

Unremembered Loss

For all the news and information from the world of Rathrae, and for the story Unremembered Loss

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A Radio Play

I don't know how many of you ever listened to the H. G. Wells radio play, "War of the Worlds." If you have, then you might have an idea of what I'm working on.

I am working on a "Crowd Sourced" project. What that means is, I am working with a crowd of people scattered all over the world gleaning bits of inspiration and perspiration in an effort to create something larger than I can do by myself.

The play, like H. G. Wells', is a dramatization of a radio broadcast. Unlike Wells', which was one 45 minute play with time compressed so that a whole night occurred within that 45 minutes, ours will be thirty-one half-hour broadcasts.

The broadcasts will cover the outbreak of a new disease and the subsequent zombie apocalypse. It will be a "normal" radio show, with music, DJ banter, and local news. To that will be added special news reports, which over time will become the majority of the show.

I've collected 15+ authors to write the various news reports, call-ins, government statements, and the basic show. We've spent a month defining how things were going to work and building the overall story arc. This last week we created a hit sheet for each day that lists out minute by minute which story is on.

We then started assigning the stories to the various authors. As of tonight we have 47% of the stories assigned.

May 1st the authors will begin to write, post their scripts to a private web site, review and comment on each other's scripts, edit, and finally

pull each day's scripts together into the final project.

Hopefully the crowd will be doing most of that work. In the mean time, I'm working with the second crowd - musicians. I will be trying to secure the rights to 47 songs to play as the music for the play. Hopefully that doesn't equate to 47 bands.

Most of the musicians I've talked to so far keep wanting to give me "mood" music to play behind the story we're telling. I have to keep telling them that we are not telling a story, we are simulating a radio station. What I'm looking for is "regular" music that the station would be playing.

This is the "normal" programming that makes the special reports stand out as different. I've probably locked in 5 or 6 songs so far. It's fun, but does take a bunch of time. I may look for some people, and out source this work to them. Besides finding the bands and songs, we have to figure out their web links, get copies of their music, figure out which day to put each song on, and the hardest part, turning each 3 to 6 minute song into a 1 minute song.

The problem is, we want to have music to make the station feel real, but two regular length songs could easily be 20% of the whole show. So we either have to lead off with the last 60 seconds of a song, end with the first 60, or remix it down to 60.

Besides the writer and musician crowds, there's the voice actor crowd. We are planning on having 30 to 40 different actors perform the play. Some will only have a one minute piece, while others may have two hours of air time.

So with all these crowd things, the question comes back to, how do you get the crowd to do the work? One way is to have the actors make audition recordings and then post them on the web site. Then each of the writers can listen to the auditions and select the voice actors they want to perform their pieces.

I'm also working to get several sound engineers, who own their own studios, to find voice actors near their locations and do the recordings.

At some point it will all come back to me, hopefully in very big pieces and I'll put it all into half hour episodes. Then it will go back out to the crowd to post production people who will add the sound effects.

Mean while back at the fort, a crowd of artists will create content for the web pages that will be posted for each day, that will be used to represent our radio station's web site.

Then there are the Twitter and Facebook crowds that will orchestrate Twitter and Facebook posts to go along with the daily "radio" broadcast.

The last crowd I'm still trying to figure out how to gather together is the marketing crowd that will figure out how to make all this generate some money.

Want to join in? There's still time. There are still stories to write, songs to plug in, words to speak, words to record, effects to add, graphics to make, tweets to plan, and marketing to do.

Send me an e-mail at doug@agoodtale.com, visit agoodtale.com, find the "Zombie Working Group" on LinkedIn and join me in the crowd, it's going to be great.

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