**SYLLABUS RECA 398 – LMU Spring 2019**

## VIDEO GAME SOUND

**INSTRUCTOR:**

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Date and Time: Com Arts 103 – Thursdays 7:15-10:00pm

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| --- | --- | --- |
| Tuesday | Wednesday | Thursday |
| 1:30 – 10:00pm **Phone and** Skype Available |  | 1:30 – 7:00 **Phone and** Skype Available |
|  | 7:00 – 10:00 **Phone and**  **Skype Available** | 7:15 – 10:00 **RECA 398**  ***Com 103*** |

**COURSE DESCRIPTION:**

**Emphasis:**

Sound/Music Design and Implementation using Unity 3D game engine.

**Objectives:**

To develop basic skill and understanding of modern game engines.

To build a practical foundational knowledge of sound design and programming for implementation.

**Learning Outcomes:**

* Usage of the Unity 3D game engine.
* Sound Effects Design.
* Music Composition or Selection.
* Sound Implementation using C#.
* Learning to spot for sound design in-game and in code.
* Usage of MonoDevelop.

**INSTRUCTIONAL METHODS**:

The class will utilize lecture-discussion, group work, and projects to convey course material.

**ESTIMATED COST FOR THE CLASS**:

You will have to spend at least $ 20.00.

**REQUIRED TEXTS:**

You will be provided with all necessary handouts in the format(s) most agreeable to the class and upon reaching consensus.

**LAB FEES:**

There are no required Labs for this course.

**WORK LOAD:**

You’ll need to spend at least 3 hours a week studying and working on assignments outside of class.

**USE OF TECHNOLOGY:**

You’ll need a computer either Mac or PC capable of running the Unity Engine. Any laptop built in the last 7 years should do.

**ATTENDANCE:**

Attendance will be taken at each class meeting. Absence from more than 10% of the scheduled class sessions, whether excused or unexcused, is excessive and GRADE PENALTIES will occur according to these rules: If you miss **10% of the classes** your ***FINAL CLASS GRADE will go down for the whole lettergrade***.  *For every additional 10% you will lose another lettergrade.* Class participation is mandatory.

**GRADING:**

**60% UNITY 3D AND MONODEVELOP EXCERCISES.**

**20% TESTS & QUIZES**

**10% CLASS PARTICIPATION**

**10% FINAL PROJECT**

Complete sound for one full game level. This will include dynamic music, environmental, and game sound. The final product must perform well and be completely free of audio bugs.

**No late assignments will be accepted, and no incompletes for the course will be granted. You absolutely must get in the habit of backing up your work. In the field, failure to backup can cost you your job and possibly the project. ( See Toy Story 2 - even the pros mess it up sometimes)** <http://www.youtube.com/watch?feature=player_embedded&v=EL_g0tyaIeE>

**GRADING SCALE:**

**A** 97% - 100% superior

**A-** 93% - 96% outstanding

**B+** 89% - 92% very good

**B** 85% - 88% good

**B-** 81% - 84% better than average

**C+** 77% - 80% above average

**C** 73% - 76% average

**C-** 68% - 72% below average (this is not a passing grade in courses requiring a minimum grade of **C** )

**D** 64% - 67% poor

**F** 63% - below failure

**SPECIAL ACCOMMODATIONS:** Students with special needs who require assistance or accommodations in this course should promptly direct their request to Disability Support Services (DSS) Office. Any student who currently has a documented display (ADHD, Autism Spectrum Disorder, Learning, Physical, or Psychiatric) needing academic accommodations should contact the DSS Office (Daum Hall 2nd floor, 310-338-4216) as early in the semester as possible. All discussions will remain confidential. Please visit [www.lmu.edu/dss](http://www.lmu.edu/dss) for additional information.

**SAFETY**: Since the School of Film and Television is fully committed to safety and sensible risk management, every student will be required to adhere to all safety and risk management policies. The School considers violation of the Safety and Risk Management policies infractions of the LMU Student Honor Code in the Undergraduate and Graduate Bulletin under Academic Degree Requirements and Policies re: non-academic matters: For non-academic matters, all students are governed by the Loyola Marymount University Student Conduct Code found in the Community Standards booklet. The booklet can be found on MyLMU (<http://my.lmu.edu>). These policies are also listed in the Production Handbook. In accordance with the Honor Code guidelines and process, disciplinary measures may range from warnings, to failure in the course, to expulsion from the University. Additionally, any footage acquired during the commission of a violation of these policies will be disallowed from the project.

Students in violation of SFTV policies also risk suspension of Privileges. Privileges include access to SFTV Production and Post-Production resources, equipment, LMU production insurance and participating at the end of the semester screenings. When a violation occurs, the Instructor, the appropriate Department Chair, HOPA and the Graduate Director will meet to determine whether and to what extent the student shall incur temporary loss of privileges, or they may jointly make a recommendation to the Dean for permanent loss of privileges.

**SFTV Grading Screenings**: The Final Screenings are grading sessions. They are open to and welcome all SFTV students, the entire SFTV community, and invited guests, including key crew and alumni. There will be a special screening for crew members, friends and family at the end of the grading week. The procedures for the Final Screenings will be announced. In accordance with departmental policy, student projects will not be screened past the maximum length specified in the syllabus.

**SFTV Policy Statement on Students Not Paying for Work:** SFTV encourages the collaboration of students in the production of creative projects, understanding that students with various interests represent different specialized areas of knowledge. Your LMU academic peers should not be charging for their services but, instead, if they volunteer on your project, you should recognize that their contributions are significant and deserving of on-screen credit. You should treat any volunteer respectfully as talent, understanding that contributions from those outside this course enrollment are voluntary and not required.

**Academic Dishonesty:** Academic dishonesty will be treated as an extremely serious matter with severe consequences that can range from receiving no credit for assignments/tests, failing the class, to expulsion. It is never permissible to turn in any work that has not been authorized by the student, such as work that has been copied from another student or copied from a source (including Internet) without properly acknowledging the source. Work must meet the standard set forth in the “Academic Honesty Policy” (see <http://academics.lmu.edu/honesty>.)

**Expectations for Classroom Behavior:** Disruptive behavior which is persistent or significantly interferes with classroom activities may be subject to disciplinaryaction**.** A student may be referred to the Office of Student Judicial Affairs if their behavior constitutes a violation of the conduct code.

**Course evaluations:** Student feedback on this course provides valuable information for continued improvement. All students are expected to fairly and thoroughly complete a course evaluation for this course. This semester, all course evaluations for SFTV will be administered online through the BlueTMevaluation system. You will receive an e-mail notification at your Lion e-mail address when the evaluation form is available.