CDM: Sound Portfolio

Make a **3-4 minute soundscape** using footage you and your classmates record. You have two main goals here. 1. Learn how to produce and capture usable footage, taking advantage of the increasing ease of recording digital sound. 2. Explore sound's benefits and drawbacks as a medium, paying particular attention how sound can convey a sense of place. (In other words: don't give me an essentially written essay you've read aloud.)

Here are some things to consider as you start composing: What place anchors your soundscape, and which sounds are its "heros"? What do you want a listener to notice immediately, and what should fade into the background? How will you structure your piece? What narrative or progression can you develop over the course of 3-4 minutes? You don't need answers to all of these questions before getting started (you probably shouldn't have them, in fact), but you should have some sense of the soundscape you want to make.

Guidelines

- You or your classmates must record at least ¾ of your sound material. You must use at least one piece of audio a classmate has recorded and at least one piece that you have recorded.
- You must layer at least four pieces of audio at least once in your soundscape.
- You must in some way convey a sense of place.
- The soundscape is due *Sunday, 2/4 by 11:59PM*. You should upload it to your individual Box folder as an .mp3 file, titled in this way: CDM_lastname_soundscape.mp3.

Audio Portfolio
You'll produce several things alongside the soundscape itself, which will also count toward your grade on this project. They are: a preview, a reflection, and a sound tutorial.

The **preview** is a description of one piece of audio you've recorded and how you plan to use it in your soundscape. It should be at least 300 words**,** and is due *Sunday, 1/28 by 11:59PM.* Post it to the blog, tagged with "audio preview," and embed the audio piece you're describing.

The **reflection** is an account of how the project actually went, due *Sunday, 2/4 by 11:59PM*, and should be 500-600 words. It should also include 3 screenshots taken at various stages of your composing process (with one showing your moment of 4 layered audio tracks). Upload it to your Box folder as a .doc or .docx file. Some guiding questions:

- What place anchors your soundscape, and how do you communicate it to your listener?
- How did you go about composing your soundscape? What moments are you making visible with screenshots, and why are they interesting or important to your finished product?
- How does your original vision differ from what you're turning in?

- What's your favorite part of your soundscape? Least favorite?
- Are there things you wish you'd done but didn't or couldn't? What are they? Why couldn't you do them?
- If you revise your piece, what might you do?

You don't have to answer all of these questions, but you should give me a sense of the work that went into your soundscape and whether it accomplishes what you wanted it to.

The **tutorial** is a description of one sound-related trick or skill you learned over the course of this project. It should include step-by-step instructions and screenshots (or be in video format), and is due on the blog *before class Wednesday 2/7*. Tag it "tutorial."

Resources
Audio Recording Technology
Your phone and computer likely have built-in microphones, but they may not be sensitive enough to record with the quality you'd like. You can rent a limited number digital recorders and USB microphones from English's Digital Media Lab Full information here:
https://dmap.pitt.edu/equipment

You can also rent sound production equipment from the Center for Teaching and Learning. Available equipment listed here:
https://teaching.pitt.edu/classroom-services/available-technology/

You need instructor permission to rent from the CTL, so be sure to figure out what you need and inform me well before you actually plan to record.

Audio Editing Software
Audacity – a free, open-source audio editing program – is available on all campus computers. It runs on all operating systems, so you can also download it onto your own computer from here:
http://www.audacityteam.org/download/

Tutorials
Audacity has an extensive user guide, including tutorials, available here:
http://manual.audacityteam.org/o/index.html#using

As a student at Pitt, you have free access to Lynda, an online service that hosts a ton of useful technology tutorials. Go to http://lynda.pitt.edu, log in, and search for Audacity.

If you're having a specific problem, try searching Google or YouTube for "Audacity how to ____." If that doesn't work, email me and I'll see what I can figure out.

For More Resources
https://klcameron.com/cdms18/resources/

CDM: Image Portfolio

Your first project centered on producing new digital content. For this one, your task is to transform existing media: you will augment a professionally produced set of moving images in a way that makes them more accessible. This can mean adding captions or an audio description, or doing something else of your own design. You have two main goals here. 1. Imagine ways to translate information and emotion across media forms (i.e., from image to sound or vice versa). 2. Get some experience with the Adobe Creative Suite.

Here are some things to consider as you begin composing: What constitutes meaningful engagement with your chosen moving images? What audience(s) are you targeting with your accessibility addition? What do you want them to be able to know, feel, or experience in relation to these moving images? How will you make your accessibility addition, and which Adobe program best suits your needs?

Guidelines

- Your addition must in some way address accessibility in the digital age.
- The images you produce can be moving or still depending on which best serves your goals.
- There is no strict time or image minimum, but this project should be on the same scale as your soundscape. Don't give me two still images with default style captions; also don't try to audio describe an entire episode of a show.
- The accessibility addition is due *Sunday, 3/4 by 11:59PM*. You should upload it to your individual Box folder as a common file type (so, something like a .pdf for a series of images or a .mp4 for a video). Title it in this way: CDM_lastname_accessibility.[fileformat].

Image Portfolio
You'll produce several things alongside the accessibility addition that will also count toward your grade on this project. They are: a preview, a reflection, and an image tutorial.

The **preview** is a description of the accessibility strategy you've adopted for your chosen moving images and an image or video that illustrates it. It should be at least 300 words**,** and is due *Sunday, 2/25 by 11:59PM.* Post it to the blog and embed the image or video.

The **reflection** is an account of how the project actually went, due *Sunday, 3/4 by 11:59PM*, and should be 500-600 words. Include 3 screenshots taken at various stages of your composing process and photos of peer feedback in your reflection document. Upload your reflection to your Box folder as a .doc or .docx file. Some guiding questions:

- How did you go about composing your accessibility addition, and who is it for?
- What moments are you making visible with screenshots, and why are they interesting or important to your finished product?

- How does your project point toward the potentials and/or difficulties of building more accessible contemporary media?
- How does your original vision differ from what you're turning in?
- What's your favorite part of your project? Least favorite?
- Are there things you wish you'd done but didn't or couldn't? What are they? Why couldn't you do them?
- If you revise your piece, what might you do?

You don't have to answer all of these questions, but you should give me a sense of the work that went into your project and whether it accomplishes what you wanted it to.

The **tutorial** is a description of one image-related trick or skill you learned over the course of this project. It should include step-by-step instructions and screenshots (or be in video format), and is due on the blog *before class Monday 3/12*.

Resources
Recording Technology
Your phone and computer likely have built-in microphones, but they may not be sensitive enough to record with the quality you'd like. You can rent production equipment from the Center for Teaching and Learning. Available equipment listed here: https://teaching.pitt.edu/classroom-services/available-technology/

You need instructor permission to rent from the CTL, so be sure to figure out what you need and inform me well before you actually plan to record.

Image Editing Software
Adobe Premiere & Photoshop are available on most campus lab computers, and the open hours for CL435 are posted by the door. You can also download a 7-day free trial version of either here: https://www.adobe.com/downloads.html.

Tutorials
Adobe's official tutorials for Premiere (https://helpx.adobe.com/premiere-pro/tutorials.html) and Photoshop (https://helpx.adobe.com/photoshop/tutorials.html).

As a student at Pitt, you have free access to Lynda, an online service that hosts a ton of useful technology tutorials. Go to http://lynda.pitt.edu, log in, and search for Premiere or Photoshop.

If you're having a specific problem, try searching Google or YouTube. If that doesn't work, email me and I'll see what I can figure out.

For More Resources
https://klcameron.com/cdms18/resources/

CDM: Text Portfolio

For this project, you'll use Twine to create a text-based game. You have two main goals here. 1. Explore the possibilities of digital text, which can be non-linear, respond to reader input, and incorporate elements of design. 2. Spend some time thinking carefully about your sentences, attending to what makes writing more or less effective.

Here are some things to consider as you start composing: What sort of story do you want to tell, and how can you invite a reader to participate in it? Do you want your reader to control their own destiny, or are you leading them inevitably somewhere? What color scheme, images, and effects might enhance your story? What style of writing – formal or conversational, sparse or detailed – will best help you achieve your goals?

Guidelines
I'll be looking for these three things when I'm grading:

- Writing – quality and creativity of sentences
- Story structure – branches, loops, conditions, variables
- Design – color, font, sound and text effects, images

Since this is the third major assignment for the class, I'm not giving specific length parameters or a checklist of required elements. You should spend roughly the same amount of time on this project as you have on the others, but you're free to focus on the parts of this you find most interesting. So, if you're an aspiring writer, you can devote more time to your sentences; if you love design, you can put more emphasis on color, layout, and effects. I should be able to see where you've put your time and effort, though, and you should give some consideration to all three areas.

Your Twine game is due *Sunday 4/1 by 11:59PM*. You should post the built/exported file (.html) in your individual box folder. Title it in this way: CDM_lastname_text.html

Text Portfolio
You'll produce several things alongside the Twine game itself, which will also count toward your grade on this project. They are: a preview, a reflection, and a tutorial.

The **preview** is a description of something you're working on and how it fits into your larger game. This can be a diagram of your story, a section of text, a cool effect you've found or created – anything you're planning on using in your project. The preview should be at least 300 words, and is due *Sunday, 3/25 by 11:59PM*. Post it to the blog.

The **reflection** is an account of how the project actually went, due *Sunday, 4/1 by 11:59PM*, and should be 500-600 words. Include 3 screenshots taken at various stages of your composing process and photos of peer feedback in your reflection document. Upload it to Box as a .doc or .docx file. Some guiding questions:

- Where are you asking a reader to make a choice? What's the significance of those choices?
- How would you describe your writing style? Your design choices? Are they related?
- How did you go about composing your game? What moments are you making visible with screenshots, and why are they interesting or important to your finished product?
- How does your original vision differ from what you're turning in?
- What's your favorite part of your game? Least favorite?
- Are there things you wish you'd done but didn't or couldn't? What might you do if you revise your game?

You don't have to answer all of these questions, but you should give me a sense of the work that went into your Twine game and whether it accomplishes what you wanted it to.

The **tutorial** is a description of one image-related trick or skill you learned over the course of this project. It should include step-by-step instructions and screenshots (or be in video format), and is due on the blog *before class Wednesday 4/4*.

CDM: Final Project
4/2/18

This is the last project you'll complete in Composing Digital Media. I want your interests to drive what you do here, so there are no guidelines in terms of medium, style, or content. You can, in other words, do whatever you're most excited about. There are only two requirements:

- Your project must involve digital media and be geared toward a specific goal, situation, or audience.
- Your project must be a substantive one, on which you spend at least the same amount of time as the other major assignments from this class. As this is the final, it can also be bigger but it doesn't have to be.

You can revise one of your existing projects, but if you do you need to make very significant changes and additions (think 75% new material). You can also start something completely new. **If you want to take on a project that primarily uses programs and media forms we haven't worked with this semester, you must meet with me to talk through your plan.**

There are three parts to this project: a proposal, a media component, and a reflection. Taken together, they're worth 25% of your final grade.

The **proposal** is a preliminary plan for your final project. Here, outline what medium you're working with, what you want to do with it, and how you're going to go about accomplishing your goals. You don't have to have all the details figured out in this space, but you should have a working idea of your project. The proposal should be at least 300 words, and is due Sunday, 4/8 by 11:59PM. Post it to the class blog.

The **media component** and **reflection** are due Wednesday, 4/25 by 11:59PM. Upload them to your individual box folder. Think of this reflection as both an account of how you made your final project and a place to take stock of your larger body of work in the course. What did you get out of this class? What might be useful to you as you continue your college career and move beyond it? You're also welcome to offer any other comments on the course that you'd like me to read, or any suggestions for what might work better next time. The reflection should be at least 800 words.