

**Course name:** 207 “Sound Design in Games” [9 ECTS]

**Manager:** Cécile Le Prado; Associate lecturer at Cnam CEDRIC

**Description:** This course presents to sound designers the IT architecture specific to dynamic sound in a video game, and also the comparison between sound engines intended for the games which are used in industry. It provides an understanding of, and allows students to practice, various aspects of interactive musical writing. It covers the fundamental principles of interactive sound writing. It starts with theory lessons and then continues with individual or group practical exercises.

**Prerequisites:** UE 206

**Learning:** Discerning the particularities of interactive sound design. Ability to offer a sound game play. Understanding of the IT architecture of a game engine and its connection to the sound engine. Mastery of the use of sound engines dedicated to games. Understanding and facilitating the integration of sound in a game engine. Designing a dynamic music system.

**Assessment methods:**

**Session 1**

- Group or individual production of one or more audio development scenarios [40% of the overall mark]
- Individual written examination giving a more individual assessment mark, resolution of simple problems [60% of the overall mark]

**Session 2**

- Individual production of one or more audio development scenarios using a Reaper type tool [40% of the overall mark]

Individual written examination giving a more individual knowledge-assessment mark, resolution of simple problems [60% of the overall mark]