

## RECORDING RADIO, TV, OR INTERNET BROADCASTS

In this type of participation, the whole final match will be recorded: both obligatory halves and, if it is the case, the extra time and the penalty series. This recording must be done during the live transmission or during a subsequent complete retransmission, offered by many channels, hours or even days after the game.

It is better to record through connections from the output for the headphones or audio line of the device to a digital recorder. In TV sets or audio amplifiers, they are either of 1/8 in (like the ones on mobiles, tablets, computers or walkman) or RCA (red and white, together with the yellow one, that corresponds to video). Almost any computer can be easily set up as a digital recorder. Taping directly and not through a microphone near the speakers, one can obtain a clean recording, free of interference and noise; besides, it is possible to achieve higher fidelity of the original broadcast sound.

There will also be online streaming of the final match. Most of them are the same as the ones transmitted by TV. An advantage is that one can record the game from signals from other countries, sometimes restricted; however, a disadvantage is that frequently it is a poor quality audio, with cuts or digital errors, especially when it is an event with such high rating, as it is the case. For that purpose, there is software that records the audio directly from the computer, like freesound recorder and free on line audio recorder, for Windows, or soundflower and soundtap, for Mac.

In order to record and store the digital audio, one must try to do so in a resolution that preserves the sound without evident distortions, mostly if one uses zip formats like .mp3, that can be recorded on several quality parameters. If this is the format used, one must try to adjust the recorder to work on high quality (256 or 320 kps and 44.1 kHz to 16 bits stereo is enough). On this parameter, files of the complete game must fluctuate between 250 and 350 MB, depending on the duration of the match. In other non-zip formats, such as .wav and .aif, or in the hybrid format .flac, the weight in MB

can be up to three or four times larger; however, they will maintain a proportional higher quality. In these cases, the important thing will be to make sure to record the audio in a stereo resolution not lower than 44.1 kHz and 16 bits.

Before or after recording it, the contributor will have to make a simple registration and sign-up as a participant at the website [www.balonbabel.net](http://www.balonbabel.net). Once the match has been recorded in its entirety, the site will publish a video of approximately 15 minutes: the one that will be used for the piece, which will be synchronized with the original tracks produced by artists and sound interpreters. The whole game or that segment will be uploaded before August 15, through the system prepared on the same site or else by means of some file delivery system —such as dropbox, wetransfer, gdrive— to the e-mail address [contacto@balonbabel.net](mailto:contacto@balonbabel.net) including the name of the donor, country, e-mail address, and the broadcast of origin, together with the names of the sports commentators, if possible.

We are only using one segment because the sound proposal doesn't need more time to thoroughly express contrasts and ups and downs related to the setbacks of the match itself. It is also important not to set out an extremely exhausting and large composition challenge to the participants in the modality of sound, musical or vocal original interpretation that might reduce the amount of these contributions.

What is the purpose, then, of recording the whole game? It is not possible to know beforehand which segment of the match will be the most appropriate to be interpreted, considering its contrasts in intensity and rhythm; thus, it is necessary to record the whole match in order to choose the segment and publish it at the site.

Once they are verified, the participants will receive an e-mail, which will include an electronic address and a password, which will enable them to download the rest of the files.