

## **GAM351 Expressive Game Audio Scripting for Games (or, Game Audio Implementation)**

**Professor: Elliot Callighan**

### **General Course Information**

#### **Course description:**

This course focuses on how to creatively use and implement audio in games. Students develop skills to effectively shape and manipulate game audio to achieve intended dramatic experiences. Topics include key terms and techniques, industry trends in game audio implementation, and how to advance the medium of games through audio. Prerequisite: GAM250 or DC215

#### **Course Management Systems:**

D2L

#### **Tutorials and other resources:**

These will be available on D2L and Lynda.com

#### **Software:**

Wwise will be the main software we work with in this class. All stations in CDM526 will have Wwise installed. Wwise may also be downloaded for free from AudioKinetic, here. Additional software needed will be a Digital Audio Workstation of your choice. The following labs include Pro Tools: CDM 526, CDM 922, CDM 9<sup>th</sup> floor iMacs (get an iLok from the cage), C106C, the Editing Suites in the basement of the DePaul Center, and the MAC Lab on the 3<sup>rd</sup> floor of the Lincoln Park student center.

#### **Materials/Equipment**

Students should have their own external thunderbolt/USB3 hard drive for their project work. The University cannot guarantee that media or projects left on lab computers will be safely maintained.

**Project Naming Conventions:** GAM315\_Lastname\_Projectname

### **Instructor Information**

#### **Email:**

[ecalligh@depaul.edu](mailto:ecalligh@depaul.edu)

#### **Office Hours:**

Tuesdays 4:15 PM to 5:45 PM in CDM 526.

## **Learning Outcomes**

By the end of the course, students will be able to:

1. Understand and communicate the basic principles of game audio implementation
2. Use game-specific techniques and tools for audio such as switches, states, etc.
3. Effectively navigate the interface for Wwise
4. Generate SoundBanks for use in game builds
5. Integrate Wwise for use within game engines Unity and Unreal

## **Grading**

Attendance: 10% ; Homework In-Class Checks: 20% ;

Midterm Project: 30% ; Final Project: 40%

A = 100% - 92%; B = 91.9% - 82%; C = 81.9% - 74%; D = 73.9% - 65%;

F = 64.9% and below

## **Course Policies**

### **Late Projects**

Late projects are not accepted. If there is an emergency, proper notice and documentation is required before the deadline of the assignment. If your assignment is due at 9:00 and you turn it in at 9:01, it is considered late.

### **Attendance**

Students are allowed to be absent for three classes. Each absence will be a reduction of 2% off their final grade. Additionally, being absent for four classes or more will result in an automatic failure of the course. To be clear: the reason for the absences does not matter. **A fourth absence will result in failure of the course no matter the reason for the absence.**

Attendance will be taken via a sign-in sheet that will be available for the first 20 minutes of class. After that, you will not be able to sign in. Attendance points will be allotted strictly from the sign-in sheet – so **don't forget to sign in!**

### **Attitude**

A professional and academic attitude is expected throughout this course. Measurable examples of academic or unprofessional attitude include, but are not limited to: talking to others when the instructor is speaking, mocking another's opinion, cell phones ringing, emailing, texting, or using the internet whether on a phone or computer. If any issues arise, a student may be asked to leave the classroom (which will count as an absence). The professor will work with the Dean of Students Office to navigate such student issues.

## **Civil Discourse**

DePaul University is a community that thrives on open discourse that challenges students, both intellectually and personally, to be socially responsible leaders. It is the expectation that all dialogue in this course is civil and respectful of the dignity of each student. Any instances of disrespect or hostility can jeopardize a student's ability to be successful in the course. The professor will partner with the Dean of Students Office to assist in managing such issues.

## **Cell Phones/On Call**

If you bring a cell phone to class, it must be off or set to a silent mode. Should you need to answer a call during class, students must leave the room in an undistruptive manner. Out of respect to fellow students and the professor, texting is never allowed in class. If you are required to be on call as part of your job or in an emergency, please advise your instructor at the start of the course.

## **Changes to Syllabus**

This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under Announcements in D2L, and sent via email.

## **Online Course Evaluations**

Instructor and course evaluations provide valuable feedback that can improve teaching and learning. The greater the level of participation, the more useful the results. As students, you are in the unique position to view the instructor over time. Your comments about what works and what doesn't can help faculty build on the elements of the course that are strong and improve those that are weak. Isolated comments from students and instructors' peers may also be helpful, but evaluation results based on high response rates may be statistically reliable. As you experience this course and material, think about how your learning is impacted.

Your honest opinions about your experience in and commitment to the course and your learning may help improve some components of the course for the next group of students. Positive comments also show the department chairs and college deans the commitment of instructors to the university and teaching evaluation results are one component used in annual performance reviews (including salary raises and promotion/tenure). The evaluation of the instructor and course provides you an opportunity to make your voice heard on an important issue – the quality of teaching at DePaul. Don't miss this opportunity to provide feedback!

## **Academic Integrity**

Work done for this course must adhere to the University Academic Integrity Policy, which you can review in the Student Handbook or by visiting Academic Integrity at DePaul University (<http://academicintegrity.depaul.edu>).

## **Academic Policies**

All students are required to manage their class schedules each term in accordance with the deadlines for enrolling and withdrawing as indicated in the University Academic Calendar. Information on enrollment, withdrawal, grading, and incompletes can be found at: [www.cdm.depaul.edu/enrollment](http://www.cdm.depaul.edu/enrollment).

## **Students with disabilities**

Students seeking disability-related accommodations are required to register with DePaul's Center for Students with Disabilities (CSD) enabling you to access accommodations and support services to assist your success. There are two office locations:

Loop Campus – Lewis Center #1420 – (312) 362-8002

Lincoln Park Campus – Student Center #370 – (773) 325-1677

Students are also invited to contact me privately to discuss your challenges and how I may assist in facilitating the accommodations you will use in this course. This is best done early in the term and our conversation will remain confidential.