



Digital Folklore

BONUS. Season 2 Episode 2.05

After the Episode Discussion with Perry & Mason

<https://digitalfolklore.fm>

[Intro Clip] Welcome. You've got... *Digital Folklore*. [Intro Clip]

Perry Carpenter:

Hi, I am Perry Carpenter.

Mason Amadeus:

And I'm Mason Amadeus.

Perry Carpenter:

This is the Digital Folklore podcast After the Episode, so that means you listen to this after you've listened to episode two of season two because you'll be confused or have things spoiled.

Mason Amadeus:

The other thing I realized though, is when we post them at the same time, this one shows up above the other one.

Perry Carpenter:

It does, but it should be labeled as bonus.

Mason Amadeus:

Yeah. Which is true. It's so hard to figure out how it's going to land in different pod catchers.

Perry Carpenter:

Yeah, one I saw it doesn't even categorize in the same thing. It just falls below everything else, so you have to go look for it. So it is somewhere within whatever pod catcher you prefer. It might be above. It might be below. It might be beside, it might not replicate. It's somewhere, but don't listen to this until you've listened to episode two of season two, because fun things are afoot.

Mason Amadeus:

Yes.



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Perry Carpenter:

What is a foot Mason?

Mason Amadeus:

What is a foot is? Well, a lot. I suppose.

Perry Carpenter:

It's an appendage at the end of a leg.

Mason Amadeus:

I realized I started speaking before I realized I could make that joke, and then I was trying to see how I could walk back to it, but I couldn't. It didn't have legs to put a foot on. So to see episode two, a lot less ambitious in terms of sound design, partly by accident, but partly by design, because my approach always has been, although I want to expand it more, is very diegetic. All the sound is supposed to originate in the scene. I'm picturing a visual thing and then just putting in all the sounds you would hear if it was filmed on location and there wasn't a lot of room for the sort of illustrative creative sound design, which is putting music under talking or weird buildups stuff that doesn't originate in the scene. So it's pretty simple sounding at least. There's still, there's stuff going on under the hood, but it's the boring simple stuff.

Perry Carpenter:

There's a little bit more Digby in this episode though, right?

Mason Amadeus:

Yeah, trying really hard in writing it to make Digby more of a valuable member of the team because there was a charm, right? To a person who's on the show who cannot speak, and you can assign any emotion, motive, and personality you want when Digby is a raccoon that doesn't have language. We gave Digby language and now we need to give Digby personality, and I want to try and flesh out more about him, his lore, what he's like.

Perry Carpenter:



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Yeah. Well, you have to ascribe more purpose too because you're given more virtual screen time, more purpose and more value other than just being there and being cute pitter patters and something off camera that people can make stuff up with. We also learned that Digby wants to be able to use foul language but can't for whatever reason. So what's the thought there?

Mason Amadeus:

Well, I mean, the thought was that it would be funny, but in the true fashion of everything that we seem to do that is going to tie into a bunch of other stuff that ends up happening.

Perry Carpenter:

And we want to make it a family friendly show. So Digby won't just let it fly. Digby may want to, but it's going to get cut off.

Mason Amadeus:

Of all the recurring characters, Digby is the most likely to swear like a sailor, so it's funny if he literally is unable to.

Perry Carpenter:

Yeah, I think the frustration. Digby's life is actually pretty hard. I mean, he's been taken into this. I mean, not only does he live with you in whatever situation he finds himself in and is relegated to eating whatever scraps you have laying around, but then gets sent to Yvette, experimented on for a while, comes back having the gift of language, but not necessarily knowing what to do with all of that. Being able to Google things, but having complete unfettered access to the internet in your brain isn't necessarily always a good thing, right.

Mason Amadeus:

Which we'll see more of as the season progresses. What does it mean if you have internet access in your brain? If you didn't catch the after credit scene from this episode, I suggest giving that a careful little listen.

I had a lot of fun writing this one I think even if the sound design isn't the fun part, I stuck a lot of tiny little tidbits in this one that I hope ring well for other people because for the first time I was trying to



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write what you know. People always say that, and so what I know is this specific corner of the internet and a lot of unrelated random facts, so squeezing those in. All the references in the beginning as we throwing the ball around, I was a massive Homestar runner fan, so to be able to throw that in Neopets and Webkinz, my little sisters were obsessed with. I was obsessed with New Grounds. Club Penguin was a whole thing. I don't know if these will necessarily hit for everybody, but I think for the people that it will hit, they're going to appreciate it.

Perry Carpenter:

My kids were huge Club Penguin fans, and when Flash got taken out of the thing, actually, I think before Flash was retired, Club Penguin went away, and then they found somebody who had made a replica of it and put it on another site, and then I think they also went to archive.org and pulled it up. So there was a lot of people out there that had a love for these old sites that are now deprecated, that are finding ways to resurrect them, which is its own bit of folklore.

Mason Amadeus:

Well, and I actually did a bit of a deep dive on, well, a bunch of the little tiny factoids ended up in this. One of them was Club Penguin. It did get shut down. There was all flipping the iceberg thing, which is kind of a cool, I wanted to work it in, ended up cutting it from the final version of the script. But in Club Penguin, there was a big iceberg that you could hang out on as one of the zones, and this idea just started with someone and spread that, Hey, if we get enough people to stand on one side of this thing, maybe it'll flip over. And so it was this thing people did for ages, just all cluster on one edge of this iceberg. And one of the final gifts from the developers was they did end up flipping it over for them, which was really cool.

But then the story gets sad because it all ends in greed. Club Penguin shuts down, replicas start popping up. People even remade it without using the original assets, and Disney went after them like wild, took them down, not because they want to put it back up, but because they don't want anyone potentially making money off of their IP.

Perry Carpenter:

Oh, now it's just sad.

Mason Amadeus:



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Yeah. Club Penguin is dead long live Club Penguin. Same thing with Limewire, which we talked about, which I used a lot when I was younger. Pretty sure I got a copy of Adobe, or actually at the time, Macromedia Flash from Limewire when I was a kid to make animations to put on new grounds. It was a specific era of the internet that I miss.

Perry Carpenter:

And now everything is new, shiny, NFT, monetizable, fun, right?

Mason Amadeus:

Yeah, dude, when I googled Limewire and I saw what it is now, my heart broke into a thousand pieces. The first Google result, Limewire, the new AI generated NFT marketplace, I wanted to throw up.

Perry Carpenter:

Is it actually owned by some of the same people or did it fully get scrubbed from the internet and then somebody just resurrected the name.

Mason Amadeus:

It's that one, the latter. The people who do it now have nothing to do with the original people. Here's a little fun factoid too. I guess that's just the mood I'm in at the moment. Limewire works on, it's a peer-to-peer network, so there's no centralized server, it's person to person. It runs on the peer-to-peer network infrastructure, Gnutella, G-N-U Tella, which was developed by Justin Frankel, the person who makes Reaper, the audio editing software I use.

He's also the guy who created Winamp and all of the skins for Winamp, and the music visualizer for Winamp. Yeah, Justin for this guy. I fell down this rabbit hole too in the process of writing this episode, he worked for AOL, AOL bought Winamp. After a while it got really big, and so he was working for AOL and he developed Gnutella, and he kept putting that up on the AOL company servers for people to download. And AOL was getting mad. You can't, stop, people are using this for piracy. You have to stop. And they forced him to take it down. They kept slapping his wrists as he was putting up things that people didn't want him to put out. I want to meet and talk to Justin Frankel really bad, the best audio editing program I've ever used in my life. It's incredible. And also all of these other relics of the internet, he somehow had his hands in and I had no idea.



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Perry Carpenter:

Interesting. Well, maybe if he's listening, probably not Justin-

Mason Amadeus:

Probably not.

Perry Carpenter:

Give us a call. Hello, at eighth layer media.com, or if anybody knows Justin or how to get in touch or has an email or is really good at research and stalking people.

Mason Amadeus:

Yeah, let's start a campaign to get me to talk to the guy who made Reaper.

Perry Carpenter:

Definitely. What could go wrong?

Mason Amadeus:

Yeah.

Perry Carpenter:

So tell us, we're in episode two here. This is a 10 episode arc. Where does this fit narratively and who are the guests and what purpose do they serve in this?

Mason Amadeus:

Yeah, so unintentionally, like the first season we talked about, we followed a traveling episode, at home episode, traveling episode, at home episode sort of accidentally did that this time too, where there's kind of more of an at-home episode as far as the purpose that it serves is really just, we had a lot of things that were interesting, but somewhat unrelated, and we wanted to make sure we could share them. We recorded that interview that you and I did with Lauren Shippen and Cherokee Macelli just after we had done the first episode of Digital Folklore. So that audio is aged.



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Perry Carpenter:

It has, yeah.

Mason Amadeus:

But we wanted to make sure we had a good place to work that in. And you had found Cassandra Pfeiffer from, how did you get in touch with Cassandra?

Perry Carpenter:

Cassandra Pfeiffer did a lecture on Mark Norman's folklore podcast lecture series. So Mark, who is the wizard in episode one, runs a number of different folklore related projects. And one of the things that he does is he has these folklore lectures that are not part of the podcast that you can go buy tickets for, you can buy a season pass for. And she had this great lecture on folk groups and the things that divide us and the things that bind us in those groups, and got into a lot of the fun things that we kind of brought back into this interview within this episode as well. So I thought it fit in directly with almost too well with the things that we wanted to explore this episode.

Mason Amadeus:

And you can buy the replays. You can go there now and get...

Perry Carpenter:

Yeah, you can buy the replays. They're insanely affordable as well. I think it's like five bucks maybe. I could be wrong.

Mason Amadeus:

Help Mark cover the costs kind of thing, which is cool.

Perry Carpenter:

Yeah, exactly.

Mason Amadeus:



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The stuff Mark's doing is really cool. We had talked about trying to do a series of diving into different internet communities based on platforms. So let's talk about Tumblr, let's dive into Reddit. But that didn't necessarily take shape because there's not so much, because platforms now are so wide ranging and broad that there are traits of each of them, but that's not as interesting as getting even more specific. But Tumblr was a unique use case. And then talking about that concept overall with Cassandra Pfeiffer, this was just sort of the perfect way to bring those ideas together and get them out there.

Perry Carpenter:

Yeah, I mean, I think if we really wanted to go down the rabbit hole of exploring different online platforms, there's probably a couple ways we could go, but Tumblr was a great entrance into that kind of conversation because it does have this really unique user base that not everybody knows or understands. It attracts certain people. It has a very interesting way of creating community and doubling down on that community and really understanding fan service. So I think that that worked really well.

But if we were to expand that later on, it'd be really fun and interesting to look at Tumblr versus Reddit versus 4chan versus TikTok. Those are widely different in the way that people approach those different platforms because TikTok is a folklore or creation machine essentially. You put up a video, you can stitch onto it, you can respond to it, you can grab the audio, you can put green screens behind everything. So it's made to be interacted with and have this multi-generational format versus something that is participatory in a different way like Tumblr. But when we get to Tumblr, there was this great use case around [inaudible 00:12:15] that really, really made sense for us to explore because it is about a group creating folklore around this thing that they just kind of willed into existence

Mason Amadeus:

All because of this silly tag that was on a pair of boots.

Perry Carpenter:

Exactly.

Mason Amadeus:

Which if we were to do a deep dive about how each platform affects and shapes the folklore that's created on it different ways, I think that would be neat. But I think what happens is that we end up



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covering aspects of that every time we talk about something different. So it bleeds across the things we talk about. So this was a good way to dip into Tumblr. I don't think this is the last we'll hear from Tumblr.

Perry Carpenter:

No, I don't think so. I think Tumblr is the gift that keeps on giving because that's the one that my son showed us this big thread about clown meat at one point, and I think we need to explore stuff like that.

Mason Amadeus:

At the point in production that we are recording this, that may still make it into the episode. You mentioned that a little bit. It's one of the things that's on the edge of like, do we need to cut this for time? So there's a little behind the scenes bit too.

Perry Carpenter:

Interesting. I forgot that I mentioned that in that interview.

Mason Amadeus:

And it was funny. So I'm trying to keep it.

Perry Carpenter:

And I guess from an ethical standpoint, should a delicatessen sell clown meat, if that's available.

Mason Amadeus:

Right.

Perry Carpenter:

Are clowns people too?

Mason Amadeus:

We should have asked Ben Radford about that, who we interviewed for a later episode about clown lore.



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Perry Carpenter:

We should have, but we could probably still get Ben back at some point, or we could get some audio of Ben screaming as he's going through a meat slicer.

Mason Amadeus:

I'll sound design him into a meat grinder. Or we could just send him an email and be like, Ben, what are your thoughts on clown meat? Please respond with an attached MP3.

Perry Carpenter:

He actually did talk about clown meat, but it was an entirely different kind of meat.

Mason Amadeus:

Yeah, he did. I wonder if we'll end up using that or not. Probably for Patreon.

Perry Carpenter:

I don't think so. Yeah, I think for Patreon, that'll make it in. For the normal show that's family friendly, probably not.

Mason Amadeus:

I don't think.

Perry Carpenter:

So much.

Mason Amadeus:

No. But yeah, we're a bit of a ways away from that. You who are listening will be hearing about that on October 16th ish, I believe.

Perry Carpenter:

16th or 30th, I don't remember which one that is.



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Mason Amadeus:

I don't have the sheet in front of me because I had to reinstall Windows because my computer started acting funny. I had a tooth abscess, the main line plumbing in my house backed up into the tub, and then my computer started getting screwy all in the span of the week we released episode one.

Perry Carpenter:

It's a fun episode, and we still got it out.

Mason Amadeus:

Not...

Perry Carpenter:

Mostly on time.

Mason Amadeus:

Close to.

Perry Carpenter:

Close to on time with no major issues, which is an accomplishment.

Mason Amadeus:

Yeah, no, accidentally uploading the wrong file,

Perry Carpenter:

Actually, so Digby and I did get to insult you at the same time, which that was fun.

Mason Amadeus:

That was fun because it was a total ad-lib. In the script it was just that you basically called Digby out to make sure he is going to keep track of it. And then Digby is like, yeah, I'd never missed a chance to make



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Mason look dumb. And then you and Digby went back and forth and you were both just piling on me. And that's very funny.

Perry Carpenter:

Which is also fun because you know the person that plays Digby extremely well, and so that I'm sure that the opportunity to dig on you never goes without it. Never goes by.

Mason Amadeus:

Can never miss that.

Perry Carpenter:

I can't figure out what... Yeah, you could never miss that opportunity.

Mason Amadeus:

I was trying to see if there's any other little tidbits that were true or whatever. There's that Bader Meinhof discussion at the end that just tapers off, which was me stream of consciousness writing at the end there. So yeah, this episode was a little bit scattershot, but identity, community, tying everything in, and it works for being scattershot because you and I don't know what we're going to talk about going into this meme expo, which is going to be a very fun sound design project, going to try and get a lot of little ancillary voice parts and things in there. Some people have reached out about doing voice bits for the show, which is awesome. I'm going to reach out to those folks.

Perry Carpenter:

So if you've reached out and you've not heard back from us yet, it's not because we're intentionally ignoring you, it's because we're trying to get some stuff wrapped up and then coordinate a process for getting back in touch with people as well.

Mason Amadeus:

Yeah, I've been buried, but I have plans for you, all of you who've reached out. It's not going to be any massive roles, but we have, there's going to be a lot of little fun things,



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Perry Carpenter:

And we can, as we go forward, find fun things to do or create fun things to do as well.

Mason Amadeus:

Oh yeah. To be clear, I did say that this episode was scattershot, but that is planned. The whole season's outlined. I felt as though this was a good way to tie narrative into the content we had to present, because it was like, well, we have kind of this scattershot that's sort of related, and then, oh, and this narrative, what if we're throwing ideas around trying to find something? It seemed like a good way to bring those two things together, if that loops you in on the thought process of structuring this show. We have most of the interviews recorded. Well probably half, little over half.

Perry Carpenter:

For the full season for the season?

Mason Amadeus:

Yeah.

Perry Carpenter:

I was going through the outline the other day. At least two thirds of the interviews are already recorded. We have a good number of them. Some folks that, fingers crossed, we still have in the pipeline to get through. A lot of folks we've already contacted. There's some folks that are on our dream list that we want to get done, but I think we've got some alternates that we can go to as well.

Mason Amadeus:

Yeah, actually, it's really just the last three. Well, the very last one we're working on setting up very soon. But eight and nine I think are the only ones we need to get more interviews for.

Perry Carpenter:

And episode 10 looks like it's going to be a really fun crossover episode, collaboration episode with another podcast if all that comes together.



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Mason Amadeus:

Yes. That's going to be so good. I'm really excited for that.

Perry Carpenter:

Which does look like that's going to come together because we were just emailing back and forth about that.

Mason Amadeus:

This morning. Yeah.

Perry Carpenter:

Yeah, this morning. So fingers crossed everybody's timelines work, and that'll be a really fun project that we can tell people about soon. Or when it releases.

Mason Amadeus:

We'll have to see what happens, have to play that, but I wonder when they're going to do their part.

Perry Carpenter:

We can talk about that when we know more about more.

Mason Amadeus:

Also something in these after episodes in the future. I don't have any for this one. I don't think I will have any for this episode, but there's a lot of times where there's questions or things that will get left to the very last stage of getting cut. So they'll get isolated and cleaned up and ready to go and then get taken out because of time or flow. And I feel like these after episodes would be a good spot to put those.

Perry Carpenter:

Yeah. If not, and we don't put it in an after episode, then we can throw it on Patreon or something like that so that we can make sure that we get those out there.



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Mason Amadeus:

Yeah.

Perry Carpenter:

If you've already done all the work on exerting them and cleaning them up, and we'll find a way to reuse them.

Mason Amadeus:

Find somewhere to stick them.

Perry Carpenter:

Not related to the episode, but on Spotify, there was a great comment that we got from a listener. I'll read that out too.

Mason Amadeus:

Yes.

Perry Carpenter:

Because these kind of things are super encouraging and Spotify's a platform that allows people to interact directly with the episodes now. So it's really cool to see some of that come in organically from people that we don't know personally. And it says, I may not be the target audience, but this has rapidly become one of my favorite shows. It's like a wacky crossover of Our Fake History, and Welcome to Nightvale. I love the variety of content. And being compared to those shows at that level is really, really cool.

Mason Amadeus:

Yeah, no, that's awesome. I am so happy about that. I don't know what higher bar we could aim for.

Perry Carpenter:

I know.



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Mason Amadeus:

That's pretty much it. Yes, please. I'm kind of thinking, I'm trying to make sure that I can tuck that away in my head as when people ask me what the show is.

Perry Carpenter:

A lot of people jumped on Discord recently.

Mason Amadeus:

Yeah, a bunch of people have-

Perry Carpenter:

That's cool.

Mason Amadeus:

-joined the server. I need to get in there more to chat. I've just been trying to buckle down on the production side.

Perry Carpenter:

You've been dealing with plumbing and teeth. Oh, speaking of plumbing and teeth, we've mentioned this a couple of times, but I don't think we've linked it in show notes yet. So we'll link the first thing that Mason and I worked on together, which was a Pod Cube episode that we did for an eighth layer inside episode where I was interviewing Brian Brushwood, who has a show called The World's Greatest Con, and we wanted to do something fun for that. So Mason has a great show called Pod Cube that he does with his friends, Jordan and Tucker. And this would be, if you've not listened to Pod Cube yet, this would be a fun gateway episode to listen to as you get into Pod Cube.

Mason Amadeus:

It's one of my top favorite. Someday, we'll make a highlight reel of Pod Cube.

Perry Carpenter:



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My favorite one is the Flower Shop episode.

Mason Amadeus:

The florist one?

Perry Carpenter:

Yeah.

Mason Amadeus:

That's funny. That one was like the Gateway one, I think for a lot of folks. That's also one I like, but the Zuckerberg baby teeth heist was just tops. Large Water Number, which still, I wish we had thought of a better punny name for playing off Oceans 11 besides Large Water Number. But hey, yeah, that'll be fun. I can throw a link to that in the show notes.

Perry Carpenter:

Put a link to that in the show notes, and put a link to the Brian Brushwood Eight Player Insights episode. That way people get both of those bits of context.

Mason Amadeus:

Yeah, because that was also a great episode, talking with Brian Brushwood. He's an interesting guy.

Perry Carpenter:

Yeah, I think that's it.

Mason Amadeus:

Yeah. We hit a fair amount of stuff, but yeah, episode three is on the way in another two weeks.

Perry Carpenter:

Who does episode three have? Do you have that off the top of your head?



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Mason Amadeus:

I actually have the outline pulled up, so I can tell you right now. Yeah. Episode three has Christina Downs and Josh Chapdelaine. It's us at the Meme Expo. Right.

Perry Carpenter:

Christina Downs is a folklore out of Texas. Josh actually works at an organization called Digital Void, which you should definitely check out if you get a chance. They run their own conferences. They have a podcast that talks about a lot of digital culture as well. So definitely worth a look there.

Mason Amadeus:

They have video series. Video... What's the plural of series? Is it series?

Perry Carpenter:

Series of videos?

Mason Amadeus:

Yeah. Well, multiple series.

Perry Carpenter:

Series. I think Apple might take them to court over that.

Mason Amadeus:

Yeah, Digital Void is awesome. The stuff they do is awesome, and I want to get to one of their live meetups at some point. The meme in the moment is fun.

Perry Carpenter:

Exactly. We talked about that. They run those out of, I think, comedy clubs, which is really fun.

Mason Amadeus:



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There's a lot of crossover between them and us in terms of tone and vibe. I think you'll like them, and once you meet Josh in next episode, I think you'll really like them. And Christina's amazing too, head of the Texas Folklore Society.

Perry Carpenter:

Christina has a podcast that she's not doing anymore, but you should go check it out, anyway, the episodes are really good. It's called Crime Lore, and she goes through a lot of true crime stuff, but looks at the folkloric aspects of those.

Mason Amadeus:

Crime lore.

Perry Carpenter:

Crime Lore.

Mason Amadeus:

It's got a great name too.

Perry Carpenter:

Well, we've mentioned a couple podcasts as part of this. Are there any other podcasts related or adjacent or sound design ish that you would want to recommend that people that like our show should check out? Mason doesn't like podcasts.

Mason Amadeus:

It's not that I don't like podcasts. It's that now that I don't drive for work, I just have no chance to listen. And I'm editing audio pretty much all day or working adjacent to audio, so it's not like I can listen while I work. So I actually haven't listened to very many podcasts. The one I've been hooked on lately is 13, which is Brook's podcast, the Voice of Digby, which is like this eerie, spooky stories.

Perry Carpenter:

13 is so good.



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Mason Amadeus:

It's really good. Their sound designer and composer are the same person, Caleb Richie. He's off the charts and it's got such a unique slow burn vibe. It's very good. I love that. So if you're in the mood for something spooky as we're getting closer to October, 13 is great.

Perry Carpenter:

So there's one other podcast that I would recommend maybe every now and then we can recommend a few other shows too. But if you're into folklore, there's a podcast called Urban Legends that you should check out by Luke Mordo, and I think he's between seasons right now, but puts out a lot of good in-depth discussion about the history of different bits of urban legends, but then wraps them in his own narrative where he'll create a story based on the urban legend. So he'll start with an opening for a story about the urban legend, then go into the middle bit. He'll give the history and a lot of investigative journalism around that. And then he.

'll close out the story at the end. Similar to that, there's another podcast called Freaky Folklore from Carmen Carion on the Erie Cast Network. And she has a similar take on that. She'll start with a narrative, a bit that she's created on her own that's story-driven. Then go into a lot of the history around the folklore, and then close out that narrative at the end. So two good shows that if you like this blend of real stuff and narrative that you'll like one or both of those shows.

Mason Amadeus:

Yeah, those both sound wicked cool.

Perry Carpenter:

Yeah. Both driven by people that obviously really love the subject and have a good creative streak as well.

Mason Amadeus:

Yeah. I'm going to have to check those out. I just need to deep clean the house and have a little podcast binge day.

Perry Carpenter:



Digital Folklore

BONUS. Season 2 Episode 2.05

After the Episode Discussion with Perry & Mason

<https://digitalfolklore.fm>

Yeah, you do. You need something to simulate the driving action that you... You've lost your drive.

Mason Amadeus:

I've lost my drive. I literally have.

Perry Carpenter:

You've lost your podcast drive.

Mason Amadeus:

Oh, but the people outside haven't, and I don't know if that got picked up. Holy smokes. I

Perry Carpenter:

Heard something.

Mason Amadeus:

Yeah.

Perry Carpenter:

All right. Well with that then, now that the outside is encroaching into the inside, I guess we should sign off. So I'm done. How about you?

Mason Amadeus:

I'm done. And this was Digital Folklore.

Perry Carpenter:

Folklore. Folklore.