Name: Partner:

Experiencing place: Multimedia project Assessment Rubric and Reflection

"How can I capture and share a rich experience of place?"

A process of inquiry...

Create a 30 second audio file that captures the feeling / experience of being in a particular space/ place. Use imagery and sound together to create a simple digital experience of place.

Sound File Process: enter an environment... listen to the range and nuances of the sounds. Take a recording device to the specific origins of each sound and record it. In Garageband, layer and arrange the sounds to recreate the sounds of a specific location in the space. Add midi files if you wish to turn the sounds into a song. Remember to give a sense of a beginning, middle, and end.

Project / Assessment Targets:

	isoment rangets.
Part 1	 Use a device (ipod, cell phone, digital video camera, tape recorder) to capture aspects of a place.
	Record and layer at least 3 different elements from your environment
	Compose your clips in GarageBand so they create a whole experience.
	Simplicity & clarity remain key concerns.
	Compose the sound track to provide an engaging experience. This will be evident in
	how you consider and control aesthetic qualities of sequence, tone, balance,
	tempo/time, sound colour, sound texture, etc.
	Beginning, middle, and end?
Part 2	In response to another person's audio files, post a picture that best reflects the space
	or scene that the audio file belongs in
	Shoot, manipulate and enhance the photo's qualities OR use Illustrator to draw an
	appropriate image to better match the audio file. Explain why you think the image
	belongs with the chosen sound.
Part 3	Sound artist works with photographer to build an interactive MM experience of place
	using Keynote. Everyone is responsible to create one with the other person's input.
	Use media to maintain sense of beginning, middle, and end?
	Add a slide at the end that outlines who did what with this project (credit). Also, detail
	the source of the audio clips and images.
JOURNAL	• Document your process in notes, sketches, diagrams. Let paper be your external brain.
REFLECTION	Critical self assessment of strengths weaknesses, and areas to grow

+ exemplary	90-100	Exemplary (100% projects) may meet the above targets, and:
√ on target/ proficient	75-85	 orchestrate the track into a song (e.g. trance music)
~ developing	60-70	originality and quality of visuals and audio (aesthetics)
× basic / off target	<55	 (compositional dynamics and order) create a rich multimedia experience with the sounds and image in keynote.

Self Assessment:			
\checkmark	I was particularly successful or strong		
×	I am not happy with		
(h)	To improve this project I could		
TL			
These notes are intended to give clarity to your strengths, weaknesses, and where you may want to focus in the future.			
√			
•			
×			
B			

Partner:

Name: