

## **GAM 317/428 Game Sound Design and Scoring Studio**

**Syllabus Spring 2018**

**Rob Steel**

**Tuesday 5:45-9:00pm**

**DePaul CDM 526**

### **General Course Information**

#### **Course description**

This course is intended to provide practical experience in audio production for video games, as well as to offer the opportunity to create quality materials to include in a demo reel or portfolio. It will build on the background and skills acquired in Game Sound Design 1 and Game Sound Design 2. Students will study the sound designs of different genres of video games, and then complete five projects in which they will be creating the sound designs for games of those genres. A key element of this course will be in-class discussions and critiques of students' work, both to sharpen their sound designing and critical listening skills.

This is a lecture/lab course.

#### **Course Management Systems/Tools**

D2L

#### **Printed resources**

These materials are available on D2L.

#### **Software**

Logic X and Pro Tools will be the main software we work with in this class. Labs which include both are CDM 526, CDM 922, CDM 9th floor IMacs, C106C and the Editing Suites in the basement of the DePaul Center, and the MAC Lab on the 3<sup>rd</sup> floor of the student center. If you want to score using another DAW, please feel free. Most work will be completed in the CDM Sound Studios.

#### **Drop dates:**

04.06.18: Last day to drop SQ2018 classes with no penalty (100% refund of tuition if applicable and no grade on transcript)

05.11.18: Last day to withdraw from SQ2018 classes

#### **Materials/Equipment**

Students should have their own external Thunderbolt/USB3 drive for their project work for this and other DC classes. The University cannot guarantee that media or projects left on lab computers will be safely maintained. You cannot play a Pro Tools session from a USB 2 drive.

**Project/Assignment Naming Conventions:** GAM317lastnameinitialprojectname. Failure to do so will result in a 1-point reduction in the project grade.

## **Instructor Information**

### **Email**

[rsteel@cdm.depaul.edu](mailto:rsteel@cdm.depaul.edu)

### **Office Hours and Advising Hours**

By appointment only. Please login to BlueStar for available appointments.

To access BlueStar, click on the BlueStar Student Support link from your Student Center in [Campus Connect](#).

I do have appointments via Skype. My Skype name is robertmsteel.

### **Learning Outcomes**

By the end of GAM317, students will be able to:

1. Evaluate video game soundtracks from a technical and aesthetic point of view.
2. Model a video game soundtrack by style and genre.
3. Critique video game soundtracks for storytelling effectiveness.
4. Effectively function in the client/vendor relationship.
5. Listen and identify deficiencies in a mix through various outputs.

### **Grading**

Attendance/Participation/Behavior/No in-class cell phone usage/No internet usage during class unless authorized: 20 points, Discussion Forums (Project Updates): 15 points, Project Plan and Cue Sheets: 5 points, Project Iteration 1: 5 Points, Project Iteration 2: 5 points, Project Iteration 3: 5 points, Project Iteration 4: 5 points, Project Iteration 5: 5 points, Project Iteration Final: 35 points. A 93-100 Excellent work A- 90-92 B+ 87-89 B 83-86 Above satisfactory work B- 80-82 C+ 77-79 C 73-76 Satisfactory/good work C- 70-72 D+ 67-69 D 63-66 Unsatisfactory work D- 60-62 F 59-61 Substantially unsatisfactory work

## Week-By-Week

### Class 1, 3.27

Capstone Demonstrations and Presentations

Cover syllabus, D2L and expectations in class. Please note: this syllabus will change.

Team formation

Discussion of all game needs (M&E)

Project Plan Discussion

M&E Cue Discussion

### **The Sound and Music of Resident Evil 7**

Video: Great sound and music in gameplay

Grad Students will serve as Supervisors.

### **Homework Due 4.3 by 5:45pm**

**Deliver Project plan for each Capstone Game (Due dates, deliverables, roles, leadership, accountability and software usage). How will you be interfacing with the Design and Dev teams?**

**Choose Game Play models from sources like YouTube**

**Deliver completed cue sheets for all games**

**Discussion Board: Project updates as of April 3**

### Class 2, 4.3

### **The Sound of Uncharted 4: A Thief's End**

Project Plan Demonstrations including Gameplay Models

Present and discuss cue sheets

Discussion

Team Meetings

Next Steps

### **Homework Due 4.10 by 5:45pm**

## **Project Iteration 1**

**Discussion Board: Project updates as of April 10**

### **Class 3, 4.10**

#### **The Sound and Music of the Last of Us**

Video: Great sound and music in gameplay

Project Iteration 1 Presentations

Discussion

Team Meetings

Next Steps

**Homework Due 4.17 by 5:45pm**

**Project Iteration 2 (Due 4.24)**

### **Class 4, 4.17**

#### **The Sound and Music of Halo: Reach**

Working Session

Discussion

Team Meetings

Next Steps

**Homework Due 4.24 by 5:45pm**

**Project Iteration 2**

**Discussion Board: Project updates as of April 24**

### **Class 5, 4.24**

Project Iteration 2 Presentations

Working Session as needed

Discussion

Team Meetings

Next Steps

**Homework Due 5.1 by 5:45pm**

**Project Iteration 3**

**Class 6, 5.1**

Project Iteration 3 Presentations

Working Session as needed

Discussion

Team Meetings

Next Steps

**Homework Due 5.8 by 5:45pm**

**Project Iteration 4**

**Discussion Board: Project updates as of May 8**

**Class 7, 5.8**

Project Iteration 4 Presentations

Working Session as needed

Discussion

Team Meetings

Next Steps

**Homework Due 5.15 by 5:45pm**

**Project Iteration 5**

**Class 8, 5.15**

Project Iteration 5 Presentations

Working Session as needed

**Homework Due 5.22 by 5:45pm**

**Project Iteration 5 (Due 6.5 at 5:45)**

**Discussion Board: Project updates as of May 22**

**Class 9, 5.22**

Play Capstone games and critique

Working Session as needed

**Homework Due 5.29 by 5:45pm**

**Project Iteration 5 (Due 6.5 at 5:45)**

**Class 10, 5.29**

Play Capstone games and critique

Working Session as needed

**Homework Due 6.5 by 5:45pm**

**Project Iteration 5**

**Final Critiques, 6.5, 5:45-9**

## Course Policies

### Electronic Devices

There is a no tolerance policy on electronic device usage in the classroom. Cell phone/tablet usage and/or internet usage during class will result in 0 attendance points for the day. It is distracting to others around you. You may take notes on a computer using word or text edit (do not browse the internet) but not on a cellphone/tablet.

### Late Papers/Projects

Late papers and projects are not accepted. If there is an emergency, proper documentation is required *before* the deadline of the assignment.

### Attendance

Students are expected to attend each class and to remain for the duration. Coming 15 minutes late or leaving 15 minutes early constitutes an absence for the student. The overall grade for attendance drops 1 point after any unexcused absence. **Four absences for any reason, whether excused or not, will constitute failure for the course.**

### Attitude

A professional and academic attitude is expected throughout this course. Measurable examples of non-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. 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 allowable in class. If you are required to be on call as part of your job, please advise me 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**

Evaluations are a way for students to provide valuable feedback regarding their instructor and the course. Detailed feedback will enable the instructor to continuously tailor teaching methods and course content to meet the learning goals of the course and the academic needs of the students. They are a requirement of the course and are key to continue to provide you with the highest quality of teaching. The evaluations are anonymous; the instructor and administration do not track who entered what responses. A program is used to check if the student completed the evaluations, but the evaluation is completely separate from the student's identity. Since 100% participation is our goal, students are sent periodic reminders over three weeks. Students do not receive reminders once they complete the evaluation. Students complete the evaluation online in [Campus Connect](#).

### **Academic Integrity and Plagiarism**

This course will be subject to the university's academic integrity policy. More information can be found at <http://academicintegrity.depaul.edu/>. If you have any questions be sure to consult with your professor.

### **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: [cdm.depaul.edu/enrollment](http://cdm.depaul.edu/enrollment).

### **Students with Disabilities**

Students who feel they may need an accommodation based on the impact of a disability should contact the instructor privately to discuss their specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact the instructor as early as possible in the quarter (preferably within the first week of class), and make sure that you have contacted the Center for Students with Disabilities (CSD) at: [csd@depaul.edu](mailto:csd@depaul.edu).  
Lewis Center 1420, 25 East Jackson Blvd.  
Phone number: (312)362-8002  
Fax: (312)362-6544  
TTY: (773)325.7296

