
Norco College

Game Audio

1. *Overview of program being proposed.*

The Game Audio Certificate and Associate of Science prepares students for immediate entry or promotion within the simulation and video game industry in a variety of roles such as a sound designer, sound engineer, game music composer, and audio designer.

Sound Designers generate the game's sound effects, both for environmental ambiance like wind, water, or dogs barking, and for events that happen in the world, like footsteps or car crashes. To create all of these sounds, sound designers work with the design and programming teams to achieve the best style and execution. Typically, sound designers will also be responsible for recording the voiceovers of the character actors, and perhaps even the composition and recording the musical score.

This program provides students with the theoretical knowledge and hands on training necessary to function as part of an interdisciplinary team in the creation of interactive games on a variety of different platforms. The Associate of Science (A.S.) Degrees program provides students with the educational foundation necessary for transfer into baccalaureate programs in game design.

The format and sequencing for the certificate is currently in development. Industry advisors are reviewing and commenting on the course content and the certificate structure. Classes marked with an * are not yet developed. The preliminary design for the certificate is as follows:

Game Audio ↗

Required:

MUC 7	Introduction to Music Technology	(3 units)
MUS 3	Music Fundamentals	(4 units)
MUS 32	Class Piano	(1 unit)
MUC 3	Introduction to Pro Tools: MIDI and Audio Production	(3 units)
MUC 4*	Pro Tools 110	(3 Units)

GAM/MUC*	Composing Music for Games and Interactive Media
GAM/MUC*	Sound Design I
GAM/MUC*	Sound Design II
GAM/MUC*	Game Industry Business

Electives:

3/29/11

GAM/MUC*
MUC/THE*

Creating and Recording Voice Overs
Voice Acting

30 – 36 units

2. *Labor Market information overview.*

America's entertainment software industry creates a wide array of computer and video games to meet the demands and tastes of audiences as diverse as our nation's population. Today's gamers include millions of Americans of all ages and backgrounds. In fact, more than two-thirds of all American households play games. This vast audience is fueling the growth of this multi-billion dollar industry and bringing jobs to communities across the nation.

Entertainment software is one of the fastest growing industries in the U.S. economy. From 2005 to 2009, the entertainment software industry's annual growth rate exceeded 10 percent. Over the same period, the entire U.S. economy grew at a rate of less than two percent.

For the four-year period of 2005-09, direct employment for the industry grew at an annual rate of 8.6 percent. Computer and video game companies directly and indirectly employ more than 120,000 people in 34 states. The average salary for direct employees is \$89,781, resulting in total national compensation of \$2.9 billion. In California (2009 data), interactive entertainment software companies directly employed over 13,000 workers, paying over \$1.25 billion in direct compensation (averaging over \$97,000 per employee). In addition, California is the largest employer of computer and video game personnel in the nation, accounting for approximately 41 percent of total industry employment nationwide

California's computer and video game industry grew by a real annual rate of 11.4 percent from 2005 to 2009, compared to a period of negative growth for the state's overall economy, and added \$2.1 billion to the state economy

While the world-wide economy has been hit hard in several industries in 2009 and 2010, the video game market still was able to record it's best month ever in December 2009 with \$5.53 billion in sales in the US alone. Revenue from video games has now exceeded the movie industry by a solid amount for the past several years.

As recent as March 2010, US software sales in the video game segment grew 10% over the same period in 2009 with 875 million dollars in total sales. By 2018, the Bureau of Labor is estimating that careers in software development will rise by 29%. This bodes well for video game software programmers and the game audio designers that work alongside them.

3/29/11

3. *Are there other similar programs within Region 9 (San Bernardino & Riverside Counties) which may be adversely impacted?*

No known game audio courses are offered at community colleges in the region.

4. *Is there a coordination of pathways with secondary programs in the area?*

At the present time, there are no game audio courses that are articulated with area high schools. The department will work toward reaching agreements, however, the high cost of the software and the equipment may prevent high schools from adopting the courses. On a positive note, Norco College shares it's campus with a high school, JFK High School. There are a number of high school students currently enrolled in MUC-3 Intro to Pro Tools at Norco College.

5. *Other information the college wishes to share.*

Norco College is the recent recipient of two major Title V grants totaling over seven million dollars. Game Audio is a critical component of both grants. Grant funds have been used for faculty development, training and curriculum development in the field of Game Design and Game Audio.

