Cynthia Cousineau November 6th, 2014

**Pedagogical Reflection**

Sound Project

**Studio Reflection**

When considering my own practice with this studio work, I found it to be stimulating as well as challenging to work with sounds. I am more comfortable working with a visual media, something that can be seen rather then heard. When working with sound, I found it challenging to express an idea through something that is not visual, and to express that idea using another sense rather than sight. I am however very pleased with the end result.

I decided to go with the theme of madness of the mind, so I called my piece Auditory Madness. It goes well with the suggested theme of sound and its relation to voice and language. For my theme is the language of madness. I wanted to explore the crazy thoughts of my own mind through the chaos of sound. Personally I have recently been dealing it a great deal of stress that keeps on accumulating with time and drives me insane. I wanted to represent this by starting my soundtrack softly and gradually adding more and more different types of sounds.

I wanted to create my own sounds, so I used some of my own instruments such as maracas, a Japanese drum, a ukulele and my violin. I also included sounds that I could produce myself such as whistling, snapping my fingers, singing, and any weird noises I could produce with my voice. I recorded all the sounds using my laptop directly on Audacity. I transformed the audio for each sound clip I created by adding the echo effect or changing the volume of the sound wave. I then proceeded to combine these sounds together to create a soundtrack to represent my inner madness.

If I were to teach a lesson to students based on my own sound art I would suggest the theme of emotions and the thoughts of the human mind. I would suggest the creation of sound art that depicts a particular emotion such as anxiety or excitement. The main area of my theme would center on thoughts that can occur in the human mind and anything that relates to that. I would show students my video as an example of madness and insanity.

**Lesson Objectives**

-To represent an idea that is well conceptualized with audio sources that match that idea.

-To gather and use various sounds for representing certain sound effects, ambience and voice.

-To be able to discover various means of creating your own sound.

-To be able to edit and organize sounds to create a soundtrack that communicates an idea.

-To learn how to use tools such as Audacity to manipulate sounds.

**MELS Curriculum Competencies Addressed**

For Secondary (cycle 2)

**Competency 1**: *Creates Media Images*

*-*The student learns how to create their own sound using different objects and motions.

-The student is more observant to the sounds of their environment and is able to transform those sounds to create their own personal soundtrack.

-Students will be able to organize sounds using AUDACITY to express a concept through sound art.

-Students will be able to share their experience by discussing different sound editing techniques with their peers.

**Competency 3**: *Appreciate Images*

-Students will be able to appreciate the natural sounds of the environment as well as gain a greater knowledge and appreciation for soundtrack art.

-Students will appreciate the work that is involved in pop culture sound art.

-Students will be able to analyze sounds and how they were manipulated to represent a particular idea.

-Students will be able to share their sound making experience with their peers by discussing their experience with sound manipulation and creation. As well they will gain an appreciation for the works of their peers by observing their different methods of manipulating sounds.

**Cross Curricular Competencies:**

1. *To use information:*

-To use the natural sounds providing by the environment.

-To consort websites and other information sources to gather information about how they could work with sound to represent a certain theme.

1. *To solve problems:*

-Students will use creativity to figure out an appropriate way of representing a particular theme or idea through sound.

-Students will also explore different methods of recording sounds.

-Students will explore how they can create their own sounds.

1. *To exercise critical judgment:*

-Students will have to think critically how about how they can apply sound to represent a particular idea.

-Students will also have to consider how they will mix various different sounds to create a final soundtrack in which the sounds flow harmoniously with each other.

1. *To communicate appropriately:*

-Students will create a soundtrack that clearly reflects a certain theme or idea.

-Students will also be able to explain their own work while also commenting on the work of their peers.

**Questions of Inquiry**

-How can you use sound to express an emotion?

-How could you manipulate sound? List the different ways one could manipulate sound.

-Could you name any sound artists or sound installations you have seen?

-How could sound art be incorporated in an installation?

**Vocabulary**

Audacity: A software for recording, editing and transforming sounds to create a soundtrack.

Copyright: the exclusive legal right, given to the creator of musical material, and to authorize others to do the same.

Looping: An editing tool in Audacity that allows an audio soundtrack continuously play over and over again.

Recording: the action or process of recording sound or a performance for subsequent reproduction or broadcast.

Sound Art: an artistic discipline that uses sound as a medium.

Sound Clips: Individual sections within a sound track

Sound Wave: A longitudinal wave in an elastic medium, especially a wave producing an audible sensation.

Splitting: An editing tool used to divide an original sound into 2 or more parts.

Trim: An editing tool used to make sound clips shorter.

**Materials and Resources**

-Recording device (laptops, cell phones, cameras, mp3 players, digital audio recorders)

-Internet Access & a computer

-Audacity

Optional: instruments or objects that make noise

**Assessment**

Students will be assessed on:

-How well their soundtrack represents their chosen idea for the theme suggested by the teacher.

-The length of the soundtrack, which is required to fit the appropriate duration suggested by the teacher. Example: Between 60 and 120 seconds.

-The use of a variety of different sounds in their soundtrack (example: voice, environment ambiance, objects, music).

-Ability to edit and transform original audio into something original.

-Whether their idea is original and appears well conceptualized.

All students will be provided with a grading rubric at the start of their project. The rubric will cover the above criteria. Students will be required to upload their sound art onto the main class webpage, such as a Moodle forum or they will use their USB key to upload their sound art onto the educator’s computer.

**Rationale**

I would inform the school principal that sound is an important part of daily life and communication. I would point out that sound can be an essential tool to communicate ideas or emotions. I would provide them with examples of works that communicate important ideas as well as creative ideas. I would state that sound art is another important means of showing creativity. Sound art encourages students to go out of their comfort zone and express themselves through different sounds.

**References**

Websites:

Everyday listening, Sonic Inspiration: <http://www.everydaylistening.com/>

Ear Room: <https://earroom.wordpress.com/>

An introduction to sound art: <http://www.robertworby.com/writing/an-introduction-to-sound-art/>

Sound Art: <http://www.soundart.com/c/c/history.html>

10 Ear-Dazzling Works of Sound Art: <http://flavorwire.com/325874/10-ear-dazzling-works-of-sound-art>

21 Balançoires- An exercise in musical cooperation: <https://www.youtube.com/watch?v=WaVEd1Kj8ok#t=12>

Sound Forest: <https://www.youtube.com/watch?v=fZRBgIUC4lg>

Audacity: <http://audacity.sourceforge.net/>

How to change a song’s pitch in Audacity: <http://lifehacker.com/how-to-change-a-songs-pitch-in-audacity-to-better-suit-1655226340>

Sound Artists:

John Wynne: <http://www.sensitivebrigade.com/wynne.htm>

Gordon Monahan: <http://www.gordonmonahan.com/pages/home.html>

Harry Berroia: <https://www.youtube.com/watch?v=TtZ3qmGBWEM#t=55>

Ryoji Ikeda: <https://www.youtube.com/watch?v=eF8LAOmXP1U#t=16>