

Course Syllabus

Course Number: MAA 166-a
Course Title: **Audio for Games & Animation**

Class Meetings: Monday & Wednesday
3:00pm-5:50pm
Session/Year: Winter 2014

Instructor Name: Allen Tieri
Email Address: atieri@aii.edu
Instructor Availability Outside of Class: By Appointment only

Audio for Games & Animation

Course Description:

This course is a conceptual introduction to audio production techniques for games & animation. Students will learn to digitize sound and apply it for audio enhancement of their animations. Students will also learn how to produce appropriate audio effects and transition in computer animation.

Course Length: 11 Weeks
Contact Hours: 66 Hours
 Lecture: 33 Hours
 Lab: 33 Hours
Credit Values: 4.0 Credits

Course Competencies:

Upon successful completion of the course, the student should be able to:

Utilize digital audio recording and playback devices

- Acquire sound effects using recorders
- Determine playback capabilities of different hardware in games
- Calculate total amount of disk space that sound and music can use
- Convert audio files to compressed formats

Synthesize information from diverse sources for project purposes

- Assemble audio assets for a targeted project
- Modify and edit existing sound files
- Create and record new sound effects
- Determine music appropriate to game

Integrate audio with animated compositions

- Match audio effects with specific visual images
- Use audio to create mood in transitions
- Distinguish among various types of audio sources

Course Prerequisites: *None*

Textbook(s): *Designing Sound for Animation*. Publisher: Focal Press;
Pap/DVD edition ISBN-13: 978-0240807331

Technology Needed: Either Window computers running XP or Macintosh computers running MacOS10.x with an Internet connection, printers, software including image manipulation, 3D software, audio editing & virus utilities. Students should have removable hard or flash drive for personal file storage, and paper and drawing utensils.

Grading Scale:

All assignments must have clear criteria and objectives meet. All students shall be treated equitably. It will be that student's right to know his/her grade at any reasonable point that information is requested by that student. The criteria for determining a student's grade shall be as follows (on a percentage of total points basis):

A	100-93
A-	92-90
B+	89-87
B	86-83
B-	82-80
C+	79-77
C	76-73
C-	72-70
D+	69-67
D	66-65
F	64 or below

GRADING

	Percent of grade
Class Participation	10%
Assignments/quizzes	50%
MidQuarter Exam/Project	20%
Final Exam/Project	20%

Class Participation - is affected by attendance but also credited by contributing to in-class discussions, presentations, critiques and critiquing.

Assignments - included in this grading block are: homework assignments, lab-work, quizzes, group projects, and presentations.

Mid-Quarter Exam/Project & Final Exam/Project - Both Mid-Quarter and end of the quarter you will have either an exam, project or combination of both depending on what is appropriate.

Student Evaluation/Grading Policies:

Details on all assignments, projects, quizzes and Exams will be provided in related handouts and emailed.

Students are encouraged to consult the instructor on any/all explanation(s) of each assignment or project grade acquired.

If you are absent from a class , it is your responsibility to secure missing notes and/or assignments, and it is highly recommended that you develop a buddy system for contacting fellow classmates regarding missing material(s).

ALL projects will have a DEADLINE and PROJECTS MUST BE HANDED IN ON TIME OR YOU WILL RECEIVE NO CREDIT. **LATE WORK WILL NOT BE ACCEPTED.** You cannot miss a deadline in the real world, and you will not be allowed to extend a deadline in class. Attaching any project to e-mail will not be accepted unless given permission by the instructor.

All work in this course must reflect your own efforts. While group collaboration is encouraged a student must clearly demonstrate personal competence and individual expression in all assignments.

Plagiarism Policy

Plagiarism is the act of obtaining credit for work by dishonest, deceptive, or fraudulent means. It is the act of taking ideas, words, images or specific substance of another and offering these as one's own.

The Tinley Park campus has a strict policy against plagiarism:

Academic Failure: the student may receive an "F" for the course for a second offense of plagiarism.

Suspension or Dismissal: the student may be suspended or dismissed from the college for a third offense against the plagiarism policy.

The use of copyrighted materials including the use of celebrities and athletes is strictly prohibited.

Disability Services

The Illinois Institute of Art-Tinley Park provides accommodations to qualified students with disabilities. The Disability Services office assists qualified students with disabilities in acquiring reasonable and appropriate accommodations and in supporting equal access to services, programs and activities at Illinois Institute of Art-Tinley Park.

Students who seek reasonable accommodations should notify the Disabilities Services Coordinator Dean Michael SaintLuke-Robinson of their specific limitations and, if known, their specific requested accommodations. Students will be asked to supply medical documentation of the need for accommodations. Classroom accommodations are not retroactive, but are effective only upon the student sharing approved accommodations with the instructor. Therefore, students are encouraged to request accommodations as early as feasible with the Disability Services Coordinator to allow for time to gather necessary documentation. If you have a concern or complaint in this regard, please contact the Dean of Student Affairs in Room 249 or call 708- 781-4031. Complaints will be handled in accordance with the school's Internal Grievance Procedure for Complaints of Discrimination and Harassment.

Equal Education Opportunity Policy

The Illinois Institute of Art-Tinley Park does not discriminate or harass on the basis of race, color, national origin, sex, gender, sexual orientation, disability, age, religion, genetic marker, or any other characteristic protected by state, local or federal law, in our programs and activities. The following person has been designated to handle inquiries and coordinate the school's compliance efforts regarding the non-discrimination policy: Dean of Student Affairs at 708.781.4031.

Tutoring

Tutoring is available, free of charge, by calling 708-781-4080 or adewey@aii.edu to setup an appointment.

Attendance Policy:

Students are expected to attend class and to arrive on time. Late arrival disrupts the classroom and being late to class also accrues time towards absence. Advance notice of an absence MUST BE provided to the instructor via email.

The accumulated time of three (3) absences will result in reduction of your grade by a FULL letter grade. For example, an A- would degrade to a B-.

Seven (7) or more absences will result in an Attendance Failure.

Additionally, registrar office personnel and/or academic advisors will be consulted for any questionable absences and/or absence-related issues.

A student must sign his/her own name on the attendance sheet on each day present. If a student is absent and a student who is present signs in the absent student's name, both students will be penalized.

Doors will close 15 minutes after the start of class where a quiz, student review or critique will immediately follow—doors will not open again until mid-class break point. During breaks you will be expected to manage your time and take advantage of food/

beverages and bathroom use. Students are to remain seated during class until the break or instructor dismissal. In case of an emergency you **must** notify your instructor before leaving the classroom.

In-Class Behavior:

You are expected to be respectful and courteous to your fellow students and instructor. The following behaviors will not be tolerated in the classroom and you may be asked to leave if you do not comply:

- **Being disruptive**
- **Cell phone/ unauthorized personal device usage**
- **Sleeping**
- **Working on assignments for other classes.**

During lab hours students must be working on the current class project and continuing their education through applied practice. (If a current class project is completed before the assignment's due date the student will use the class time to further develop the project.

Suggested Weekly Outline

- Week 1:** MONDAY
Handout & review the Syllabus
READING: Chapter 1 -
WEDNESDAY
Quiz: Chapter 1
Introduction to Adobe Audition
READING: Chapter 2 -
- Week 2:** Audio imaging; Layering audio; The art of recording sound
MONDAY
Holiday: Martin Luther King (observed)
WEDNESDAY
Quiz: Chapter 2
Group Presentation 1
Group Presentation 2
- Week 3:** Basic sound mixing; Sound file formats and media
MONDAY
READING: Chapter 3 -
WEDNESDAY
Quiz: Chapter 3
Group Presentation 3
- Week 4:** Using Audio to Create a Mood; Soundscapes
MONDAY
READING: Chapter 4 -
WEDNESDAY
Quiz: Chapter 4
Group Presentation 4
- Week 5:** Integrating Audio; Foley sound
MONDAY
REVIEW: Midterm
READING: Chapter 5 -
WEDNESDAY
MIDTERM:exam/Project
- Week 6:** How to produce a Timing Guide/Dope Sheet
MONDAY
Group Presentation 5
READING: Chapter 6 -
WEDNESDAY
Quiz: Chapter 6
Group Presentation 6
- Week 7:** Phonemes and Lip sync
MONDAY
READING: Chapter 7 -

WEDNESDAY

Quiz: Chapter 7
Group Presentation 7

Week 8: Integrating audio with animation;. Sound transitions
MONDAY

READING: Chapter 8 -

WEDNESDAY

Quiz: Chapter 8
Group Presentation 8

Week 9: Lab

MONDAY

READING: Chapter 9

WEDNESDAY

Quiz: Chapter 9

Week 10: Lab

MONDAY

READING: Chapter 10 -

WEDNESDAY

Group Presentation 10
FINAL REVIEW

Week 11: Finals

THE ILLINOIS INSTITUTE OF ART TINLEY PARK

Course Syllabus: Audio for Games & Animation

Course Name:	MAA 116	Instructor:	Tieri
Department:	Media Arts & Animation	Office Phone:	TBD
Length / Hours:	11 weeks, 66 hours	E-Mail:	atieri@aia.edu
Credits:	4	Time & Place:	TBD
Term & Year:	Winter 2014	Section(s):	TBD

I, _____

hereby acknowledge that I have received, reviewed and understand the syllabus and the expectations and requirements of MAA-116 Audio for Games and Animation.

Name: _____

Date: _____