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# Module 12 XNA Audio

## Lecture XNA Audio Without XACT

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# Module 12 Learning Objectives

Bloom Level	Number	Name	Description	Course Learning Objectives
2: Understand	1	XACT Projects	Describe the different parts of an XACT project and how they relate to each other	Basic XNA Concepts
3: Apply	2	XNA Audio	Develop an XNA game that loads and plays audio cues	Basic XNA Concepts

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Last time, we've learned how to use audio assets  
in our XNA games using XACT

In this lecture, we'll learn how to use audio assets  
in our XNA games without using XACT

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- Recap

- We learned how to use audio assets in an XNA game without using XACT
  - End of Module 12

- Next Time

- We'll learn how to do text IO in XNA
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