

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - GAME SOUND DESIGNER				
Sector	Media			
Sub-sector	Games			
Track	Production Technical Services			
Sub-track	Game Sound			
Occupation	Sound Designer			
Job Role	Game Sound Designer			
Job Role Description	<p>The Game Sound Designer executes the integration of sound assets in games. He/She is responsible for compiling the required sounds assets from sound libraries and creating new sounds assets based on the creative vision of the games. Upon receiving detailed instruction briefs, he is required to cut and synchronise the sound assets to hooks programmed in the games.</p> <p>He works in an editing studio, but may be required to travel depending on production requirements.</p> <p>He should have an understanding of sound recording and editing processes, techniques and workflows. He is required to be proficient in operating audio middleware solutions and effects plugins used in all sound editing processes and procedures. He should also possess effective storytelling abilities and attention to details, including sensitivity to appropriate sound qualities that may enhance auditory elements in games.</p>			
Critical Work Functions and Key Tasks	Critical Work Functions	Define sound requirements	Key Tasks	
			Understand the overall style and creative vision of the game	
			Provide inputs for the sound requirements needed for every interaction and hook	
			Prepare logistics needed to collate and develop sound assets required for the games	
	Create sound assets	Communicate the hooks that should be programmed in the game by collaborating with production teams		
		Set up equipment needed for sound recording		
		Operate sound recording equipment to record required sounds outlined in design briefs		
		Create premix to assess quality of sound recordings after each take		
	Integrate sound assets to games	Operate sound mixing consoles to balance sounds from different sources to enhance recording		
		Operate audio middleware solutions and effects plug-ins to perform sound edits		
		Make sound edits based on detailed instructions in creative briefs		
		Organise sound edits in preparation for final sound mixing		
	Organise digital storage of sound assets	Integrate edited sound assets with hooks programmed in the game		
		Organise sound edits based on labelling structure		
		Transfer sound sources to appropriate format for digital storage		
		Perform back ups for all sound assets		
Skills and Competencies	Technical Skills and Competencies		Generic Skills and Competencies (Top 5)	
	Audio Programming	Level 3	Decision Making	Basic
	Game Sound Integration	Level 3	Teamwork	Intermediate
	Sound Design and Creation	Level 4	Interpersonal Skills	Basic
	Sound Editing	Level 3	Communication	Intermediate
	Sound Mixing	Level 3	Problem Solving	Intermediate
	Sound Recording Operations	Level 3		
Programme Listing	For a list of Training Programmes available for the Media sector, please visit: www.skillsfuture.sg/skills-framework/Media			

The information contained in this document serves as a guide.