**RTD 389 Fall 2015**

**Electronic Workshop - Sound For Gaming**

**Class Times:**  Tuesdays (Lecture); Thursday (Lab) - 2PM-3:15 PM, NMC 9A

**Professor:**  Dr. Phylis Johnson, COM 10150F

**Office Hours:**  Tuesdays 10AM-12PM; 1PM-2PM (COM1050F)

**Office Hours:**  Thursdays 11AM-2PM (COM1050F)

**Office Hours:**  Other days(times by appt.

**Contact:**  phylisj@yahoo.com, 618-713-8193 (cell)

**Contact:**  Skype - Phylisa.Johnson

**Instructor:**  Michael Maxwell, COM 0012C

**Instructor:**  Office Hours:  Tuesdays 1PM-3PM; Wednesday 11AM-1PM

**Instructor:**  mike.g.maxwell@siu.edu

**FALL SEMESTER 2015**

- Semester Classes Begin
- Labor Day Holiday
- Fall Break
- Veterans Day Holiday
- Thanksgiving Vacation
- Final Examinations
- Commencement

- Monday, August 24
- Monday, September 7
- Saturday, October 10, 12:00 Noon through Tuesday, October 13
- Wednesday, November 11
- Wednesday, November 25 through Sunday, November 29
- Monday, December 14 through Friday, December 18
- Saturday, December 19, 2015

**Course Description** (3 credits, undergraduate elective):  Fundamental theory, design and applications of sound in a digital gaming environment. Emphasis is on developing an understanding of game theory, design and aesthetics as well as emerging technologies; regular critique sessions and assignments; group and individual projects (written and produced). For Beginners.

**Objectives:**  To introduce students to the basics of digital audio theory and design in various "produced" gaming platforms (audio, video, virtual, mobile, etc.) and then apply those principles into various projects; To explore digital gaming aesthetics in various genres (sci-fi, comedy, serious/educational); To effectively develop “aural” storytelling skills and work collaboratively in a digital environment; to experience new applications in virtual worlds, simulations, and virtual reality). Students will apply the textbook to projects, and to weekly critiques in-class and outside assignments. Practical applications are primarily focused on two major projects. Lab assignments are aimed at progressively understanding/developing skills in critique and practice (i.e., production quality, content development and exhibition). Other topics; Ethics and copyright regulation; Coding via Unity, Unreal, etc; vs. Wwise; New Technologies as in Virtual Reality/Mixed Reality, Hololens, etc.
**Required Text/Materials:** *Sound Play, by William Cheng.* Oxford University Press.
Links to gameplay demos, resources, etc. will be emailed weekly, as needed.
Mandatory Recording Equipment: Headphones (1/4” adapter), Storage Drive.

**Instructor Resources:**

*Open Source* Sites/Creative Commons (i.e. Internet Archive, Jamendo, Pond7, FreeSource.org, KVR plug-ins)

**Industry News:**
*GameSpot* [http://www.gamespot.com/](http://www.gamespot.com/)
Renderosity (Ricky Grove, Machinima Expo) [https://www.renderosity.com/](https://www.renderosity.com/)
*Steam:* [http://store.steampowered.com/](http://store.steampowered.com/)

*Machinima, Inc:*  [Machinima.com](http://Machinima.com)

*Unreal Audio Engine,* [https://www.youtube.com/user/UnrealDevelopmentKit](https://www.youtube.com/user/UnrealDevelopmentKit)
[https://www.youtube.com/watch?v=qtgY7esjB6I](https://www.youtube.com/watch?v=qtgY7esjB6I)

**Tutorials:**  *Digital Tutors.* Unity -'Sound for Games'

*Animation Example - Book of Life,*

*Sound Effects and Freelancing in Game Audio* (topics: Quiet Planet Library, Environmental, Ambience, Archives, Sound Sources, Portfolio, Jobs, Networking)
[https://www.youtube.com/watch?v=h4bkRBvFFUE](https://www.youtube.com/watch?v=h4bkRBvFFUE)

[https://www.youtube.com/watch?v=xkB0wJyKpis](https://www.youtube.com/watch?v=xkB0wJyKpis)

*Animation Example - Book of Life,*
Course Outline (Subject to Revision)

Section 1: Introduction - Getting Started
Week 1-2 (8/25, 8/27; 9/1, 9/3): What is Gaming? [CORE LINKS]
GamePlay: MARIO
What is it? Why does it exist? Who cares? It's Everywhere!
The Fandom, Fury, and Madness; Mario, Machinima, and Mobility; The Void is Here!
Reading Assignment: Sound Play's Foreward; Introduction
Lab: Bring Storage, Headsets, all your materials to work! Every lab!
Introduction to MCMA Server, Open Source Sites, Tools, Resources, Unity Tutorials.
Assignment: Create an avatar for SIU's Virlantis in Second Life (ASAP).

Week 3-4 (9/8, 9/10; 9/15, 9/17): What is the Storyline?
GamePlay: FALLOUT/FINAL FANTASY/KINGDOM HEARTS/BIOSHOCK/SKYLINE
Principles of Sound Design/Theory; Sonic Elements of Critique. Understanding how to read and write reviews [sound elements as objects, signals, keynotes, soundscapes].
Reading assignment: Sound Play's Chapter 1 & 2 [Critique two related games]
Lab: Hunting and Gathering - Creating an sound archive - label it organize it into theme(s). Also archive an example of a great use of sound in a game for inspiration.


Sound Effects and Freelancing in Game Audio (topics: Quiet Planet Library, Environmental, Ambience, Archives, Sound Sources, Portfolio, Jobs, Networking)
https://www.youtube.com/watch?v=h4bkRBvFFUE
Related Features, http://www.onbeing.org/program/last-quiet-places/4557

Week 5-6 (9/22, 9/24; 9/29, 9/31; 10/6, 10/8): In the Mood?
GamePlay: SILENT HILL, AMNESIA: DARK DESCENT; ALLAN WAKE
First Person Immersion - CreepyPasta, Mystic, Kara's Korner
PixelHub Podcast: Interview with Alec Carson (DayDreamer short; 5.1 Surround)
Ambience: psychological, recorded on location (i.e., room sound)
Atmosphere: perceptual sounds, to create that mood.
Foley Art: performed sound - footsteps, cloth/costumes, props.
Sound Effects: Vaudeville, Cartoons.
Soundscapes - Ambience, Atmosphere (music, i.e., Eno, Reich)
Voice/Character (i.e. Ricky Grove, Machinima Expo).
Reading assignment: Sound Play's Chapter 3 [Critique one related game]
Other links -
Playstation, https://www.youtube.com/watch?v=p0wWo5QzFQY
Star Wars, https://www.youtube.com/watch?v=TsF8ER2gV_Q
Indie Game, Shop Keeper, https://www.youtube.com/watch?v=E7g5fZULaeU

Week 7 (10/6, 10/8): Lights, Camera, Action - Sound?
GamePlay: Halo, Call of Duty/Black Ops and Action Games/Machinima.com
Middleware, Graphic User Interface to avoid Code, Wwise; F Mode.
https://www.audiokinetic.com/products/wwise/
GearBox (Joshua Davidson's lecture, https://www.youtube.com/watch?v=xKB0wJyKpis
http://borderlandsthegame.com/
http://www.prototypegame.com/
What is Foley? What is Sound Effects? - Filmmaker IQ.
https://www.youtube.com/watch?v=Jznye0iqYE
EX: Movie 'Showboat' (Jack Foley) - body, clothes, hair, etc. SFX: crashes, bells, etc.

Sound Effects and Freelancing in Game Audio
https://www.youtube.com/watch?v=h4bkRBByFFUE
Lab: Replace Audio: Spotting/Recording Sessions.. (15 second/1 minute) w-w/o music.

Section Two: 3D Immersive Environments
GamePlay: MMRPG, Virtual Worlds, Virtual Reality, The Void.
Week 8-10 (10/13, 10/15; 10/20, 10/22):
GamePlay: LORD OF THE RINGS, WAR OF WARCRAFT, THE SIMS, SECOND LIFE
Mass Immersion - Massive Multiplayer RolePlay Games.
Medieval, Fantasy, Historical, Fashion themes.
Reading assignment: Sound Play's Chapter 4 & 5. [Critique two game].
Final Project Discussion - Name/Present Your Final Project Proposal, formal presentation for approval in 3 minutes. Due 10/27.

Section Three: Technology in 2016.
Game Play: ZombiesRun. [on Campus]
Week 10-11 (10/27, 10/29; 11/10, 11/12): Mobile Game Apps.
Earbuds, Mobility and Wearable Sound.
From Zombie Island to ZombiesRun.
https://zombiesrungame.com/
https://www.youtube.com/playlist?list=PLMGuirk6GNVNGRzcSryXkuM4U6nm-tF0l
Reading assignment: Sound Play's Epilogue [Critique one related game]

Week 12-13 (11/17, 11/19; 11/24, 11/26):
Lab! Closed 11/26, Thanksgiving.

Week 14 (12/1, 12/3) Wrap up.
Lab! Work on Final Project.


Week 16 (12/15) Final: Critique Session.

ASSIGNMENTS [Cumulative Points - 2000]
Project 1: Create an avatar for that represents you, cartoon, avatar, etc. Assign sound to your character. End of semester that character will represent your portfolio, via image, machinima, or in-game as one of the characters. 100 points. Portfolio, Demo.


Project 3: Replace Audio: Spotting/Recording Sessions. (15 second/1 minute) w-w/o music. [SL, Unity, UDK, CryEngine, Unreal; vs. Wwise] Due 10/8. 100 points.

Project 4: Spatial Design: Production; Exhibition; Performance. Due 10/22. 300 points.


Project 7: Portfolio/Demo. 200 points.

Critiques: 5 book chapters and related games. 200 points.

Guest Lecture: 100 points.

DEDUCTIVE POINTS
Final: Participation in Showcase/Critique Sessions: (-100 points) REQUIRED.
Attendance: (-25 points lecture; -50 points lab: for unexcused absences) 2 free days. Excused absences at the discretion of professor and in adherence to university policy.

Other Policies: All assignments must be completed in order to pass the course with a D. FORMAT and STYLE COUNTS! All projects must be CLEARLY and PROFESSIONALLY LABELED.
All scripts must be TYPED and APPROPRIATELY FORMATTED. CONTENT MATTERS: All projects must be free of obscene & indecent language/images and racial/ethnic/gender slurs. Ask instructor regarding questionable content BEFORE you turn in the assignment.
Late Grades: 30-50% percent off. Typically Late grades start at C-. No late projects accepted 7 days after the assignment unless approved by the instructor. Final Projects cannot be accepted after the due date. Exceptions require instructor approval. Please let me know early on if you anticipate conflicts, or as soon as possible in order to avoid major issues that will impact your completion of this course with a passing grade.

**Letter Grade – Point Range Equivalent**
A = 900-100; B = 800-899; C = 700-799; D = 600-699; F = Below 600

**GENERAL RESOURCES & LINKS (inform me of dead links)**
World Forum of Acoustic Ecology - [http://wfae.proscenia.net/newsletter/index.htm](http://wfae.proscenia.net/newsletter/index.htm)
Anthropology of Sound - [http://www.anthropologyofsound.info/](http://www.anthropologyofsound.info/)
Creative Commons – [http://creativecommons.org/](http://creativecommons.org/)
Sound Cloud - [http://soundcloud.com/popculturemonster](http://soundcloud.com/popculturemonster)
Pond5 - [http://www.pond5.com/](http://www.pond5.com/)
Sound Bible - [http://soundbible.com/tags-pond.html](http://soundbible.com/tags-pond.html)
Acoustical Society of America: [http://asa.aip.org/](http://asa.aip.org/) (society info/listen to sounds)
Audio Resource Links [www.michaelkeith.com](http://www.michaelkeith.com)
How to [http://www.audiotheater.com/](http://www.audiotheater.com/)
Sound Creation [http://www.filmsound.org/sci-fi](http://www.filmsound.org/sci-fi)
Film Sound Design: The Basics: [http://filmsound.org](http://filmsound.org)
Foley (Lots of Audio Clips): [http://www.marblehead.net/foley](http://www.marblehead.net/foley)
Building Emergency Response Protocols for Syllabus:

University’s Emergency Procedure Clause:

Southern Illinois University Carbondale is committed to providing a safe and healthy environment for study and work. Because some health and safety circumstances are beyond our control, we ask that you become familiar with the SIUC Emergency Response Plan and Building Emergency Response Team (BERT) program. Emergency response information is available on posters in buildings on campus, available on BERT’s website at [www.bert.siu.edu](http://www.bert.siu.edu), Department of Public Safety’s website [www.dps.siu.edu](http://www.dps.siu.edu) (disaster drop down) and in the Emergency Response Guideline pamphlet. Know how to respond to each type of emergency.

Instructors will provide guidance and direction to students in the classroom in the event of an emergency affecting your location. **It is important that you follow these instructions and stay with your instructor during an evacuation or sheltering emergency.** The Building Emergency Response Team will provide assistance to your instructor in evacuating the building or sheltering within the facility.

**Students With a Disability:**

Instructors and students in the class will work together as a team to assist students with a disability safely out of the building. Students with a disability will stay with the instructor and communicate with the instructor what is the safest way to assist them.

**Tornado:**

During the spring semester we have a Storm Drill.

Pick up your belongings and your instructor will lead you to a safe area of the basement. No one will be allowed to stay upstairs. Stay away from windows. The drill should not last more than 10 minutes. You must stay with your instructor so he/she can take roll. Students need to be quiet in the basement as the BERT members are listening to emergency instructions on handheld radios and cannot hear well in the basement.

**Fire:**

During the fall semester we have a Fire Drill.

Pick up your belongings and your instructor will lead you to either the North or South parking lot depending on what part of the building your class is in. You must stay with your instructor so he/she can take roll. As soon as the building is all clear, you will be allowed to return to class.
These drills are to train instructors and the Building Emergency Response Team to get everyone to a safe place during an emergency.

Bomb Threat:

If someone calls in a bomb threat, class will be suspended and students will be asked to pick up their belongings, evacuate the building and leave the premises. Do not leave anything that is yours behind. We will not allow anyone back into the building until the police and bomb squad give us an all clear. **DO NOT USE YOUR CELL PHONES.** Some bombs are triggered by a cell phone signal.

Shooter in the Building:

If it is safe to leave, move to a safe area far from the building away from where the shooter is located. If anyone has any information about the shooter, please contact the police after they have gone someplace safe.

If it is not safe to leave, go into a room, lock the door and turn out the lights. Everyone should spread out and not huddle together as a group. Don't stand in front of the door or in line of fire with the door. Students' chair and desks should be piled in front of the glass and door as a barricade and the teacher’s desk, podium and anything movable can be pushed against the door. This is intended to slow down any attempts to enter the classroom. If it looks like the shooter is persistent and able to enter, make a lot of noise and have the students use everything in their backpacks to throw at the shooter to distract him.

Silence all cell phones after one person in the room calls the police and informs them of their location and how many people are in the room. **Be quiet and wait for the police to arrive.** The police are looking for one or more shooters, and they have no way of knowing if the shooter is in the room people are hiding in. For this reason, when the police enter the room, no one should have anything in his/her hands and each person MUST raise his/her hands above his/her head.

Earthquake:

In the event of an earthquake, you are advised to take cover quickly under heavy furniture or crouch near an interior wall or corner and cover your head to avoid falling debris. Outside the building are trees and power lines and debris from the building itself that you will need to stay away from. In the building, large open areas like auditoriums are the most dangerous. Do not try to escape on a stairway or elevator. Do not hide under a stairway. We do not recommend that you stand in a doorway because the door could shut from the vibrations and crush your fingers trapping you there.
**Rave Mobile Safety Alert System:**

We recommend that you sign up for the Rave Mobile Safety Alert System. It is a new system that replaces the WENS system to alert you through emergency text messages on your cell phone and emails for emergencies on campus, weather reports and emergency school closures. You have to sign up. If you were signed up for WENS it does not roll over. You have to sign up for Rave Mobile Safety Alert System. Go to Saluki Net, go to my records tab, under SIUC Personal Records, click on View My SIUC Student Records, Under Main Menu click on Personal Information, click on View and Update Addresses and Phones, in the middle of the page click [Update Addresses and Phones], under phones click Primary: This will take you to Update Addresses and Phones – Update/Insert, under primary phone number for this address put in your cell phone and submit. For more information, visit dps.siu.edu, contact SalukiTech at 453-5155 or salukitech@siu.edu.

**CPR/Defibrillator and First Aid Class:**

If you would like to take a CPR/Defibrillator and/or First Aid class, contact LaVon Donley-Cornett, lavong@siu.edu or call 453-7473.

**Women's Self Defense Classes** are offered to female students faculty and staff by the Department of SIU Public Safety. For more information contact Officer Mary Stark marys@dps.siu.edu.