In this preview of my project, I have imported a few audio clips depicting a baseball game scene. This includes fans screaming and getting hyped for the game, people pounding on the bleachers to also get hype for the game, and part of “Take me out to the ballgame” playing, which is a typical song played at baseball games. The three audio sounds I have imported into my project so far are all sounds that are heard in all baseball games no matter what stadium they are in, and I feel they accurately depict the energy and actions of fans at a baseball game. These three sounds were taken from Freesound simply because it would be very difficult to recreate these myself, and I shortened some, duplicated one, and played around with the order to depict the environment of a baseball game.

Most other sounds I would still like to add include ones that require me to record myself. These include umpires yelling, sounds from announcers, people yelling to sell popcorn and peanuts, and a few others. For these parts, I would like to have one of my guy friends do this as they have a deeper voice, and at real baseball games, all these sounds typically come from males. I feel like a male voice for these roles might be more dominant and powerful, especially for the umpires, so I will have a friend help me out with that. Other sounds I need to include are music, specifically the song “Dancing on my own” which is played at Phillies games, and this is the scene I aim to recreate in this project.

One question I have is how exactly I need to cite/give credit to people. Whether a sound is recorded by a friend or taken from Freesound, I know that I need to give credit and have them give their own permission, however, I am not so sure how to do this. I would appreciate it if this could be clarified before turning in the project just so I give credit to those who deserve it and do not take anything that is strictly copyrighted!