

Course title: SOUND FOR GAME

Course code: 19016503

Year/term: Year 4/term 1

Credit points: 3

Contact time: 3-hour lecture

Prerequisite:

Course Learning Outcomes (lecture can put the additional outcome by his/herself)

C1. The course provides an in-depth study of the history of sound made for video games. Design of foley sound design for 3D environments, atmospheric music composition and history of game music will be investigated through the course. Students will acquire fundamental programming skills and theoretical background necessary to formulate a clear approach to incorporating programming concepts and practices appropriate to their own creative output. FMOD and its Unity implementation will be taught and the final project will consist of students designing sound for a fully playable game. The students considering taking this class must be interested in electronic music, field recording and game design.

Generic learning outcome (choose the outcome that relate to your teaching activities)

- G1. students are able to communicate and speak well in public
- G2. students are responsible for all assigned work on time
- G3. students are able to work as team.
- G4. students can use their knowledge to analyse, develop and create their own work.
- G5. students have life-long learning skill.
- G6. students has a good skill in English communication, especially, the technical communication relates to sound and acoustic engineering

Learning & Teaching Activities

Teaching activities	Learning outcome	Remarks	Problem (MKO5)	Solution to problem (MKO5)
Lecture	C1, G1, G2, G3, G4, G5, G6	Every week		
Homeworks	C1, G1, G2, G3, G4, G5, G6	Some weeks		

Assessment

Name	%		
Class participation	15		-
Weekly projects	15		-
Midterm exam	30		-
Final project	40		-

Feedback (fill in the activities of giving feedback to the student to make them know the level of their knowledge)

Activities	Remarks	Problem (MKO5)	Solution to problem (MKO5)
Midterm Project Score	Week 7		
Final project score	Week 15		

Time table

Week no.	Lecture topics	Lab topics
1	Introduction to sound in games 1: Technology and the developments	-
2	Introduction to sound in games 2: Types of sounds and important works	-
3	Multitrack events	-
4	Foley recording	-
5	Foley design	-
6	Time and event based sound design	-
7	Compositions for games 1: Orchestration for game's flow	-
8	Compositions for games 2: Character sounds, voice-over, character based music composition	-
9	Midterm project presentations	-
10	3D Environment	-
11	Implementation of sounds into games	-
12	Implementation of environmental and character sound	-
13	Mixing for games	-
14	Individual meetings to help with final projects	-
15	Final project	-