



Duration:	8 weeks
Course:	Game Audio
Instructor:	Johnny Lucas

Course Objective: Introductory course covering: a brief history of video game audio/music and technology, fundamentals of asset creation and game audio integration, music making with computers as well as an interactive discussion on game audio career paths and breaking into the industry.

Bio: Johnny Lucas has been working in the audio industry, indie game industry, and in live performance for the past 15 years. Currently working as a Voice Designer at Ubisoft Toronto, Johnny has had the honor and privilege to work alongside an exemplary audio team, shipping Watch Dogs Legion and Watch Dogs DLC Bloodline, winning over 65 E3 Awards and Nominations, including but not limited to: the NAVGTR, Best Action-Adventure Game at Gamescom 2020, and Game Award for innovation and technology. As a composer Johnny worked on the indie game Elegy, Miracle Fly, as well as licensed a variety of original music for television and promotional trailers worldwide.

Week	Topic
1	Course overview, job families, roles, intro to audio design and integration
2	Historical overview of game audio: hardware, sound chips, music and technology. Quiz #1, Assignment #1
3	SFX/Foley and the Audio Engine Quiz #2, Assignment #2
4	Adaptive Ambiances Assignment #3, Quiz #3
5	Interactive Music and Midi Arranging Assignment #4
6	Dynamic Dialogue and Voice Designing Quiz #4 (Bonus Assignment)
7	Breaking into the Industry
8	Final Exam

Evaluation

Attendance & Participation	20%
Assignment & Quizzes	40%
Final Exam	40%
Total	100%