

# BSc (Hons) GAME & INTERACTIVE AUDIO

2 Year Accelerated & 3 Year Courses Available



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## Why choose this course?

At SAE, you'll learn interactive audio, adaptive sound, and middleware integration from day one - building systems where audio responds in real time to gameplay using Unreal Engine, FMOD, and Wwise, and exploring Dolby Atmos spatial audio pipelines in professional studio environments.

You'll work on briefs that simulate actual studio hiring tasks, collaborate cross-discipline with Audio Software Engineering, Games Programming, Film, Animation, and Music Production students, and build a strong audio-for-games showreel and implementation portfolio that positions you for Technical Sound Designer roles.

Graduate in two years on the accelerated route, with a portfolio employers can review instantly.

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## Industry relevance

As games, VR, AR, and XR continue to advance, the demand for specialists who can design and implement dynamic, responsive audio experiences is growing faster than the industry can fill the roles. At SAE, you'll gain real-world industry input alongside expert tutor guidance, working through hands-on, interdisciplinary projects that take theory into practice and creative experimentation into professional-grade output - graduating with the connections & confidence to hit the ground running.

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## Career outcomes

Graduates can progress into roles including Technical Sound Designer, Interactive Audio Programmer, Game Audio Integrator, Sound Designer for Games & Media, Dialogue Audio Engineer, Spatial Audio Specialist, FMOD/Wwise Implementation Engineer, and VR/AR Audio Designer - with skills that transfer into broadcast, immersive media, events, VR/AR, and installation work.



# BSc (Hons) GAME & INTERACTIVE AUDIO

## MODULE BREAKDOWN

The purpose of this module breakdown is to provide a concise summary of the main topics covered on the Game & Interactive Audio programme offered at SAE.

## Trimester 1/Semester 1

To begin your degree, you'll develop essential technical skills across audio production and interactive audio, alongside the knowledge required to collaborate with other creative media students and professionals.

### GIA (T1) - Principles of Audio

In this module, you'll explore the core principles of sound as a physical and creative medium, building a strong foundation in audio production and engineering techniques. You'll gain hands-on experience using DAWs for recording and editing, while developing an understanding of how sound behaves across different environments and systems.

Topics include:

- Sound theory
- Decibels and signal flow
- Electronics and audio systems
- Microphones and loudspeakers
- Acoustics and psychoacoustics
- Digital Audio Workstations (DAWs)
- Sequencing and recording
- Audio signal routing
- Equalisation, effects and dynamics

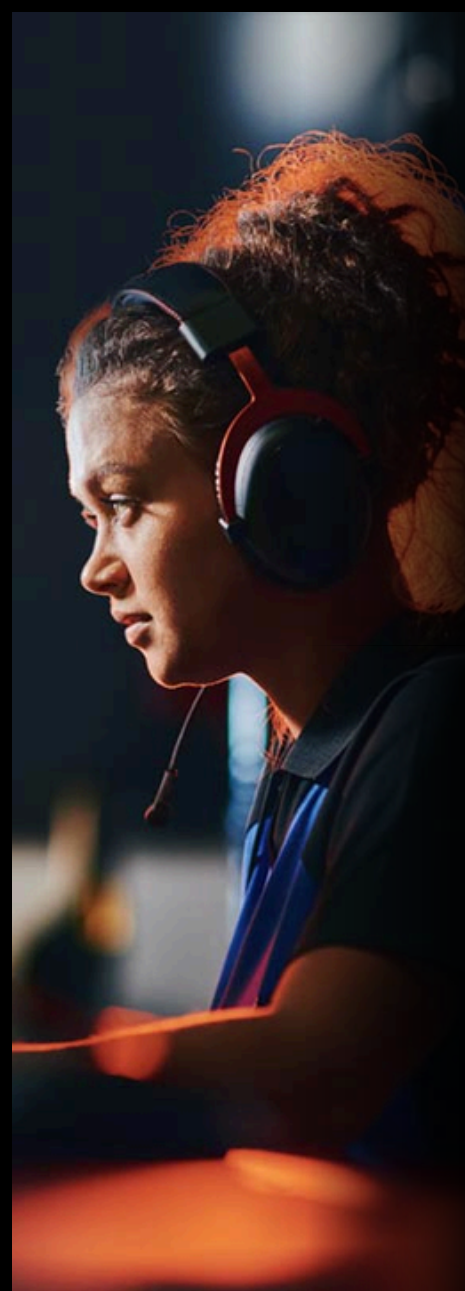
### GIA (T1) - Game Audio, Engines and Middleware

Across this module, you'll be introduced to game engines and audio middleware workflows, learning how sound is implemented within interactive environments.

You'll explore how games are designed and developed, while gaining practical experience with industry-standard tools and understanding production pipelines and roles within the games industry.

Topics include:

- Game design fundamentals
- Game audio pipelines
- Unreal Engine workflows
- Audio middleware (FMOD, Wwise)
- DAW-to-game implementation
- Blueprint visual scripting
- Roles within game development



## Trimester 2/Semester 2

This trimester, you'll build on your foundational knowledge by developing your creative and technical skills across sound design and interactive audio systems. You'll explore how audio is created, manipulated and implemented in interactive environments, while continuing to strengthen your research, critical thinking and project development skills.



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### GIA (T2) - Designing Sound

In this module, you'll explore the creation and manipulation of sound, analysing soundscapes and reconstructing them using synthesis and sampling techniques. You'll experiment with creative audio tools and workflows, developing your own projects and exploring areas such as virtual instruments, plugins and digital sound design.

Topics include:

- Synthesis and sampling
- Sound design techniques
- Critical listening
- Soundscape construction
- Graphical programming (Max/MSP, Pure Data)
- Audio prototyping

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### GIA (T2) - Adaptive Composition

In this module, you'll explore how music and sound respond dynamically within interactive environments. You'll learn how to create adaptive and generative music systems, developing compositions that react to player input and gameplay scenarios.

Topics include:

- Interactive music systems
  - Generative and algorithmic composition
  - Adaptive music design
  - Human-computer interaction
  - Middleware music integration
  - Studio recording techniques
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## Trimester 3/Semester 3

In Trimester 3, you'll be introduced to the professional working environment through a series of real-world project briefs. Our practical Creative Studio approach allows you to engage in authentic assessment activities that reflect current industry practices, while collaborating across disciplines.

### GIA (T3) - Creative Studio 1: Overview

In this module, you'll work on expanding your industry workflows through the use of specialised tools and increasing collaboration, applying your skills in game and interactive audio within a team environment. You'll explore audio implementation, sound design and immersive audio techniques.

Topics may include:

- Immersive audio
- Foley recording
- Sound design and editing
- Composition
- Audio tool development
- Multichannel recording
- Spatial audio
- Game implementation (Wwise / FMOD)



## Trimester 4/Semester 4

This trimester focuses on developing your collaborative, technical and professional skills through more advanced project work. You'll explore industry workflows, combining creative practice with business awareness to develop portfolio-ready projects.



### GIA (T4) - Creative Studio 2: Overview

In this module, you'll expand your collaborative work, developing a larger-scale project within a game or interactive audio context.

You'll combine advanced technical skills with an understanding of business, marketing and audience engagement to create and evaluate a professional creative outcome.

Topics may include:

- Advanced audio tools and techniques
- Collaboration and team workflows
- Business planning
- Marketing and audience analysis
- Distribution strategies
- Performance evaluation

## Trimester 5/Semester 5

As you approach the final stage of your degree, you'll begin to specialise within your chosen area of game and interactive audio, refining your skills through self-directed and industry-focused projects.

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### GIA (T5) - Advanced Specialised Project

In this module, you'll undertake a complex self-directed project in your chosen area of specialism, developing advanced technical and creative skills. You may work on live briefs or industry-led projects, building your professional portfolio and establishing industry connections.

Topics may include:

- Game audio systems
- Sound design
- Immersive and spatial audio
- Composition
- Ambisonics
- Industry workflows
- Professional practice

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### GIA (T5) - Research and Professional Development in Creative Media

In this module, you'll prepare for your final Major Project by developing your research, planning and professional skills.

You'll create a project proposal and refine your academic and industry knowledge, preparing for progression into employment or further study.





## Trimester 6/Semester 6

The final module of your degree allows you to demonstrate the full range of skills you've developed through a large-scale, advanced-level project.

### GIA (T6) – Major Project

You'll complete a Major Project in your chosen area of game and interactive audio, showcasing your creative, technical and professional abilities.

This self-directed project will form a key part of your portfolio, helping you take the next step into the industry.



## WANT TO KNOW ABOUT AUDIO AT SAE?

If you need help at any point during your application process, our friendly Admissions Team are here to help at every step of the way.

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ukenquiries@sae.edu



**READY FOR THE NEXT STEP?  
APPLY TODAY!**

Scan the QR code to begin your application for our BSc (Hons) Game & Interactive Audio at SAE.