



## Sound processing (AD-034) (HELITÖÖTLUS)

### SUBJECT DESCRIPTION

<b>Credits (ECTS)</b>	3.00 ECTS
<b>Assessment</b>	pass/fail
<b>Aim of the subject and short description</b>	
<p>The course aims to provide students with knowledge and skills for planning and creating audio (sound and design thereof) for game projects.</p> <p>Students will learn the basics of sound recording and editing. A game prototype chosen by the supervisor (or created by the student themselves) is provided with sound design, using special computer programmes. The work includes defining the connection between the audio design process and game development. Students analyse the effect of audio on game narratives and design. The work also involves the creation and processing of audio files that are in accordance with the requirements of the chosen game engine and industry standards.</p>	
<b>Learning outcomes:</b>	
Student:	
<ol style="list-style-type: none"><li>1. Designs and creates a purposeful audio track for a game project (designs the sound);</li><li>2. understands how audio affects the game narrative and design;</li><li>3. uses sound recording and editing devices and programmes;</li><li>4. follows the requirements of game engines and industry standards.</li></ol>	

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