



Sound Crew presents:

Audio Boggle

Audio Boggle is the new, cool game sweeping the nation. Listen to a track and see what you can hear!

MATERIALS

TO PLAY:

- A soundscape (either a recording, or a place where you can sit and listen to interesting sounds)
- If you're using a recording, you'll also need a CD player. Earphones and an earphone splitter help you hear the sounds better.

TO MAKE A RECORDING:

- Computer with Deck 3.5, Audacity, and a CD burner,
- sound files (either from a library of recorded sounds or ones you record yourself)

TO PLAY:

Listen to a soundscape, either by playing a recording of sounds from a place, or by sitting and listening to the sounds around you.

As you listen, try to identify as many individual sounds as you can hear. Write them down on a piece of paper.

To play with another person, listen to the soundscape together, and write down what you hear on separate papers. Whoever identifies the most sounds wins!

TO MAKE YOUR OWN GAME:

To make a recording to use for Audio Boggle, you'll need a microphone, and sound recorder, and a way to get the recordings onto a computer.

Make a recording of a soundscape, or record individual sounds that are interesting and that people will probably be able to recognize.

Edit your tracks using a sound editing program.

Audacity (<http://audacity.sourceforge.net/>) is a good one and it's free.

You can use Audacity, or another program like Deck 3.5, to mix the sounds into one or two 1-minute long tracks.

Burn track(s) onto a CD.

Have two people listen to CD on player with earphones and an earphone splitter (this helps them hear the sounds better), and ask them to write down as many sounds as they can identify.

Sound Crew is a team of teenagers who worked on the Wild Music project, in the Science Museum of Minnesota's Youth Science Center. During 2005 and 2006, they developed a number of sound and music activities and tested them with kids in the museum and the community.