Our Critiques are based off of the STAA Pyramid. Our process involves giving the clip one passive listen while washing the dishes, cooking dinner, or doing something else like an average listener. What is your first impression:

The Basics:

Next, a deep dive into the audio. Take notes that include how many times they said the damn score, whether the ball is being pinpointed, and whether the picture is being painted descriptively.

Storytelling:

Is the game being advanced as a story as opposed to a linear narrative? Please include examples.

Who is important? Are characters being developed inside the story. Please include examples.

Advanced:

Are they recapping the action? Examples.

Is the voice being used as an instrument. Are inflections, volume, and intensity being used appropriately? Examples.

Is the broadcaster showing the proper amount of energy for the moment? Examples.

Are they doing the basics: rank 1-5 with 5 being great and 1 being poor.

Are they telling a story and building characters: rank 1-5 with 5 being great and 1 being poor.

Advanced techniques including using voice as an instrument, recapping, and using energy: rank 1-5 with 5 being great and 1 being poor.