

# Course Syllabus

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**Course Prefix, Number, and Title:**

DAD 424 Advanced Digital Sound Design

**Credits:**

3

**University Name:**

Dakota State University

**Academic Term/Year:**

Spring 2023

**Last date to Drop and receive 100% refund:**

1/18/23

**Last date to Withdraw and earn a grade of 'W':**

4/3/23

**Course Meeting Time and Location:**

Tuesday/Thursday 1:00 pm – 2:15 pm TCB 209

**Instructor Information:****Name:**

Tate Carson

**Office:**

TCB 305

**Phone Number(s):**

N/A

**Email Address:**

Tate.carson@dsu.edu

**Office Hours:**

MWF 10 am – 12 pm, TR 2:30 – 3:30 pm

**Approved Course Description:****Catalog Description:**

The art and science of adding creative and immersive sound to various video formats for television, feature films, and commercials. Emphasis is given to manage time codes and multi-track audio with realistic sound effects manipulation, digital Foley, and dialog replacement (ADR). The course also includes surround sound mixing concepts.

### **Additional Course Information:**

This course focuses on creating interactive audio and music for games. The first part of the semester will cover sound design for games, creating sound effects, and preparing them for implementation. Then, we will learn Audiokinetic's Wwise audio middleware to implement sound and music in video games. The second half of the semester will involve collaborations with the game design class to create an original game.

### **Prerequisites:**

#### **Course Prerequisite(s):**

MUS 204 or DAD 222

#### **Technology Skills:**

Basic computer programming

Basic audio skills: ability to create sound effects and music with a DAW

### **Course Materials:**

#### **Required Textbook(s):**

none

#### **Required Supplementary Materials:**

Software: [Unity Game Engine](#), [Wwise Audio Middleware](#)

#### **Optional Materials:**

[Wwise certification](#)

### **Student Support:**

#### **DSU Knowledge Base:**

The DSU Knowledge Base contains links and resources to help students by providing information about the following topics: User Accounts & Passwords, Academic Tools & Resources, Software & Apps Support, WiFi & Network Access, Campus Emergency Alert System, Campus Printing, IT Security & Safe Computing, and the Support Desk (which is there to help both on and off-campus students). The Knowledge Base can be accessed through the link below:

- [DSU Knowledge Base](#)

#### **D2L Support for Students:**

The D2L Support for Students site is designed to provide DSU students a D2L support resource center that contains user guides, tutorials, and tips for using the D2L learning environment. The D2L Support for Students site can be accessed through the link below:

- [DSU D2L Support Resources for Students](#)

### **Course Delivery and Instructional Methods:**

DAD 424 is a project-based course that requires the completion of sound design and audio implementation projects for games.

## **Classroom Policies:**

### **Attendance and Make-up Policy:**

Students are expected to attend all scheduled classes. After **three** absences, 10 points will be deducted from the attendance grade for each additional absence.

Late work will only be accepted with a documented excuse. Students may redo work they received an undesirable grade on once, but only if they turned in something by the original due date. The deadline for redoing work is a week after the original due date. After this time, no late work will be accepted.

### **Accessibility Statement:**

Dakota State University strives to ensure that physical resources, as well as information and communication technologies, are reasonably accessible to users in order to provide equal access to all. If you encounter any accessibility issues, you are encouraged to immediately contact the instructor of the course and Dakota State University's ADA Office, which will work to resolve the issue as quickly as possible.

DSU's ADA Office is located in the Learning Engagement Center and can be contacted by calling 605-256-5121 or emailing [dsu-ada@dsu.edu](mailto:dsu-ada@dsu.edu). Students seeking ADA accommodations (such as non-standard note taking or extended time and/or a quiet space taking exams and quizzes) can log into the DSU portal to access <https://portal.sdbor.edu/dsu-student/student-resources/disability-services/Pages/default.aspx/> for additional information and the link to the Disability Services Request Form. You will need to provide documentation of your disability and the ADA Coordinator must confirm the need before officially authorizing accommodations.

### **Academic Honesty Statement:**

Cheating and other forms of academic dishonesty run contrary to the purpose of higher education and will not be tolerated in this course. Please be advised that, when the instructor suspects plagiarism, the Internet and other standard means of plagiarism detection will be used to resolve the instructor's concerns. The South Dakota Board of Regents Student Academic Misconduct Policy can be found here: [SDBOR Policy 2.33](#).

All forms of academic dishonesty will result in << insert class specific Academic dishonesty standards here >>

## **Communication and Feedback:**

### **Preferred Email Contact Method:**

Tate.carson@dsu.edu

### **Email Response Time:**

Within 48 hours when class is in session.

### **Feedback on Assignments:**

Within one week of the assignment due date.

### **Names and Pronouns:**

At DSU everyone has the right to be addressed by the name and personal pronouns that correspond to their gender identity, including non-binary pronouns, for example, they/them/theirs, ze/zir/zirs, etc. Students can request a name change using the **Change**

**Name/Preferred Name or Address** form at <https://support.dsu.edu/>. This will change the display name in D2L and across other campus systems. Students can always email me to let me know what pronouns they use.

To create and maintain an inclusive learning environment, it is important that we respect the names and pronouns of our peers in this class. I expect everyone to be serious and respectful when classmates share their names and pronouns. Mistakes in addressing one another may happen. If you hear someone make a mistake, please correct them and move on. ("I think Sam uses they, not she.") If you make a mistake or are corrected, please say "thank you" and move on. ("Thank you. They made a great point about the film.") To learn more about pronouns and why they are important please visit <https://www.mypronouns.org/>

## **Student Learning Outcomes:**

- Create audio and integrate it into games
- Compose music that changes dynamically in response to game events
- Design unique sound, dialog, and creature voices to bring a game to life
- Use the many powerful features of Audiokinetic's Wwise authoring tool
- Collaborate with other group members to create an original game

## **Evaluation Procedures:**

### **Assessments:**

- Attendance/Participation (20%)
- Projects and Exercises (30%)
- Quizzes (20%)
- Final project (30%)

### **Final Examination:**

Thursday, May 5<sup>th</sup>, 1:00 pm – 3:00 pm

### **Performance Standards and Grading Policy:**

90% and above = A

80%-89% = B

70%-79% = C

60% - 69% = D

59% or below = F

### **Student Verification Statement and Proctoring Policy:**

Federal law requires that universities verify the identity of students when course materials and/or course assessment activities are conducted either partially or entirely online. A student's Desire2Learn (D2L) login and password are intended to provide the student with secure access to course materials and are also intended to help the university meet this federal mandate. Some DSU Faculty also require the use of a proctor for exams in distance-delivered (Internet) courses and this requirement provides a second level of student identity verification. Students are responsible for any proctoring fees, if applicable. Finally, an instructor who uses web conferencing technology may require students to use a webcam during exams as another means of student identity verification through voice and visual recognition.

<< For online courses, include the verification method used for the course (i.e., proctoring, portfolio, oral exam, student observation, etc.) >>

### **Tentative Course Outline and Schedule:**

Week	Date	Topics, Assignments, Quizzes, Tests, Deadlines
1	1/9	Syllabus overview Game Audio History
2	1/16	Audio for interactive environments Game Styles and Genres
3	1/23	Sound design in games
4	1/30	Voiceover recording
5	2/6	Creature sound design Magic sound effects
6	2/13	Composing music for games Audio preparation
7	2/20	Audio implementation Understanding Audio Middleware
8	2/27	Wwise: Intro and Installation Intro to Unity 3D
9	3/6	Wwise: Position, Attenuation, and Profiling
10	3/13	Spring Break – no classes
11	3/20	Wwise: Position Types, States, Game Parameters and Blend Containers Audio Buses, Mixing, and Reverb Zones
12	3/27	Wwise: Interactive Music

Week	Date	Topics, Assignments, Quizzes, Tests, Deadlines
13	4/3	Collaborations with Game Design class
14	4/10	Collaborations with Game Design class Group project check-in
15	4/17	Collaborations with Game Design class
16	4/24	Collaborations with Game Design class

### **Freedom in Learning Statement:**

Students are responsible for learning the content of any course of study in which they are enrolled. Under Board of Regents and University policy, student academic performance shall be evaluated solely on an academic basis and students should be free to take reasoned exception to the data or views offered in any course of study. It has always been the policy of Dakota State University to allow students to appeal the decisions of faculty, administrative, and staff members and the decisions of institutional committees. Students who believe that an academic evaluation is unrelated to academic standards but is related instead to judgment of their personal opinion or conduct should contact the dean of the college which offers the class to initiate a review of the evaluation.

### **COVID-19 Policies:**

During this pandemic, students must abide by all DSU policies and public health rules put forward by the state of South Dakota, the Board of Regents, and Dakota State University to promote the health and well-being of fellow students and your own personal self-care.

As with other disruptive behaviors, we have the right to dismiss you from the classroom (Zoom and physical), or other class activities if you fail to abide by these COVID-19 policies. You will also be alerted to any possible course format changes in response to DSU decisions about COVID-19 during the semester.