

**WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION**

COURSE TITLE: Audio & Video for Game Design

COURSE NUMBER: GMD 105

Students enrolled in GMD105 will be required to download and install software as part of the learning outcomes of this course. Students are required to supply their own external storage (i.e., SD card, external hard drive, etc.) See Course Canvas page for instructor's directive for your course. Memory cards are NOT supplied with cameras and video equipment.

I. MAJOR INSTRUCTIONAL OBJECTIVES:

OBJECTIVE A: Develop a core knowledge and understanding of Audio & Video elements as well as file formats in relation to Game Design.

A-1. Learn to identify and use various file formats to create per-visualizations, prototypes and mockups.

A-2. Explore how file management and organization can affect a projects outcome.

A-3. Gain understanding of how output formats interacts with various platforms, and the various formats available for import and export from asset creation packages.

OBJECTIVE B: Learn to properly create and prepare audio and video, and other elements for use in Unity3D Game Design software, and other creative outlets.

B-1. Demonstrate the proper use of industry standard software for implementation lopment Life Cycle utilized with promotion, production, and support of not only game design and development, but also for other projects in general.

C-1. Be able to identify the various stages of the SDLC Models.

C-2. Demonstrate the ability to work and delegate within the SDLC, and its timelines, milestones, and team resources.

C-3. Create a presentation outlining the given task in a professional manner covering the aspects needed for the production of the project.

