RECORDING WITH SMARTPHONES

IMPORTANT NOTE: After listening to your test recording, but *before* you start your final recording, unplug any headphones from the phone. This is to ensure that you're using the phone's built-in microphone to record, rather than the built-in mic on some headphones.

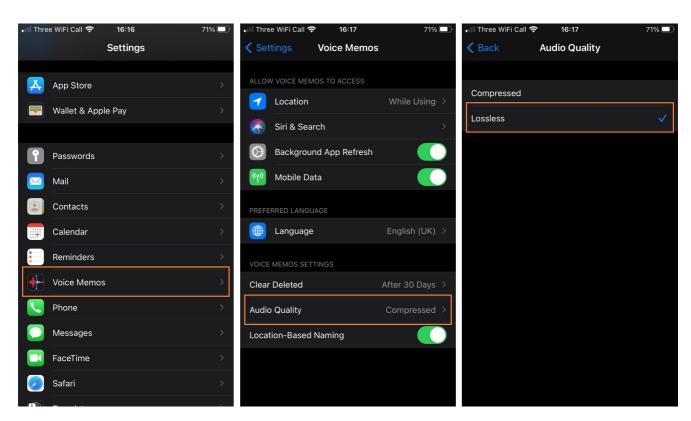
IPHONE

To record in lossless, i.e., highest quality available, use the Voice Memos app.

→ STEP 1: SET RECORDING QUALITY

To make sure you're recording in lossless, go to: 'Settings' > 'Voice Memos' > 'Audio Quality' > change from 'Compressed' to 'Lossless'.

→ NB: This will take up more storage space on your iPhone, but give you a higher quality recording.



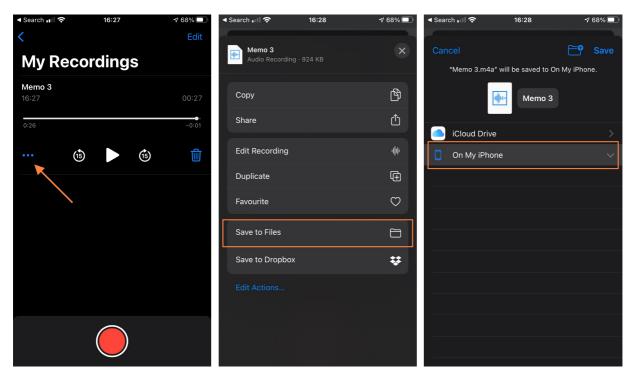
→ STEP 2: START RECORDING

Hit the red button to start and stop recording.

→ STEP 3: SAVE YOUR RECORDING

Save your recording by clicking the more options icon (the three dots to the bottom left of your recording) > 'Save to Files' > 'On My iPhone' > 'Save'.

→ NB: You don't necessarily need to select a specific location for your recording, just select 'On My iPhone' and then 'Save', and the file will be stored in your 'Recent Files' folder. You can also select 'Share', to upload your file to a file-sharing service of your choice.



ANDROID

You'll need to first download a free app for recording. We suggest using the Easy Voice Recorder app, and recording as a .wav file.

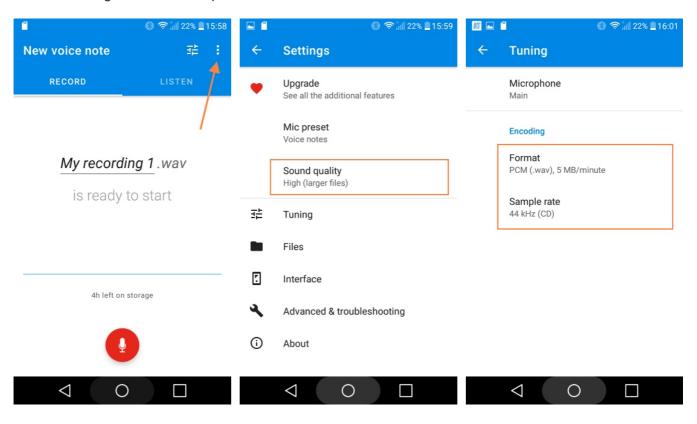
→ STEP 1: SET-UP RECORDING QUALITY

In the Easy Voice Recorder app, go to 'Settings' (click the three dots in the top right)

→ 'Sound Quality' > select 'High'

Go back to 'Settings':

→ 'Tuning' > select 'Sample Rate 44khz'

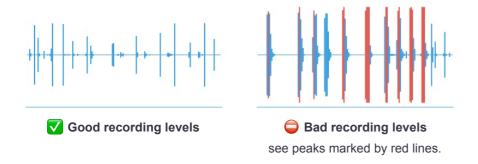


→ STEP 2: START RECORDING

Hit the red button to start recording.

→ STEP 3: CHECKING LEVELS

Watch out for distortion whilst recording your test recording.



→ STEP 4: SAVE YOUR RECORDING AS A WAV FILE

Stop recording. Go the the 'Listen' section to access your recording.

- → Click the options icon (the three dots to the right of your recording) > 'Share' > 'Skip compression'
- → NB: this will keep the file in .wav format, rather than converting to .mp3

