

RECORDING ENGINEERING THEORY COURSE FINAL PROJECT GUIDELINES

Creativity is unique and difficult or impossible to assess in a group of people whose creative goals are different from one another. In an effort to assess student progress, learning and understanding, the usual final exam of memorized information to recite or parrot back to the instructor has been replaced with an assessment technique of analyzing each student's unique approach to solving the same stated task, in an their own individual creative manner.

Here is the stated task: You are to write a very short story—try to think in terms of half a page at the most. There is no lower limit on size or length of the story, but it must be complete—that is, the story must have a beginning, a development of some kind, and a conclusion, all of which are designed to give the same impression to any listener who may hear that story.

Next, the story you have written must be recorded in stereo (different in two ears) for either headphones or speaker playback, in such a way that the AUDIO CONTENT of your recording tells the story you have put on paper, AGAIN, TO ANY LISTENER WHO HEARS THE RECORDING.

These recorded stories are then handed in as the final project, along with a typed or printed version of the original paper story—contained inside the CD case.

The instructor will first listen to the recording and then read the story on paper to see how well you have conveyed the ideas you have written into sounds that tell the story without the words.

NO PROJECTS WILL BE ACCEPTED WITHOUT THEIR PAPER VERSION

Please do not wait until Final day to start this project! Think it out, write it down, get help if necessary, and record it in a planned and thoughtful way.

Do not worry about impressing the instructor—he knows some students are more or less advanced.

Do not throw a glib and hasty hash of sounds together and pretend it is a story.

WHAT IS A SUITABLE STORY FOR THE FINAL?

Some suggestions that have worked well in the past:

A scene. Something like an activity in a place recorded so that the listener “sees” the activity with only ears.

A travel, a common task, a story about someone or something at a location of some sort (e.g., a conductor in a train station boarding passengers, and the train pulling out.)

WHAT IS NOT SUITABLE FOR THE FINAL?

Songs. Instrumentals. Music in general is not good as a story. Please, no synthesizer sequences that mean something only to yourself. Remember the goal is to tell a story and have the sound of it understood by any average listener.

Please keep the recording to around 1 - 2 minutes. Your instructor will not listen to any half-hour radio programs or recorder-left-on-in-a-park-while-you-napped sesquipedalian epics.