

SKILLS FRAMEWORK FOR MEDIA SKILLS MAP - SENIOR GAME SOUND DESIGNER										
Sector	Media									
Sub-sector	Games									
Track	Production Technical Services									
Sub-track	Game Sound									
Occupation	Sound Designer									
Job Role	Senior Game Sound Designer									
Job Role Description	<p>The Senior Game Sound Designer leads the team in designing and integrating sound assets in games. He/She is responsible for liaising with various production teams in order to plan required technical specifications to achieve the creative vision of the games. He supervises the design of sound assets and editing processes to ensure the final sound assets are aligned with the overall creative vision of the game. He is also responsible for the overall project management of sound assets development, ensuring that sound assets are delivered within stipulated project timelines, budgets and other technical specifications of the game.</p> <p>He is expected to work primarily indoors in an editing studio, however he may be required to travel depending on the production's requirements.</p> <p>He is an expert in operating audio middleware solutions and effects plugins in order to resolve issues during production. He should have a keen sense of imagination and a creative flair for story telling as well as an understanding of the non-linear story format of games. He needs to have an expert knowledge in sound recording and editing processes, techniques and workflows. He ought to be able to manage projects and lead teams effectively. He should possess the ability to understand various perspectives in order to communicate and negotiate with internal and external stakeholders as well as production teams.</p>									
Critical Work Functions and Key Tasks	Critical Work Functions	Define sound requirements	Key Tasks							
			Understand the creative vision of the game and technical specifications required by participating in concept meetings with production teams							
			Propose detailed sound requirements needed for every interaction and hook to enhance the game experience							
			Conceptualise plans to design new sounds which are not available in sound libraries							
	Create sound assets	Develop the sound integration action plans and timelines	Identify the key qualities of the game that influence the sound design including story, location, characters, environment, creatures, vehicles and weapons	Create asset sheet and sound design document with sound requirements detailed into categories of sound effects, voices, ambient sound and music based on various hooks in the game						
				Oversee the creation and collation of sound assets via existing libraries, voice-overs, foley, or external vendors for new compositions						
				Advise on the creative and technical quality requirements of the sound for asset creation sessions						
				Resolve problems during on-site and studio sound recording by providing alternative solutions						
				Review sound assets to select layers used for sound editing						
	Integrate sound assets to games	Provide clear instructions on the required range and extent of required edits to the team	Propose options to resolve final sound edit issues as required	Supervise creative and technical quality checks on final drafts to align sound assets with visuals in the games						
				Revise hooks and sound edits to improve the overall game experience by collaborating with production teams						
				Optimise file sizes against requirements by collaborating with production teams						
				Organise digital storage of sound assets	Create scalable sound system to improve efficiencies of sound integration in games by collaborating with production teams	Develop file structures and naming conventions to organise digital storage	Conduct checks to adhere to copyright clearances for sound materials used			
							Manage teams and/or departments	Communicate common goals, direction and accountability among staff	Develop staff by coaching, mentoring and engaging in career discussions	Display effective performance management practices within department in accordance with organisation policies and procedures
										Monitor budgets, forecasting, work allocations and staffing of the various departments
	Skills and Competencies	Technical Skills and Competencies		Generic Skills and Competencies (Top 5)						
		Audio Programming	Level 3, Level 4	Resource Management	Basic					
		Game Sound Integration	Level 4, Level 5	Communication	Advanced					
Sound Design and Creation		Level 5	Leadership	Intermediate						
Sound Editing		Level 4, Level 5	Creative Thinking	Advanced						

	Sound Mixing	Level 4, Level 5	Teamwork	Intermediate
	Sound Recording Operations	Level 4, Level 5		
	Talent Casting	Level 3, Level 4		
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.