

**STATE UNIVERSITY OF NEW YORK  
COLLEGE OF TECHNOLOGY  
CANTON, NEW YORK**



**MASTER SYLLABUS**

**GAME/GMMD 333 – Sound Design and Composition for Multimedia**

**Created by: Christopher S. Sweeney**

**Department:  
Decision and Graphic Media Systems  
Semester/Year:  
Spring 2021**

A. **TITLE:** Sound Design and Composition for Multimedia

B. **COURSE NUMBER:** GAME/GMMD 333

C. **CREDIT HOURS:** (Hours of Lecture, Laboratory, Recitation, Tutorial, Activity)

# Credit Hours: 3

# Lecture Hours: 3 per week

# Lab Hours: per week

Other: per week

Course Length: 15 Weeks

D. **WRITING INTENSIVE COURSE:** No

E. **GER CATEGORY:** None:

*If course satisfies more than one:*

F. **SEMESTER(S) OFFERED:** Fall X Spring Fall & Spring

G. **COURSE DESCRIPTION:** This course covers composition and production techniques for creating music and sounds for multimedia applications such as games, videos, films and more. Emphasis is placed on creating engaging sound environments that create emotion, mood, and/or settings across a variety of potential genres.

H. **PRE-REQUISITES:** None Yes x If yes, list below:  
GMMD 112 Introduction to Time based Media

**CO-REQUISITES:** None X Yes If yes, list below:

**I. STUDENT LEARNING OUTCOMES: (see key below)**

By the end of this course, the student will be able to:

<i>Course Student Learning Outcome [SLO]</i>	<i>Program Student Learning Outcome <u>[PSLO]</u></i>	<i>GER [If Applicable ]</i>	<i>ISLO &amp; SUBSETS</i>	
Demonstrate practical knowledge of musical composition using a digital audio workstation			5	
Analyze scripts and copy for genre, setting, tone and style and choose appropriate music elements			5	
Create a variety of sound effects using a digital audio workstation			5	
Demonstrate a practical knowledge of legal and ethical issues surrounding the use of sound sources			4	ER

<b>KEY</b>	<b>Institutional Student Learning Outcomes [ISLO 1 – 5]</b>
<b>ISLO #</b>	<b>ISLO &amp; Subsets</b>
<b>1</b>	<b>Communication Skills</b> Oral [O], Written [W]
<b>2</b>	<b>Critical Thinking</b> <i>Critical Analysis [CA], Inquiry &amp; Analysis [IA], Problem Solving [PS]</i>
<b>3</b>	<b>Foundational Skills</b> <i>Information Management [IM], Quantitative Lit./Reasoning [QTR]</i>
<b>4</b>	<b>Social Responsibility</b> <i>Ethical Reasoning [ER], Global Learning [GL], Intercultural Knowledge [IK], Teamwork [T]</i>
<b>5</b>	<b>Industry, Professional, Discipline Specific Knowledge and Skills</b>

\*Include program objectives if applicable. Please consult with Program Coordinator

**J. APPLIED LEARNING COMPONENT:                      Yes x    No**

If YES, select one or more of the following categories:

Classroom/Lab x  
Internship  
Clinical Placement  
Practicum  
Service Learning  
Community Service

Civic Engagement  
Creative Works/Senior Project x  
Research  
Entrepreneurship  
(program, class, project)

**K. TEXTS: none**

**L. REFERENCES: none**

**M. EQUIPMENT: Needed: iPad, Mac, or iPhone with GarageBand, personal pair of wired headphones**

**N. GRADING METHOD: A-F**

**O. SUGGESTED MEASUREMENT CRITERIA/METHODS:**

**Projects**

**P. DETAILED COURSE OUTLINE:**

**1. Historical and Cultural Overview of Sound in the Entertainment Industry**

- Sound on stage
- Silent film to talkies
- Advertising jingles
- Scores vs. soundtracks

**2. Overview of Major Functions and I/O methods for GarageBand**

- The composition window
- Apple Loops
- Software Instruments
- Live instruments and vocals
- Drummers, Autoplay, and AI
- Working with effects and plugins
- Automation
- Mixing and Exporting

**3. Music Theory Basics**

**4. Technical aspects of working to footage**

**5. Cultural/communicative aspects of working with footage/scripts**

- Genre
- Style
- Mood/Emotion/Tone
- Historical composition and instrumentation

**6. Working with Genres and Styles**

- Horror
- Action

- **Science Fiction**
- **Romance and drama**
- **Comedy**
- **Fantasy**
- **Period pieces**

**Q.    LABORATORY OUTLINE: None x Yes**