



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. Three lecture hours per week. Competency met: Technical Literacy (8.0) Spring

Course Student Learning Outcomes

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

Credits: 3

Prerequisites:

CIT 241

Co-Requisites:

CIS 162 or permission of the instructor.

Subject: Computer Information Technology

Instructional Support Fee Applies