Ben Taub

Sound Project Reflection Paper

In my sound, I took the sound of gameplay from a fighting game and put it over 2 other sounds: A cheering crowd and a booing crowd. With that was also overlaid 2 sets of button pressing sounds, one of mashing while the other is in a more rhythmic pattern. Neither of these sets of sounds are ever directed at a specific player of the game.

For my sound, I purpose kept the recipient of the booing and who was mashing the buttons and who was pressing them rhythmically anonymous. By watering down how fighting games are played, the line between those who are novices and those who are experts are skewed. It will become harder and harder to determine this if fighting games are continued to be oversimplified.

Works cited:

https://freesound.org/people/qubodup/sounds/222511/

https://freesound.org/people/ChazzRavenelle/sounds/421845/

https://freesound.org/people/Adam_N/sounds/346683/

https://www.youtube.com/watch?v=IqpTaMQ478Y

https://www.youtube.com/watch?v=clfTgra6NNM&t

https://www.youtube.com/watch?v=QnP9yjyINp4