

2023

Sound, Games & Interaction (G&I-2-KSOGAIN-18)

General information

Course ID

G&I-2-KSOGAIN-18

Course type

Module

Credits (ECTS)

2 ECTS

Language of instruction

Dutch, English

Study Year

Year 2

Offered by

HKU Games and Interaction

Contact time (hours)

15

Self-tuition (hours)

41

Course information

Content 1

In this elective module, the student learns about the basic principles of sound in games and designing an audio game. The assignment involves making a small game based on sound and sound qualities, which can be played without visuals. Students take their own responsibility for designing and developing the game design, including the sound assets.

Learning objectives

- The student is able to develop a game on the basis of the material sound, which can be played successfully by a user
- The student can name specific qualities of sound and apply them in a design
- The student can make sound recordings himself/herself and edit them in sound software
- The student can integrate sound assets in a game himself/herself

Competences

Competences

- 01. Technical expertise and analysis
Technological competences

- 02. Design and prototyping
Technological competences
- 03. Testing and implementing
Technological competences
- 04. Research and analysis
Designing competences
- 06. Design
Designing competences
- 10. Communication
Organizing competences
- 11. Learning and reflective skills
Professional competences

Education forms

Information Instructional modes

collaboration: the students work together in teams

teaching: lecture

excursion (sound studio)

demonstration: digital sound, microphones, recording techniques

discussion form: what makes sound “good” or “bad”?

interactive teaching method: AnswerGarden.ch

Attendance / Participation requirement

Student has attended 100% of the meetings or has done a substitute assignment that was approved by the lecturer.

Student has actively participated in the lessons. Student has completed homework assignments to the satisfaction of the lecturer. Student hands in the work to be assessed in accordance with the lecturer’s instructions.

Instructional modes

- Lecture
- Working group

Assessment criteria

Assessment criteria

Assessment takes place on the basis of the following criteria:

1. (TECH/DES) Quality/extent of realisation (does the system work, can it be understood by a test user who has never used the system without extra explanation by the makers?)
2. (TECH/DES) Coherence (do the sounds form a whole?)
3. (TECH/DES) Quality of the sound design (has high-quality sound been created?)
4. (ORG/PROF) Presentation. Neat, clear presentation, in which the design and design choices are explained.

Deliverable

An interactive audio game, a game comprised only of sound (or a presentation of a game).

Tests

Lecturer / Committee Assessment

Lecturer Assessment

Participation requirements for interim examinations

Students work in small teams (≤ 4) and give weekly insight into their progress through a short presentation. The design must be improved weekly on the basis of feedback from peers and the lecturer.

Tests

- Sound, Games & Interaction
Assignment

Test weight
100

Minimum grade
A satisfactory result

Credits
2

Grading scale
Differentiated (VG, G, PASS, FAIL)

Lecturers

Lecturer

- R van Tol
- S Huiberts

Contact person

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