Course: Game Audio level 2 — credits: 5

Course code	GTVB24ELGA2
Name	Game Audio level 2
Study year	2026-2027
ECTS credits	5
Language	English
Coordinator	M. Steenhuis
Modes of delivery	Tutorial
Assessments	Game Audio level 2 - Other assessment

Learning outcomes

Learning Outcomes

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

Content

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.

Included in programme(s)

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

School(s)

Arts, Design & Built Environment

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