

GAME 280 : AUDIO FOR GAMING

Room B110, Section 501, CRN 78182

Monday 12:00 - 1:15 and Online

Fall 2024

Instructor: Ian Burch

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Office and Hours: B105A, in-person hours Monday & Wednesday @ 2:45 pm - 4:30 pm
Online on Zoom Tuesday @ 1:30 - 3:00 pm

Division Chair: Melinda Schwartz, mcschwartz@unm.edu

Course Prerequisites:

One of: Intro to Game Development (GAME 101), Game Engines (GAME 102), or Game Scripting (GAME 160). Students should be comfortable with event triggers and conditionals for both Unreal Engine and Gamemaker Studio 2.

Course Description:

This course explores how to make and implement sounds for video games. Students will learn how to make sounds with both synthesizers and traditional foley techniques. After making them, students will add sound effects to their games, using variation and dynamic volume to make engaging and immersive soundscapes.

Materials:

- Internet Access, for Learn, Zoom, and Youtube.
- Gamemaker Studio 2.3 or higher: <https://www.yoyogames.com/en/gamemaker>
- Unreal Engine 5.1 or higher <https://www.unrealengine.com/en-US/>
- Audio editing software such as Audacity or GarageBand. Examples will use Audacity.
 - <https://www.audacityteam.org/>
- Sound synthesizer for games. Chiptone or Bfxr are both great and free on itch.io
 - Bfxr: <https://iznaut.itch.io/bfxr>
 - Chiptone: <https://sfbgames.itch.io/chiptone>

This course requires a computer. If you do not have one, let me know and we can work with campus IT to let you borrow a laptop with the necessary software. All required software is free (although Unreal and Gamemaker require accounts).

Course Goals (Student Learning Objectives):

By the end of the course, students will be able to:

- (1) Understand the theory and importance of sound design
- (2) Describe sound effects using correct technical terminology

- (3) Make custom sounds with synthesizers and foley techniques
- (4) Implement sounds in a variety of game engines
- (5) Create dynamic soundscapes for games

Course Content

The course is broken roughly into two parts. The first half of the semester is focused on theory, synthesized sounds, and avoiding repetition. We'll discuss how to think of sounds in terms of envelope and the role they play in games. The second half will focus on more immersive sounds, made with foley and remixing stock effects. To cap off the semester, students have to use what they learned to develop and add sounds to an existing game.

Grade Breakdown:

Homework - 50%

Projects - 40% (20% each)

Participation and Discussion - 10%

Letter grades will be given as follows, with + or - given for the highest and lowest 3% in each range, respectively. Incomplete (I) grades will not be assigned without documented, extenuating, circumstances.

- 90% - 100% A
- 80% - 89% B
- 70% - 79% C
- 60% - 69% D
- 0% - 59% F

Tentative Schedule:

This schedule is subject to change

Date	Week	Topic	SLOs
8/19	1	Installing Software, Theory of Sound	1, 2
8/26	2	Synthesizing & Editing	1, 2, 3
9/2	3	Sounds in Gamemaker Studio	3, 4
9/9	4	Variance & Position	1, 3, 4
9/23	5	Dynamic Sounds	1, 4, 5
9/30	6	Project - Platformer Sounds	3, 4, 5

10/7	7	Project - Platformer Sounds	3, 4, 5
10/14	8	Editing & Filters	1, 2, 3
10/21	9	Sounds in Unreal Engine	3, 4
10/28	10	Sounds in Unreal Engine	3, 4
11/4	11	Foley Art	1, 2, 3
11/11	12	Cleaning Up Foley	1, 2, 3
11/18	13	Sound Triggers	3, 5
11/25	14	Dynamic Sounds	1, 3, 4
12/2	15	Project - Motion Sounds	1, 3, 4, 5
12/9	16	Project - Motion Sounds	1, 3, 4, 5

Assignments:

Assignments will be both given in person and posted on UNM Canvas (<https://canvas.unm.edu/>) Homework assignments will typically be due either in one class session or a week after being assigned. Larger assignments and projects will be broken up into smaller pieces (such as drafts or rough versions) each with their own due dates, and projects given at least two weeks in advance.

Late Work / Absences:

Please email me ianburch@unm.edu if you're going to be late on an assignment and I'll generally give an extension. Unexcused late work may be docked points at my discretion, up to 10% per day, or 20% in the case of collaborative work that unduly burdens other students. **Any assignments not submitted by the end of the semester (December 13th) will be automatically graded 0%**

Attendance is important to this class for me to give quick feedback, as well as for peer review and discussion. If you let me know in advance or inform me of a reason within 1 week, absences will be excused. Illness, transportation issues, or mental health concerns are all valid excuses. Four or more unexcused absences may result in being dropped from the course. If you will be absent for an extended duration, please let me know ASAP.

Expectations:

Students are expected to conduct themselves in a professional and collegial manner. This course will feature discussions, feedback, and group work. Be respectful and polite of others

ideas, work, and contributions. During Zoom meetings, be professional, appropriate, and please mute when not speaking. When posting on discussion boards, be polite, concise, and avoid using internet slang. If you need an extension on an assignment, please contact me at ianburch@unm.edu before it is due.

I am committed to building with you a positive classroom environment in which everyone can learn. I reserve the right to intervene and enforce standards of respectful behavior when classroom conduct is inconsistent with University expectations. Interventions and enforcement may include, but are not limited to, required meetings to discuss classroom expectations, written notification of expectations, and/or removal from a class meeting. Removal from a class meeting will result in an unexcused absence. The University of New Mexico ensures freedom of academic inquiry, free expression and open debate, and a respectful campus through adherence to the following policies: D75: Classroom Conduct, Student Code of Conduct, University Policy 2240 – Respectful Campus, University Policy 2210 – Campus Violence.

Wellness

If you do need to stay home due to illness or are experiencing a wellness challenge, please inform me. You can communicate with me at ianburch@unm.edu; I can work with you to provide alternatives for course participation and completion. Let me, an advisor, or another UNM staff member know that you need support so that we can connect you to the right resources. UNM is a mask friendly, but not a mask required, community. If you are experiencing COVID-19 symptoms, please do not come to class.

Accommodations & Support:

UNM is committed to providing equitable access to learning opportunities for students with documented disabilities. As your instructor, it is my objective to facilitate an inclusive classroom setting, in which students have full access and opportunity to participate. To engage in a confidential conversation about the process for requesting reasonable accommodations for this class and/or program, please contact Accessibility Resource Center at arcsrvs@unm.edu or by phone at 505-277-3506 or see (<https://arc.unm.edu/>) for more information. The UNM-Valencia Equal Access Services (Sarah Clawson, Coordinator), at (505) 925-8840 or by email at sjclawson@unm.edu.

Connecting to Campus and Finding Support:

UNM has many resources and centers to help you thrive, including [opportunities to get involved](#), [mental health resources](#), [academic support including tutoring](#), [resource centers](#) for people like you, free food at [Valencia Campus Food Pantry](#), and [jobs on campus](#). Your [advisor](#), staff at the [resource centers](#) and [Academic Affairs Office](#), and I can help you find the right opportunities for you.

Academic Integrity:

Each student is expected to maintain the highest standards of honesty and integrity in academic and professional matters. The University reserves the right to take disciplinary action, up to and including dismissal, against any student who is found guilty of academic dishonesty or who otherwise fails to meet the expected standards. Any student judged to have engaged in academic dishonesty in coursework may receive a reduced or failing grade for the work in question and/or for the course.

Academic Dishonesty includes, but is not limited to, dishonesty in quizzes, tests, or assignments; claiming credit for work not done or done by others, including AI generators; hindering the academic work of other students; misrepresenting academic or professional qualifications within or without the University; and nondisclosure or misrepresentation in filling out applications or other University records.

Credit-hour Statement:

This is a three credit-hour course. Class meets for two 75-minute sessions of direct instruction for fifteen weeks during the Fall 2022 semester. Please plan for a minimum of four hours of out-of-class work (or homework, study, assignment completion, and class preparation) each week.

Title IX :

Our classroom and our university should always be spaces of mutual respect, kindness, and support, without fear of discrimination, harassment, or violence. Should you ever need assistance or have concerns about incidents that violate this principle, please access the resources available to you on campus. Please note that, because UNM faculty, TAs, and GAs are considered "responsible employees" by the Department of Education, any disclosure of gender discrimination (including sexual harassment, sexual misconduct, and sexual violence) made to a faculty member, TA, or GA must be reported by that faculty member, TA, or GA to the university's Title IX coordinator. For more information on the campus policy regarding sexual misconduct, please see: <https://policy.unm.edu/university-policies/2000/2740.html>

Citizenship and/or Immigration Status :

All students are welcome in this class regardless of citizenship, residency, or immigration status. Your professor will respect your privacy if you choose to disclose your status. As for all students in the class, family emergency-related absences are normally excused with reasonable notice to the professor, as noted in the attendance guidelines above. UNM as an institution has made a core commitment to the success of all our students, including members of our undocumented

community. The Administration's welcome is found on our website:

<http://undocumented.unm.edu/>

Respectful and Responsible Learning:

We all have shared responsibility for ensuring that learning occurs safely, honestly, and equitably. Submitting material as your own work that has been generated on a website, in a publication, by an artificial intelligence algorithm, by another person, or by breaking the rules of an assignment constitutes academic dishonesty. It is a student code of conduct violation that can lead to a disciplinary procedure. *Please ask me for help in finding the resources you need to be successful in this course.* I can help you use study resources responsibly and effectively.

Off-campus paper writing services, problem-checkers and services, websites, and AIs can be incorrect or misleading. Learning the course material depends on completing and submitting your own work. UNM preserves and protects the integrity of the academic community through multiple policies including policies on student grievances (Faculty Handbook D175 and D176), academic dishonesty (FH D100), and respectful campus (FH CO9). These are in the Student Pathfinder (<https://pathfinder.unm.edu>) and the Faculty Handbook (<https://handbook.unm.edu>)

Land Acknowledgement:

Founded in 1889, the University of New Mexico sits on the traditional homelands of the Pueblo of Sandia. The original peoples of New Mexico Pueblo, Navajo, and Apache since time immemorial, have deep connections to the land and have made significant contributions to the broader community statewide. We honor the land itself and those who remain stewards of this land throughout the generations and also acknowledge our committed relationship to Indigenous peoples. We gratefully recognize our history.