

MAKING A PODCAST #4: SOUND PRODUCTION

DIGITAL CONTENT CREATION > 3.1 DEVELOPING DIGITAL CONTENT

TARGET GROUP	AGE GROUP	PROFICIENCY LEVEL	FORMAT	COPYRIGHT	LANGUAGE
All, Job seekers, School drop outs	All	Level 2	Activity sheet	Creative Commons (BY-SA)	English, French

Through various activities in this workshop, participants will learn how to create their own podcast. This will involve learning how to search for information, how to organize or package it and how to deliver that information to an audience. This resource corresponds to the fourth stage in the podcast creation series. : sound production

General Objective Skillset building

Preparation time for facilitator less than 1 hour

Competence area 3 - Digital content creation

Time needed to complete activity (for learner) 2 - 5 hours

Name of author Gabrielle Taylor

Support material needed for training Smartphones-Computers-Microphones (e.g. attachable external mics for smartphones)-Sound recording device (Dictaphone, smartphone, etc.)-Tables-chairs-Sheets-Pens

Resource originally created in French

WORKSHOP DIRECTIONS

1 Introduction

This is part of the workshop series 'Making a Podcast'. It will allow participants to put into practice what they had prepared for the report prior to the recording.

2 Sound production

Each participant, individually or in groups of two or three, should go to a computer and install Audacity or another similar tool. Give them – on a USB key for example – the audio recorded the previous day (ensure you keep a copy of the unedited version). You can also choose a smartphone app to work on the production if participants prefer. Ask if anyone in the group has used any of these tools, so they can help you out a little in your explanation. Have a look at the workshop plan '[Presenting: Audacity](#)'. Other resources:

- [Audacity Tutorial – Editing an Existing Audio File](#)
- [Video: How to Edit in Audacity](#)

Next, show participants how to upload their production on an audio distribution platform like Soundcloud. Take one or two hours for this workshop. The final objective is to be able to edit the audio to about 45 seconds on a production tool or platform.