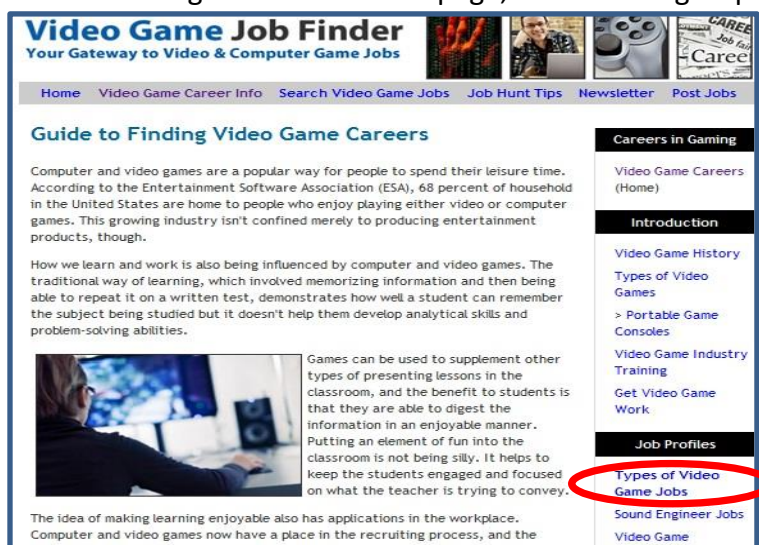


## YOUR FUTURE IN VIDEO/COMPUTER GAME DESIGN

The skills that you have been learning in your game design course can be connected directly to opportunities for your future. Remember, STEM includes many disciplines and how they come together to solve problems in technologies. Hence, there are many opportunities that include skill sets in writing, science, math, and even other areas such as art and music. Concept developers may never be involved directly in game programming or asset development, but instead be highly paid for their work in writing storylines for games, scripts, or developing sketches for storyboards. Music and sound effects need to be created. These jobs require special skills that come from education and training. This activity requires you to explore careers in video/computer game design including all areas of concept and game development. Follow the procedure below to complete this assignment. As with other assignments, it includes a worksheet that must be downloaded, completed, and then uploaded to Edmodo.

**MAKE SURE THAT YOU HAVE DOWNLOADED THE VIDEO/COMPUTER CAREERS WORKSHEET FROM THE PROJECT HOMEPAGE BEFORE PROCEEDING.**

- 1) Launch the Video Game Job finder worksheet using the link on the on the project homepage. It will look like the webpage shown below. Read the webpage carefully so you can understand how it organizes career information.
- 2) In the site map found on the right side of the webpage, look for the group with the heading Job Profiles.



- 3) In the list titled "Types of Video Game Positions", browse some of the job titles. Then select one that looks interesting to you for this assignment. Write the name of your job selection in item number 1 on your worksheet.



- 4) Read the job description and watch the “In Focus” video. You should use this information to write an answer for item number 2 on your worksheet.


### Video Game Sound Engineer Jobs

A sound engineer or designer working in the computer and video game industry is charged with making the game and its characters come to life. By adding background music, as well as giving the characters a voice, computer and video games become an entertainment experience, not just a hobby. The sound engineer/designer also adds other kinds of sounds to the game. He or she is responsible for making the game more interesting by making sure that explosions, car chases, crowd noises, and weather conditions like storms or rain are included in the game.

This part of the video game production team needs to use their creativity to make sure that the game has the right sound effects to fit its tone and story line. They may need to create just the right sound effect for a game as part of their job responsibilities. Familiarity and an appreciation for the game industry are essential for anyone who wants to work in this capacity.

The sound engineer/designer may be working with real or manufactured sounds. He or she may need to edit and mix the sounds when working on a game project. Another part of the [sound design job](#) description is sound mastering.

#### In Focus: Video Game Sound Design Jobs



#### Careers in Gaming

[Video Game Careers \(Home\)](#)

##### Introduction

[Video Game History](#)  
[Types of Video Games](#)  
[> Portable Game Consoles](#)  
[Video Game Industry Training](#)  
[Get Video Game Work](#)

##### Job Profiles

[Types of Video Game Jobs](#)  
[Sound Engineer Jobs](#)  
[Video Game Composer Jobs](#)  
[Game Designer Jobs](#)  
[Level Designer Jobs](#)  
[Video Game Storywriter Jobs](#)  
[Video Game Producer Jobs](#)

JOB DESCRIPTION

VIDEO

- 5) Read the section for Education and Training. Use this information to answer item number 3 on your worksheet.

### Sound Engineer/Designer Education and Training

Prospective sound engineers and designers may want to obtain undergraduate [degree in Music and Technology](#) to prepare for their future career. Students who choose this area of study take courses in music, computer science and electrical engineering. They are well versed in the principles of computer music, sound recording, orchestration and harmony by the time they finish the program.

Other people interested in this type of work enroll in an Associate's degree program in Music Audio Production. This program gives students the opportunity to combine their technical and music skills. The program will likely include courses in the following subjects:

- 6) Read the section for Pay Range. Use this information to answer item number 4 on your worksheet.

### Pay Range for Sound Engineers/Designers

The salary range for sound engineers and designers varies by state. According to [PayScale.com](#), workers with up to four years of experience earn between \$23,400-\$40,000 per year. After five years, the salary range increases to \$26,900-\$77,600.

Sound engineers working in New York state earn between \$28,500 and \$80,000 per year. Salaries for people working in this field in California range from \$22,500-\$59,000, while sound engineers in Texas can expect to make somewhere between \$24,200-\$55,000. Here's more information about salaries:

UPLOAD THE WORKSHEET TO EDMODO UPON COMPLETION