UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

## COURSE SYLLABUS

# Sound and Music implementation in Games 2 G1F

### 7.5 credits

**Course code:** ME428G
**Version number:** 6
**Valid from:** 1 July 2021
**Ratified by:** Curriculum Committee for Informatics
**Date of ratification:** 18 February 2021

## 1. General information about the course

The course is provided by the University of Skövde and is named Sound and Music implementation in Games 2 G1F (Ljud- och musikimplementation i spel 2 G1F). It comprises 7.5 credits and is a first-cycle course. The level of progression is G1F.

The course is a part of the main field of study in Media Arts, Aesthetics and Narration. The disciplinary domain of the course is Technology.

## 2. Entry requirements

The course has the following entry requirements: passed ME219G Sound and Music Implementation in Games 1 G1N (or the equivalent).

## 3. Course content

The course focuses on non-linear sound or music implementation for computer games. The field of study of the student determines whether sound or music is to be implemented. There are theoretical and practical elements in both lectures and workshops. A large portion of the course is focused on the student's understanding of adaptive sound and music production with the aid of a third party software.

## 4. Objectives

After completed course the student should be able to:

- discuss and give an account for theoretical and practical models for non-linear sound and music implementation,
- plan and structure implementation of sound or music in computer games,
- produce sound design or music adapted for game engines and account for the choice of production method, and
- implement sound or music in a game engine by basic scripting.

## 5. Examination

The course is graded A (Excellent), B (Very good), C (Good), D (Satisfactory), E (Sufficient) or F (Fail).

The examinations of the course consist of the following modes of assessment:

- **Practical assignment**
  6 credits, grades: A/B/C/D/E/F (determines the final grade)
- **Individual presentation**
  1.5 credits, grades: G/U

Students with a permanent disability who have been approved for directed educational support may be offered adapted modes of assessment.

## 6. Types of instruction and language of instruction

The teaching is comprised of presentations, workshops, lectures and supervision.

Depending on the study period, the language of instruction may be Swedish or English. Even if the teaching is conducted in Swedish, some English may still occur.

## 7. Course literature and other educational materials

Collins, K. (2013). *Playing with sound.* Cambridge MA: MIT press. ISBN 9780262018678.

Filimowicz, M. (2019). *Foundations in Sound Design for Interactive Media - A Multidisciplinary Approach*. New York: Routledge. ISBN 9781138093942.

Other material and articles according to the teacher's instructions on the learning platform.

## 8. Student influence

Student influence in the course is ensured by means of course evaluation. The students are informed about the results of the evaluation and potential measures that have been taken or are planned, based on the course evaluation.

## 9. Additional information

Further information about the course, as well as national and local governing documents for higher education, is available on the website of the University of Skövde.