



*Sounds in European E-Learning - SEEL*  
*Grant Agreement No.: 2014-1-DE02-KA200-001631*  
*Project No.: 2014-1-DE02-KA200-001631*  
*Criteria for Sounds in E-Learning*  
*Supporting Document*  
*Intellectual Output No. (IO1-A1)*  
*Research on sound in learning - P1, UPB – Germany*



# **SEEL**

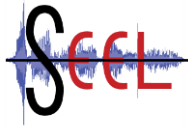
## **Criteria for Sounds in E-Learning**

*Sound in European E-Learning*  
*Criteria for Sounds in E-Learning*  
*Supporting Document*

P1 University Paderborn – UPB Germany

<i>Project Title</i>	<i>Sound in European E-Learning</i>
<i>Project Acronym</i>	<i>SEEL</i>
<i>Reference Number</i>	<i>2014-1-DE02-KA200-001631</i>
<i>Project Duration</i>	<i>01.09.2014 – 31.08.2016</i>
<i>Project Partners</i>	<i>P1 University Paderborn – UPB (Germany)</i> <i>P2 Ingenious Knowledge – IK (Germany)</i> <i>P3 Základní škola – ZSC (Czech Republic)</i> <i>P4 Colegiul Tehnic Ion I. C. Bratianu – CTI (Romania)</i>

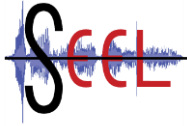
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*Sounds in European E-Learning - SEEL*  
*Grant Agreement No.: 2014-1-DE02-KA200-001631*  
*Project No.: 2014-1-DE02-KA200-001631*  
*Sounds and audios in learning processes*  
*Research Paper*  
*Intellectual Output No. 1*  
*Research on sound in learning - P1, UPB – Germany*



## **SEEL – Criteria for Sounds in ELearning**



A systematic view on sound design is important for deep understanding. We would like to ask questions like: Under which circumstances does sound reach the stage of emotional stimulation?

## **Descriptions about how to design sounds**

Please try to give answers to the following questions:

- What is a good (high quality) audio for teaching?
- What is a bad (low quality) audio for teaching?
- What aspects are important when you are thinking about integration of audios into learning situations?
- Are there any elements an audio should have?
- Are there any elements an audio should not have (for instances voices)
- Are there any rules for using audios?
- Under which conditions audios are useful?
- Under which conditions audios are not useful?
- ...

**Please try to explain what teachers should take into consideration if they what like to design audios for teaching!**

**Please try to explain what teachers should take into consideration if they would like to create learning scenarios with sounds.**