



CIT 243: Game and Sound Production

This is a project-oriented course. Students work together to create an end product. Students gain an understanding of sound and how to effectively incorporate it into games and multi-media projects. At the end of the course, students will develop and disseminate a simple game. Prerequisite: CIT 241 or pre or co-requisite: CIS 162, or permission of the instructor. Three lecture hours per week. Instructional Support Fee applies. Gen. Ed. Competencies Met: Information Literacy.

Course Student Learning Outcomes

Students will:

1. Successfully edit sound files.
2. Record and edit voice-over sound tracks using a variety of tools.
3. Analyze impact of audio as a production element.
4. Evaluate and compare an assortment of software tools.

Credits: 3

Program: Computer Information Technology