

# AUD 122 - AUDIO FOR FILM, TV, AND GAMING

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## Course Description

This comprehensive course explores audio production for film, television, and video games, combining theory with hands-on practice to teach sound design, music composition, dialogue recording, and post-production. Students learn to use digital audio workstations (DAWs), various microphones, and advanced mixing techniques, while exploring specialized topics like interactive audio for games, surround sound, and adaptive audio design. Through case studies, industry guest lectures, and project-based assignments, students gain insights into real-world applications and trends. By course end, they'll have a versatile skill set for audio recording, editing, and mixing, with a deep understanding of industry demands and career pathways. Group 2 course.

## Credit Hours

2

## Contact Hours

2

## Lecture Hours

2

## Required Prerequisites

AUD 120 with a final grade of 2.0 or higher.

## General Education Outcomes supported by this course

Communications - Direct, Critical Thinking - Direct, Quantitative Reasoning

## Course Learning Outcomes

### Knowledge:

- Define key concepts in sound design, such as diegetic vs. non-diegetic sound, Foley, and ADR.
- Identify the different types of audio used in film, TV, and gaming, including dialogue, sound effects, and background music.
- Explain the technical aspects of audio production, such as mixing, mastering, and the role of different audio software tools.

### Application:

- Create and sync audio elements, including dialogue, sound effects, and background music, to visual media.
- Use software like Pro Tools or Logic Pro to record, edit, and manipulate audio for various multimedia contexts.
- Apply basic sound design techniques, such as reverb, equalization, and panning, to enhance audio elements in a scene.

### Integration:

- Integrate sound effects, dialogue, and music to create a cohesive audio narrative that supports the story and emotional tone of a scene.
- Work collaboratively with visual artists and directors to align audio elements with visual storytelling.

- Synthesize knowledge of different media (e.g., film, TV, games) to adapt audio strategies according to each format's unique needs.

### Human Dimension:

- Develop empathy for the audience's experience by critically analyzing how sound affects emotional and narrative impact.
- Engage in constructive critique by giving and receiving feedback on sound design projects from peers and instructors.
- Reflect on personal and professional growth in audio skills and understanding of the collaborative nature of sound production in media.

### Caring - Civic Learning:

- Cultivate an appreciation for the power of sound in storytelling and its impact on viewer/player experience.
- Develop a commitment to producing high-quality, impactful audio work that enhances narrative immersion.
- Recognize the importance of detail in audio production and its effect on the emotional resonance of multimedia content.

### Learning How to Learn:

- Utilize online resources, manuals, and tutorials to troubleshoot and learn new techniques in audio production software.
- Develop strategies for continuous skill enhancement, such as experimenting with new software tools or audio plugins.
- Practice iterative refinement by reworking sound design projects based on feedback and self-assessment to achieve professional-quality results.