Course: Game Audio — credits: 5

Course code	GTVB23ELGA
Name	Game Audio
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	M. Steenhuis
Modes of delivery	Tutorial
Assessments	Game Audio - Other assessment

Learning outcomes

Learning Outcomes

This Elective has five Programme Learning Outcomes

Programme Learning Outcomes

- The student can construct concepts and relates these to relevant theory and the needs of the users. (A3.2)
- The student can construct technical solutions informed by relevant knowledge and theories. (B1.2)
- The student alters and differentiates technical solutions using identified improvements. (B2.2)
- The student alters and differentiates technical solutions using identified improvements. (C1.2)
- The student can plan, implement, monitor and manage process-based projects in a simple, structured context. (E1.2)

Content

A mere few seconds of playing your preferred game without sound will make you appreciate how critical audio is in creating an engaging experience. This elective focuses on the production of sound effects, ambient audio and voice recording using a Digital Audio Workstation (DAW).

In this course, students will master audio manipulation by utilizing a DAW to implement audio theory, recording methods, microphones, sound effects, mixing, and integrating audio into a game engine. The assessment for this class is showcasing audio for a game or trailer, complete with sound effects, ambient audio, (looped) music and voice over, which demonstrates the practical application of the audio theory taught in this course.

Included in programme(s)

Creative Media & Game Technologies
Minor Game Design & Development
CMGT Exchange Minor Game Design & Development

School(s)

School of Communication, Media & IT

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