

Sonic Remediation of the News

This assignment requires you to transform a print news article into a 2-3 minute "layered sonic artifact" using digital audio editing software. In the process of creating a sonic ("aural") version of the print article—which includes writing a script, recording a vocal track, adding music, sound effects, ambient noise, etc.—you will experiment with the possibilities and constraints of both print and audio media. The sonic remediation project amplifies the ways in which different kinds of composing technologies profoundly shape the delivery of information.

Step 1: Choose a news article from a reputable source (e.g. The New York Times, The Washington Post, etc)

Step 2: Read the article carefully and try to get a feeling for the voice of the author in the article

Some questions to consider as you read: Is the story being reported as part of a larger narrative? Who are the key players in the story? Is there an argument (overt or subtle) in the article? Is there a political subtext? What are the constraints of voice within the article? Why are those constraints present? What assumptions does the author make about the article's audience? What are you left wondering?

Step 3: Brainstorm the mediation shift

This is when you will begin to work towards the transformation of your print article into a sonic artifact. Think about how you want to translate the details of the print article to a sonic medium. You will need to consider genre, content (what are the most important points you want to get across), style/delivery, and audience. Most importantly, you'll need to think about what your sonic version of the article makes possible that the print version does not (and vice versa).

Step 5: Scripting the Sonic Artifact

You should compose a detailed script before you begin recording your sonic artifact. Be sure to indicate in the script where you want to insert music or sound effects in addition to writing down what you want to read and record.

Step 6: Create your Sonic Artifact with a Digital Audio Editor

I would recommend using Audacity if you are new to audio editing, but you are welcome to use any audio editor you wish (Garageband, Reaper, etc.). This "Audacity Resource Guide" contains a lot of great instructions and tips: <http://www.guidesandtutorials.com/audacity-tutorial.html>. Remember to keep your sonic version of the article between 2-3 minutes max! When you are ready to turn your project in, export it as a .mp3 or .wav.

Step 7: Write a Reflection

Along with a link to the original article and your .mp3, you should email me a written reflection (500 words, single spaced) that addresses the following questions:

-Describe in detail how you transformed the print article into a piece of sonic media. What did you change or add to the article in your sonic version? Why? What stayed the same? Why? Try to be as descriptive as possible about why you made the choices you made.

-What was the most challenging thing you encountered when trying to create a sonic version of a print article?

-What did the sonic medium allow you to do that couldn't be done in a print version? Did you encounter any limitations or constraints when composing your sonic artifact?

-What did you learn about the relationship between print and sonic media from doing this project?