

RECORDING AN ORIGINAL SOUND OR VOCAL NARRATION

Aside from the styles and techniques of professional sports commentators, there are many other possible ways to give account of a soccer match: with words, with music, with noises and sounds, or with a combination of all of these elements. All proposals are welcome: from amateur narrations following standard codes or with ironic, poetic, or literary procedures, to the most unusual and experimental non-verbal or instrumental interpretations.

In this kind of participation, at least a segment of the final game, of approximately 15 minutes, must be recorded. It must be the same for all participants on this modality, because the project—in order to work properly—requires that both the actions of the match and the sound be synchronized.

For practical reasons, the selection of the segment will be established and published at the website www.balonbabel.net, taking into consideration that it must contain the widest range of variations and intensity contrasts of the match. During the 48 hours following the final whistle of the game, suggestions on the beginning and end of the segment will be received in a forum that will be opened at the website for that specific purpose. Those proposals will be considered for the final decision, especially if there are coincidental tendencies and they truly represent the desirable contrasts. Once both the starting and the final points are determined, a non-sound video of that segment will be uploaded, so that the sound interpreter can download it and work against image in the creation of the audio track with the original narration.

Why only one segment for original audio tracks and the complete match for the professional recordings? Well, because producing more than 15 minutes of original sound, even if they are only voice narrations, may result an extremely laborious task, even more if it deals with musical elaborations or sound design. Even in professional

broadcasts, two different commentators are usually assigned for each half of the game.

In this modality of participation, although open to any person, it is most likely to find artists who are more acquainted with and have more knowledge of the technical procedures to record a good quality audio. However, either recorded with microphones or producing sounds with virtual instruments, it is convenient to recommend that the track be saved in a non-zipped digital format, such as .wav or .aif, or in a hybrid one, like .flac in high resolution. A minimum of 16 bits and 44.1 kHz in stereo. If an .mp3 format or another of a similar compression is used, the parameters must be adjusted in order to obtain the best possible quality. The suitable choice is 320 kbps. In this parameter, a 15 minute segment recorded as a non-zipped audio file will range between 100 and 200 MB, according to the definition.

Before or after recording it, the contributor will have to make a simple registration and sign-up as a participant in the following website: www.balonbabel.net. Once the track is done, it must be uploaded before August 30, through the system prepared in the same site or else by means of a system of file delivery, like dropbox, wtransfer, gdrive, to the e-mail address contacto@balonbabel.net, including the name of the donor, country, e-mail address, used instruments or sound production techniques, as well as a brief curricular note on the creator or creators of the material

Once received and verified, the participant will receive an e-mail containing an address and a password, in order to have access to the downloading of the other files.