continuous seconds from any sound track.
3. Key in alphabetical order the reference information for music and sounds used in the audio story.
4. Load only those 15-second clips from the songs of your favorite music and other sounds into the computer.
5. Create an audio layer with short segments from your favorite CD tracks and other sounds.
6. Use appropriate fade techniques to transition between tracks.
7. Save as an audio file and export the file to the project folder.
8. Copy the audio file to a CD (or other medium as directed by instructor).
9. Submit a print screen of your timeline from the audio software.
10. Submit reference information of all music and sounds used in the audio story.

Resources

Web sites (and/or key words to use for search):

http://hotwired.lycos.com/webmonkey/multimedia/audio_mp3/

http://hotwired.lycos.com/webmonkey/01/10/index3a_page2.html?tw=multimedia

Webmonkey Web sites

http://www.dl.nu/linux_cd_burning.html

Converting and copying files

Key words: *audio, video, CD burning, multimedia creation*

AUDIO Audio Story Assessment

	Evaluate/assess the quality and quantity of each criterion. Indicate points on the continuum of 0-5 5 = high/good to 1 = low/needs improvement (0 = missing)					
Criteria	5	4	3	2	1	0
Audio Story (5) Planned/outlined						
Audio Sounds (5) Appropriate						
Background Music (5) Appropriate						
Audio Levels (5) Adjustments (fades ins and fades out and other effects) Quality						
Imported/Exported (5) Audio files						
Music/Audio Sounds (5) Represent written story plan						
File Management (5)						
Accuracy (5)						
Subtotal						
					Total Points =	

Documentation Submitted	Yes = 2 points	No = 0 points	
References			
Keyed ideas			
Instructor's Approval Form			
Subtotal			Total Points =

Project Total =