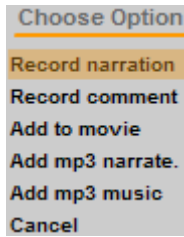


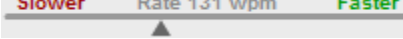


Step 4: Recording Narration

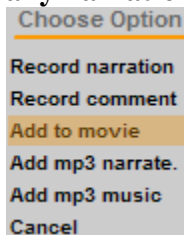
If necessary, load version 1 from the *Script* tab. After entering and saving the script, the delegate should switch to the *Narrate* tab and choose *Options* (at the bottom of the screen) and *Record narration*.



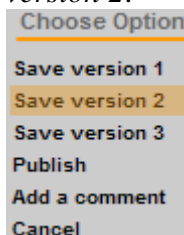
Once the JavaSonic applet at the bottom of the screen loads, clicking the record button  underneath the script will launch a 3 second countdown. After the countdown, the script will serve as a teleprompter, highlighting the text at the rate selected underneath the record button.

If the rate is too fast or slow, stop the recording , adjust the rate using the small triangle , then re-record. Once the recording is finished, it can be reviewed using the play button .

If the narration is recorded to the delegate's satisfaction, it then must be added to the movie by clicking *Options* and *Add to movie*. **If this step is not completed, the movie will not contain any narration.**



Once the narration has been added, switch back to the *Script* tab then select *Save* and *Save version 2*.



Note: Delegates may wish to add background music to their digital story. A variety of instrumental music selections have been collected for this purpose (these are available at <http://www.people.virginia.edu/~ddp8b/gyls/music>). Delegates should let one of the support staff know which music file they would like to include so that the information can be added to the progress chart. Since the length of each project will vary, music files will be edited to match the length of the narration then merged into each project once editing is complete.