

Audio Bootcamp: Small Team Game Development

Dren McDonald

composer/sound designer: nerdtracks.com

Rob Bridgett

Audio Director: Best Boy Entertainment

One of the 10 Fastest Growing Jobs in America? (USA TODAY)

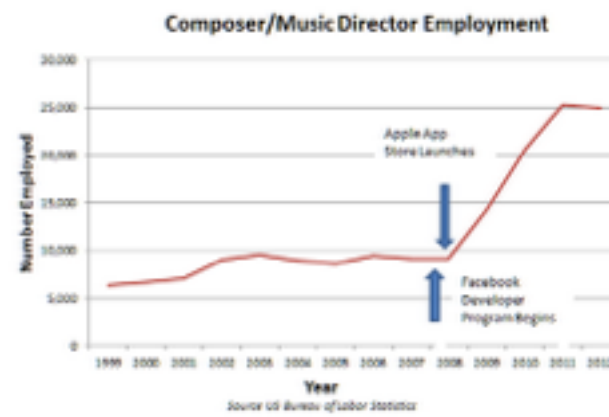
Media composer/Music Directors!

10 year job growth: 178%
Total Employed: 24,940
Median Annual pay: \$47k

(#2 was "Petroleum Engineer", #1 was "Service Unit Operator: Oil, Gas, Coal")

Digging deeper...

why and when did THIS happen?



In 2007 North America: 600 game companies listed

via Game Developer Census

In 2009 North America: 700 game companies listed

via Game Developer Census

In 2010 worldwide: 1200 game companies listed

via GameDevMap & [archive.org](#)

In 2012 worldwide: 1500 game companies listed

via GameDevMap & [archive.org](#)

In 2014 worldwide: 1900 game companies listed

via GameDevMap & [archive.org](#)

Let's hear from Rob!

The different faces of this talk...





Helpful information...

Helpful information...



but with unintended side effects.



NOT TRUE!





US vs THEM



So I took a couple of polls

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Poll 1: Audio Contractors

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80 responses!

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Poll 2: Game Devs Regarding:
working w/ Audio Contractors

So I took a couple of polls

Poll 1: Audio Contractors

80 responses!

Poll 2: Game Devs Regarding:
working w/ Audio Contractors

12 responses!

Maybe I'm obsessing over this?





Results of recent online audio contractor poll

60% worked with small teams (1-6 people)

48% worked for small devs/pubs or Indies



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Favorite way to work

71% My point person gives me a description of the project, story and emotions and let's me find my own direction

27% My point person gives me specific audio direction with examples and temp sounds/music

2% My point person is often uninterested and whatever I come up with is usually fine

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76% deliver via asset HOWEVER 75% would RATHER deliver via middleware or build integration

37% receive direction via docs/spreadsheet

80% would prefer to receive direction via build/docs/ss

Compared to Game Dev Poll

33% worked with small teams (1-3 people)

84% worked in small teams (1-20 people)

63% are small Indy/mobile devs audio poll results

60% worked with small teams (1-6 people)

48% worked for small devs/pubs or Indies

Favorite way to work

70% Game Dev Poll - 71% in Audio Poll My point person gives me a description of the project, story and emotions and let's me find my own direction

30 % Game Dev Poll - 27% in Audio Poll My point person gives me specific audio direction with examples and temp sounds/music

0 % Game Dev Poll - 2% in Audio Poll My point person is often uninterested and whatever I come up with is usually fine

48 % Game Dev Poll docs/art/spreadsheet -

37% Audio Poll receive direction via docs/spreadsheet

36% Game Dev Poll prefer conversation/Skype!

80% Audio Poll would prefer to receive direction via build/docs/ss



Compared to Game Dev Poll

AUDIO POLL

76% deliver via asset HOWEVER 75% would RATHER deliver via middleware or build integration

GAME DEV POLL

73% would prefer FTP/assets (only 2 responders wanted integration into game build)



Compared to Game Dev Poll

AUDIO POLL

76% deliver via asset ~~HOWEVER~~ 75% would RATHER deliver via
middleware or build integration

GAME DEV POLL

73% would prefer FTP/assets (only 2 responders wanted integration
into game build)



FREE!!



And on this day...

a PROCLAMATION WAS MADE!





but wait!



there's more!

If it is easier for your team to simply multitask and let a coder/designer/producer et al, take care of the audio, do you choose to do this?

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36%

“Yes, we aren't comfortable with this, but sometimes with our budgets it is necessary”

If it is easier for your team to simply multitask and let a coder/designer/producer et al, take care of the audio, do you choose to do this?

36%

“Yes, we aren't comfortable with this, but sometimes with our budgets it is necessary”

27%

“Yes, we often just do it ourselves”

If it is easier for your team to simply multitask and let a coder/designer/producer et al, take care of the audio, do you choose to do this?

36%

“Yes, we aren't comfortable with this, but sometimes with our budgets it is necessary”

27%

“Yes, we often just do it ourselves”

37%

“NO, we never do this. We have enough to worry about”

63%?



63%?

holy cow



small sample size...

maybe...



It's an attitude,



& we make the best of dealing with it

IDEAS!



IDEAS!



Video capture the game

cut sound to the video to *show* your vision of the interactive sound

IDEAS!



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Video capture Middleware

sometimes it's easier to explain a dynamic music system by showing off your session in a video

IDEAS!



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People are busy!

set yourself up for success, make the ideas concise, simple, effective

CONGRATULATIONS!

CONGRATULATIONS!



YOU'RE A SALESMAN



thank you!

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