

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	Game Audio
<b>2</b>	<b>Module Credits</b>	20
<b>3</b>	<b>Module Level</b>	6
<b>4</b>	<b>Module Code</b>	DIG6107

<b>5</b>	<b>Module Overview</b>
<p>The Game industry has overtaken the film industry in terms of revenue and audio is an integral part of developing high impact titles. In this module, you will explore the fundamentals of sound design for interactive environments, including sound effects, Foley sound, soundscapes and dialogue. The module will cover the integration of audio into game engines like Unity and middleware such as FMOD, and mixing techniques particular to the gaming industry.</p>	

<b>6</b>	<b>Indicative Content</b>
<p>Apply technologies involved in the creation of sound for interactive audio visual environments including recording equipment (e.g., microphones, location recorders, studio equipment) and software for creating non-linear dynamics in game environments.</p> <p>Employ processes involved in the creation of sound for a range of visual media (e.g., personnel, foley, production sound, temp tracks and capture techniques).</p> <p>Utilise principles of sound for visual media, such as critical analysis of sound capture techniques, genre specific techniques and professional terminology.</p>	

<b>7</b>	<b>Module Learning Outcomes</b>
<b>On successful completion of the module, students will be able to:</b>	
<b>1</b>	Utilise video game production technologies used in the game industry to produce dynamic player-controlled interactivity within game.
<b>2</b>	Assess the role of audio within a multi-stage product development cycle.
<b>3</b>	Propose and develop strategies for the integration of non-linear audio and its control by a game engine.

8 Module Assessment			
Learning Outcome			
	Coursework	Exam	In-Person
1-3			X

9 Breakdown Learning and Teaching Activities	
Learning Activities	Hours
<b>Scheduled Learning (SL)</b> includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	48
<b>Directed Learning (DL)</b> includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	76
<b>Private Study (PS)</b> includes preparation for exams	76
<b>Total Study Hours:</b>	200