



Introduction to Gaming Audio

Presented by the Department of Music, University of Pretoria

The **Introduction to Gaming Audio** short course provides you with a brief history to gaming audio and it also equips you with the tools to design, compose and implement your own gaming audio in a practical manner. During the course, a sample game will be demonstrated with the end task to successfully implement a tailored and personalised audio track for gameplay. The course specifically looks into topics on recording, editing, mastering (or audio sequencing), and implementation of audio material in a game world. You will further gain practical skills in working with sound in the Unity 3D game engine, Logic Pro 9 and Audacity digital audio workstations.

Course content

Day 1

- History and theory
- Working with sound in games Part 1: Unity 3D game engine, Logic Pro 9 and Audacity

Day 2

- Working with sound in games Parts 2 and 3: Record, edit and implement audio in a game environment

Day 3

- Implementing game audio: Record, edit and implement audio in a game environment

Learning outcomes

After completion of this course, you should be able to

- understanding of what interactive audio/music is
- create and implement interactive audio in a virtual environment
- better understand what game audio is and how it is made
- gain vocational training through exposure to basic audio recording, manipulation and production techniques.

Who should enrol?

The course is ideal for anyone with composition skills, experience in writing music or designing sound would be advantageous but not necessary. The students should have computer skills and experience in file management, workflow and general knowledge in the field of study is a prerequisite. The course will be run on the MAC OS operating system and iMac computers, experience with using Mac computers would be advantageous. Experience or inherent passion for the computer game media genre is advisable.

Course fees

R6 000.00 per delegate (VAT incl.)

Course fees include all course material, refreshments and other materials.

Course fees must be paid in full 14 days prior to course start dates. Proof of payment can be submitted to enrolments@enterprises.up.ac.za.

Accreditation and certification

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Registration and enquiries

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Shifting knowledge to insight

