

Salt Lake Community College
Department of Performing Arts
MUSC 2570 – Game Audio Design
Spring 2024

Fridays 10:00 – 12:50

Instructor: Instructor Name

E-mail: Instructor Email

Office Hours: By appointment

Recommended Text:

Game Audio Development; Aaron Marks, Jeannie Novak, 2008; Cengage Learning; **ISBN-10:** 1428318062

Course Description:

Prerequisite MUSC 1515; Game Audio Design introduces students to the field of sound design for games and interactive media. Students will develop skills in creation of game audio assets and the use of middle-ware programs used in the video game industry that allow for the inclusion of assets within a game engine.

Course Objectives:

- Students will identify key technological advances and cultural changes that have led to the current state game design and of audio design for games.
- Students will identify how the members of an overall game development team work together and identify the duties of each member of the sound development team and how those members jobs relate to each other.
- Students will demonstrate their ability to create sound assets that meet strict specifications while working under deadline pressure.
- Students will demonstrate appropriate uses of different sound editing, sample editing and DAW software packages to create sound effects assets and integrate those assets into a

complete sound set using current, industry standard, middleware technology such as Wwise and/or Fmod Designer.

- Students will integrate interactive music assets into a complete music package using appropriate sound editing software and industry standard middleware such as Wwise and/or Fmod Designer
- Students will generate concatenated speech assets and integrate them into a complete commentary scheme using sound editing software and industry standard middleware such as Wwise and/or Fmod Designer.

Grading Criteria

Attendance and participation 35%

Tests and Quizzes 15%

There will be a mid-term test and chapter quizzes given during the semester

Presentations 15%

Each student will prepare a 15-minute presentation and lead a discussion on sound in games, sound design in an historic video or computer game, or the sound design of a contemporary game of their choice. These may be games designed for play on any platform (console, personal computer, tablet, phone, standalone device, etc.).

Production Assignments 35%

Students will be graded on their creation of game audio assets based on rubrics that will be provided with each assignment.

Game Play discussion will take place on Discord. Instructions on how to join the class Discord channel will be given the first day of classes.

Grading

93-100% = A 90-92% = A-

87-89% = B+ 83-86% = B 80-82% = B-

77-79% = C+ 73-76% = C 70-72% = C-

67-69% = D+ 63-66% = D 60-62% = D-

59% or less = E

Assignments, quizzes, and exams will be used to assess student progress in each of the course objectives. Students will be required to submit completed assignments on time as deadlines are a key element of the game development industry. Assignments will be graded based on a departmentally approved rubric which will be made available to the students at the beginning of the semester. There will be a mid-term exam and a final exam given in this course.

POLICY ON ATTENDANCE AND ASSIGNMENTS:

Attendance is expected for all class sessions. If you are unable to attend a class for any reason, please contact the instructor in advance. Students who regularly miss class will fall behind and miss critical information and production opportunities relative to assignments. All assignments are due on time; exceptions to this rule will be rare.

Course Sequence

Jan 12	Intro to game audio
Jan 19	Functions of game audio; history; current state and the future of game audio
Jan 26	The Game Dev Team; the Audio Team;
Feb 2	Basic tools, equipment and skills Function of sound effects; placement of sound effects

Feb 9	Creating game sound effects and the art of sound design;	Assignment 1 Due
Feb 16	building asset libraries using middleware tools; Wwise and FMOD Designer	Assignment 2 Due
Feb 23	Function of game music; creating atmosphere and emotional tension	Assignment 3 Due
Mar 1	Creating game music; technical considerations	
Mar 8	Spring Break - NO CLASS	
Mar 15	Sound FX recording session.	
Mar 22	Creating game music libraries; building the interactivity into the game using middleware tools; Wwise and FMOD designer	
Mar 29	game music cont. - Music Recording Session	
Apr 5	Creating game sound effects; practical problem solving	Assignment 4 Due
	Casting and recording voice actors; adding personality to the game characters	
Apr 12	Dialog recording session	
Apr 19	Game VO; dialog, vocal sound fx, non-human characters; concatenation	Assignment 5 Due

Apr 26 **Final Exam Period**

Assignments 6 and 7
Due

Adjustments to this schedule will be made as needed and to meet the needs of the students in the class.

Production Assignments:

1	Kitchen Sound Effects	20
2	Game Design Document	30 points
3	Level Specifications Document	30 points
4	Audio Assets – Sound Effects; Fmod/Wwise project	75 points
5	Audio Assets - Music Cue Mixed and Mastered	50 points
6	Audio Assets – Interactive Music Set; Fmod/Wwise project	75 points
7	Audio Assets – Voice Over/Voice Acting; Fmod/Wwise project	70 points
8	Audio Assets - Contatoned Speech Set; Fmod/Wwise project	50 points

“You get out of your education what you put in, and some things only come with experience, so students should stop waiting for their professors to spoon-feed them everything they need.”

“Go out there, make learning a passion, and learn this stuff!”

-Ian Schreiber, Game Developer