

HELPING ACADEMICS REACH BROADER AUDIENCES

**THE CASE OF CENTRAL EUROPEAN UNIVERSITY LIBRARY'S
PODCASTING WORKSHOPS**



CENTRAL EUROPEAN UNIVERSITY



- Founded in 1991 to provide a world class post-graduate education to students in Central and Eastern Europe, and to train the future leaders of the region
- Originally location in Budapest, Warsaw and Prague, but consolidated to Budapest soon after
- In Summer 2020 CEU moved the majority of its operations to Vienna, including all instructional activities.

THE CEU LIBRARY'S MIRABAUD MEDIA HUB

STAFFING

Head of the Media Hub

Audio Education Specialist

Media Technology Specialist

CEU'S PROGRAMS – WHAT DO WE SUPPORT

Since 2016, the Media Hub has supported discipline-specific filmmaking courses at the MA level in a number of departments including: History, Public Policy, Sociology and Social Anthropology, Nationalism Studies

Since 2020 we've supported courses in audio production, and starting this year we now support courses in photography and graphic design as well.

Since moving to Austria in 2020 CEU now offers a few BA programs. The **BA in Culture, Politics and Society** is a liberal arts program that includes required courses in media production, such as filmmaking, audio production, screenwriting, graphic design, and photography

We also support a variety of annual workshops on specific skills, one of which we're here to talk about today.



THE CEU LIBRARY'S MEDIA HUB

First created as the Mirabaud Media Lab in Budapest in 2016

- 8 iMac computer stations w/ the Adobe creative cloud
 - Most extensive use - Adobe Premiere Pro for Video Editing
- Filmmaking equipment: 8 equipment packages
 - basic camcorder, audio recording equipment and LED lighting equipment for interviews
 - Equipment was stored and check out from behind library desk



THE CEU LIBRARY'S MEDIA HUB

Expanded into the Media Hub with the move in 2020 to the new Vienna campus

- Partially funded through an ASHA grant
- New and expanded facilities, including a **larger Media Lab**, an **Media Equipment Room**, and an **Audio Lab** made up of two interconnected spaces, separated by a soundproof window: the **Recording Studio** and **Mixing Suite**

THE CEU LIBRARY'S MEDIA HUB

Expanded Media Lab, with 15 stations



THE CEU LIBRARY'S MEDIA HUB

- Updated and expanded equipment holdings
- A dedicated room for storing & checking out equipment



THE CEU LIBRARY'S MEDIA HUB

- the **Recording Studio** is an acoustically engineered space consisting of an interview and podcast recording table, capabilities for recording voice over for film, and with a basic overhead lighting grid for recording “black box”-style video interviews



THE CEU LIBRARY'S MEDIA HUB

- The **Mixing Suite** has a single iMac Pro system for completing audio mixes on projects including documentary films, podcasts, and audio installations. The Suite receives audio signals from the Recording Studio, and can record them into its system.



PODCASTING AT CEU

In 2017 there was an audio initiative started at CEU by Fellows on fixed term contracts centered around podcasting

- A rudimentary recording space was created
- They organized the first podcasting workshops at CEU
- Very popular initiative, from that emerged the CEU podcast library
- That institute and studio remained in Budapest when the university moved to Vienna.
- There was a still a desire for instruction and technology resources in audio production, so that came under the Media Hub's resources

AUDIO RELATED COURSES AT CEU

We offer a wide range of audio related courses for all levels:

- Basic technical introduction so that CEU community members can use our recording studio.
- 6 weeks Podcasting Workshop
- Full-semester courses in Audio Production (BA and MA level)
- Individual consulting sessions for BA Capstone projects

PODCASTING WORKSHOP

A practice based workshop that introduces participants to professional podcast creation.

This workshop provides a conceptual as well as hands-on experience for individual podcast ideas. This workshop is available to all CEU members.

Participants will learn to:

- develop their concept,
- record themselves and/or interview partners or hosts,
- do all the necessary audio post production to create a professional sounding podcast.



PODCASTING WORKSHOP

Technical part of the workshop:

- Basic sound theory: important so that participants can choose the right room to record and know which mic to place where in the room.
- Using CEUs studio and mobile equipment. How to use Zoom for recording.
- Audio Editing.
- Audio Mixing – basic understanding of the 2 major tools (EQ, Compressor).
- (Very) basic ear training – important to identify what is "wrong" with a recording.

PODCASTING WORKSHOP

Content part of the workshop:

- Participants are required to come into the workshop with a working idea for a podcast
- Discussion of the individual ideas with input from professional podcast creators as well as peers.
- What different types of podcasts are there. How are they structured? What makes a good podcast?
- How to present research in the medium audio. Is it an audio story?
- Practical tips on recording guests.

PODCASTING AT CEU

the CEU podcast library: podcasts.ceu.edu



ABOUT DISCOVER BOOKING UPLOAD RESOURCES

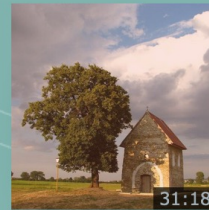


Can Critics Create a Standard of Taste? - A Conversation with...

1 E01

Lili Magdolna Kátai
May 25, 2024

35:59



Mapping Castles, Churches and Cemeteries to Show How...

CEU Department of Medieval Studi...

Karen Culver
May 6, 2024

31:18

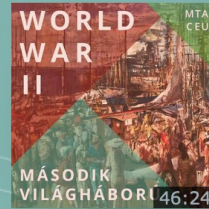


Creating city commons

Urban Community E24

Sophia Silverton
Apr 22, 2024

17:37

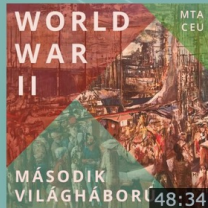


Cultures of Hate and Oppression: Connecting the...

World War II / Második világháború...

Andrea Pető
Apr 19, 2024

46:24



Aki kimondja, amit ki kell mondani. Emlékkönyv Pető...

World War II / Második világháború...

Pető Andrea
Apr 7, 2024

48:34



Klímvédelem lakóépületfelújítás nélkül?

CEU Bibó István Szabadegyetem E19

Gerőházi Éva, Kovács Bence, Koritár Zsu...
Feb 4, 2024

1:33:56

FILTER

Filter by type of podcast:

- Discussion (228)
- Lecture (43)
- Documentary (30)
- Essay (20)
- Fiction (3)

Filter by disciplines:

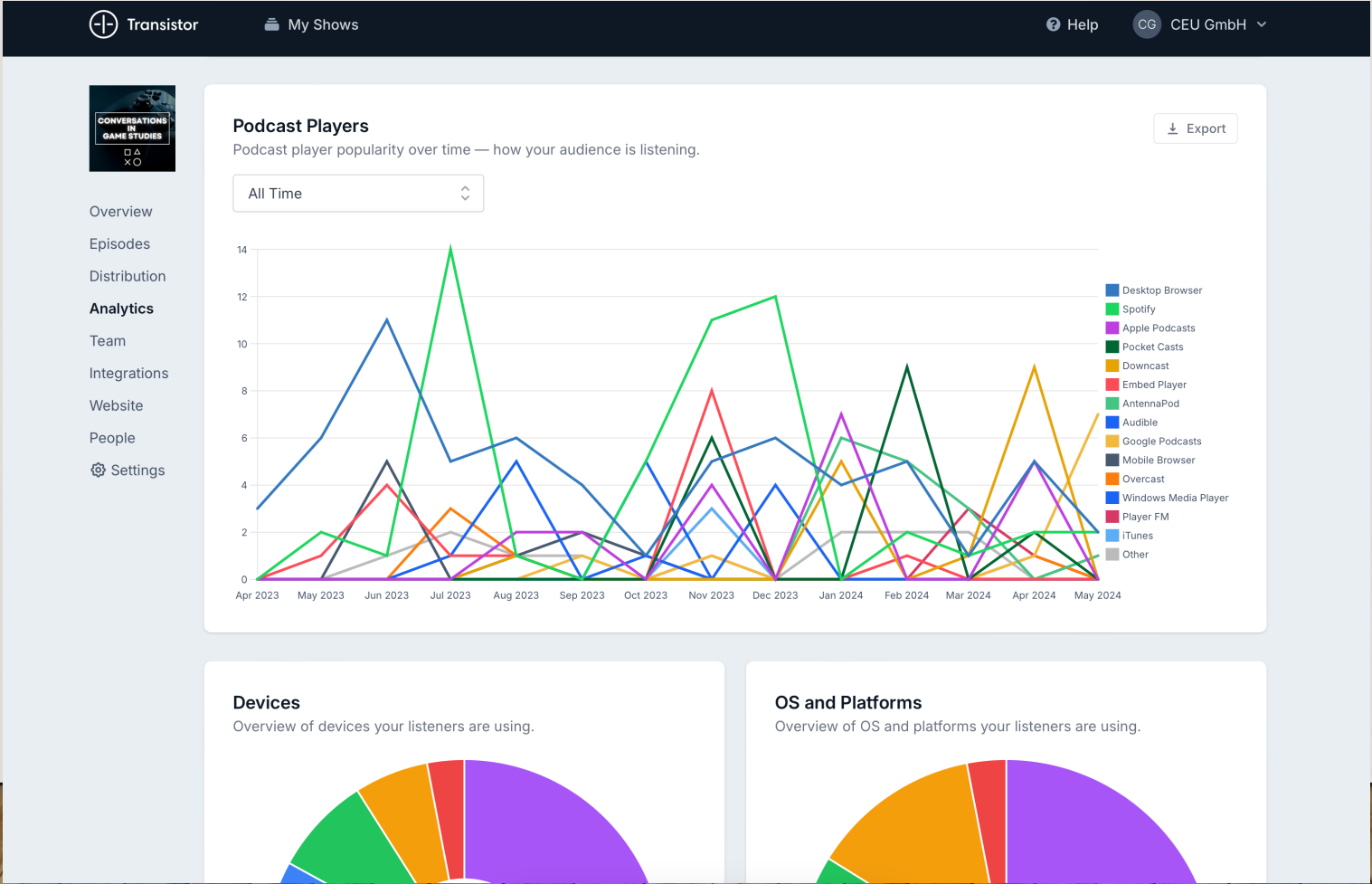
- History (142)
- Sociology (23)
- Gender Studies (21)
- Media and Communication Studies (17)
- Media Studies (15)

PODCASTING AT CEU

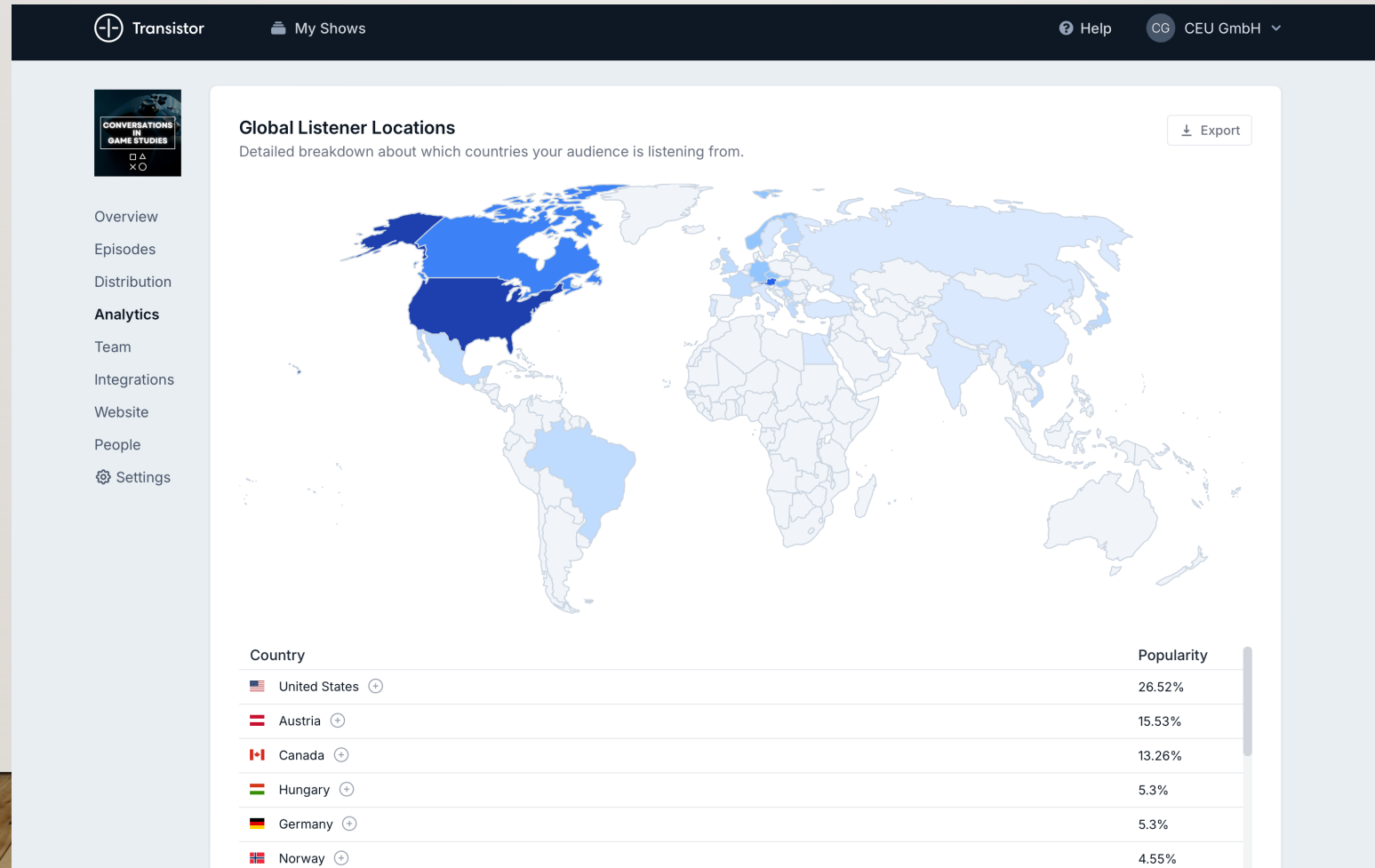
The screenshot shows the Transistor interface for a podcast. The top navigation bar includes the Transistor logo, 'My Shows', 'Help', and 'CEU GmbH'. The main content area is titled 'CGS: Conversations in Game Studies'. On the left, a sidebar lists navigation options: Overview, Episodes, Distribution, Analytics, Team, Integrations, Website, People, and Settings. The main area features a search bar, an 'Embeds' dropdown, and a 'New Episode +' button. Below this is a table of episodes with columns for '#', 'Episode Title', 'Transcript', 'Status', and 'Publish Date'. A yellow banner indicates '1 unpublished draft episode'. The table lists five published episodes (E3 to E7) with their respective titles, durations, and publish dates.

#	Episode Title	Transcript	Status	Publish Date
Drafts You have 1 unpublished draft episode. View →				
E7	Conversations in Game Studies (CGS) #7: Chris Young - Preserving Video Games in Libraries 36 minutes		Published	Apr 02, 2024 2:00 PM
E6	Conversations in Game Studies (CGS) #6: Kristian Bjørkelo - Is There Too Much D&D? 33 minutes		Published	Nov 02, 2023 3:01 PM
E5	Conversations in Game Studies (CGS) #5: Tijana Rupcic - Spirituality in Dystopian Video Games 28 minutes		Published	Jun 10, 2023 5:24 PM
E4	Conversations in Game Studies (CGS) #4: Krobová, Švelch, Janik - Post-Soviet Spaces in Video Games 35 minutes		Published	May 04, 2023 10:34 AM
E3	Conversations in Game Studies (CGS) #3: Amanda Cote - The Myth of "Good Crunch" 38 minutes		Published	Apr 28, 2023 10:34 AM

PODCASTING AT CEU



PODCASTING AT CEU



KEY TAKEAWAYS FROM THE WORKSHOPS SO FAR

- Digital Natives are not that native.
- Using Audio to present data can be challenging. We need to focus on different methods (Tape Centered vs. Info Centered).
- Translating an idea into a concept, that can then be the basis for a podcast, is an important (if not the most important) part of the workshop.
- Software is just software. We need to focus on the content.
- Getting feedback from podcast creators (myself and guest lecturers) is helpful.
- A set of rudimentary guidelines (or rules) is very helpful.
- Ear training is an important part of the workshop. It helps with mixing, and therefore with "sounding professional".