• **Recording/Audio Engineer**: A person who works to help make a recording or live performance, balancing and adjusting sound sources

• **Audio Interface**: A piece of technology that turns instrument and microphone signals into electricity that your computer can understand

• **Compressor**: A tool that helps control the softest and loudest parts of a song so that they don’t overpower each other.

• **Dynamics**: How loud or how soft something is in a song.

• **Control Board/Mixing Console**: A tool used in sound recording that takes an instrument sound and turns it into information that your computer can understand.

• **Input**: The place where your device (instrument, control board, computer, etc) receives a sound signal

• **Output**: Takes the signal out of the device and into another input such as a speaker, amplifier, computer, etc

• **Analog**: What they hear is what they record! An analog signal is real/organic

• **Digital**: Digital signals capture binary code - meaning it’s an instrument generated by your computer. Digital signals *sample* analog signals.
