

# CTIN 406L

## Sound Design for Games



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## Overview

- My Background
- Curriculum
- Goals
- Housekeeping
- Resources

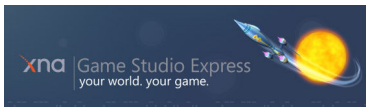
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## My Background

- USC alumnus (fight on)
- College internships
- Full time games roles



XBOX 360



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## What do I do?

- Address game development challenges
  - Content authoring
  - Technical/creative support
  - Audio tools
- "Evangelize" interactive audio
  - Game Evaluations
  - Industry presentations
  - Developer/publisher visits

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## Goals for This Course

- Technical
  - Understanding of critical audio and game terminology
  - Familiarity with basic audio implementation challenges
- Organizational (audio POV)
  - How games are created – roles and responsibilities
  - The business of games
- Creative/Aesthetic
  - Creating music/SFX for non-linear media
  - Navigating game audio implementations

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## Course Curriculum

- 1. An Introduction to Game Audio concepts
- 2. Sound Synthesis and Reproduction on Computers
- 3. The game audio production process: Past and Present
- 4. Game Audio Tools
- 5. "3D" and Surround Sound in Video Games
- 6. Sound Design for Games
- 7. Dialog for Games
- 8. **MIDTERM**
- 9. Music for Games
- 10. Interactive sound design and musical scores
- 11. Bringing it all together: The "Final" Mix
- 12. Game audio implementation case studies
- 13. Advanced game audio concepts
- 14. State of Game Audio
- 15. **Review / Course Wrap Up**

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## General Housekeeping

- Lecture/lab Fridays 2-4:50 PM/CSS G142
  - % of each will vary depending on week's topic
  - Remote lectures
- Office hours
  - Remote, via IM or phone
- Course website/forum/wiki/etc.
  - Somewhere on <http://interactive.usc.edu/>
  - Lecture notes, recordings posted
  - Links to readings, examples, tools
- Assignments
  - Designed to give practical hands-on experience

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## Game Industry Audio Resources

- Gama Sutra ([www.gamasutra.com](http://www.gamasutra.com))
- IGDA ([www.igda.org](http://www.igda.org))
- Game Developers Conference ([www.gdconf.com](http://www.gdconf.com))
- Audio Organizations
  - Game Audio Network Guild ([www.audiogang.org](http://www.audiogang.org))
  - Interactive Audio Special Interest Group ([www.iasig.org](http://www.iasig.org))
  - Audio Engineering Society ([www.aes.org](http://www.aes.org))
- Mailing lists
  - GameAudioPro ([groups.yahoo.com](http://groups.yahoo.com))
  - MusicDSP ([shoko.calarts.edu](http://shoko.calarts.edu))

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## Wrap-Up

Questions, comments?

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