

Sound Engineer

Sound engineers design systems that use or make sound, like microphones, speakers, or recording equipment.

They use physics to understand how sound energy travels and how to change sounds to make them louder, softer, higher, or lower.



Your Project

A video game designer wants to record a sound effect for a new game, but it is too quiet.

Design an amplifier to make the sound louder so it can be recorded.



Design your amplifier

Write or draw your ideas for how to make the sound louder.



Test your amplifier

Build your design, test it, and change it to make it better. Write or draw about what you try.



Draw your best design



Reflect

How were you like a sound engineer? What skills did you practice?



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