

Description

This module enables students to:

- Have an introduction to sound perception, including the basics of acoustics and audiovisual analysis.
- Understand the role of Sound Designers in the video game production process.
- Be able to use basic software used in the audiovisual editing process.

The module starts with theory classes and continues with practical and group exercises in sound editing in a recorded video game sequence.

Detailed objectives

- Understand the sound-production stages in an audiovisual project and in video game production.
- Understand the relationship between the Sound Designer and the other members of a game-design team.
- Develop critical abilities.
- Analyse the image/sound relationship.
- Get hands-on with image and sound editing software using processes such as filtering, reverberation, transposition and compression.
- Collaboratively produce an image/sound assembly for a recorded video game sequence.

Assessment methods

Session 1

Evaluation method	Percentage of overall mark
Group or individual production of one or more audio development scenarios on a Reaper-type tool	40%
Individual written examination resulting in a knowledge-assessment mark, resolution of simple problems	60%

Session 2

Evaluation method	Percentage of overall mark
Individual production of one or more audio development scenarios on a Reaper-type tool	40%
Individual written examination resulting in a knowledge-assessment mark, resolution of simple problems	60%