Baseline Criteria

All projects should…

**In the audio itself:**

🞏 Be between one and five minutes long

🞏 Use at least three audio tracks,

🞏 at least one of them spoken

🞏 Name the sources and licenses, or any sources   
that require it (e.g. CC-BY and variants)

**In the artist's statement:**

🞏 Cite all audio used (including the name of the creator, if known; a link to the source, if there is one; and your permission in using it, e.g. a CC license / fair use)

🞏 Cite any textual sources used, as in the original piece

🞏 Describe how your project meets or exceeds these criteria (especially aspirational criteria)

🞏 Have some rationale for all of the assets you include

🞏 Reflect on the process of creating the audio:   
goals, challenges, solutions

🞏 Aim for 500 words or more

**In the form of submission:**

🞏 Include one GitHub repository including the full history of this project, shared with Ben

🞏 Contain in that revision history at least two mp3 drafts of the audio to show the project’s evolution

🞏 Include an .aup (Audacity project) file or equivalent, including the affiliated assets folder with .au files

🞏 Include at least two meaningful commit messages

🞏 Include original versions of all assets (sounds, text)

Aspirational Criteria

The best projects may…

🞏 Apply three or more new-to-you effects on audio tracks

🞏 Use contrast, duration, alignment, etc to produce emphasis that is relevant to your rhetorical purposes

 Enact the conventions of a particular genre or subgenre

 Effectively target a particular audience

🞏 Use assets that enhance or emphasize the meaning of the piece rather than mask it

🞏 Bring out some element of a source’s meaning / overtone / tone that wasn’t clear or explicit in the original

🞏 Have effective volume balance

🞏 Have smooth transitions and no choppiness