When reflecting on the final product of my audio narrative project, there are many aspects I am proud of considering I didn’t know a single thing about Audacity prior to completing this project. When looking at my preview for this project vs my final product, progress is seen, and I feel as if I certainly reached the baseline criteria for this project. My project tells a story that is easy to follow, as it is of a baseball game from the perspective of a fan, it reaches the time requirement, and includes a combination of sounds recorded by myself as well as prerecorded sounds from Freesound. I also am proud of myself for figuring out the fade in and fade out effects; it was very difficult for me to figure out how to use any effect at first, but I really like the way the music clips sound with this effect because they progressively get louder at the beginning and then progressively get softer towards the end, which sounds nice. I would say that adding these effects is something I consider as me going above the basic criteria for this project, as this was something new I taught myself and overcame difficulty while doing so.

One piece of feedback I used was from my classmate Michael Pacifico, as I thought his suggestions and advice were very helpful (image 1 below). He suggested added more engagement within the game, especially adding a TV sound switching on/off, so I decided to follow up on this. I first added an ad from Taco Bell that would play on the speakers and screen for fans in the stadium. Taco Bell is one of the sponsors of the MLB, so I thought this was useful to continue mimicking the vibes of a baseball game. Also, for people watching the game on their TV at home, they would be watching this ad (of course with a visual component), but I still feel that this addition added a little more engagement and aspect of reality to the project. I also was inspired by this suggestion to add a section with music for fans to dance for the Jumbotron, as I feel like this is something done at many baseball games and was another element of audience engagement for fans. Finally, I appreciate Michael helping me regarding the formatting of my audio sources. This was very helpful as I am still learning the ins and outs of GitHub, so I am grateful he was able to help me format this part of the project correctly.

Below are two screenshots showing progress of my project. Image 2 below shows my beginning steps, where I only had two tracks in Audacity. I included one long one audio on the bottom and duplicated the two shorter audios on top. However, this was just my beginning stages, and I certainly became more knowledgeable about this application over time. Image 3 below shows a few tracks from my project, however, there are certainly a lot more that could not fit in the window of the screenshot. As seen in this screenshot, my project had expanded to be four minutes long, as opposed to my original forty seconds, and I have more complex sounds included here. The middle track has been replicated many times throughout the project, as well as the top track, showing there is depth and intensity in this project now. Additionally, one thing I would like to point out between these screenshots is the use of effects in image 3 (specifically fade in and fade out). When looking at the middle track, the first audio clip fades in, and the last one in this row fades out, while the “Take Me Out To The Ballgame” on the third row of this screenshot also has utilized these effects, and I think the addition of this really makes this project unique. Overall, I am very happy with the progression of this project and think it really came together after spending a lot of time in Audacity.

Graphical user interface, text, application, email

Description automatically generated

Image 1

Application, table

Description automatically generated with medium confidence

Image 2

Table

Description automatically generated

Image 3