GAME 280 – Audio for Gaming

UNM Valencia, Game Design and Simulation
Spring 2017
Monday | Wednesday, 12:00 pm – 1:15pm
updated 8-2012

Instructor: Jonathan Morrison
jonmorri@unm.edu

Campus Office Hours:	Monday & Wednesday	10:00-12:00
	Tuesday & Thursday	10:00-12:00
	Also by appointment	
	B&T 107	

Office: Business & Technology Room 107C

Course Description

This course focuses on creating and manipulating sounds and effects to create complex game environments with full sound scapes. We will focus on using audio editing software to mix the different effects together.

Objectives

- Demonstrate a working knowledge of sounds and how they correlate to games
- Demonstrate a working knowledge of audio editing software
- Demonstrate a working knowledge of adding audio to video clips
- Demonstrate a working knowledge of the different mix and bit rates of audio files
- Demonstrate a working knowledge or importing and calling sounds inside of Unreal Engine 4

Required Text

None
Optional – Game Audio Implementation: A Practical Guide Using the Unreal Engine; Richard Stevens and Dave Raybould

Student Responsibilities/Attendance/Participation

Student Responsibilities:

- Students must have basic computer and file management skills for all GAME courses. Custom tutoring services are available through the TLC. Required pre/co requisite is IT 101: Computer FUNdamentals. Students that fall behind due to lack of basic computer skills will be dropped.
- Bring a USB Flash Drive (at least 32 GB) to every class. Make sure it is clearly labeled with your name on it.
- Have access to the required text(s) and other subscriptions as required
- If you have a disability, please inform me of your needs as soon as possible to ensure that your needs are met in a timely manner.
- Cell phones need to be muted during class times. If you must receive a call, leave the lab before you answer. No phone conversations in the studio. No web browsing, email, or text messaging during lectures, demos, discussions, or critiques.
- **COMPUTERS WILL BE OFF DURING ALL CRITIQUES!!!**

Attendance/Participation:

- Students are required to complete all projects on time, participate in scheduled critiques/class discussions/presentations, and maintain a safe, respectable, positive lab environment.
- Students are required to attend class, arrive on time, remain present until the end of class, and be prepared for each day's work. More than three absences without prior consultation may result in a failing grade or a drop from the class. Leaving early or arriving late three times results in one absence.
- If you have not attended class for two consecutive class periods and have made no attempt to call/email/IM/contact me, you WILL be dropped.
- Students who do not attend the first week of class will automatically be dropped.

Grading Policy

Grading:

- Grading is based on a timely completion of course assignments, the quality of individual technical and critical development, conceptual progress, personal commitment and the ability to work in a community studio setting. Personal commitment involves regular attendance, consistent effort, completion of work, participation in presentations, critiques and class discussions, and the general willingness to try. Make each project meaningful to yourself!
- Each assignment will culminate in a presentation, which will consist of discussing your work and/or projecting your completed work in class for all to see. All due dates will be announced in Blackboard, as well as on the syllabus. No full credit will be given for any late work. If an assignment is not presented on time, an automatic 0 will be issued. You will need to make arrangements with me if you are planning to make-up the work, and a fair grade will be issued once the work has been submitted, presented, and critiqued, minus an automatic one letter grade deduction.
- Incompletes are rarely issued. If 75% of the semester's work/projects/deliverables and participation/attendance have been completed with a satisfactory grade, and incomplete may be issued.

Grading Breakdown

Projects (5)	500 points	100 points each
Attendance – 250 points		
Participation – 200 points		

Total possible points 950

How to Contact the Instructor

Campus Office Hours:	Monday & Wednesday	10:00-12:00
	Tuesday & Thursday	10:00-12:00
	Also by appointment	
	B&T 107C	

Office: Business & Technology Room 107C

Email:

- You can email me at jonmorri@unm.edu In the Subject Line of the email, ALWAYS write your full name and class number. For example – "Jonathan Morrison GAME 205"

Support Information, Resources, & Tutorials

Access to the book:

- University of New Mexico Valencia Bookstore:
  - http://www.unm.edu/~unmvc/Bookstore/Bookstore.htm

- Library System:
  - University of New Mexico Valencia Campus Library:
    - http://www.unm.edu/~unmvclib/
      - There will be one copy on reserve. You will need to check it out at the front desk. It will only be available for 2-hour checkout, and cannot ever leave the library.
- Purchase Online:

  If you plan on purchasing this book online, you need to do so immediately. We will start using it right away! A couple of sources for purchase online are:
  - Amazon.com: www.amazon.com - some new, some used
  - Half.com: www.half.ebay.com - discounted prices for used books!

Open Studio Time – Digital Media Arts Open Lab & Darkroom:

- Located in Room 123A in the Business & Technology Building (directly in front of the current B&T open computer lab Room 123). You will need to enter the lab through the current B&T computer lab and sign-in to use the computers.
- Monday through Thursday 8:00am to 8:00pm
- Friday 8:00 am to 2:00 pm

Other tutorials:

- I will post a number of links to video tutorials in Blackboard for this course.

Instructor Support:

- Please see "How to Contact the Instructor" for methods of contacting the instructor for help.

Community Support:

We will have a HELP FORUM discussion board in the Blackboard course. Use this as a place to post questions to the community. It is important for peer learning and peer communication to enhance our community.

Course Schedule

Spring 2017:
Semester begins January 17
Semester ends May 13
HOLIDAYS:
Spring Break: March 12-19

Dates	Schedule All dates and projects tentative
Week 1	• Introductions • Review Syllabus • Review Learn.unm.edu • Lecture: Sound Design and why its important • Adobe Audition
Week 2	• Creating simple sounds and effects
Week 3	• Creating sound ques in Unreal Engine 4 • **Project 1**
Week 4	• Sounds in Blue Print • **Project 2**
Week 5	• Sound Track creation
Week 6	• Mixing Mono-Stereo • **Project 3**
Week 7	• Putting all the sounds together
Week 8	– **MIDTERM EXAM –**
Week 9	• **Project 4**

Week 10	• Turn in Project 4
Week 11	• **Project 5**
Week 12	• Attaching sounds to objects
Week 13	• Does sound space matter? • Project 6
Week 14	• **Final Project**
Week 15	• **Work on Final**
Week 16	• Postmortem • **Final Project Presentations**

*Schedule is very tentative and could easily change depending on the classes needs