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EDEC 262-002

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## DMP Reflection

### **1. Identify the technical skills required for your project.**

This project required a working knowledge of Canva (the infographic) and a fairly complete knowledge of the Audacity software (the audio). In Audacity, we had to know how to record, trim, edit and move recorded audio files, as well as add and edit both background music and moments of silence so that the final product would flow and not be overpowered by the music.

### **2. Describe your creation process – how did you make, create and revise your project?**

This project began as a discussion about how we could benefit both ourselves and others, including our peers and future students. We began to brainstorm various ideas and stumbled upon mental health; we had already come up with several good ideas for this topic. We did some research to get an idea of what we should talk about, thought of a setting and a script, created an infographic, then got into recording, choosing background music, and editing. We then worked together to finalize the project.

### **3. Describe the potential applications of your creative project for education. How would you adapt this media project as an educational lesson/activity?**

This project was designed to be helpful for students (mainly at the secondary level, but it is also applicable for post-secondary students, as well) and their teachers; many teachers want to help students who are anxious, stressed, etc. but do not know the appropriate methods to do so. This project will hopefully educate them a little bit and allow them to research more about how to deal with specific situations/students.

One way this could be brought into the classroom is by having your students listen to the podcast, ask them to choose a specific part of it or a detail that was discussed, and research it to understand it a little bit better. They can then create either a video, podcast (a basic audio recording would also be acceptable – it is more accessible than having to download a learn to use a new software such as Audacity or an app which allows the user to create a podcast), or an infographic for themselves.

### **4. What were the main challenges you faced during the production of this product?**

### **5. What did you learn? (Note that 4. and 5. are answered together)**

While I did not find recording my own, individual podcast for this class very difficult, I realized that it is much more difficult to do with a team. While our overall goal was the same, we each had different understandings of what exactly we were discussing in every part. This took a little

bit of time to sort out but the communal aspect of making a podcast definitely made it an educational experience; communication is key when it comes to a project such as this.

Another challenge we encountered was the ambient noise. Even though we were in quiet places to record our voices, there were still little sounds (some of which were us breathing) that had to be edited out. We only heard some of these sounds after we had worked on synchronizing the music with the vocal tracks so simply deleting the sound byte was out of the question. We were also unable to simply silence the audio clip in that specific section because then we would lose part of the voiceover. After playing around with some of the features (I do not remember which one ended up being the best in the end), we managed to work out those little sounds and make the final product sound professional.