

Glasgow School of Art Course Specification
Course Title: Audio for Games & 3D Environments

Please note that this course specification is correct on the date of publication but may be subject to amendment prior to the start of the Academic Year.

Course Code:	HECOS Code:	Academic Session:
PELC238		2026-27

1. Course Title:
Audio for Games & 3D Environments

2. Date of Approval:	3. Lead School:	4. Other Schools:
PACAAG April 2026	School of Innovation and Technology	This course is available to students on PGT programmes which include a Stage 2 elective.

5. Credits:	6. SCQF Level:	7. Course Leader:
20	11	Daniel Morrison Neil

8. Associated Programmes:
This course is available to students on PGT programmes which include a Stage 2 elective.

9. When Taught:
Stage 2 on site/in person – Glasgow Campus

10. Course Aims:
The overarching aims of the cross-school electives are to: • Encourage interdisciplinary, critical reflexivity from within an open set of choices; • Foster deep investigative approaches to new or unfamiliar areas of practice and theory; • Cultivate self-directed leadership and initiative-taking in both applied and abstract modes of practice/ study not necessarily associated with a student's particular creative specialism; • Enable flexible, ethical exploration and connection of diverse knowledge and understanding within a specialist programme of study. This course provides a critical and practical overview of the deployment of music and audio in video games. This critical overview is contextualised via a thorough examination of the history of game audio and also via analysis of existing professional exemplars game audio and music deployment. Students will also engage with computer game audio production methodologies within a practical framework, using professional software tools and techniques. This course aims to: • Provide a historical overview of sound and music in video games • Enable students to critically evaluate the use of music and sound in electronic games in terms of their cultural, psychological and emotional resonances.

- Provide an overview of the creative and technical processes underpinning the production of music and audio for electronic games.
- Enable students to produce and deploy audio and music within an electronic game environment via practical projects.
- Enable students to use procedural audio techniques and tools in order to develop interactive artefacts.

11. Intended Learning Outcomes of Course:

By the end of this course students will be able to:

- Critically apply collaborative methodologies for music and sound design to develop audio for 3D environments.
- Apply and critically evaluate design strategies, technical features, functionality and cultural conventions of game audio to support project decisions.
- Evaluate and critically reflect on project processes and collaborations in relation to professional workflows in audio for games and 3D environments.

12. Indicative Content:

This course will cover issues including

- History and contemporary practice of game audio & music, social and cultural issues in game audio
- Analysis of current workflow practices, asset management and design structures in game audio and music
- Use of audio in game engines and middleware for dynamic audio
- Digital Audio Workstations for game audio
- Sound design concepts for games
- Spatial sound design in games and immersive environments

13. Description of Summative Assessment Methods:

Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments)
Group Project	Practice-based group project in game audio	50	11
Group Report and individual reflection	1500 word group report on project, with short individual reflections of contributions	50	11

13.1 Please describe the Summative Assessment arrangements:

Students will submit a practical group project comprising a video game with included project files, group report, and an individual reflection.

The practical project consists of developing a video game or 3D virtual environment where sound is core to the experience and designed using current technologies and relevant research. This submission should include executable files to run the game/environment, the project files used to create it, and a short video recording of the experience.

The 1500 written report should discuss design strategies, technical features, functionality and cultural conventions of game audio to support project decisions. Short individual reflections of project contributions are also required to evidence individual efforts.

Submissions will be assessed and moderated in line with the Code of Assessment. Written feedback will be given, and reassessment opportunities where a student has not passed the course are outlined in the Code of Assessment.

14. Description of Formative Assessment Methods:

Tutor and Peer-reviewed project presentation, Week 6

14.1 Please describe the Formative Assessment arrangements:

Students present their proposed projects and implementation progress for class discussion and tutor and peer-review. Written feedback recorded online by students during class and feedback distributed to all students after the class. Feedback is given anonymously, but all students are encouraged to provide constructive criticism in their feedback.

15. Learning and Teaching Methods:

Formal Contact Hours

20

Notional Learning Hours

200

15.1 Description of Teaching and Learning Methods:

Timetable will be available at the start of semester 2.

16. Pre-requisites:

None

17. Can this course be taken by Exchange/Study Abroad students?

Yes

18. Are all the students on the course taught wholly by distance learning?

No

19. Does this course represent a work placement or a year of study abroad?

No

20. Is this course collaborative with any other institutions?

No

20.1 If yes, then please enter the names of the other teaching institutions:

N/A

21. Additional Relevant Information:

N/A

22. Indicative Bibliography:

The course indicative Reading and on-line resource list is accessible via [Resource Lists](#). This list will be reviewed and updated annually to reflect course content and subject developments.