

	<ol style="list-style-type: none"> Document your key insights - the things that you have learned about yourself that you will take forward into future Units to further hone your 3Ps. Prepare a presentation of no more than 10 minutes in duration which summarises this information and acts as a rationale for a final grade.
Deliverables	<ul style="list-style-type: none"> Prepare a presentation of no more than 10 minutes for presentation in Week 13 Links to your Learning Journal for review
Resources	Student Handbook
Learning Outcomes	All Unit Learning Outcomes and Common LO 1 is addressed in this milestone

Project 1 Brief

Game Audio

Due	Week 6
Group / Individual Project	Individual

Brief:

In this project, you will complete both the sound design and audio implementation for a supplied game level. This will involve planning out the sound design, production of suitable audio assets and implementing sounds within a game engine. You will present research and develop workflows for game audio production and build foundational skills for implementing audio, music and FX with a game.

Player immersion in gameplay is the goal of this sound design project, along with a demonstration of skilful audio implementation techniques.

You will showcase your final sound design in a 7-10 minute class presentation, discussing processes, challenges and skills developed that will be timetabled by your facilitator.

Steps to Follow:

- Embed a spreadsheet (e.g. Google Sheets) on your project page to develop your asset list.
Indicates the sounds needed throughout the game level, where each sound is required (e.g. cave, forest, swamp etc), approx audible range of the sound in meters, and how the sound was created or where it was sourced from. Minimum of 30 sounds.
- Source/record/produce these sounds as required.

3. Import each of those sounds into a DAW and appropriately process them ready for implementation into the game. E.g. gain for appropriate relative loudness, EQ to match tone, apply creative effects as deemed appropriate, trim atmos as loops, trim bird chirps to short single tweets. Export each audio clip and upload each sound to a Google Folder embedded on your project page. The names of these audio files should match those in the audio asset list.
4. Import the audio clips into the game level (either directly into the game engine or via audio middleware such as FMOD). Implement the sounds into the game level using your asset list as a guide.
5. Applying appropriate settings for each audio source. Sounds are to be placed across the full level (e.g. no silent spots) with a minimum of 50 audio sources included throughout the level. Implementation is to include the use of positional and non-positional audio, distance attenuation and reverb zones. Apply an appropriate mix across the level using the game engine or audio middleware mixer, with the application of in-game audio effects (demonstrating the use of both insert and aux send audio effects).
6. Seek and document feedback from your peers and facilitator on work in progress (WIP) throughout the project.
7. Screen capture 2 - 3 minutes of gameplay of your completed level (with sound) and embed the video on your project page. The video should be appropriate as a portfolio piece, work to avoid jarring movements and consider how to move around the level in a manner that is flattering for your presentation.
8. Zip the game project (e.g. the Unity project), upload the zip to your Google Drive and include a link to the zip on your project page.
9. Submit your project with two 250-word project reflections, as outlined below: (1) a mid-project reflection and (2) a project-completion reflection.

Mid-project reflection: Include the mid-project reflection with your project submission. In 250 words, address each of the prompts with examples from your project:

- How you developed your technical skills and knowledge
- How have you improved your workflows and processes
- How you developed your communication and collaboration skills

Project-completion reflection: In 250 words, address each of the prompts with examples from your project:

- How you appraised the overall success of the project
- What obstacles you faced and how you overcame them
- How you will improve your skills for future projects

10. Deliver a 7-10 minute presentation at a scheduled date/time as directed by your facilitator, showcasing your sound design using the screen-captured video. Discussing processes, challenges

and skills developed. Highlight and include interesting points found through your self-directed research.

Deliverables:

Documentation of the project development (including screenshots and/or video), and the following included in your Learning Journal:

- Screen-recorded video of the gameplay (2 - 3 minutes) showcasing your final sound design. The video is to be embedded in your Learning Journal and provided as a downloadable link.
- Self-directed game audio research (minimum 500 words with four APA7 references & in-text citations) presented on your project page for highlighting as part of your class presentation.
- Audio asset list embedded as a spreadsheet (e.g. Google Sheets) on your project page.
- Google Folder embedded on your project page containing the final audio clips used in the game level. The naming of these audio files will correlate to the audio asset list.
- Upload the game project (e.g. the Unity project) as a zip file to your Google Drive, with the download link on your project page.
- Make sure all related content for your project is correctly shared with moderation_au@sae.edu

Learning Outcomes	Requirements
CLO1 Demonstrate regular and consistent reflective practice addressing your proficiencies, processes, and people skills.	<p>Two project reflections were completed.</p> <p>Mid-project reflection:</p> <ul style="list-style-type: none">• How you developed your technical skills and knowledge• How have you improved your workflows and processes• How you developed your communication and collaboration skills <p>Project-completion reflection:</p> <ul style="list-style-type: none">• How you appraised the overall success of the project• What obstacles you faced and how you overcame them• How you will improve your skills for future projects
LO1 Apply sound production methodologies to reinforce the narrative and audience impact in linear and nonlinear media.	<ul style="list-style-type: none">• Develop and implement an appropriate sound design that reinforces the narrative of the game level.• Demonstrate audio implementation techniques, making use of a minimum of 50 audio sources included throughout the level.

Learning Outcomes	Requirements
LO3 Apply location recording, Foley, ADR, sound design and mixing techniques in a media project	<ul style="list-style-type: none"> • Apply an appropriate mix across the level using the game engine or audio middleware mixer, with the application of in-game audio effects (demonstrating the use of both insert and aux send audio effects).
LO4 Evaluate and implement processes for the spatial positioning of sound in an immersive environment.	<ul style="list-style-type: none"> • Evaluate and develop an audio assets list for the game level, with a minimum of 30 unique sounds. • Demonstrate audio implementation techniques, with a minimum of 50 audio sources included throughout the level. • Include the use of positional audio, distance attenuation and a reverb zone within a game environment.

Project 2 Brief

Sound Design for Animation

Due	Week 10
Group / Individual Project	Group or Individual

Brief:

In this project, you will develop a sound design for a provided or sourced animation.

In small groups or individually, choose one of the animation projects from [these animation clips](#). Or choose your own animation clip (must be signed off by the facilitator before proceeding with the project).

You will work individually or together as a crew and are each responsible for self-organising the workflow, recording sessions, editing, SFX gathering, music composition or acquisition, casting of actors, mixing, communications, and data management and session workflows.

At defined checkpoints have your work available during studio workshops for feedback or discussion, particularly for set feedback sessions throughout classes. Post-production workshops, mixing tasks and exercises will be delivered during class time, you will then practice the skills learned in workshops to develop and complete this project.

You will work together (or individually) as a crew and be responsible to each other for self-organizing the workflow and collaborating on timelines and as necessary, any: ADR, and VO recording sessions, editing &