

A - New Course Proposal : Entry # 3667**DEAN Decision**

Approved

Date

08/13/2026

Is this course intracollegiate or intercollegiate?

Intracollegiate

SCHOOL EPC Decision

Approved

Date

10/14/2026

Begin Form**Today's Date**

08/07/2026

Your Name:

Kristina Bell

Your Email:kbell@highpoint.edu**Are you a Department Chair?**

No

Department Chair Name

Stefan Hall

Email address of your Department Chairshall@highpoint.edu**By checking below, I certify that my department chair has seen and approved the new course that I am proposing.**

Yes

Please select the appropriate school overseeing this proposal:

Communication

When should this proposal take effect?

A - New Course Proposal : Entry # 3667

Fall 2027

Information for the Registrar**Choose the department designator from the list below.**

GAM

Proposed Course Number?

2292

Is this course cross listed?

No

Does this course replace a current course?

Yes

Is the course number being reused?

No

What is the title of the new course?

Game Audio

Write the catalog description of your proposed course:

This course explores the principles and practices of sound design in game development. Students examine how sound communicates information, conveys emotion and meaning, and shapes the player experience. Students develop practical skills in creating and using audio for games. Topics and technologies may vary to reflect current and emerging practices in game audio.

How many credit hours will this course be?

4

How will the course be graded?

Letter grade

Please select the course repeat option for this course:

Not repeatable for credit

What is the offering cycle for this course?

Alternate years

Does your course have any prerequisites?

No

Is this new course being proposed because of a new or revised major or minor proposal?

A - New Course Proposal : Entry # 3667

No

Any other comments for the Registrar at this time?

None

Gen Ed and Academic Programs**Is this course part of Gen Ed?**

- No

Does this course count towards a major or a minor?

Yes

Please list the Major / Minor and if it is Required or Elective

GAM Major & Minor — Elective

Is this course part of an academic program?

- This course does not fulfill academic program requirements

Does this course include any community engagement?

No

Does this course participate in the GoGlobal Program?

No

Information for Curriculum Review**Rationale and evidence for new course's consistency with departmental mission:**

This course fills a gap in the current Game Design curriculum. The major is structured around a core sequence in game design and production, supplemented by electives that allow students to develop skills in areas of specialization. At present, the program does not offer a dedicated course in game audio. Game Audio will provide an elective pathway for students interested in sound design and audio production for games while also strengthening students' broader game-development skills. Because audio plays an important role in gameplay communication, narrative, atmosphere, and player experience, the course will also support the quality of collaborative and capstone game projects across the program.

List all student learning outcomes for this course.

1. Explain the roles and functions of audio in video games.
2. Analyze how audio contributes to the player experience.
3. Plan and design game audio to support the goals of an interactive experience.
4. Apply appropriate sound design principles, tools, and technologies to create game audio.
5. Evaluate and refine the effectiveness of audio within games and interactive experiences.

List any units or content areas that will be required for all sections of this course.

A - New Course Proposal : Entry # 3667

N/A

List any assignments, tests, or other assessments that will be required for all sections of this course.

N/A

List any readings or other materials that will be required for all sections of this course.

N/A

List any course policies that will be required for all sections of this course.

N/A

If you would like to specify how requirements for contact hours must be met for all sections of this course, please indicate below. (e.g., if any experiential learning activities will replace seat time)

We are going to meet all contact hours in the classroom.

Is there anything else the reviewing parties should know about this new course proposal that hasn't been addressed?

This course was first offered in Spring 2026 as a topic within GAM 1112, Indie Game Development Tools. Because GAM 1112 is repeatable, its topics rotate among different areas of game development. The game audio offering was successful, and we determined that sound is an important enough area of game development to have a permanent place in the curriculum. Game audio will therefore be removed from the GAM 1112 topic rotation and offered as a dedicated course.

Sample Syllabus

- [Game-Audio.pdf](#)