

Module code: MOD007369	Version: 2 Date Amended: 27/Jul/2021
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1. Module Title
Audio for Games

2a. Module Leader
Paul Rhys

2b. School
Cambridge School of the Creative Industries

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
5

3b. Module Type
Standard (fine graded)

4a. Credits
30

4b. Study Hours
300

5. Restrictions			
Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BSc (Hons) Audio and Music Technology; BSc (Hons) Audio and Music Technology (with placement); BA (Hons) Music Performance; BA (Hons) Music Production; BA (Hons) Music and Sound Production; and appropriate framework award		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description
This module requires appropriate sound engineering skills. The industry requires the ability to create unique sounds for unrealistic and otherworldly environments and scenarios. This includes writing music, creating unique sound effects and ambient effects, and recording dialogue. This requires producing non-linear, interactive experiences, not just one-off sound effects or loops. That means implementing the audio in the game using middleware. You will then develop audio for a game. Where appropriate, you can work in groups, or collaborate with students on other courses within Cambridge School of Creative Industries, particularly Computer Games Development.
6b. Outline Content
• Exploration of the game production environment • RAM budgets and streaming • Making audio sound real in a game • Dialogue recording, editing and implementation • Middleware
6c. Key Texts/Literature
The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

Access to music technology studios and game development labs.

Suitable hardware and software.

7. Learning Outcomes (threshold standards)

No.	Type	On successful completion of this module the student will be expected to be able to:
1	Knowledge and Understanding	Understand game audio and implementation within the game environment;
2	Knowledge and Understanding	Analyse and apply a working knowledge of commercial game production software packages;
3	Intellectual, practical, affective and transferrable skills	Develop critical observational skills of seeing and listening;
4	Intellectual, practical, affective and transferrable skills	Produce and demonstrate the sound for a working game.

8a. Module Occurrence to which this MDF Refers

Year	Occurrence	Period	Location	Mode of Delivery
2026/7	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence

Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments
Lectures	60	1-3	TRI1: 2 hour lecture/tutorial in Weeks 1-6 and 8-11 TRI2: 4 hour lecture/tutorial in Weeks 1-6 and 8-11
Other teacher managed learning	18	1-3	Tri1: 4-hour feedback session in week 7 Tri1: 4-hour feedback session in week 12 Tri2: 4-hour feedback session in week 7 Tri2: 6-hour presentation session in week 12
Student managed learning	222	4	Coursework
TOTAL:	300		

9. Assessment for the above Module Occurrence

The assessment for some modules includes a presentation (see below for details on how this particular module is assessed). We recognise that presenting, especially to a large group, can cause significant anxiety or distress for some students. If this may affect you, please contact your Module Leader or the Disability and Neurodiversity Service as early as possible. We will work with you to consider appropriate reasonable adjustments. Depending on your individual needs, these might include, for example, presenting to a smaller group or presenting only to a member of academic staff.

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-4	30 (%)	Fine Grade	30 (%)

Logbook, 2000 word equivalent, due end of Tri1

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
011	Coursework	1-4	70 (%)	Fine Grade	30 (%)

Logbook and game, 3000 word equivalent, due end of Tri2

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:

- (a) achieve the qualifying mark for each element of fine graded assessment as specified above
- (b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]