

Outreach sessions: Sound content Development

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There will be two sessions for the sound component of the program.

1. skills development - an induction in the recording studio
2. content development- using skills learnt in the first session apply them to create and record sounds for cardboard kaiju

Engagement style

Venue

Recording studio

Dates

Wednesday 24th October 10-12pm

Wednesday 31st October 10-12pm

Capacity

6

Staffing

1 x Program Officer for induction

1x Contractor for sound creation and recording

Induction

There were 6 people in attendance for this session (5 young people and one teacher)

from the teacher - 'The guys were pretty nervous about working in a different space with a facilitator they didn't know but Andrei (Program Officer) helped to make them feel welcome and encouraged them'

Content generation

During this session young people will work with Sunny (Contractor) to develop the sounds that can be

triggered in the game. The sounds can be a range of the different moves that the defenders or kaiju make in the game that are represented on the cards from each deck. These decks have a large scope for sound in them from punch, smash, rampage, shielding etc see here for the decks

The sound files developed in this activity are here: [files from sound design](#)

https://wiki.edgeqld.org.au/doku.php?id=engagement:cardboard_kaiju-2:files_from_game_design_sessions