

**SKILLS FRAMEWORK FOR MEDIA  
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE DOCUMENT**

<b>TSC Category</b>	Content Post-Production					
<b>TSC Title</b>	Game Sound Integration					
<b>TSC Description</b>	Manage sound synchronisation for computer games and multi-media content					
<b>TSC Proficiency Description</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4</b>	<b>Level 5</b>	<b>Level 6</b>
			<b>MED-MPN-3002-1.1</b>	<b>MED-MPN-4002-1.1</b>	<b>MED-MPN-5002-1.1</b>	
			Integrate audio into the gaming engine to create the desired gaming experience	Manage the integration of all sound elements in gaming engines to enhance the gaming experience	Oversee the architecture of game sound integration to ensure optimisation across platforms and projects	
<b>Knowledge</b>			<ul style="list-style-type: none"> <li>Principles of non-linear media</li> <li>Software for version control and bug tracking</li> <li>Functions and syntax of the programming language</li> <li>Types of audio integration tools and equipment</li> <li>Technical specifications associated with various types of game engines</li> </ul>	<ul style="list-style-type: none"> <li>Concepts of audio interactivity</li> <li>Software for code version control and bug tracking</li> <li>Functions and syntax of the programming language</li> <li>Limitations associated with various audio integration tools and equipment</li> <li>Features and limitations for various types of game engines</li> <li>Relevant industry quality standards</li> </ul>	<ul style="list-style-type: none"> <li>Principles to multiple systems integration</li> <li>Features and limitations for various types of game and audio engines</li> <li>Limitations associated with various audio integration tools and equipment</li> <li>Types of systems for Foley and music</li> <li>Technologies that improves efficiency and quality of sound mixes</li> </ul>	
<b>Abilities</b>			<ul style="list-style-type: none"> <li>Produce modular and efficient codes to integrate appropriate sound files to hooks programmed in games</li> <li>Identify issues with audio synchronisation</li> <li>Analyse issues to identify solutions to debug codes</li> <li>Document sound elements and codes in required formats to</li> </ul>	<ul style="list-style-type: none"> <li>Collaborate with production teams to ensure audio programming designs and specifications are correctly implemented</li> <li>Analyse requirements in each scene to identify required sounds needed to enhance the mood and creative visuals</li> <li>Determine the interactivity required to</li> </ul>	<ul style="list-style-type: none"> <li>Direct the creation of integration systems for use in multiple platforms and projects</li> <li>Oversee the overall integration of game sounds to ensure it meets required creative and technical requirements of production</li> </ul>	

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			<p>maintain production records</p>	<p>conceptualise the reaction of sound to various elements in content</p> <ul style="list-style-type: none"> <li>• Develop detailed audio work plans to outline audio hook requirements, processes and timelines for game production</li> <li>• Supervise the integration of game sounds to ensure that the appropriate sound files are matched to the right hooks</li> <li>• Perform complex game sound integration</li> <li>• Review gameplay to propose changes that will enhance the mood and visual impact in each scene</li> <li>• Assess edited sound files against technical parameters to ensure consistencies between hooks</li> <li>• Develop remedial actions to resolve issues with game sound integration</li> </ul>	<ul style="list-style-type: none"> <li>• Lead the integration of sound mixes into gaming engines</li> <li>• Formulate strategies to optimise the use of Foley and music systems across projects</li> <li>• Guide production teams to resolve complex issues that impact audio integration with game engines</li> </ul>	
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