Vak: Game Audio — credits: 5

Vakcode	GTVB23ELGA
Naam	Game Audio
Studiejaar	2023-2024
ECTS credits	5
Taal	Engels
Coördinator	P.G.T. Huitema
Werkvormen	Werkcollege
Toetsen	Game Audio - Overige toetsing

Leeruitkomsten

Learning Outcomes

This Elective has five Programme Learning Outcomes

Programme Learning Outcomes

B2: the student alters and differentiates technical solutions using identified improvements

B3: the student compares and selects appropriate technical solutions to satisfy complex problems. C3: the student elaborates digital prototypes using appropriate methods and techniques.

D1: the student can apply appropriate evaluation methods to identify improvements.

F2: the student can experiment with innovative concepts to address complex or complicated situations.

Inhoud

Game audio. It only takes a few seconds of playing your favorite game on mute to realize how important sound is when it comes to creating a captivating experience. This elective is mainly about processing audio and music using a Digital Audio Workstation (DAW).
Students will learn audio manipulation by using a DAW to work with audio theory, recording techniques, microphones, sound effects, mixing and using audio in a game engine. The product for this course is a DAW project of an audio track for a game or trailer with a voice over and music that demonstrates the application of the provided theory of this course.

Opgenomen in opleiding(en)

CMGT Exchange Minor Game Design & Development
Creative Media & Game Technologies
Communication & Multimedia Design, Major Game Design
Minor Game Design & Development

School(s)

Instituut voor Communicatie, Media & IT

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