

# RECORD AND VOICE OVER



Module II



Course  
Photo-video  
concept



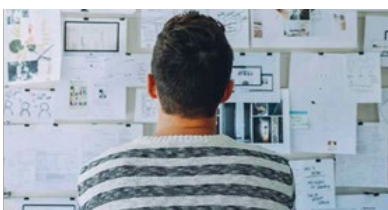
Topic 2  
Sound and  
Script



Lesson 4

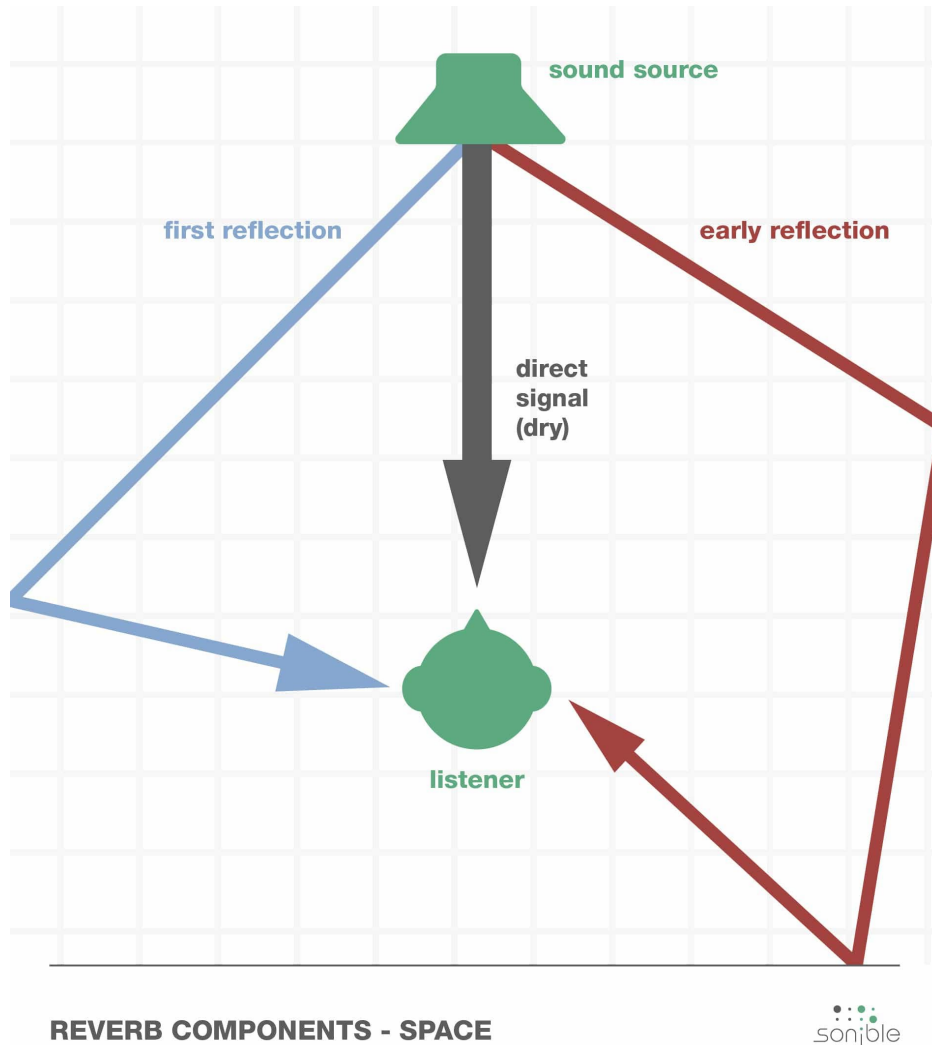
## Activity

- **Short Description:** In this activity, students will record in an interior space the reading of a script prepared for a patrimonial reality. They have to organize the space where we are going to make the recording, download all the possible applications we might use for the recording, practice the script we are going to read, and record it.
- **Methodology:** Inductive learning.
- **Duration:** 3 hours
- **Difficulty (high - medium - low):** Medium
- **Individual / Team:** Individual, but discussion in group.
- **Classroom / House:** House, 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

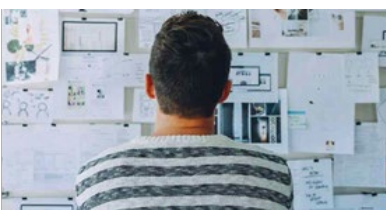


## Description

- **Text description:** Once we have selected the cultural/natural element, we are going to record the reading of the script that we have written for our patrimonial reality. We have to make sure that we have all the applications and the hardware needed to make the recording. We have to check that the ambient sound of the place will not interrupt our reading. After having everything organized, we can start recording our script.
- **Illustration:**



Source: Sonible. <https://www.sonible.com/blog/reverb-audio-production/>



## Instructions

1. Practice the reading of the script
2. Organize the interior space for the recording
3. Record the script

## Expected outcomes

- Complete the recording of the script using the necessary tools to convey the message

## 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; Creatively using digital technologies.*

**ENTRECOMP (Competences developed):** *Learning through experience.*

## Example:

<https://youtu.be/8ClwSNm362E>

*This video shows some of the most common and simple tools in the free audio editing program Audacity. I cover recording, adjusting volume, audio compression, selecting and deleting clips, importing music, splitting tracks, and adjusting the volume. I made it primarily for my students in writing and rhetoric classes at Rockford University*

