

1.	Field of study	Computer Game Graphics
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: Character voices, part 1

Module code: 13-PG2P-GP1

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-GP1-1	The student is able to make a recording and edit character dialogues for the needs of a game.	K_U02	4
13-PG2P-GP1-2	Using known methods of sound processing, the student is able to modify a voice recording in a way that is adequate to the character's personality.	K_U03	4
13-PG2P-GP1-3	Working in a team, the student is able to adapt a character's voice created by himself to meet the consistency requirements of the entire sound image of the game.	K_K07 K_U05	3 5

3. Module description	
Description	The course prepares students for working as authors of character voices in teams creating games
Prerequisites	No preliminary requirements.

4. Assessment of the learning outcomes of the module			
code	type	description	learning outcomes of the module
GP1-w-1	assessment of the semester work	The student prepares a complete set of texts of a given character by making a recording and editing dialogue and creates the character's voice, using appropriate techniques of sound processing.	13-PG2P-GP1-1, 13-PG2P-GP1-2, 13-PG2P-GP1-3

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	
GP1-fs-1	practical classes	the analysis of selected issues connected with the course; the group size: 10-20 students	30	the practical realization of tasks and the realization of the semester work	60	GP1-w-1