

SOUNDCOOL PROJECT IN THE HUMANISTA MARINER (COURSE 2018-2019)

The proposed project consists in making a representation of the adaptation of the popular story (rondalla) La Mare dels Peixos / La Madre de los Peces / The Mother of Fishes in any of the three languages, valencian, spanish or english. The visual part of Soundcool will be used to mix puppet images for the characters and drawings for the backgrounds or scenarios on one hand. The audio part of Soundcool will be used to record the voices of the characters and narrator, sound effects (those provided as an example "1_2_Drac_Dragon_Dragon" can be used, or can be recorded in class, or downloaded from the free sound pages of <http://soundcool.org/descargas>), and mp3 music from the opera La Mare dels Peixos that are provided (see <https://bit.ly/2Koh14n> for different versions in valencian and english such as "1_1_ En una casa_En una casa_In a house.") You can also use the music provided in different ways than they are represented in the opera if the students decide so.

The activity was carried out at the Humanista Mariner school in Valencia as a pilot test. The results of the representation can be viewed at <https://youtu.be/c1aXDIdXlnA>, and the making of at https://youtu.be/nh3ru_fBvY4. In this activity, the application of Soundcool technology has been framed in a multidisciplinary project in which 50 students from the 5th and 6th grade levels of primary school have participated.

This project arises as a result of the school-university cooperation and during its development (2nd and 3rd trimester of the course) our students have been and have felt the true architects of their learning process, which has been a fundamental factor for the motivation, commitment and involvement of all of them.

Although it has been coordinated since the subject of "Arts", it has also contemplated competency objectives of other areas such as valencian, english, music or ICT resources. It has worked with flexible and inter-level groups, which has led to an improvement in living and climate in the classroom.

We have applied an active and collaborative work methodology that has enabled the acquisition and development of multiple competences in different areas of audiovisual communication.

At the teaching level, we classify Soundcool as an innovative, exciting and motivating project that has allowed us to coordinate actions, optimize resources and take advantage of synergies already generated.

This project uses both the visual and the audio part of the Soundcool application. On the one hand, students will record sound effects suitable for the libretto and the voices of the narrator and characters using the Record module. Audio tracks with sound effects, vocals and background music will be loaded into Sampleplayers and will be launched by students with their tablets or mobiles at the appropriate times as the performance progresses.

Specifically, as an example, for each fragment of the work you can have 3 Sampleplayers: S1 Where we have organized the dialogues of the characters (which could also be live), S2 with the effects and sounds, and S3 with the background music . All of them have been connected to a Mixer to control their volume levels and their output to the Speakers. If you want to save the audio, you would use the Record module also connected to the Mixer's output.

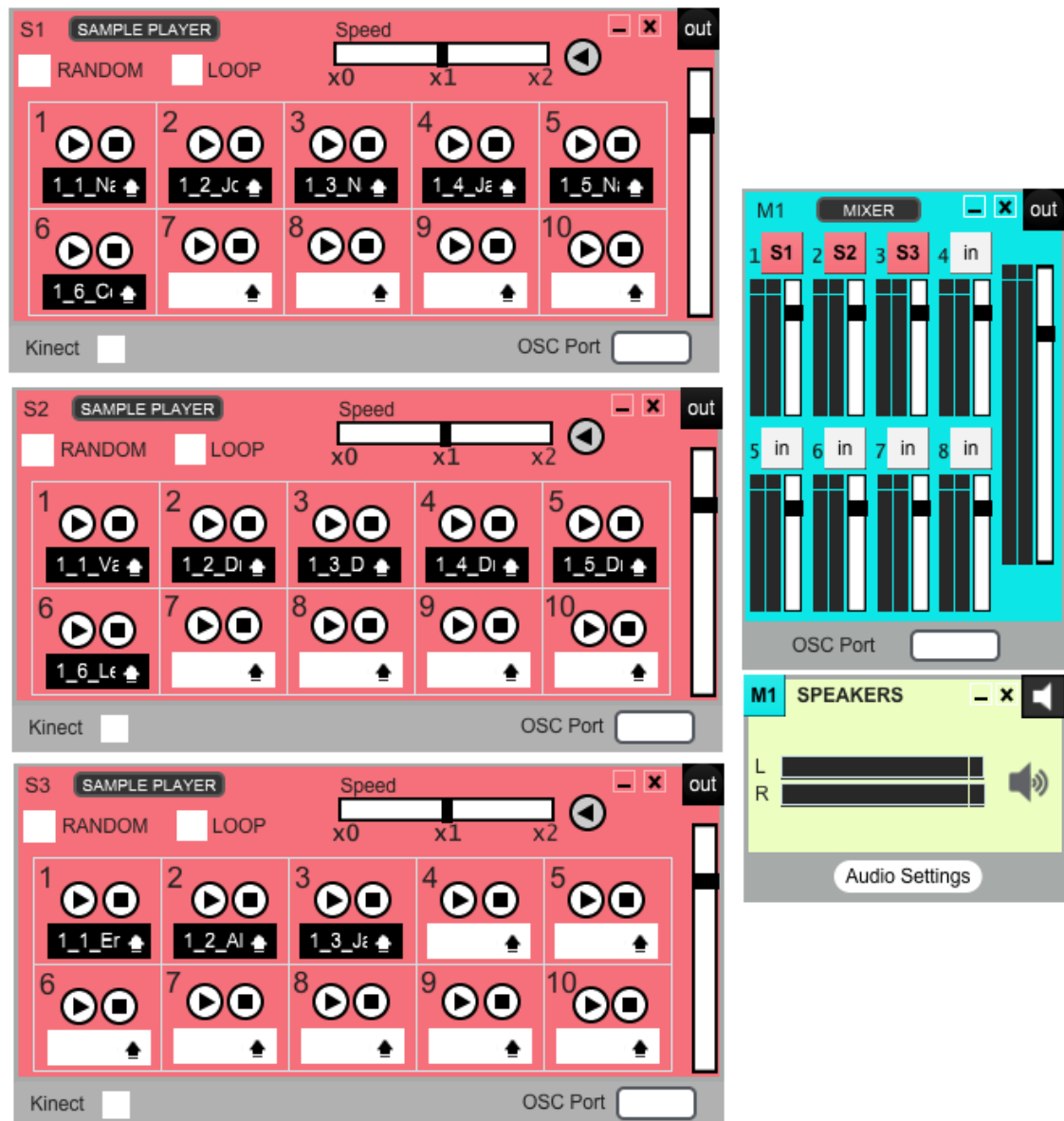


Figure 1. Example of connection of the modules of the audio part.

On the other hand, the visual aspect consists in connecting the Imagesampler and DirectinputV modules to the inputs of the BlendingV, and their output to the ScreenV module. This is divided into these three parts:

- 1) Make the clay puppets (or cut out drawings, or other options) of the characters, animals, etc. Take pictures of the puppets with a webcam in front of a black panel with the DirectInputV module.
- 2) Draw the appropriate scenarios according to the libretto and photograph them. View the photos with the ImagesamplerV module.
- 3) Mix with the BlendingV module the puppets images of the DirectInputV with the images of the backgrounds of ImageSamplerV. Different blending options of the BlendingV will be tested

to find the most appropriate one. The output of the BlendingV module will be connected to the ScreenV module to display everything in full screen with a projector or large screen.

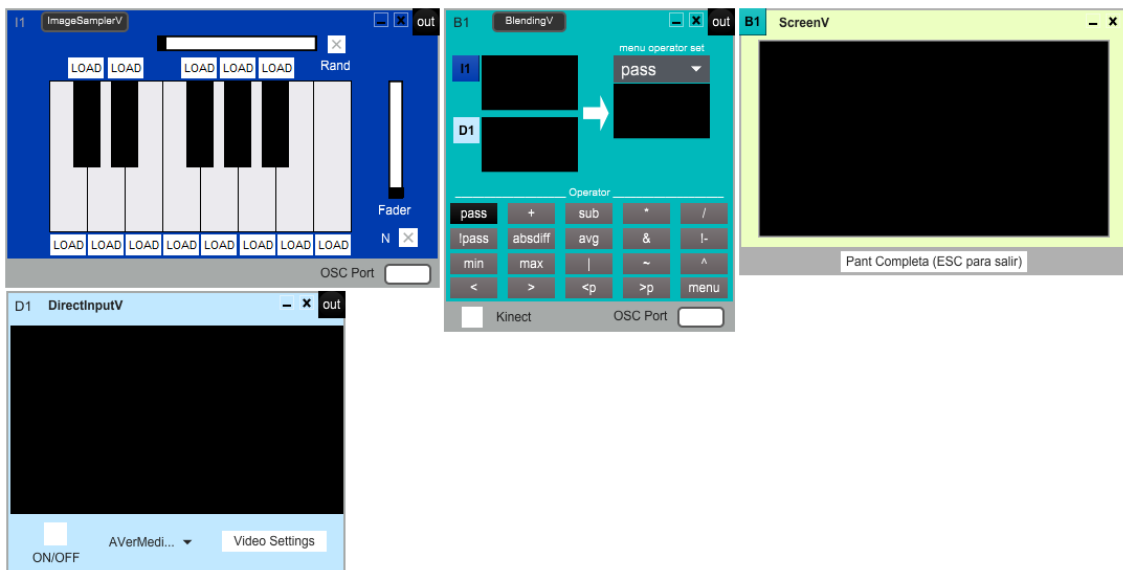


Figure 2. Example of connection of the modules of the video part.

In the visual part, some students will control the live puppets held with black-painted sticks and wearing black gloves. Other students will be responsible for changing the background using the control surface of the ImageSamplerV module with their tablets.

In the audio part, other students will play the samples of voices, effects and music of each moment by controlling Sampleplayer modules with their tablets. (You could also perform live voices and effects using a microphone and the DirectInput audio module).

Students can make fragments of the work while the teacher records each part to assemble the final video with the entire work. **It is recommended to start making a single scene of the story, for example the first act**, and then it can be expanded.

Other ways of making the story can also be proposed, such as in theater version, with the music, projections and background sound effects, but with the students as characters in the play. You could make costumes, atrezzo, etc. For an example of costumes, atrezzo and effects for the representation of the first act that took place within the Erasmus + project at the Colegiul de Arte Baia Mare (Romania) within the Erasmus + Technology project in the service of learning and creativity: weaving European networks through of collaborative musical creation ” <https://youtu.be/4iRMnYJwxII>. This center is an artistic center and therefore it was performed in opera version with piano, but the representation can help to give ideas for a theater version.