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**Year 9 Design And Media Studies**

**Assessment Task 3: Sound Design**

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| **Weighting** | **Date Notified** | **Due Date** |
| Podcast  **Total 25%** | Term 3 Week 7  Wednesday 30th August | **Term 3 Week 10**  **Friday 22nd September** |

Outcomes

A student:

* **DM5-3** applies design and media conventions, practices, techniques and processes that reflect creative industry standards
* **DM5-4** works independently and collaboratively to produce design and media works that respond to provocations, stimulus, or creative briefs
* **DM5-7** demonstrates creative intention and refinement to resolve design and media projects

Students are to create a 4-to-6-minute podcast on a topic of their choosing. It can be related to a specific theme, a personal story, a historical event, or any subject that interests them. The topic should be relevant and appropriate for a high school audience.

The podcast should be designed to include:

* an introduction theme song/tune
* a voiceover - clear and articulate narration with appropriate tone and emotion
* background music - selection and integration of suitable background music to enhance the overall atmosphere
* sound effects - use of relevant sound effects to illustrate key points or add depth to the storytelling.
* Promotional message - Students can record their own or insert a known radio/podcast advertisement, no more than 10 seconds
* Students may decide to include a short interview or messages from other students

Students will record their narration and any additional audio elements using recording equipment (microphones) and audio editing software (e.g: Adobe Audition, Audacity, GarageBand, etc.). Editing should involve removing mistakes, adjusting timing, and adding sound effects and music at appropriate points. Students should also take care to balance audio levels to ensure clarity and smooth transitions.

Students are to submit their final edit of their podcast in mp3 format to the google classroom by the end of the lesson on Friday 22nd September.

**Marking Criteria**

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|  | Limited  (1) | Poor  (2) | Satisfactory  (3) | Effective  (4) | Skilful  (5) |
| **Use of Background Music**  The selection and integration of background music.   * Does the chosen music complement the tone and content of the podcast? * Does the music enhance the overall atmosphere and effectively sets the mood for different sections of the podcast? |  |  |  |  |  |
| **Integration of Sound Effects**  The usage of sound effects to illustrate key points or add depth to the storytelling.   * Do the sound effects seamlessly blend with the narration and enhance the listener's experience? * Do the sound effects contribute to a more immersive and engaging podcast? |  |  |  |  |  |
| **Audio Balance and Mixing**  The balance between narration, background music, and sound effects.   * Is the audio properly mixed so that the narration remains clear and audible while other elements enhance the overall experience? * How well are the different elements integrated? |  |  |  |  |  |
| **Creativity and Innovation**  The creativity of the sound design.   * Are there innovative uses of sound effects or music that go beyond the basic requirements? * How does the sound design enhance the narrative and engage the audience? |  |  |  |  |  |
| **Consistency and Impact**  Evaluate the consistency of sound design throughout the podcast.   * Do the sound elements maintain a consistent quality and style? * What is the overall impact of the sound design on the podcast's storytelling and whether it effectively captures and maintains the listeners' attention? |  |  |  |  |  |