

Course: Game Audio

credits: 5

Course code	GTVB23ELGA
Name	Game Audio
Study year	2026-2027
ECTS credits	5
Language	English
Coordinator	M. Steenhuis

Modes of delivery	Tutorial
Assessments	Game Audio - Other assessment

Learning outcomes**Learning Outcomes**

This Elective has five Course independent learning outcomes

Course independent learning outcomes

- LOL B Level 2 - Analyse a video/game to determine/select the best fitting audio design
- LOL D Level 2 - Implement complex real-time sound effects and mixing that use parameter changes (e.g. Dynamic music systems, audio ducking and or use of side chain), environmental sound)
- LOL D Level 2 - Select, record and edit high quality sounds effects
- LOL E Level 2 - Effective use of (stereo) mixing and audio effects like EQ, compression, reverb and delay enhancing the overall sounds quality
- LOL A Level 2 - Follow best practices for file organization, naming conventions and version control

Content

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 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.

Included in programme(s)

Creative Media & Game Technologies
Minor Game Design & Development
CMGT Exchange Minor Game Design & Development 2
CMGT Exchange Minor Game Design & Development

School(s)

Arts, Design & Built Environment