

RECORD AND LISTEN



Module II



Course
Photo-video
concept



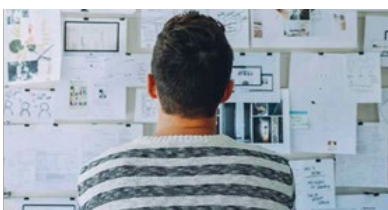
Topic 2
Sound and
Script



Lesson 3

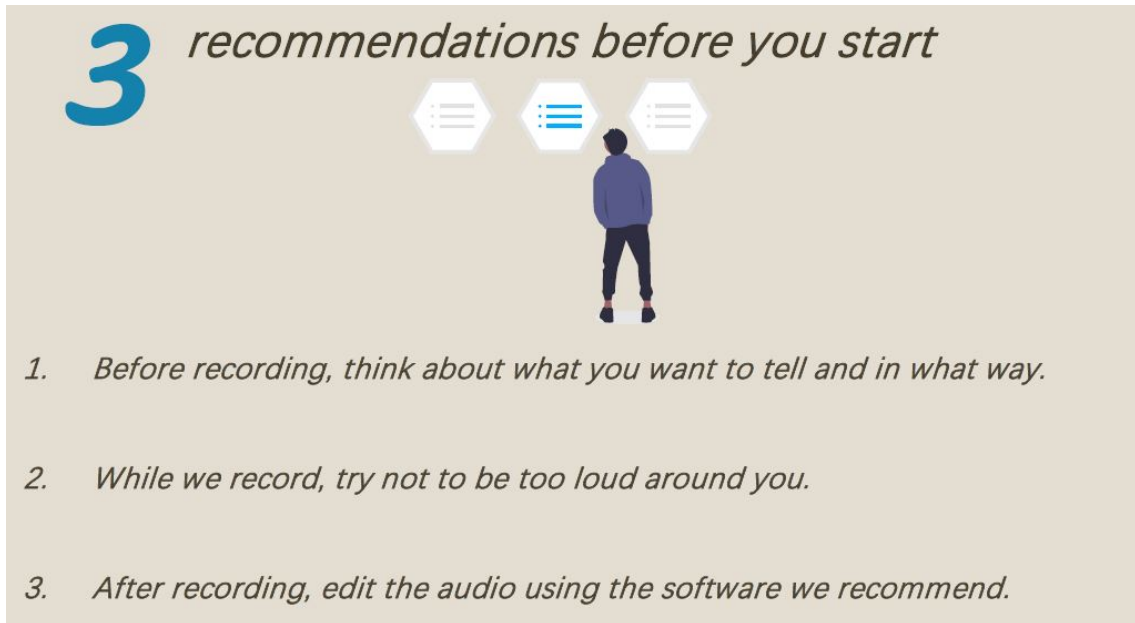
Activity

- **Short Description:** In this activity, students will record with a mobile phone the ambient sound that can be identified in the space of the selected cultural or natural asset. They have to identify the space where the sound is best heard and record the environmental noise.
- **Methodology:** Inductive learning.
- **Duration:** 3 hours
- **Difficulty (high - medium - low):** Medium
- **Individual / Team:** Individual, but discussion in group.
- **Classroom / House:** In the street, but discussion in the classroom.
- **What do we need to do this activity?**
 - **Hardware:** Laptop, Mobile Phone, Microphone
 - **Software:**
 1. Voice Record Pro (<https://play.google.com/store/apps/details?id=ca.bejbej.voicerecordpro&hl=es>)
 2. Quick Voice (<https://apps.apple.com/es/app/quickvoice-recorder/id284675296>)
 3. Audacity (<https://www.audacityteam.org/>)
 - **Other resources:** Paper and pen



Description

- **Text description:** Once we have identified the ambient sounds, we have to record it with our mobile phone. We have to make sure that we have to avoid possible interruptions and try to record exactly what we are looking for. Ambient sound would be important also for the description of the element.
- **Illustration:**



3 *recommendations before you start*

1. *Before recording, think about what you want to tell and in what way.*
2. *While we record, try not to be too loud around you.*
3. *After recording, edit the audio using the software we recommend.*

Instructions

1. Identify the ambient sound
2. Select the area to record
3. Record the ambient sound with a mobile phone

Expected outcomes

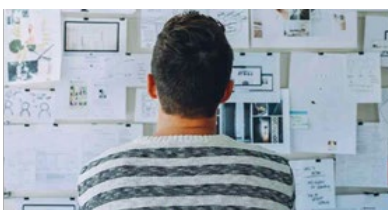
- Learn about recording techniques
- Learn how to record ambient sound avoiding possible interruptions

This activity can be used in other (module, course, topic, lesson):

- **Module II, Course Video, Topic Camera Flow, Lesson 3**

DIGICOMP (Competences developed): *Developing digital content; Solving technical problems.*

ENTRECOMP (Competences developed): *Motivation and perseverance; Planning and management; Learning through experience.*



Example:

https://youtu.be/JIG4_e4nFAs

The sound and music of the Libre web series.

Javi Cano tells us about the work done by the sound team: Amanda Pons, Daniel Canelo, David Carratalá and Daniel Álvarez. The challenges to shoot the scenes and some anecdotes during the filming.

<https://youtu.be/TKBzjSSaKXU>

This is CADARN's video about sound recording on location. It covers how to setup camera and microphone for recording, the basics of microphone technology and terminology, and their usage whilst filming.

