

## Game Audio

### Module Information

2022.01, Approved

#### Summary Information

Module Code	6543STE
Formal Module Title	Game Audio
Owning School	Engineering
Career	Undergraduate
Credits	10
Academic level	FHEQ Level 6
Grading Schema	40

#### Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

#### Partner Teaching Institution

Institution Name
Liverpool Institute for Performing Arts

#### Learning Methods

Learning Method Type	Hours
Lecture	10
Tutorial	10
Workshop	20

#### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-PAR	PAR	January	12 Weeks

## Aims and Outcomes

Aims	This module aims to introduce the basic techniques, skills and ideas needed to design and implement audio designs for computer games. It allows students to build on concepts and ideas studied in Audio Post Production, and apply these using the forms, conventions and professional practices in game audio development. In order to effectively understand audio workflow, the module also introduces students to simple development environments for games.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Employ generic and specialized software platforms to design and implement interactive audio in a game development environment.
MLO2	2	Understand and evaluate the role of sound and music in interactive audio productions.
MLO3	3	Apply professional practice to the collection, organization and presentation of audio assets for game development.

## Module Content

Outline Syllabus	Introduction to a Game Engine such as Unity Navigating the Gem Engine Editor – creating and moving objects in 3D Creating and optimizing audio assets for games Importing and replacing assets in a Game Engine Sound Integration – AudioSource component and introductory Java scripting Understanding and using game engine tools – Gravity and Collision, Rigidbody Objects, Raycasting Creating simple game mechanics Linking visual processes and audio using scripting Implementing interactivity in the use and application of spatial enhancement and reverb Using real-time mixing in a Game Engine Modifying hierarchy objects in runtime Integrating middleware with a Game Engine The language of music in games Interactivity and music creation / editing – approaches and considerations
Module Overview	
Additional Information	Jon Thornton is the Module Leader (j.thornton@lipa.ac.uk)

## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Practice	Practice	100	0	MLO3, MLO1, MLO2

## Module Contacts

### Module Leader

Contact Name	Applies to all offerings	Offerings

### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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