Course: Game Audio level 3 credits: 5

Course code	GTVB24ELGA3
Name	Game Audio level 3
Study year	2025-2026
ECTS credits	5
Language	English
Coordinator	M. Steenhuis

Modes of delivery	Tutorial
Assessments	Game Audio level 3 - Other assessment

Learning outcomes

Learning Outcomes

For this elective, level 3 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies.

These learning outcomes must be clearly different from level 2 learning outcomes in the judgement of the lecturer of the course and require the approval of the course coordinator.

Content

Game Sound. 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, music 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.

The entry requirement for this elective is that the student has passed level 2 of the elective.

Included in programme(s)

Creative Media & Game Technologies

School(s)

School of Communication, Media & IT

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