

# Alabama Story Design Statement

Alexandria Pawlik  
Sound Designer

*Alabama Story* by Kenneth Jones is the story of a librarian fighting for the right to read a children's novel with potential racial meaning. Through my design, I wished to convey the weight of this history of racism in the Deep South (Alabama) in 1959. This story displays themes of acceptance and rationality through a fictional rendition of a true event. My concept consists of true-to-life and time-conscious effects to transport the viewers in the story without distracting from any of the important messages. For my live sound, I had 6 available microphones. With six main characters, each was paired to one microphone permanently. These wireless mics ran to their receivers and into my board, of which I used 7 channels total. My MacBook Pro ran QLab for my sound effects, each of which was pulled from YouTube and edited in Audacity and Garageband. In the script, many effects are called for, a complete list of which can be found in the "Sound Cues" document. My sound effects all reflect the time period, including the sound of an old telephone and static on a 1950's radio. Additionally, my pre- and post-show music is from the 1950's in order to bring the audience into the time period before the show even begins. As blues was very popular in the South during this period, both songs are of the blues genre. All together, my effects and design choices help to create a realistic atmosphere that will bring the audience into the story and allow them to relive this heavy tale.