1.	Field of study	**Games and Virtual Reality Design**
2.	Academic year of entry	2014/2015 (winter term)
3.	Level of qualifications/degree	second-cycle studies
4.	Degree profile	practical
5.	Mode of study	full-time

Module: Game sound environment, part 2

Module code: 13-PG2P-DSG2

1. Number of the ECTS credits: 3

2. Learning outcomes of the module

code	description	learning outcomes of the programme	level of competence (scale 1-5)
13-PG2P-DSG2-1	The student knows practical objectives and psychoacoustic models connected with creating soundscapes.	K_W01 K_W02	4 5
13-PG2P-DSG2-2	The student knows surround sound techniques, allowing him to simulate realistic and dynamic sound space in stereo and multi-channel systems.	K_U01 K_U02	4 4
13-PG2P-DSG2-3	The student cooperates with graphic designers, adapting virtual acoustic space to the requirements of a graphic project.	K_K07	3

3. Module description

Description	The course familiarizes the student with issues concerning virtual sound space in various systems of surround sound projection. Students prepare a semester work combining partial tasks.
Prerequisites	Completion of the 13-PG2P-DSG1 module.

4. Assessment of the learning outcomes of the module

code	type	description	learning outcomes of the module
DSG2-w-1	assessment of the semester work	During the course, the students create a dynamic sound environment, intended for application in a game, inspired by individual artistic concepts and combining partial tasks. The final result of the semester work is subject to assessment.	13-PG2P-DSG2-1, 13-PG2P-DSG2-2, 13-PG2P-DSG2-3

5. Forms of teaching

code	form of teaching			required hours of student's own work		assessment of the learning outcomes of the module
	type	description (including teaching methods)	number of hours	description	number of hours	
DSG2-fs-1	practical classes	the analysis of selected issues connected with the course; the group size: 10-20 students	30	the creation of sound projects in line with the assigned graphic concept objectives and technical means	60	