

RAB468 : Project and Portfolio VI: Recording Arts

The Project and Portfolio VI: Recording Arts course combines hands-on learning experiences with summative and formative portfolio assessments. This course provides an advanced view of the process of creating sound for video games. Students will build upon their knowledge base to produce sound for a video-game project. In addition, students will produce deliverables relevant to the industry and gain exposure to how game-audio professionals network in this expanding field.

Credits 3