

AUDIO PRODUCTION UPDATE: SLSC25

SUPPLIES AND MATERIALS

Supplied by the technical committee:

- Theme and objective for production
- Facilities and power to edit final product

Supplied by the competitors:

- Each team must supply their own equipment. Equipment may not be shared between teams.
- Portable digital audio recorder with removable recording media (a laptop computer may be used with interface).
- Microphone with audio cable
- Method of importing digital audio from field recorder to editing system. Teams are responsible for providing all of their own cables, power cords, and other necessary accessories for their equipment.
- Audio editing software/system (use of laptops is strongly encouraged)
- USB flash drive for submitting final production (NOTE: Flash drive may not be returned after the competition)
- Writing implement (pen, pencil, marker, etc.)
- Scratch paper for notes
- Full cover headphones for each team member (not earbuds)
- Production music. Not provided by the committee.
- Surge-protected power strip (at least 6')
- All competitors must create a one-page single sided resume and bring it to the contest orientation.

Note: Production music is not commercial music purchased in stores. It is music created for use in audio and video productions. Some production music companies are Music Bakery, Production Garden, TM Studios, and Omnimusic. Production music may also be created using programs such as GarageBand, Soundtrack or ACID.

Note: Computers must be preloaded with fully licensed editing software and competitors must have administrative rights to the computers to implement changes if required. All software should be pre-installed and tested prior to arriving at the competition to ensure the system has permission settings to connect to the internet outside of the school's network. Internet access may be predominately available only on a 5GHz band. Please ensure your device for the competition can connect to a 5GHz band or, if applicable, bring an appropriate 5GHz adaptor.

SKILL PERFORMANCE

1. Audio and information will be gathered on location as needed to convey the assigned theme or objective.
2. Students are to fully produce (plan, write, voice, record, edit, render, etc.) a two (2) minute audio podcast type production sound and interview. A 30-second ad spot will be produced and inserted into the production. The complete production requires students to demonstrate their ability to plan a project that meets a specific prompt and run time; gather, edit, and mix a variety of audio sources; and render the completed project to a specified audio file.
 - a. Aside from interviews, the team members should be the **ONLY** two voices "On-Air".
3. The completed production must meet the assigned run time and convey an adequate representation of the subject or theme.
4. Designated time periods over **one day** will be provided for script research and development, rehearsal of the script, generation of written copy, field recording, booth voiceover recording, and editing the final project. One hundred percent (100%) of editing should be done in the SkillsUSA Audio Production competition area.
5. Emphasis will be placed on:
 - a. Professional production of the audio production by industry standards
 - b. Quality of the audio
 - c. Conveyance of the subject, theme, and information to the listener
6. The location of the competition will be the Hyatt Regency Jacksonville Riverfront. Contest date will be published in early March.
7. All teams will submit their projects, including final production and copyright/royalty free information on a USB flash drive with a file name and format chosen by the technical committee.
8. Competitors will demonstrate their ability to perform jobs or skills selected from the following list of competencies, as determined by the technical committee:
 - a. Demonstrate knowledge of audio production technology, including proficiency in digital audio recording, editing, and mixing.
 - b. Demonstrate knowledge of terminology for mic level, line level, dynamic range, microphone preamp, compressor/limiter, XLR cable, XLR connector, EQ, time-based processing, send, return, input, output, balanced, and unbalanced.
 - c. Demonstrate working knowledge of microphones, microphone preamps, compressor/limiters, EQ, send, return, level control, and digital audio editing on a DAW (Digital Audio Workstation).
 - d. Demonstrate proficiency in planning audio production, including the proper commercial script form.
 - e. Demonstrate knowledge of terminology for script, script form, copy, target demographic, live tag, intro, outro, format, 60-second spot, 30-second spot, PSA, broadcast, network, f. Demonstrate practical knowledge of scriptwriting, pre-production story development, advertising development, proper microphone technique.
9. Teams that do not turn in their produced audio production and script within the time limit will have 20 points deducted from their final score, plus one (1) point for each additional minute past the deadline.

10. Competitors should not arrive at the competition area any earlier than 15 minutes prior to the assigned session.
11. Teams late to their assigned editing station will have that time deducted from their allotted time.
12. The finished production must meet the run time determined by the competition committee (plus or minus one (1) second). Points will be deducted if the spot is outside the one-second tolerance.
13. If a team experiences a problem with its equipment, it is the team's responsibility to fix the problem. No extra time will be given for equipment problems. Teams may choose to bring in a second editing system in case of equipment problems, but no extra space will be given for the second system. The competition committee strongly encourages the use of laptops.
14. Teams may edit by using whatever software or method they choose, but they must supply their own equipment.

TENTATIVE CONTEST SCHEDULE:

8:00 AM – Contest Orientation and Briefing

8:30 AM – 2:00 PM – Script research and writing, field recording, editing, and voiceover recording.

- Teams may move freely within the Hyatt Regency facility.

11:00 AM (tentative) – Lunch will be delivered.

- Teams may pick up their lunch in the contest room. All students must take a lunch break.

2:00 PM – All material is due to the contest coordinator.

- Each minute late will result in a penalty (20 points + 1 point per minute). Failure to submit recorded materials by 3:00 PM will result in disqualification.