Introduction To Video Game Scoring  
MUS 575-005

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Office Hours: Please allow up to 24 hours for response to digital correspondence.  
Department: Music Composition and Theory  
Class meeting time and place: This course meets online, though a weekly meeting time may be scheduled.

Course Description:
Introduction to Video Game Scoring provides a dive into the musical sensibilities and compositional technique required to produce audio for video games.

Program Learning Outcomes:
This course will assist students in advancing their technical composition skills, speed of production, and quality of audio output on professional composition-related positions. Students will gain a better understanding of the professional and musical requirements placed upon working composers in the video game industry, and will be better prepared to enter this industry accordingly.

Student Learning Outcomes:
Students will advance their technical skills with producing mockups, resulting in higher quality of audio output. Students will gain a fine understanding of media scoring techniques such as layering, crossfading, branching, and more, allowing them a better understanding of their musical requirements in the gaming industry. Students will be introduced to basic business concepts in the gaming industry, advancing their professional knowledge of gaming industry standards.

Text and Materials:
Students require access to a functioning DAW, notation software, and either a Mac or Windows OS system. There are no required books.

Course Requirements:
This course involves the production of multiple medium to large scoring projects set to game film, with a capstone project involving the recording of live performers for interactive music set to game footage.
Course Calendar:
Week 1: Introduction
Week 2: Technology and Audio Production
Week 3: Introduction to Score Analysis
Week 4: .mod files
Week 5: Branching in-depth
Week 6: Crossfading in-depth
Week 7: Branching Delivery
Week 8: Cross-fading Delivery
Week 9: Introduction to Audio Implementation
Week 10: Layering in-depth
Week 11: Introduction to Video Game Business
Week 12: Audio Production continued
Week 13: Final Project Review
Week 14: Final Project Delivery

Grading Policy:
All audio projects will be scored on a 0 to 100 point scale based on compositional skill demonstrated, timely delivery, completion of all required tasks, understanding of the core scoring concepts demonstrated, and quality of audio production in mockup.

All writing assignments will be scored on a 0 to 100 point scale based on timely delivery, completion of all required tasks, successful demonstration of understanding of the core material, and effective writing.

Attendance Policy:
As this course is delivered fully online, students are expected to complete assignments by the dates listed in the course due date file. A weekly meeting time may be established by the presiding educator, depending on student/teacher availability for scheduling. If such a regular meeting is scheduled, attendance is mandatory, and failure to attend could be met with ramifications towards the final grade of the course.

Academic Integrity (A-9.1)
Academic integrity is a responsibility of all university faculty and students. Faculty members promote academic integrity in multiple ways including instruction on the components of academic honesty, as well as abiding by university policy on penalties for cheating and plagiarism.

Definition of Academic Dishonesty
Academic dishonesty includes both cheating and plagiarism. Cheating includes but is not limited to (1) using or attempting to use unauthorized materials to aid in achieving a
better grade on a component of a class; (2) the falsification or invention of any information, including citations, on an assigned exercise; and/or (3) helping or attempting to help another in an act of cheating or plagiarism. Plagiarism is presenting the words or ideas of another person as if they were your own. Examples of plagiarism are (1) submitting an assignment as if it were one's own work when, in fact, it is at least partly the work of another; (2) submitting a work that has been purchased or otherwise obtained from an Internet source or another source; and (3) incorporating the words or ideas of an author into one's paper without giving the author due credit.

Please read the complete policy at http://www.sfasu.edu/policies/academic_integrity.asp

**Withheld Grades Semester Grades Policy (A-54)**

*Please copy and paste the following information regarding Withheld Grades into your syllabus. Add additional information as needed to meet your departmental or course needs.*

Ordinarily, at the discretion of the instructor of record and with the approval of the academic chair/director, a grade of WH will be assigned only if the student cannot complete the course work because of unavoidable circumstances. Students must complete the work within one calendar year from the end of the semester in which they receive a WH, or the grade automatically becomes an F. If students register for the same course in future terms the WH will automatically become an F and will be counted as a repeated course for the purpose of computing the grade point average.

**Students with Disabilities**

*Please copy and paste the following statement and place in your course syllabus.*

To obtain disability related accommodations, alternate formats and/or auxiliary aids, students with disabilities must contact the Office of Disability Services (ODS), Human Services Building, and Room 325, 468-3004 / 468-1004 (TDD) as early as possible in the semester. Once verified, ODS will notify the course instructor and outline the accommodation and/or auxiliary aids to be provided. Failure to request services in a timely manner may delay your accommodations. For additional information, go to http://www.sfasu.edu/disabilityservices/. 

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