



MODULE SPECIFICATION

Part 1: Information			
Module Title	Audio for Games		
Module Code	UFCFA6-15-3	Level	Level 6
For implementation from	2018-19		
UWE Credit Rating	15	ECTS Credit Rating	7.5
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Contributes towards			
Module type:	Standard		
Pre-requisites	Applied Audio Systems 2018-19, Audio Process Design and Implementation 2018-19, Audio Recording 2018-19		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p>Educational Aims: See Learning Outcomes.</p> <p>Outline Syllabus: Games development and production: Typical games development roles. Development workflow. Platforms: desktop computers, consoles and handheld devices. Development systems: game engines, middleware.</p> <p>Asset management: Audio assets: copyright and licensing. Naming systems and databases. Audio compression formats.</p> <p>Dialogue production: Recording dialogue. Actor selection and direction. Localisation of audio assets in games (i.e., multiple languages).</p> <p>Generative techniques: Terminology: generative, interactive, adaptive, non-linear. Stochastic techniques: randomness,</p>

STUDENT AND ACADEMIC SERVICES

probability, weighted randomness / probabilities distributions, Markov models. Algorithmic techniques: rules, linear mapping, exponential mapping, arbitrary mapping.

Generative music:

History of interactive, generative and stochastic music. Applying generative techniques to music.

Interactive sound effects:

Recording Foley and other sound effects. Sound design. Making believable sound effects in an interactive or game context. Applying generative techniques to sound effects. Controlling continuous sounds: wind, rain, engines. Triggering sounds: weapons, footsteps, thunder, doors.

Testing and quality:

Importance of testing. Test suites. User testing. Quality control.

Teaching and Learning Methods: Theoretical and conceptual aspects of the module will be introduced by lecture on a weekly basis and, where appropriate, contextualised with practical demonstrations of application. Relevant reading material and sections from the course text should be read in preparation for each lecture. On average this will require a total of 1.5 hours study each week.

Learners will apply the conceptual elements of taught material in weekly practical sessions where abilities in problem solving and implementation surrounding audio technology concepts will be developed. Learners are required to complete exercises, extend ideas, and develop further understanding independently of the timetabled sessions. On average this will require a total of 2 hours study each week.

Assignments will be staged throughout the year which will require students to complete additional unsupervised learning. Typically this will require 2 hours study each week although it should be anticipated that the majority of this time will be biased towards the assignment deadlines.

Contact time: 36 hours

Assimilation and development of knowledge: 74 hours

Exam preparation: 10 hours

Coursework preparation: 30 hours

Total study time: 150 hours

Part 3: Assessment

The assignments and presentation will be used to assess learners' practical skills in the application of music and audio technology systems. This will involve demonstrating an ability to create an extended piece of work beyond the examples seen in lectures and practicals. The assignment activities will be staged in order to allow progressive development of skills and understanding.

Formative assessment will be provided as part of the practical sessions. Individual feedback will be provided on the assignment and presentation.

Assessment criteria will be supplied with the assignment specification and in example exam papers.

First Sit Components	Final Assessment	Element weighting	Description
Practical Skills Assessment - Component B		75 %	Practical assignment and write up
Performance - Component A	✓	25 %	Interactive music presentation

STUDENT AND ACADEMIC SERVICES

Resit Components	Final Assessment	Element weighting	Description
Practical Skills Assessment - Component B		75 %	Practical assignment and write up
Examination - Component A	✓	25 %	Exam (120 mins)

Part 4: Teaching and Learning Methods																					
Learning Outcomes	<p>On successful completion of this module students will be able to:</p> <table border="1"> <thead> <tr> <th colspan="2">Module Learning Outcomes</th> </tr> </thead> <tbody> <tr> <td>MO1</td> <td>Record, edit and prepare dialogue assets for playback in an interactive context such that the flow of speech is natural and believable</td> </tr> <tr> <td>MO2</td> <td>Select, assemble and process sound effects assets for a range of game oriented sound types</td> </tr> <tr> <td>MO3</td> <td>Utilise game audio middleware tools to implement believable soundscapes in games with specific reference to mixing, 3D audio behaviour and randomisation of appropriate parameters</td> </tr> <tr> <td>MO4</td> <td>Deconstruct musical material for interactive playback to create dynamic soundtracks</td> </tr> </tbody> </table>	Module Learning Outcomes		MO1	Record, edit and prepare dialogue assets for playback in an interactive context such that the flow of speech is natural and believable	MO2	Select, assemble and process sound effects assets for a range of game oriented sound types	MO3	Utilise game audio middleware tools to implement believable soundscapes in games with specific reference to mixing, 3D audio behaviour and randomisation of appropriate parameters	MO4	Deconstruct musical material for interactive playback to create dynamic soundtracks										
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Reading List	<p>The reading list for this module can be accessed via the following link:</p> <p>https://uwe.rl.talis.com/modules/ufcfa6-15-3.html</p>																				