

**COURSE SYLLABUS**

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Sound Production for Games	GAME208	4	Theory 2	Practice 2	3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	Other
	-	Yes	-	-	-	-
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		Yes		-	

Language of Instruction	English
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Course Instructor(s)	Rihards Vitols	E-mail : rihards.vitols@arucad.edu.tr Office : TI OFF 07	
Course Objectives	This course introduces students to the principles and practice of sound design for video games. Through recording, editing, and creative processing in Reaper, students will learn to create original sound effects, ambiences, and interactive-ready audio assets. Emphasis is placed on hands-on production, critical listening, and developing a professional-quality game sound.		
Course Learning Outcomes	<b>Students will able to:</b>	<b>Teaching Methods</b>	<b>Evaluation Methods</b>
	Students will be able to explain core terminology of sound design. And use of different types of microphones.	Direct instruction technique	Class Discussions
	Students will record clean and usable sound effects using appropriate microphone techniques and edit and process audio professionally in Reaper.	Sound Design Project	<b>Midterm:</b> Project work
	Students will examine examples of game sound design to identify techniques used in recording, layering, and processing.	Class Discussions	Class Discussions

<b>Course Content</b>	Students will produce a cohesive sound design package for a short game scene.	Capstone Project	<b>Final:</b> Final project
	This course explores the principles and practical techniques of sound design for video games, combining theoretical foundations with hands-on production. Students examine examples of professional game audio and learn the fundamentals of digital sound, recording techniques, and audio editing in Reaper. The course covers foley production, layering and creative sound processing, ambience and UI sound design and the organization and export of game-ready assets. Through progressive exercises and a final project, students develop a sound design package suitable for interactive media environments.		

<b>COURSE OUTLINE/SCHEDULE</b>			
<b>Week</b>	<b>Topic</b>	<b>Implementation (theory/practice)</b>	<b>Required Reading, Preliminary preparation</b>
1	Introduction to Sound	T/P	Studying Sound : a theory and practice of sound design / Karen Collins
2	Game Sound Analyze	T/P	Studying Sound : a theory and practice of sound design / Karen Collins
3	Introduction To Reaper	T/P	Studying Sound : a theory and practice of sound design / Karen Collins
4	Work In Recording Studio	T/P	Sound Design Theory and Practice : working with sound / Leo Murray
5	Field Recording	T/P	Sound Design Theory and Practice : working with sound / Leo Murray
6	Sound Editing, Mixing and Filtering I	T/P	Mixing secrets for the small studio / Mike Senior.
7	Midterm Peer Review	T/P	Teacher instructions and guidance
8	Midterm Week	T/P	No readings required for this week
9	Final Project Introduction	T	Studying Sound : a theory and practice of sound design / Karen Collins
10	Working in Recording Studio	T/P	Sound Design Theory and Practice : working with sound / Leo Murray
11	Field Recording	T/P	Sound Design Theory and Practice : working with sound / Leo Murray
12	Working in Recording Studio	T/P	Sound Design Theory and Practice : working with sound / Leo Murray









13	Field Recording	T/P	Sound Design Theory and Practice : working with sound / Leo Murray
14	Sound Editing, Mixing and Filtering II	T/P	Mixing secrets for the small studio / Mike Senior.
15	Finals Peer Review	T/P	Teacher instructions and guidance
16	Final Exam Week		No readings required for this week










<b>Required Course Material(s) / Reading(s)/ Text Book(s)</b>	<p><b>Library Catalogue number:</b></p> <p><a href="#">Studying Sound : a theory and practice of sound design / Karen Collins</a> MT64.S68 .C65 2020</p> <p><a href="#">Sound Design Theory and Practice : working with sound / Leo Murray</a> PN1995.7 .M87 2019</p> <p><a href="#">Mixing secrets for the small studio / Mike Senior.</a> ML3790 .S43 2018</p>
<b>Recommended Course Material(s)/ Reading(s) /Other</b>	

<b>ASSESSMENT</b>		
<b>Learning Activities</b>	<b>NUMBER</b>	<b>WEIGHT in %</b>
Mid-Term	1	40
Quiz		
Assignment		
Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other		
<b>Contribution of Final Examination/Final Project/ Dissertation to the Final Grade</b>	1	60
<b>TOTAL</b>		100

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5-highest)				
		1	2	3	4	5
1	Knows the historical development of the field of communication, basic concepts, theories.	X				
2	Knows the basic concepts and terminology related to the field of game design.				X	
3	Has knowledge about the history of computer and video games and developments in this field.	X				
4	Knows game design processes and related applications.	X				
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.			X		
6	Has the ability to analyse analog and digital game genres.		X			
7	Has the ability to use contemporary game engines and problem solving skills.	X				
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.			X		
9	Has knowledge about media literacy.	X				
10	Has the competence to prepare projects based on ethical principles in game development processes.		X			
11	Has the competence to evaluate games as an art form.				X	
12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.	X				
13	Has the competence to take part and responsibility in game development teams.					X
14	Has the competence to collect, analyze and interpret analytical data about games and players.			X		
15	Has the competence to develop and present a digital game project by using game design practices effectively.	X				
16	Evaluates artificial intelligence applications in their studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules.	X				

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15		4	60
Preliminary Preparation and self- study	14		2	28
Mid-Term	1		15	10
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		41	38
Other				
<b>TOTAL WORKLOAD</b>				136
<b>TOTAL WORKLOAD / 25</b>				5,4
<b>ECTS</b>				5

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	X
	SDG 5: Gender Equality	X
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	

	SDG 9: Industry, Innovation and Infrastructure	
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	
	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16: Peace, Justice and Strong Institutions	
	SDG 17: Partnership for the Goals	X

**ETHICAL RULES WITH REGARD TO THE COURSE**

**Plagiarism Disclaimer**

Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional life.

Plagiarism is easy to avoid if you make sure you thoroughly identify and recognize your sources and do not copy from visual examples, designs or notes taken directly from your sources word for word. The maximum citation limit cannot exceed 20%. Artificial intelligence citations are also considered within this scope. If proven otherwise, the student will fail the course.

**ASSESSMENT DETAILS AND EVALUATION CRITERIA:**

Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University.

Throughout the course, students will learn the theoretical base of the topic and they will be able to equip themselves with the practical know-how skills of Advertisement production. Also, students are expected to design a creative advertisement piece with the knowledge they have gained in the course.

During the class sessions, participation is a very important input for the learning process for the students. It is also vital to understand the effect of creativity input on the production process of advertisement.

70% attendance to courses is compulsory. Health reports belong to 30% absenteeism right.

<b>PREPARED BY</b>	Dr. Rihards Vitols
<b>UPDATED</b>	10.02.2026
<b>APPROVED</b>	Asst. Prof. Dr. Yunus Luckinger