*BUILDING COMMUNITY THROUGH TECHNOLOGY*

**Fall**

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# Podcast Vocabulary

**Microphone** - a device that converts sound into an electric signal.

**Dynamic Microphone** - generally less expensive and more rugged than condenser microphones. Often used in live performances and do not require phantom power.

**Condenser Microphone** - commonly referred to as studio mics, these microphones require an external source of power known as phantom power and are much more sensitive than dynamic mics.

**USB Microphone** - unlike conventional microphones that require separate audio interfaces to connect to a computer, these microphones connect via USB and have built-in digital audio conversion.

**Cardoid** - also known as “unidirectional,” these microphones pick up sound from the front and block sound from all other directions.

**Omnidirectional** - these microphones pick up sound from all directions equally.

**Monitoring** - the process of listening to a recording as it takes place in order to make sure all of the levels are correct and there is no clipping or feedback.

**Input Level** - the volume at which the microphone is picking up sound.

**Output Level** - the volume at which the monitors are playing the sound back.

**Clipping** - the term for when the input level is too high and breaches a threshold where sound will not be recorded.

**Feedback** - a high pitch squeak that is created when the microphone picks up and amplifies the sound from the monitors.

**Latency** - the amount of time it takes an audio signal to travel through a system.

**Sound** - mechanical vibrations transmitted through a medium as waves known as longitudinal or compression waves

**Frequency** - the measurement of the number of times a repeated event occurs per unit of time. Measured in Hertz (Hz), human beings can only hear frequencies between 12 Hz to 20,000 Hz.

**dB** (decibel) - the measure of the ratio between two quantities. In audio, dB is used to measure sound levels relative to 0 dB.

**Analog Audio Recording -** the method of storing audio signals as a continual wave in or on the media. The wave might be stored as a physical texture on a phonograph record, or a fluctuation in the field strength of a magnetic recording.

**Digital Audio Recording -** the process of converting analog audio signals into a stream of discrete numbers.

**Codec** - short for “compressor-decompressor,” a codec is a program that encodes or decodes, as in encoding an MP3 file from a WAV file.

**Bit Rate** - The number of bits that are processed per unit of time. The more bits stored per second, the better the audio fidelity and the larger the resulting file.

**Waveform Audio File Format** (.wav) - developed by Microsoft and IBM in 1991, compatible with both Mac and Windows, typically an uncompressed high quality audio file format.

**Audio Interchange File Format** (.aiff) - co-developed by Apple in 1988, another uncompressed high quality audio file format that is compatible with both Mac and Windows.

**MPEG-1 or MPEG-2 Audio Layer III** (.mp3) - a compression technique used to create small audio files that contain nearly faithful reproductions of the original music file. The most common format for music on the Internet and the default format for podcasts.

**Advanced Audio Coding** (AAC) - the audio file format chosen by Apple for use in its iTunes service and iPod devices.

**Podcatcher** - programs used to subscribe to and download podcasts.

**RSS** (Really Simple Syndication) - the most popular news feed syndication format. RSS 2.0 is the default feed format for podcasting.