

Appendix A

AUDIOBOOK LEXICON

ABRIDGED. Original work edited by a professional abridger, with the goal of staying true to the spirit and content of a book.

ACCENT. Of a specific nationality or region, e.g., German or midwestern, or a socioeconomic class.

ACTUALITY AUDIO. Section of audio from another source (e.g., interviews, animal sounds) added to the original studio recording.

AMBIENCE. Sound quality that comes from the recording studio environment rather than directly from the sound source.

ATTRIBUTIVES. Identifying phrases such as “he said” and “she whispered.”

AUDIO CUE MISMATCH. Audio mismatch with the source visual or text; a sound effect or added music that does not match the text, or in readalongs, match the illustration.

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AUDIOBOOK ORIGINAL. An audiobook with no print or e-book counterpart, or a title that is available in audio prior to print or e-book publication.

BONUS MATERIAL. Extras added to an audiobook or items from the print title that may be on audio, such as a time line, a glossary, or an author interview.

BOOK APP. An interactive digital book that is accessed on a device such as a tablet computer or mobile phone and may include synchronized text, animations, audio, and more.

BREAK POINT. A logical and appropriate stopping point of audio medium segments or other break in the audio production.

BREATHY. A quality of mouth sound; sharp or odd breaths by a narrator; an audible breath at a sentence break.

BRIGHT. A sound quality that is clear and sharp.

CADENCE. Rhythm of speech, created through modulation and inflection.

CHOPPY EDIT. A noticeable or abrupt editing of sound.

CLAM SHELL. A hard case designed for multiple circulations and used for library and school editions of physical audiobooks.

CLARITY OF NARRATION. Clear and understandable reading; diction.

CLARITY OF PRODUCTION. Recording clarity; clean sound throughout a recording, not muddy or muted.

CLIPPED EDIT. The end of a word cut off in audio editing.

CONSISTENCY. A narrator maintaining energy and character voicings throughout a recording, even if narration was recorded at different times.

CONTEXT OF LINE. Maintaining meaning of text through expression and emphasis.

CONTINUOUS RECORD. A narration recorded in extended segments without interruption, as opposed to *punch-in* edits.

COVER ART. The art on an audiobook's packaging. The audiobook may match the hardcover or paperback print item's cover art, or may be entirely different.

CULTURAL AUTHENTICITY. Matching the reader and the culture of a character so that accents or dialects are authentic, not stereotyped. May also include authentic music.

DIALECT. Of a specific group of people; e.g., Appalachian.

DIGITAL DISTORTION. A cracking or blurry sound when volume exceeds the upper digital range.

DIGITAL DOWNLOAD. An audiobook available as a digital file, accessed and downloaded directly to a computer or playback device, needing no delivery medium.

DIGITAL-ONLY. An audiobook distributed by a publisher solely as a download.

DIRECT-TO-CONSUMER DIGITAL. A digital audiobook that needs no distribution media (such as MP3, CD, preloaded digital player) and is accessed by a playback device.

DIRECTOR. A person hired to direct the talent in the studio during an audiobook recording.

DISTRIBUTION MEDIA. A method of delivering audio (MP3, CD) that requires another playback device, such as a CD player.

DOWNLOAD SERVICE VENDOR. An arrangement of an individual or library system to purchase licensed audiobooks from an Internet retailer; e.g., Audible, OverDrive.

DRAMATIC DYNAMIC RANGE. A controlled range of volume, with emotion shown through energy and not resulting in uneven sound levels.

DRAMATIZATION. An adaptation, usually multivoiced, often with sound effects, music, and interaction; often called *audio drama* or *radio theater*. Not synonymous with *multivoiced*.

DRM. Abbreviation for *digital rights management*, technologies used by publishers or distributors that control access or usage of digital audio.

DRY MOUTH. A clicking mouth sound.

EMOTION. The degree to which the emotional content of text is expressed, explicating the meaning of text through the voice.

ENERGY. A quality of the narrator's reading that engenders listener engagement.

ENHANCED PRODUCT. Material added to an audiobook package, such as illustrations, games, computer files, or video; see also *value-added*.

EQUALIZATION. A pleasant and nonfatiguing tonal quality over the full range of audio spectrum of the audio format.

EXECUTIVE PRODUCER. A person employed by an audio publisher who oversees the total audiobook production and funding.

EXPRESSION. The overall performance quality; the range a narrator uses that engenders listener engagement.

EXTRAS. Forewords, afterwords, glossaries, dedications, photo captions or notes, and miscellaneous words that appear in picture book illustrations.

FADE IN, FADE OUT. Bringing music or a sound effect in or out of the recording, gradually or steeply; also known as *ramping* a sound in or out.

FLAT. Narration that seems dull, unemotional, monotone.

FORMATTING. Editing a recording to fit on cassette (104 minutes), CD (80 minutes), or MP3 (12-plus hours).

FULL-CAST NARRATION. Multiple narrators performing as individual characters during an ensemble reading.

FULLY VOICED. A single narrator using a range of multiple character differentiations and voicings in a solo performance.

GLUEY. A sticky mouth sound.

HARDWARE. The physical device that is used to access an audio medium.

HISS. Audible background noise; unwarranted high-frequency noise.

HOLLOW. A sound quality that echoes or lacks depth.

HOT. An audio quality that is too loud or intense.

ID3 TAGS. Metadata that allows a CD or digital audio player to display the track and title information.

INCIDENTAL MUSIC. Music at the beginning, end, or other point in a production.

INDEX POINTS/TRACK POINTS. Invisible markings that allow the listener to jump to points on audio file. May vary in length, depending on producer.

INFLECTION. Overall performance quality, rise, and fall of the voice pitch used for expression.

INTRO. The part of a recording where the title, author, and narrator are identified.

JUCY. A wet mouth sound; saliva noise.

LICENSED AUDIOBOOK. Audiobook available for legal purchase through authorized distributor by arrangement with the producer.

LIFELESS. Sound quality that does not engage the listener, dry.

LINER NOTES. Text or visual material describing the production. May be printed on a sleeve or wrap, or available digitally.

LIP SMACKS. A type of mouth sound.

LISTENER ENGAGEMENT. The involvement of the listener in the production.

MEDIUM. A means that provides transmission or storage of information.

MISSING TEXT. An error where text from the source is missing in the finished audio production.

MIX. Combining distinct tracks or audio segments into a unified production.

MOOD. The emotional ambience of the audio, created by the narrator's voice, music, and sound effects.

MOUTH CLICK. A type of mouth sound.

MP3. An audio encoding format that compresses data, used for downloaded audiobooks and for MP3s that hold more than eighty minutes.

MUDDY. A sound quality where the audio is muffled or indistinct, usually due to an excess of bass energy or missing mid to high frequencies.

MULTIVOICED PRODUCTION. An audiobook with more than one narrator, but not necessarily an actor for each character, nor recorded as an ensemble at the same time.

MUSHY. A vocal quality with a lack of precision in diction.

MUSIC CUE/TAG. Music used to note a scene change, identify a character, depict a mood, reference a time period, or accent some other aspect of production.

MUSIC LIBRARY. Stock music licensed from a vendor, used in the audiobook production.

MUSICAL BED. Music heard under the narration throughout portions or large parts of the audiobook.

MUSICAL INTRO. The music at beginning of a production.

MUSICAL OUTRO. The music at end of a production.

NARRATOR. A person who delivers the content of the audiobook.

NARRATOR MATCH. The casting of a narrator who suits the character's age and gender as well as the book's time period, setting, and mood.

NOISE-GATING. An abrupt edit resulting in clipped words or silence between words.

OFF-MIC. Sound when the narrator is recorded away from the microphone or the narrator's mouth turns away from the microphone.

ORIGINAL MUSIC. A musical score that is composed expressly for the audiobook production.

OUT-OF-SYNC. Mismatched sound and visual of an audiobook, when the narrator's voice doesn't track with the text in a production such as a readalong picture book.

OUTRO. Information at end of a production. May contain the program title, the narrator, the author, publisher information, and copyright notice.

PACING OF NARRATION. The rate at which the narrator reads; may be too fast or too slow.

PACING OF PRODUCTION. A passage paced correctly for the dramatic arc of a story.

PAGE RATE. How long it takes a narrator to complete a page of text. Also known as *pickup* and *reader acquisition rate*.

PAGE TURN/PAPER NOISE. Studio noise.

PARTIALLY VOICED. A single narrator primarily using a *straight read* with a few major character differentiations.

PEAKY. A sound quality that is too high in volume or energy level.

PITCH RANGE. A high or low range of sound.

PLAYBACK DEVICE. Hardware, such as an iPod, a cell phone, or a CD player, that allows the playback of distribution media (cassette tape, CD) or digital files (MP3, WMA).

PLOSIVE OR WIND POP. A noticeable microphone noise or mouth pop sound, typically formed by *pp*, *tt*, and *ff* sounds.

PODIOBOOK. A serialized, unpublished book available via the Internet directly from the author as an audio podcast, usually for free.

PRELOADED AUDIO PLAYBACK DEVICE. A hardware device that is preloaded with a digital audiobook; self-contained, e.g., a Playaway.

PRESENCE. A sound quality that feels authentic or actual, as if the listener is present in the action of the story.

PRODUCER. A person hired by the executive producer who hires talent, books studio time, and handles financial details.

PROSODY. Vocal melody and tonal inflection.

PUBLIC DOMAIN. Content not restricted by copyright. Such audiobooks may be recorded by volunteers and distributed through Librivox or an audiobook publisher.

PUNCH-IN, PUNCH AND ROLL. Narration edited as it is recorded, requiring a stop-and-start interruption to the reading, as opposed to a *continuous record*.

READALONG. An audiobook meant to be listened to while following along with a picture book's text and illustrations.

READER ENGAGEMENT. The perception that the narrator is actively involved in the production.

REPEATED SENTENCE/WORD. A production error where poor editing results in repeated content.

RICH. Recording clarity; clean sound throughout an audiobook, not muddy or muted.

SEQUENCE ANNOUNCEMENT. A vocal prompt at the end of a CD, cassette, or audio portion; also known as a *tag line*.

SIBILANT. The distortion or overload of sound resulting in an over-emphasis of *sss*, *fff*, and *ch* sounds.

SILENT INTERVAL. Silence, such as the space between chapters.

SIMULTANEOUS RELEASE. A release date of an audiobook at the same time as the print book release.

SLEEVE. The packaging material that holds printed information or CDs.

SOUND EFFECT. A sound used to establish action, time, place, or mood; an added audio effect that is referenced in the text or illustrations, often found in readalongs.

SOUND LEVEL. The overall volume of a recording—ideally consistent, not variable or uneven.

SOUNDSCAPE. The total sound environment; the created audible world of the audiobook.

SPECIAL OR BONUS FEATURE. Any author interview or other audio material not found in the original text; also known as *value added*.

SPOKEN WORD PERFORMANCE. An audio presentation that is a recording of a seminar, lecture, or comedy routine, for example.

STRAIGHT READ. A narrator reading in his or her natural voice.

STREAMING AUDIO. A digital audiobook playback over a live Internet connection.

STRESS. A narrator's emphasizing a word or syllable. *Stress* on a particular syllable or word results in changed meaning.

STUDIO NOISE. The noise made by clothing, jewelry, page turns, body movements, and other extraneous sound that is captured in the recording.

TAG LINE. A comment at the beginning or end of an audio segment, such as "End of side two. Please insert . . ."

TAIL. The end of a production.

TALENT. A person hired to read; may be an actor, author, professional narrator, or celebrity.

TALKING BOOK PROGRAM. The audiobook service provided by the National Library Services to the Blind and Physically Handicapped.

TEXT-TO-SPEECH SOFTWARE. A computer program that allows software to create an artificial voice that translates text directly into a digital file.

THIN. A sound quality that strains the ear or is difficult to hear.

THROAT SWALLOW. A body noise.

TINNY. A sound quality that is artificial or electronic, or lacks low frequency.

TOC FILE. Abbreviation for *table of contents* file—metadata that ensures that sound files play the audiobook in correct sequence.

TOP. The beginning of an audiobook.

TRACK POINT/INDEX POINT. An invisible marking that allows the listener to jump to a point on an audio file; may vary in length, depending on the producer.

TUMMY RUMBLE. A body noise.

UNABRIDGED. A complete, unaltered work.

UNDERScore. The music under a narration.

UNVOICED. A single narrator performing a *straight read* in his or her natural voice with no characterization.

UPCUT. A choppy, noticeable, or abrupt editing of sound at the beginning of a word.

VALUE-ADDED. Extras added to audio title, such as visual content or an author interview.

VOCABLE. A nonword sound that evokes meaning, such as a click, grunt, or sigh.

VOICE ACTOR. A professional narrator.

WALL OF PERFORMANCE. A barrier that may be apparent to a listener who is aware of the voice actor's performance, or one that may be removed by a skilled narrator.

WIDOWS AND ORPHANS. A sentence (*widow*) or text fragment (*orphan*) split by an audio production side, CD, or segment change.

WOOFING THE MICROPHONE. Narrating that causes pops or plosives.

WORD COUNT. Used to estimate recording length. The typical narrator reads approximately 154 words per minute, or 9,200 words per hour.

WRAP. The paper with production information that slips in the outer packaging of an audiobook.