Module Definition Form (MDF)

Module code: MOD010772	**Version:** 1 **Date Amended:** 22/Jan/2025

1. Module Title
Interactive Sound Design 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
15

4b. Study Hours
150

5. Restrictions

Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	BA (Hons) Music Performance, BA (Hons) Music Production, BSc *(Hons)Audio and Music Technology		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

The Interactive Sound Design for Games module equips students with the skills needed for sound design in the gaming industries, focusing on creating appropriate sounds for a variety of game environments. You will learn to import audio assets, design sound objects and events, and manage sound banks for integration into game engines. You will design distinctive sound effects and ambiences and incorporate dialogue.

The curriculum emphasizes performance optimization and effective audio management across platforms, ensuring that you are prepared for real-world scenarios. Collaboration is a key component, with opportunities to work in groups or with students from other courses, particularly our Games courses.

6b. Outline Content

- Design of soundscapes
- Game synchronisation
- Immersive audio
- Optimisation of audio content for games

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 the implementation of sound material (effects, dialogue) within a game environment.
2	Knowledge and Understanding	Understand the importance of spatial audio in creating an immersive gameplay experience.
3	Intellectual, practical, affective and transferrable skills	Produce adaptive soundscapes for a dynamic game environment.
4	Intellectual, practical, affective and transferrable skills	Optimise soundscapes to be efficient with computer resources.

8a. Module Occurrence to which this MDF Refers				
Year	**Occurrence**	**Period**	**Location**	**Mode of Delivery**
2025/6	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	30	1-4	3-hour lecture/tutorial in Weeks 1-6 and 8-11
Other teacher managed learning	8	1-4	Two 4-hour feedback sessions in Weeks 7 and 12
Student managed learning	112	1-4	Independent study
TOTAL:	150		

9. Assessment for the above Module Occurrence					
Assessment No.	**Assessment Method**	**Learning Outcomes**	**Weighting (%)**	**Fine Grade or Pass/Fail**	**Qualifying Mark (%)**
010	Coursework	1-4	100 (%)	Fine Grade	30 (%)
Logbook & game-audio implementation, 3,000 words equivalent					

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]