Baseline Criteria

All projects should…

**In the audio itself:**

🞏 Play for 2-4 minutes

🞏 Contain at least 1 minute of original recordings by you or your classmates.

🞏 Contain at least one sound originally recorded by you.

🞏 Have three layers (tracks) of sound overlapping at least once in the file

🞏 Have something change from the beginning to the end of the piece

**In the reflection:**

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

🞏 Include at least two screenshots showing your work in progress

🞏 Include at least one photograph of feedback that you responded to in revising (and say how)

🞏 Aim for 500 words or more

**In the final repository (GitHub or Box):**

🞏 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)

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

🞏 Include a README.md file introducing your soundscape to a new audience

Aspirational Criteria

The best projects may…

🞏 Use Github for commit/version history, if it’s new to you.

🞏 If you are already familiar with Github, use new features of Github that you haven’t used before!

🞏 Set transitions at meaningful points in the narrative

🞏 Use alignment to achieve unity of sound design

🞏 Have four or more layers (tracks) of sound overlapping at least once in the file

🞏 Have three or more layers (tracks) of sound overlapping more than once in the file

🞏 Incorporate “mystery sound”

🞏 Use effects in Audacity