

1. Audio is important in games because of the following reasons EXCEPT?

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- ☒ Audio is typically the primary way to communicate with the player.
 - ☐ Audio adds emotional impact.
 - ☐ Audio provides the player with feedback.
 - ☐ Audio helps the player feel immersed in the game.
- ☒ Correct
Correct answer! The visuals, or the graphics, are typically the primary way to communicate with the player. However, audio is an important additional communication channel that should not be forgotten as you make games.

2. A standard digital audio sound file format supported by Unity is:

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- ☐ MIDI
 - ☐ MP2
 - ☒ WAVE (or WAV)
 - ☐ AU
- ☒ Correct
That is correct! Unity supports Waveform Audio File Format, which is an audio file format standard, developed by IBM and Microsoft.

3. The process of turning the analog or continuous sound wave into digital data is called?

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- ☐ Encoding
 - ☐ Transferring
 - ☐ Compressing
 - ☒ Sampling
- ☒ Correct
Yes! Sampling is the process of turning the analog or continuous sound wave into digital data

4. There is one industry standard audio tool that most sound designers use?

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- ☐ True
 - ☒ False
- ☒ Correct
Correct. There are MANY digital audio tools used by sound designers, including ProTools, Logic, Audition, Audacity, etc.

5. The primary categories of audio in games include all of the following EXCEPT:

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- ☒ Subconscious
 - ☐ Music
 - ☐ Dialog
 - ☐ Sound Effects
- ☒ Correct
That is correct. Subconscious audio is not a primary category of game audio.

6. The best way to add emotion into a game is through:

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- ☐ Voice acting
- ☒ Music
- ☐ SFXs
- ☐ Ambient sound

☒ Correct
That is correct. Music is the best way to add emotion into a game.

7. When compressing sound for delivery over the internet, you likely will use what type of compression?

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- ☐ Lossless
- ☒ Lossy

☒ Correct
That is correct. For internet delivery, you need to reduce the amount of data as much as possible so you likely will use a lossy compression method such as MP3 or OGG.

8. When recording audio, you don't need to be concerned about background noise because you can easily fix it in post-production within your sound editing software.

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- ☐ True
- ☒ False

☒ Correct
That is correct! It is really hard to take out background noise in post-production. Therefore, you should record in an environment that is as noise-free as possible.