

SULIT



**KEMENTERIAN PENDIDIKAN TINGGI
JABATAN PENDIDIKAN POLITEKNIK DAN KOLEJ KOMUNITI**

**BAHAGIAN PEPERIKSAAN DAN PENILAIAN
JABATAN PENDIDIKAN POLITEKNIK DAN KOLEJ KOMUNITI
KEMENTERIAN PENDIDIKAN TINGGI**

JABATAN TEKNOLOGI MAKLUMAT DAN KOMUNIKASI

PENILAIAN AKHIR

SESI I: 2024/2025

DFG50403 : AUDIO COMPOSITION IN GAME

TARIKH : 20 NOVEMBER 2024

MASA : 8.30 PAGI – 11.30 PAGI (3 JAM)

Kertas ini mengandungi **DUA (2)** halaman bercetak.
Bahagian A: Struktur (3 soalan)

Dokumen sokongan yang disertakan : Tiada

JANGAN BUKA KERTAS SOALAN INI SEHINGGA DIARAHKAN

(CLO yang tertera hanya sebagai rujukan)

SULIT

PRACTICAL TEST: 50 MARKS**INSTRUCTION:**

This section consists of **THREE (3)** questions. Answers **ALL** questions.

You are required to retrieve the source link/file from the drive. All questions will be based on the given source.

REQUIREMENT:

1. Audio editing software (*Recommended software: Audacity*).
2. Video editing software (*Recommended software: Capcut*).
3. Microphone for voice recording.
4. Save files for both audio and video (final product) for each question in the folder (rename as your matric number). Upload and submit the final cut video through CIDOS platform.

QUESTION 1

- a) Reproduce the recording sound or voice of radio advertisement for product or business you would like to promote and sell using appropriate software from the source file entitled **"QUESTION1"**. You are required to record, manipulate, edit and display the sound or voice in .WAV format and capture your editing artwork, save as pdf file, then submit as Proof Question 1.

[15 marks]

QUESTION 2

- a) Construct **FOUR (4)** sound effects from the source file entitled **"QUESTION2"**. Combine the source given using sound editing software to produce an effective sound effect. Your answers should contain 4 item and renamed as Foley1, Foley 2, Foley 3 and Foley 4. The file format must be in .WAV. Capture your editing artwork, save as pdf file, then submit as Proof Question 2.

[15 marks]

QUESTION 3

- a) Construct **ONE (1)** intro music, **ONE (1)** background music, **ONE (1)** win game music and **ONE (1)** lose music for game clip from the source file entitled **"QUESTION3"** that show mood of the game scene. Edit the clip using video editing software by adding the complete audio to the game scene. The file format must be in MP4 and capture your editing artwork, save as pdf file, then submit as Proof Question 3.

[20 marks]

END OF QUESTIONS