

# What is Game Audio?

- Sound Recording
- Music Production
- Sound & Music Technology
- Microphone Choice & Placement
- Mixing
- Synthesis
- Sound Design
- Signal Chain / Processing
- Production Pipelines
- Film Sound Production
- Music & Sound History
- Talent / Client Interaction
- Editing

**AUDIO  
PRODUCTION**

- Cross-Discipline Communication.
- Iterative Development
- Dev Technology (Source Control etc)
- Economics & Business
- Project Management
- Budgeting & Delivery
- Prioritization
- Innovation
- Programming / Scripting
- Run-Time Environments

**SOFTWARE  
DEVELOPMENT**

**GAMEAUDIO**

**CREATIVE ARTS**

- Narrative Storytelling
- Environmental Storytelling
- Literature
- Art-History
- Visual Arts (Graphic Design, Aesthetics)
- History of Cinema, Radio, TV
- Creative Writing
- Film-Making
- Documentary & Journalism
- Production Design
- Cinematography
- Photography