

## **Game Link and Goal Overview**

<http://people.virginia.edu/~kn3f/eyepod/index.html>

## **Audio Files**

AUDIOSPARX - <http://www.audiosparx.com/>

AUDIO PRODUCTION MUSIC LIBRARY - <http://www.audiolicense.net/>

CREATIVE COMMONS AUDIO - <http://creativecommons.org/audio/>

FIFES AND DRUMS - <http://www.fifesanddrums.org/music.html>

FIND SOUNDS - <http://www.findsounds.com/types.html>

GRSITES - <http://www.grsites.com/>

INTERNET ARCHIVE - <http://www.archive.org/index.php>

LIBRARY OF CONGRESS - <http://www.loc.gov/rr/perform/ihas/lcp-home.html>

PARTNERS IN RHYME - <http://www.partnersinrhyme.com/>

RUSSIAN CATHEDRAL BELLS - <http://en.liturgy.ru/zvuk/zvuk.php>

SOUND DOGS - <http://www.sounddogs.com/>

STARFROSCHE - <http://www.partnersinrhyme.com/>

TRADITIONAL GREEK MUSIC -

<http://arcadia.ceid.upatras.gr/arkadia/engversion/culture/music/makris.htm>

UNIQUE TRACKS - <http://www.uniquetracks.com/>

## **Audacity Links**

### **Download the Audacity Software**

<http://audacity.sourceforge.net/>

### **Audacity Tutorials**

<http://audacity.sourceforge.net/help/>

### **Frequently Asked Questions**

<http://audacity.sourceforge.net/help/faq>

\*\* In order to export MP3s with the Audacity Software you'll need one piece of additional software (free as well) called the LAME MP3 Encoder

Learn more about it at this link:

<http://audacity.sourceforge.net/help/faq?s=install&i=lame-mp3>

### **Ideas for Writing Game Clues and mysteries**

Writing Mysteries, Movies, Monster Stories, and More.

By Nancy Bentley and Donna Guthrie

The Millbrook Press, Millbrook, Connecticut

2001

### **An Great Approach to Game Design Theory for Students**

A Theory of Fun for Game Design

By Ralph Koster

### **Hosting Options for audio files**

Blogger: <https://www.blogger.com/>

Google Pages: <http://pages.google.com/-/about.html>