



WATERBALL TEACHER SUPPORT

LEARNING GOALS:

- **Students will analyse and interpret the featured music.**
- **Students will express their own creativity by personalizing the project and making it uniquely their own.**
- **Students will explore experimental media and cross-media art forms.**

GUIDING QUESTIONS:

When viewing the *Waterball* VR piece, consider:

1. **Who is it for?**
2. **What does it say?**
3. **How does it work?**

CURRICULUM LINKS:

The Waterball feature in the SESQUI VR app MERIDIAN allows students to explore issues surrounding design, music and audio expressed through electronic music and VR. The Waterball VR story and teacher support material provides an opportunity to address curriculum expectations in Music, Art and Social Studies. Students will apply and share their thoughts, ideas and reflections about personal perspective and creative thought through creating their own soundscape.

SUGGESTED ACTIVITY:

DOWNLOAD THE SESQUI VR APP MERIDIAN.

To view the *Waterball* feature, click [here](#) to download the SESQUI VR app MERIDIAN (available April 25, 2017 <http://www.sesqui.ca>). The app is available for OS X and Android, across all major VR platforms, including Oculus Rift, Samsung Gear VR, Google Cardboard and Google Daydream. Users can download the app for free onto their mobile phone via the iTunes Store, Google Play or the Oculus Store.

VISUALIZING MUSIC EXERCISE

This is a simple exercise through which students consider how music can inspire colour and a story. Choose three different songs from three different genres of music. Have your class sit at their desk and close their eyes. Play a portion of each piece of music. After each piece ask students to open their eyes and reflect upon what they visualized when they listened to the music. Discussion questions could include: What did you imagine when you listen to the music? How did it make you feel? Did the music make you see a certain colour?



CREATE A SOUNDSCAPE ACTIVITY

Media technologies provide exciting tools for students to create original works and to share perspectives and feelings through art. In this activity, students will explore creating their own soundscape.

OPTION 1: ADDING A SOUNDSCAPE TO A STORY

1. Either as individuals, groups or the class as a whole, select a short story that inspires interesting audio potential.
2. Brainstorm what sounds or music could be create and added to enhance the story. For example:
 - Are there animals in the story?
 - Is any music referenced?
 - Is there any kind of weather relevant to the story?
 - What does each character sound like?
 - What noises might be in the background?
 - Why is sound just as important as the visual?
3. Find physical or digital sources of the sounds and music on the list.
4. Use **Audacity** (a free, open-source, cross-platform audio software for multi-track recording and editing) to record and mix the audio the class has created.
5. Play back the audio as the original story is read aloud, or add the narration of the story as a track via Audacity.

OPTION 2: CREATE THE SCORE FOR A FILM

1. Select a scene in a film. Turn down the volume and play the scene without any audio for the class.
2. Ask the class to decide what the scene is about based on the images alone, and brainstorm what sounds and dialogue would be appropriate.
3. Use **Audacity** (a free, open-source, cross-platform audio software for multi-track recording and editing) to record and mix the audio the class has created.
4. Play the audio as you screen the scene with the class.
5. Finally, play the scene with the original audio. Compare and contrast the two versions of the scene. How did the soundscape the class produced change what the scene was about? What emotions do each version inspire? What role does sound have in influencing how an audience feels about and interprets media art?



OPTION 3: RECORD A SOUNDSCAPE IN YOUR COMMUNITY

1. Have students walk around their community (or school property) and record different sounds in their environment.
2. Use **Audacity** (a free, open-source, cross-platform audio software for multi-track recording and editing) to record and mix the audio the class has created.

ADDITIONAL RESOURCES:

Marian Bantjes (official website)

<http://bantjes.com/>

“Intricate Beauty by Design,” TED Talk by Marian Bantjes

https://www.ted.com/talks/marian_bantjes_intricate_beauty_by_design/

“4 Ways Sounds Affects Us,” TED Talk by Julian Treasure

https://www.ted.com/talks/julian_treasure_the_4_ways_sound_affects_us/

Loscil (official website)

<http://www.loscil.ca/>

SOCIAL MEDIA:

Marian Bantjes @bantjes

<https://www.instagram.com/bantjes/?hl=en>

<https://twitter.com/bantjes>

Loscil @_loscil_

<http://www.facebook.com/pg/Loscil-284758388715>

https://twitter.com/_loscil_

<https://www.instagram.com/loscil/>