

Global Resonances: Piloting a Media & Learning Community Sound Map



Experience a [sample mix](#) posted so far, alongside their stories.

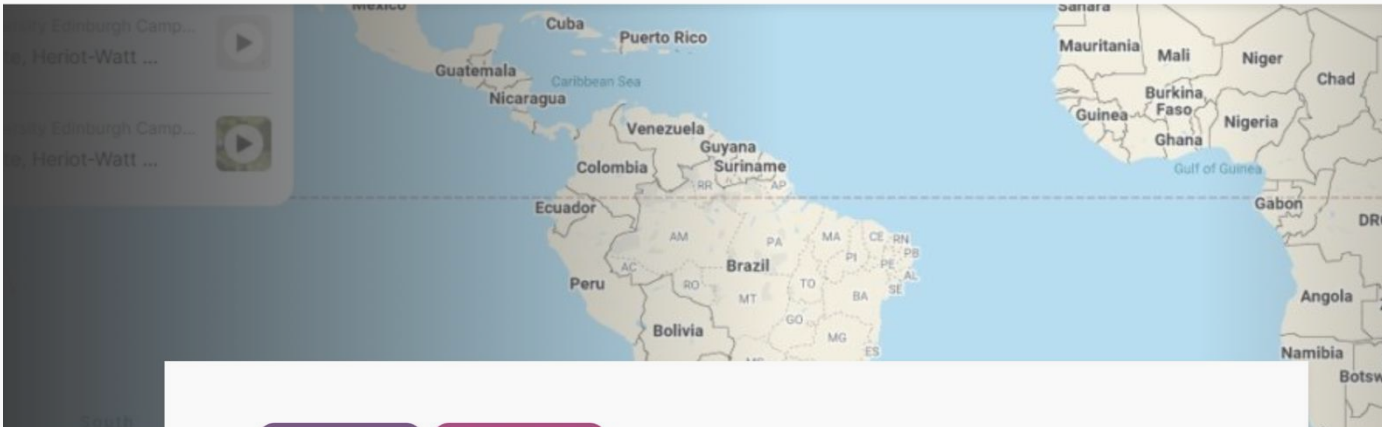
What

In collaboration with Media & Learning, the Heriot-Watt Online media team have launched a collaborative sound map designed to raise the profile of sound within the MLA community.

We invite association members to contribute by posting short field recordings of environment(s) related to their life and work. Think of them as 'sound postcards' - brief audio recordings that capture meaningful sonic spaces.

Discover fellow members' sonic postcards by exploring the [map](#) and try posting one yourself!

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Media & Learning[About](#) [News](#) [Events](#) [Projects](#) [Academy](#)

AV TECHNOLOGIES

HIGHER EDUCATION

Open call to contribute to our new Media and Learning community sound map

Read HWOnline and MLA's [call-to-action](#) article.

Why


The project aims to build community, foster collaboration and expand professional networks through the unique connective potential of sound. A chance to contribute to a live learning lab for research and future initiatives, as well as an opportunity to develop and enhance your skills in listening, recording and editing.

When

This is an evolving, ongoing and open-ended project - a safe space for experimentation and creative engagement that will be shaped by how members use the resource.

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Once you have a recording, visit the [map](#), click on the  sign and complete the fields as prompted.

How

Field recording involves capturing audio recordings outside traditional studio environments - either indoor or outdoor - encompassing both natural sounds and those created by humans. How you choose to record (and/or edit) your work, is up to you - we welcome all approaches.

- Create up to three minutes of sound content. The platform accepts up to 20mb per file, so mp3 format is potentially more achievable, though we'd prefer uncompressed wav files wherever possible.
- While higher-quality recorders and microphones will generally yield better results, even a thoughtfully recorded clip on a smartphone can produce effective outcomes – as many posts on our map exemplify.
- If possible, record in stereo for richer sound; those more adventurous (or experienced) may wish to experiment with ambisonic or 360° recording equipment for a truly immersive experience.

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Contact us at: hwomedia@hw.ac.uk to continue the conversation.

Further listening & reading for wider context

Resources: [Instructional resource](#); [tips on field recordings](#)

Podcasts: [Field Recordings](#); [Silence and the Presence of Everything](#); [The Last Sound](#)

Sound map examples: [People and Place](#) (Aberdeenshire, Scotland); [Carte Sonore de Bruxelles](#) (Brussels, Belgium); [Cities and Memory](#) (global)

About the team

This map is created and moderated by the Heriot-Watt Online media team, who work with image and sound to create learning experiences for fully online asynchronous degree programmes.

They are interested in the ways in which media can be designed to promote a sense of connection and belonging for global and diverse online learning communities.