

## Ghost Hunters

In your groups, you are to create a story based on “ghost hunting.” You are to make the story easy to follow and it must be at least 3 minutes. Some things to consider in your production are:

- an announcer to guide the piece
- using “spooky” Music (SFX Library “Halloween Sound Folder”)
- you may make your own music with Evolve Software

### I AM LOOKING FOR

1. Clean audio
2. The appropriate length
3. The appropriate theme
4. The audio flows. I do not want to hear the editing. I want a realistic soundscape.
5. Make sure we can understand all voices when mixed with music and effects.
6. Make sure we can understand all voices when spoken.
7. Make sure we can follow your story. Please do not make it so creatively obscure that we can’t understand the plot.
8. DO NOT play any popular/unpopular music for more than a total of 10 seconds in this project.

You will use the Zoom H2 recorder for most/all of this project. **MAKE SURE TO SAVE YOUR AUDIO FROM THE SD CARD INTO A FOLDER FIRST. DO NOT SAVE IT INTO ADOBE AUDITION 1<sup>ST</sup>.**

## **RUBRIC**

**This project is worth 3 grades (0-100 pts each)**

- **Was the project on time?**
- **Did you follow the prompt and was the story easy to follow?**
- **Project audio quality ( all clean and undistorted audio, all voice heard clearly, high soundscape context**