Game Sound, Certificate of Proficiency

The Game Sound, Certificate of Proficiency is a mid-level certificate intended for students who want to build on their previous knowledge of audio and expand in the direction of video game sound. Students will learn the basic skills necessary to design sound for games, implement sounds into the game engine, design audio systems within audio middleware and work on a game development team. It is expected that students already be familiar with basic audio tools such as Digital Audio Workstation, compressors, EQ's, time-based effects, etc. This certificate can also be combined with the Digital Audio, AAS degree to shorten the time necessary to complete the Digital Audio, BS degree.

Program Requirements

Code	Title	Credit Hours
Total Credit Hours		**27**
Discipline Core Requirements		**18 Credits**
DAPR 2300	Sound for Games I	3
DAPR 3300	Sound for Games II	3
DAPR 2345	Spatial Audio I	3
DAPR 3345	Spatial Audio II	3
DAPR 2170	Sound Design for Visual Media I	3
DAPR 2171	Sound Design for Visual Media II	3
Elective Requirements		**9 Credits**
Complete at least 9 credits from the following:		9
DAGV 1400	Scripting Essentials (3)	
DAPR 3230	Audio Plugin Development I (3)	
DAPR 3235	Audio Plugin Development II (3)	
CS 1400	Fundamentals of Programming (3)	
CS 1410	Object Oriented Programming (3)	
DAPR 3170	Post-Production Sound for Cinema I (3)	
DAPR 3171	Post-Production Sound for Cinema II (3)	
DAPR 2110	Production Sound for Cinema (3)	
DAPR 2250	Audio Hardware Basics (3)	
DAPR 2255	Audio Hardware I (3)	
DAPR 3255	Audio Hardware II (3)	
DAPR 3430	Recording Studio Design Principles and Practices (3)	
DAPR 3240	Advanced Audio Restoration and Forensics (3)	
DAPR 3580	Live Sound Reinforcement (3)	
DAPR 3060	Producing Audio (3)	
DAPR 3030	Digital Audio Workstation Training III (3)	
DAPR 3031	Digital Audio Workstation Training IV (3)	

Graduation Requirements

1. Completion of a minimum of 27 credits.
2. Residency hours--minimum of 9 credit hours through course attendance at UVU.
3. Students must have a minimum AGGREGATE GPA of 2.0 (C letter grade) or higher.
4. Students must have an individual GPA in EACH CORE COURSE in Game Sound, Certificate of Proficiency of 2.5 (B minus) or higher.

Graduation Plan

This graduation plan is a sample plan and is intended to be a guide. Your specific plan may differ based on your Math and English placement and/or transfer credits applied. You are encouraged to meet with an advisor and set up an individualized graduation plan in Wolverine Track (http://www.uvu.edu/wolverinetrack/).

First Year		
Semester 1		**Credit Hours**
DAPR 2345	Spatial Audio I	3
DAPR 2170	Sound Design for Visual Media I	3
DAPR 2300	Sound for Games I	3
Program Elective		3
Program Elective		3
	Credit Hours	**15**
Semester 2		
DAPR 2171	Sound Design for Visual Media II	3
DAPR 3345	Spatial Audio II	3
DAPR 3300	Sound for Games II	3
Program Elective		3
	Credit Hours	**12**
	Total Credit Hours	**27**

Program Learning Outcomes

1. Discerning - Students will develop an informed and critical judgement of quality. They will interpret how individual elements can combine to create something of superior quality and identify this quality in their own work and the work of others.
2. Outgoing – Students will organize projects and events that reach beyond themselves and involve other students, faculty, community members and industry professionals. They will find the knowledge, personnel and resources needed to accomplish goals even when they don’t know how to do it themselves or when the preferred tools are unavailable.
3. Technical – Students will demonstrate an ability to use the industry-standard skills and tools associated with recording, designing, mixing and mastering audio in a proficient way and/or they will demonstrate an ability to design, build and employ professional-level audio tools and systems for analog or digital applications.
4. Creative – Students will demonstrate an ability to move beyond industry expectations. They will design, produce and build solutions to narrative, musical, game design, hardware and software problems in a singular and outstanding way.