Vak: Game Audio level 2 — credits: 5

Vakcode	GTVB24ELGA2
Naam	Game Audio level 2
Studiejaar	2025-2026
ECTS credits	5
Taal	Engels
Coördinator	M. Steenhuis
Werkvormen	Werkcollege
Toetsen	Game Audio level 2 - Overige toetsing

Leeruitkomsten

For this elective level 2 students have to write 5 personal learning outcomes that adapt to their level, development needs and the CMGT competencies. The learning outcomes have to be approved by the lecturer of the course.

Inhoud

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.

Opgenomen in opleiding(en)

Creative Media & Game Technologies

School(s)

Instituut voor Communicatie, Media & IT

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