UNIVERSITY OF SKÖVDE

TRANSLATION FROM SWEDISH

COURSE SYLLABUS

Sound and Music Implementation in Games 1 G1N

15 credits

Course code: ME219G
Version number: 7
Valid from: 1 January 2021
Ratified by: Curriculum Committee for Informatics
Date of ratification: 18 September 2020

1. General information about the course

The course is provided by the University of Skövde and is named Sound and Music Implementation in Games 1 G1N (Ljud- och musikimplementation i spel 1 G1N). It comprises 15 credits and is a first-cycle course. The level of progression is G1N.

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

General entry requirements (or the equivalent).

3. Course content

The course focuses on non-linear sound or music implementation for computer games. There are theoretical and practical elements in both lectures and workshops. There is an emphasis on the students 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:

- use third party software for sound and music implementation in game engines,
- identify and analyze functions for implementation of sound or music in a game prototype,
- produce sound or music adapted for game engines,
- implement sound or music in a game prototype and
- account for and discuss their own work process with non-linear sound or music production.

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 assignments**
  5 credits, grades: G/U
- **Final assignment**
  8.5 credits, grades: A/B/C/D/E/F (determines the final grade)
- **Final 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 workshops, supervision, presentations and lectures.

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

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

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.