



ATCM 3372 Sound Design for Games Course Syllabus

Course Information

ATCM 3372
Sound Design for Games
Fall 2025

Sec 001 Monday 1:00pm-3:45pm

Professor Contact Information

Office Phone 972.883.7562
Office Location ATC 3.602
Email Address hal.fitzgerald@utdallas.edu

Office Hours By appointment

Course Modality and Expectations

Instructional Mode	In person
Course Platform	BlackBoard, MS Teams, Discord
Location	3.601
Asynchronous Learning Guidelines	Describe what students should do if they select asynchronous instruction and how it will apply to lectures and/or exams. Provide web link at: https://www.utdallas.edu/fall-2020/asynchronous-access-for-fall-2020/

COVID-19 Guidelines and Resources

The information contained in the following link lists the University's COVID-19 resources for students and instructors of record.

Please see <http://go.utdallas.edu/syllabus-policies>.

Classroom Conduct Requirements Related to Public Health Measures

UT Dallas will follow the public health and safety guidelines put forth by the Centers for Disease Control and Prevention (CDC), the Texas Department of State Health Services (DSHS), and local public health agencies that are in effect at that time during the Fall 2021 semester to the extent allowed by state governance. Texas Governor Greg Abbott's Executive Order [GA-38](#) prohibits us from mandating vaccines and face coverings for UT Dallas employees, students, and members of the public on campus. However, we strongly encourage all Comets to get vaccinated and wear face coverings as recommended by the CDC. Check the [Comets United: Latest Updates webpage](#) for the latest guidance on the University's public health measures. Comets are expected to carry out [Student Safety](#) protocols in adherence to the Comet Commitment. Unvaccinated Comets will be expected to complete the [Required Daily Health Screening](#). Those students who do not comply will be referred to the Office of Community Standards and Conduct for disciplinary action under the [Student Code of Conduct – UTSP5003](#).

Class Attendance

The University's attendance policy requirement is that individual faculty set their course attendance requirements. Regular and punctual class attendance is expected regardless of modality. Students who fail to attend class regularly are inviting scholastic difficulty. In some courses, instructors may have special attendance requirements; these should be made known to students during the first week of classes. These attendance requirements will not be used as part of grading (see Class Participation below for grading information).

In-person participation records may be used to assist the University or local public health authorities in performing COVID-19 occurrence monitoring. Please note – in-person attendance requires consistently adhering to University requirements, including wearing a face covering and other public safety requirements related to COVID-19, as presented in this syllabus. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Class Participation

Regular class participation is expected regardless of course modality. Students who fail to participate in class regularly are inviting scholastic difficulty. A portion of the grade for this course is directly tied to your participation in this class. It also includes engaging in group or other activities during class that solicit your feedback on homework assignments, readings, or materials covered in the lectures (and/or labs). Class participation is documented by faculty. Successful participation is defined as consistently adhering to University requirements, as presented in this syllabus. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Class Recordings

Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

The instructor may record meetings of this course. Any recordings will be available to all students registered for this class as they are intended to supplement the classroom experience. Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. If the instructor or a UTD school/department/office plans any other uses for the recordings, consent of the students identifiable in the recordings is required prior to such use unless an exception is allowed by law. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

Course Pre-requisites, Co-requisites, and/or Other Restrictions

none

Course Description

The Sound Design for Games course provides students with the fundamental tools and techniques required to create and implement sound for video games. Among the topics covered are nonlinear and event-based audio triggering, digital audio processing and manipulation, and synthesis. In addition, students will gain an understanding of game engines and their role in audio implementation.

Student Learning Objectives/Outcomes

- Understand game audio workflow
 - Record & edit dialog
 - Incorporate & record foley
 - Add sound effects
 - Work with background (ambient) sounds
 - Create an interactive music score
 - Create dynamic cinematics
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Software, Textbooks, and Materials

Soundly SFX Library-This SFX library requires a free, user downloadable application to use. All of the 3.601 computers, sound booth computers, open lab computers (with ProTools), and studio computers have the software installed. You *can* download and install the software on your personal computer, but it is not required. Please understand the SFX library is for student projects only.

Log In Info: <http://getsoundly.com/>
User Login: soundlysfx@utdallas.edu
Password: BAHTSFX2025

Optional: Avid Pro Tools subscription for off campus use. Pro Tools software is provided on many computers at AHT.

Avid Pro Tools Subscription

<https://www.sweetwater.com/store/detail/PTStudioAnnEDU--avid-pro-tools-studio-for-education-institutions-1-year-subscription>

Purchase from Sweetwater Sound is recommended due to their excellent technical support. UTD staff will not be able to provide installation support during the semester.

***** Avid Pro Tools system requirements *****

<https://avid.secure.force.com/pkb/articles/compatibility/Pro-Tools-System-Requirements>

The 2nd floor Open Lab (ATC 2.302) has a limited number of computers (6) with Pro Tools available. When not in session, ATC 3.601 may be used. The Sound Booths are available by reservation through the 2.302 Open Lab. Remote Access to Pro Tools is not supported.

Required: Headphones, SD Card, AA Batteries

(1) SD Card, (4) AA Batteries, (1) Professional Audio Headphones

Headphone Recommendations: ***No earbuds or noise cancellation. No Beats by Dre or gaming headphones***

Budget (\$30-\$50)

[Mackie MC-100](#)

[Sennheiser HD206](#)

[Audio-Technica M30x](#)

Midrange (\$50-\$100)

[Sony MDR-7506](#) *recommended *

[Sennheiser HD280](#) *recommended *

[Audio-Technica M40x](#)

High End

[Beyerdynamic DT770](#)

Some projects require microphones and other equipment available for checkout at the AHT open lab (ATC 2.302). For those unable to get to campus for checkout, use of mobile devices (phones/) tablets will be allowed. Equipment checkout is encouraged but not required.

Discord Link

<https://discord.gg/ANAcB27eRd>

MS Teams links will be provided in eLearning Blackboard

Some projects will require microphones and other equipment available for checkout from the ATEC open lab. For those unable to get to campus for checkout, use of mobile devices such as phones or tablets will be allowed. Checkout of equipment from ATEC is encouraged but not required.

Assignments & Academic Calendar

Week 1	Introduction
Week 2	Workflow / One Shots
Week 3	One Shots II
Week 4	Dialog I
Week 5	Dialog II
Week 6	SFX I
Week 7	SFX II
Week 8	SFX III
Week 9	Ambience I
Week 10	Ambience II
Week 11	Foley I
Week 12	Foley Sessions
Week 13	Cinematics
Week 14	Flex Week
Week 15	Editing Exam

Grading Policy

The grading scale for this course is A+, A, A-, B+, B, B-, C+, C, C-, D+, D, D-, and F based on the overall grade. (98-100 A+, 93-97 A, 90-93 A-, 88-89 B+, 83-87 B, 80-82 B-, 78-79 C+, 73- 77 C, 70-72 C-, 68-69 D+, 63-67 D, 60-62 D-, Below 60 F.

Late work: 5% reduction per day

Make-up exams: per approval

Grade Weights

Dialog	7%
One Shot Editing	7%
SFX Exercise 4	7%
Puzzle Project	7%
Puzzle Sci Fi Project	7%
AngryBots SFX (MidTerm)	12%
Foley Group	8%
Foley Individual	7%
Ambience Editing	7%
Ambience Bunker Project	7%
AngryBots Ambience	7%
Final Editing Exam	13%
Participation	5%

Comet Creed

This creed was voted on by the UT Dallas student body in 2014. It is a standard that Comets choose to live by and encourage others to do the same:

“As a Comet, I pledge honesty, integrity, and service in all that I do.”

Academic Support Resources

The information contained in the following link lists the University’s academic support resources for all students.

Please see <http://go.utdallas.edu/academic-support-resources>.

UT Dallas Syllabus Policies and Procedures

The information contained in the following link constitutes the University’s policies and procedures segment of the course syllabus.

Please go to <http://go.utdallas.edu/syllabus-policies> for these policies.

The descriptions and timelines contained in this syllabus are subject to change at the discretion of the Professor.