



Module Specification

Summary Information

Module Code	6605STE
Formal Module Title	Game Audio
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 6
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Tutorial	4
Workshop	60

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	To familiarise students with a range of professional tools, working practises and key platforms used in the development of Games and other Adaptive Media, and allow them to gain experience by applying these tools in a practical context.
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Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Plan and manage the process of devising and creating the audio content for a game from conception to final delivery.
MLO2	Create and manage an asset list for a working game build.
MLO3	Design and create audio assets for a working game build.
MLO4	Implement audio assets into a working game build.
MLO5	Mix the in-game audio using established industry tools and practises.

Module Content

Outline Syllabus

- Principles of adaptive audio
- Working with game engines (Unity, Unreal)
- Fundamental principles of coding
- Effective sound design for games and other adaptive media
- Audio implementation
- Working with middleware platforms (Wwise, FMOD)
- Designing and implementing adaptive music
- Mixing in adaptive systems

Module Overview

In this module students will gain an insight into the broader workflows and tools commonly used in the development of games and adaptive media. They will develop their skill and experience by devising, creating, and implementing audio assets using established industry tools and techniques, including specialist sound design and mixing tools.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Portfolio	Project Management Document	30	0	ML01, ML02
Practice	Unity Project Folder	70	0	ML03, ML04, ML05