Info and resources at soundingames.com
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Sound Design in Games

Overall composition supporting the narrative (Half-Life 2)

Coupled and evolutive sound layers (inFamous)

Ambient as inhabitants' emotional state (Prototype)

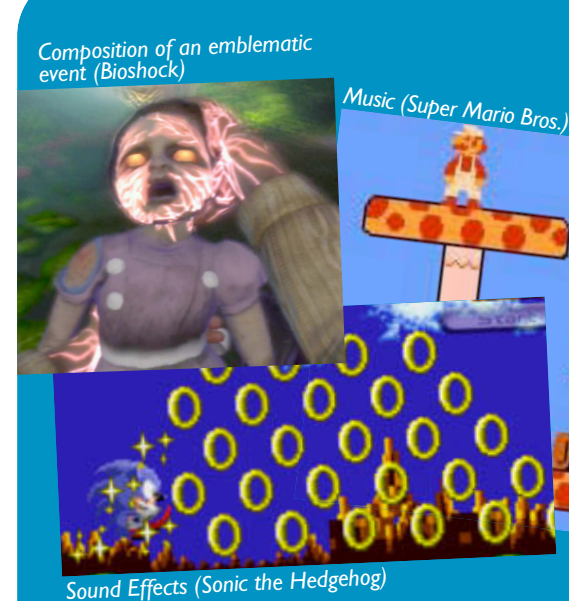Gunfire affects nearby animal sounds (Crysis)

Acoustic Ecology

"beauty, tragedy, fear, degradation, intelligence" (Bioshock)

Musical approach, with a dark mood (The Path)
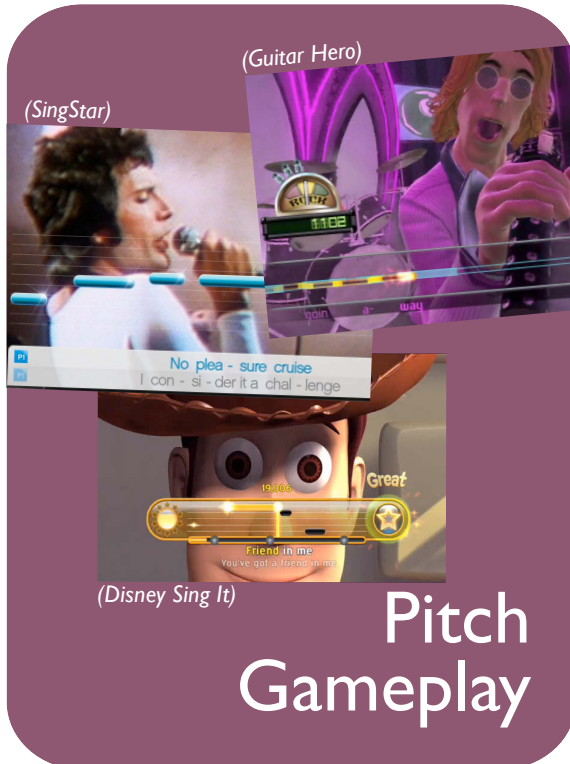
Minimalist acousmatic composition (Limbo)

Aesthetics

Composition of an emblematic event (Bioshock)

Music (Super Mario Bros.)

Sound Effects (Sonic the Hedgehog)

Signature

(SingStar)

(Guitar Hero)

No plea - sure cruise
I con - si - der it a chal - lenge

(Disney Sing It)

Pitch Gameplay

Button sequences in sync with steady beat (Patapon)

Following a rhythmic pattern (Rhythm Paradise)

Simulated performance of an instrument (Guitar Hero)

Rhythm Gameplay

Action-dependent music tempo (Far Cry 2)

Scuba breathing pace (Endless Ocean)

Accelerating drowning music (Sonic the Hedgehog)

Lively pace (Patapon)

Entrainment

Variety in recurring events such as death (Uncharted 2)

Variety in music composition (Otocky)

Variety in foley (Assassin's Creed)

Variety

Signature

Creating a distinctive and memorable association with a sound

May relate to:
Identification

May use many, including:
Aesthetics, Sound Effects, Character Soundprint, Footsteps, Grunts, Music

Aesthetics

Defining artistic characteristics common to all sounds

Calls for:
Acoustic Ecology

Acoustic Ecology

Designing sound in a holistic way, as influenced by the discipline of Acoustic Ecology

Contexts:
Aesthtetics, Ambiance, Foley, Sound Effects, Music, Dialogue, Foley Music, Diegetic Music, Chitchat, Character Soundprint, Identification

Sound Design in Games

A deck-based approach to a Pattern Language for Sound Design in Games, strongly influenced by Acoustic Ecology and subject to the principle that Sound Design in Games benefits from being embedded in the overall Game Design

Variety

Triggering alternate sounds not to compromise the experience

Contexts:
Foley, Sound Effects, Ambiance, Music, Dialogue, Identification

Entrainment

Changing the player's internal rhythms through acoustic stimulation, eventually inducing emotions and behaviour

Contexts:
Emotional Script, Trance, R-A-E-D Iterations, Relaxation, Anticipation, Engagement, Decay, Window of Opportunity, Hurry Up!

May use:
Heartbeat, Breath, Footsteps, Music, Rhythm Gameplay, Foley, Ambiance

Rhythm Gameplay

Acting in sync with a rhythm

Contexts:
Consequent Sound, Entrainment

May call for:
Sound Visualization, Sound Input, In-game Feedback, Levelled Performance

Pitch Gameplay

Exploring the tonal accuracy of the player's voiced input

Makes use of:
Sound Input

Often uses:
In-game Feedback, Sound Visualization, Levelled Performance

Title Screens

(Uncharted 2)
(The Path)
(Heavy Rain)
(Sonic the Hedgehog)

Cutscenes

(Metal Gear Solid 4)
(Ico)
(Silent Hill)

Menus

Contextual Ambiance (Half-Life 2)
Sound effects, custom music (Tetris iPhone)
Music, instrument tones (Uncharted)

Sound Input

Speech (Tom Clancy's End War)
Pitch (SingStar)
Buttons (Patapon)
Menu of sounds (Aquaria)

In-game Feedback

Crowd reaction, instrument sounding (Guitar Hero)
Facial expressions (Rhythm Paradise)
Acting, intonation and messaging (Patapon)
Match the rhythm!

Levelled Performance

Learning songs one at a time (Patapon)
Selectable difficulty levels (Guitar Hero)
Learning songs (Aquaria)

Sound Visualization

Onomatopoeia (Cut the Rope)
White border, pulsating with the beat (Patapon)
Sound waves (Ecco the Dolphin)

Directionality

Finding the way, through sound localization (Papa Sangre)
Locating a point of interest (Read Dead Redemption)
Promptly spotting an enemy (Far Cry)

Sound Input

The way sound enters the gameworld

Contexts include:
Consequent Sound, Pitch Gameplay, Rhythm Gameplay, Make Sound not War, Address Others, Sing to Act

May relate to:
Sound Visualization

May call for:
Levelled Performance, In-game Feedback

Menus

Sounds in game menus

Peers:
Title Screens, Cutscenes

Often uses:
Music, Contextual Music, Sound Effects

May use:
Foley

Cutscenes

Sound of cinematic pieces

Contexts:
Narrative, Emotional Script

Peers:
Title Screens, Menus

Title Screens

Sound during the presentation of a game product

Contexts:
Signature, Emotional Script

Peers:
Menus, Cutscenes

Often uses:
Music, Sound Effects

Directionality

Exploring the identification of the direction of a sound source

Context:
Awareness

May relate to:
Beacon Locator, Shout and Yell, Unaware NPC, Suspicious NPC

Sound Visualization

Graphical perception of the occurrence of sound

May relate to:
Sound Input, Rhythm Gameplay, Pitch Gameplay

May use:
Subtitles and Captions

Levelled Performance

The progressive sophistication of sound related performative actions

Contexts:
Sound Input, Rhythm Gameplay, Pitch Gameplay, Narrative

Relates to:
In-game Feedback

In-game Feedback

Providing indicators on the player's acoustic performance

Contexts:
Sound Input, Rhythm Gameplay, Pitch Gameplay, Awareness, Emotional Script

Relates to:
Levelled Performance

Ambiance
(Oblivion)
(Silent Hill)
(Grand Theft Auto IV)
(Crysis)

Foley
Knocking on a door (Heavy Rain)
A moving stagecoach (Red Dead Redemption)
Hitting a wooden box with a crowbar (Half-Life 2)

Sound Effects
(Lego Star Wars)
(Pac-Man)
(FlOw)
(Tetris)

Dialogue
Fictional language: Simlish (The Sims)
Conversation (Red Dead Redemption)
Invented language (Ico)
Conversation (Grand Theft Auto 4)

Subtitles and Captions
(Cut the Rope)
(Half Life 2)
DING DONG
Man of few words, aren't you? [Elevator Bell]
JACK: *laughing* Oh, that's great! Thanks - I think. At least I - you know - I'm better looking.
(Dead to Rights: Retribution)

Say that Again
Replayable audio pieces (Bioshock)
MESSAGES
It has been brought to my that some citizens have ways to...hack the vending machines. I should not ne remind each and every cit Rapture that free enterpris foundation upon which our has been established. Para be punished.
Hit the road, Jack! Get outta here.
Repeatable last line (Half-Life 2)
Corrupt Imperial Watchman
Directions
Gray Fox
Rumors
Repeatable dialogue topics (Oblivion)

Voice Acting
Nolan North as Nathan Drake (Uncharted)
NOLAN NORTH "DRAKE"
SIR BEN KINGSLEY Sabine
Sir Ben Kingsley as Sabine (Fable III)

Dubbing
Sérgio Calvinho, portuguese voice of Nathan Drake (Uncharted)
Pêpê Rapazote, portuguese voice of Carter Blake (Heavy Rain)

Dialogue
All kinds of conversation

Many contexts, including:
Narrative, Emotional Script, Character Soundprint, Narrator, Thoughts, Helper Voice, Recordings, Chitchat, Seeking for PC, ...

Relates to:
Acoustic Ecology

Calls for:
Variety

May call for:
Subtitles and Captions

Sound Effects
Sounds that make abstract or imaginary objects concrete

Many contexts, including:
Engagement, Achievement, Failure, Beacon Locator, Window of Opportunity, Menus, Signature, ...

Close to:
Foley

Relates to:
Acoustic Ecology

Calls for:
Variety

May call for:
Subtitles and Captions

Foley
Sounds of ongoing actions

Many contexts, including:
Engagement, Character Soundprint, Footsteps, Grunts, Sound Decoys, ...

Close to:
Sound Effects

Relates to:
Acoustic Ecology

Calls for:
Variety

May call for:
Subtitles and Captions

Ambiance
Sounds of the environment

Contexts:
Relaxation, Emotional Script, Narrative, Entrainment

Relates to:
Acoustic Ecology

Calls for:
Variety

Dubbing
Replacing original voices, to adapt to other language

Context:
Dialogue, Voice Acting, Narrative, Character Soundprint

May call for:
Subtitles and Captions

Voice Acting
Performing and recording voices for characters and/or narrators

Context:
Dialogue, Narrative, Character Soundprint

May call for:
Subtitles and Captions, Dubbing

Say that Again
Allowing the PC/player to request to hear again

Context:
Dialogue

May call for:
Address Others, Variety

Makes use of:
Dialogue

Subtitles and Captions
Text that represents occurring sound

Context:
Sound Visualization, Narrative, Dialogue, Foley, Sound Effects, Voice Acting

Relates to:
Dubbing

Emblematic (Super Mario Bros.)

Emotive, "Live" (LocoRoco)

Procedural (Everyday Shooter)

Music

Singing characters, devices' jingles, performed music (Bioshock)

Music box puzzle (Silent Hill 2)

Music in the car (Grand Theft Auto 4)

Diegetic Music

Using urban materials as instruments (inFamous)

Electricity noises used as Acousmatic music (Limbo)

Music incorporating a train sound (iGadget)

Foley Music

Dependent on the area of Hyrule (Legend of Zelda: Ocoarina of Time)

Dependent on type of place (Oblivion)

Dependent on level (Locoroco)

Contextual Music

(Rez)

(Chime)

(Flower)

Musical Outcome

Silent ambiance (Limbo)

Silent ambiance (Silent Hill)

It's quiet. Too quiet.

Silence as an expression of mood after a defeat (Patapon)

Silence

Radio noise used as enemy detection (Silent Hill)

Stealth action in a noisy room (Splinter Cell: Chaos Teory)

What's that?

Humming noise as ambiance (iGadget)

Noise

A symptom of imminent death (inFamous)

Tinnitus caused by an explosion (Half-Life 2)

Acoustic insulation colateral to the Active Camouflage power-up (Halo: Reach)

Affected Hearing

Contextual Music

Music specific to particular contexts or levels

Contexts:
Narrative, Emotional Script

May relate to:
Diegetic Music

Makes use of:
Music

Foley Music

Music exploring sounds of objects or actions

Context:
Music

Makes use of:
Foley, Acoustic Ecology

Diegetic Music

Music happening in the game world

Context:
Narrative, Emotional Script

May relate to:
Contextual Music, Musical Outcome

May use:
Radio

Makes use of:
Music, Acoustic Ecology

Music

All kinds of music heard during the game

Many contexts, including:
Entrainment, Relaxation, Anticipation, Engagement, Decay, Emotional Script, Trance, Narrative, Window of Opportunity, Diegetic Music, Contextual Music, Musical Outcome, Signature, ...

Relates to:
Acoustic Ecology

Calls for:
Variety

Affected Hearing

Simulating hearing impairment

Contexts:
Awareness, Emotional Script, Imminent Death

May relate to:
Ouch!

Noise

The purposeful use of noise

Contexts:
Aesthetics, Acoustic Ecology, Emotional Script, Awareness

Often Uses:
Ambiance, Foley

Silence

Inducing the perception of the absence of sound

Contexts:
Aesthetics, Acoustic Ecology, Emotional Script, Awareness, Anticipation

Makes use of:
Ambiance

Musical Outcome

Music generated as a by-product of in-game actions

Context:
Emotional Script

May relate to:
Contextual Music, Diegetic Music

Makes use of:
Music

Music and sound effects tell a story (Flower)

Tenenbaum

This place is like a ghost town.

Radio Conversation (Bioshock)

Thoughts (Silent Hill)

Narrative

A NPC playing Narrator (Sam and Max)

TO MAKE ANY KIND OF SENSE OF IT I NEED TO GO BACK THREE YEARS...

BACK TO THE NIGHT THE PAIN STARTED

PC as Narrator (Max Payne)

JACK (VO): And Tseng understood showmanship. He liked to cut out his enemies' tongues - to "feast on their souls." I had to do a little ghost hunting of my own.

The PC tells the story to a NPC (Dead to Rights)

Narrator

Thoughts as storytelling (Tomb Raider Underworld)

Contextual menu of thoughts (Heavy Rain)

CLUE
LAUREN
ROOM
CLIENT

Strange...
Father never used his middle initial in monograms

This place is like a ghost town.

Thoughts (Silent Hill)

Thoughts

Audio Diaries (Bioshock)

Hidden recordings ("dead drops") (inFamous)

Collect Dead Drop

Tapes (Far Cry 2)

Audio Logs (Halo3: ODST)

Recordings

(Flower)

RESTAURANT

(LocoRoco)

(Silent Hill 2)

Emotional Script

Temporary eatable ghosts (Pac-Man)

Fever mode (Patapon)

FEVER!!

Speed boost (Sonic the Hedgehog)

Window of Opportunity

(Flower)

(Rez)

(Chime)

Trance

Relaxation (Far Cry 2)

Anticipation (Far Cry 2)

Engagement (Far Cry 2)

Decay (Far Cry 2)

R-A-E-D Iterations

Recordings

Recorded dialogue, frequently scattered through the gameworld

Context:
Narrative

Possibly with:
Beacon Locator

May relate to:
Helper Voice, Radio

Makes use of:
Dialogue

Thoughts

Revealing what a character is thinking of

Contexts:
Narrative, Emotional Script

May relate to:
Narrator, Helper Voice

Often uses:
Dialogue

Narrator

Resorting to an actual narrator to convey the narrative

Context:
Narrative

Differs from:
Helper Voice

Makes use of:
Dialogue

Narrative

The contributions of sound to unfold the game's story

Relates to:
Emotional Script

May use many, including:
Dialogue, Cutscenes, Narrator, Thoughts, Recordings, Radio, Eavesdropping, Contextual Music, Levelled Performance

R-A-E-D Iterations

Iterations of the sequence:
　　Relaxation
　　Anticipation
　　Engagement
　　Decay

Context:
Emotional Script

Parts:
Relaxation, Anticipation, Engagement, Decay

Makes use of:
Entrainment

Trance

Sound contributing to experiencing flow or deep immersion

Context:
Emotional Script

Often uses:
Music, Entrainment

Window of Opportunity

Enhancing the perception of a temporary possibility or favourable state

Context:
Awareness, Emotional Script

Includes:
Hurry Up!, Imminent Death

Often uses:
Sound Effects, Entrainment

Emotional Script

Sound designed to elicit emotions along the experience

Relates to:
Narrative

May use many, including:
R-A-E-D Iterations, Cutscenes, Window of Opportunity, Music, Contextual Music, Achievement, Failure, Grunts, Ouch!, Imminent Death, Trance, Entrainment, ...

Ambiance, music (Oblivion)

Breath-driven relaxation (pOnd)

Ambiance, music (Aquanaut's Holiday: HM)

Relaxation

Approaching an enemy position (Far Cry 2)

Exploring the unkown (Silent Hill)

Music and ambiance in caves (Oblivion)

Anticipation

(Killzone 2)

(Patapon)

(Need for Speed: Most Wanted)

Engagement

No more hostiles (Far Cry 2)

All pursuers down (Assassin's Creed)

Cooldown period after chase (NFS: Most Wanted)

Decay

Witness indicator: suspicious guards (Assassin's Creed)

Checkpoint indicator (audio only) (Tomb Raider Underworld)

Equipment status: "Energy Critical" (Crysis)

Awareness

Celebrating victory (Patapon)

Picking items (Super Mario Bros.)

Horizontal line (Tetris)

Achievement

Loosing rings on enemy attack (Sonic the Hedgehog)

Opponents making fun (Angry Birds)

Falling out (Edge)

Failure

PC reaction to impossible actions (Thief)

Hired mercenaries refusing to climb (Assassin's Creed 2)

Non-usable items (Half-Life 2)

Pushing a wall without secret (Wolfenstein 3D)

No Can Do

Decay

A phase of gameplay of reestablishment after an engagement

Contexts:
Emotional Script,
R-A-E-D Iterations

Peers:
Relaxation, Anticipation,
Engagement

May use:
Music, Dialogue,
Entrainment

Engagement

A phase of gameplay of explicit conflict

Contexts:
Emotional Script,
R-A-E-D Iterations

Peers:
Relaxation, Anticipation, Decay

May use many, including:
Foley, Sound Effects, Music,
Dialogue, Entrainment, Seeking
for PC, Shout and
Yell, Sonic Weapon

Anticipation

A phase of gameplay anticipating an engagement

Contexts:
Emotional Script,
R-A-E-D Iterations

Peers:
Relaxation, Engagement, Decay

May call for:
Stealth

May use:
Music, Entrainment,
Heartbeat

Relaxation

A phase of gameplay promoting a restful state of mind

Contexts:
Emotional Script,
R-A-E-D Iterations

Peers:
Anticipation, Engagement,
Decay

Often uses:
Ambiance, Music,
Entrainment

No Can Do

Signalling something impossible

Context:
Awareness

Close to:
Failure

Makes use of:
Sound Effects, Foley,
Dialogue

Failure

Signalling something negative

Context:
Awareness, Emotional Script

Includes the parts:
Ouch!, Imminent Death, Death

Contrasts with:
Achievement

Achievement

Signalling something positive

Context:
Awareness, Emotional Script

Contrasts with:
Failure

Awareness

Sound signalling some relevant aspect of gameplay

Relates to:
Emotional Script, Narrative

May use many, including:
Character Soundprint, Failure,
Achievement, No Can Do,
Window of Opportunity,
Hurry Up!, Beacon Locator,
Identification, Ouch!,
Imminent Death,
Seeking for PC,
Suspicious NPC,
Unaware NPC, ...

Identification

Counting opponents before eye contact (Crysis)

Foretelling the type of occupant by its soundprint (Oblivion)

Preparing for opponent type before eye contact (Bioshock)

Pistol — SELECT WEAPON

Unaware NPC

A foe singing and whining (Bioshock)

Guards chitchatting, whistling and humming (Thief)

Musical clues (Oblivion)

Guards chitchatting (Crysis)

Suspicious NPC

"I heard something..." (Splinter Cell: Chaos Teory)

"What's that?" (Thief III)

"What's going on?" (Far Cry 2)

Seeking for PC

"I will find you!" (Thief)

Heard from enemy communications (Metal Gear Solid 4)

Understood. Stand by. Sending reinforcements now.

Threatening the PC (Crysis)

Beacon Locator

Dead drops (inFamous)

Collect Dead Drop

Nirnroot (Oblivion)

Chests and feathers (Assassin's Creed 2)

Hurry Up!

Emergency alarm and messages (Tomb Rider Underworld)

1 minute remaining.

57

Time alarm and dialogue (Katamari)

Mechanism audible while active (Assassin's Creed 2)

FAST WALK

Helper Voice

GLaDOS's helping voice (Portal)

Facilitator in contact, over the phone (Tomb Raider)

A voice from above (Shadow of the Colossus)

The colossus's sword shall be thy path...

Radio

Playing music (Portal)

Broadcasting useful information (Half-Life 2)

Influencing ambient noise (Splinter Cell: Chaos Teory)

Huh? Radio? What's going on with that radio?

Functioning as monster detector (Silent Hill)

Seeking for PC

NPC's manifestations of active chasing of the PC

Contexts:
Awareness, Engagement, Anticipation

May use:
Dialogue, Shout and Yell, Grunts

May relate to:
Stealth, Character Soundprint, Sound Decoys

Contrasts with:
Unaware NPC, Suspicious NPC

Suspicious NPC

NPC's behaviours evidencing suspicion for the PC's presence

Context:
Awareness

Contrasts with:
Unaware NPC, Seeking for PC

May relate to:
Anticipation, Directionality

Unaware NPC

NPC's behaviours evidencing that the PC remains unnoticed

Context:
Awareness, Anticipation

May use:
Chitchat, Grunts

Relates to:
Stealth, Character Soundprint, Sound Suppressing, Sound Decoys

Contrasts with:
Suspicious NPC, Seeking for PC

Identification

Promoting the recognition of entities through their distinctive soundprints

Context:
Awareness

May call for:
Signature, Character Soundprint, Beacon Locator, Variety, Acoustic Ecology

Should not compromise:
Variety

Radio

Actual radio receivers with relevant emission

Contexts:
Narrative, Helper Voice, Awareness, Diegetic Music

May relate to:
Sound Suppressing, Stealth

Relates to:
Recordings

Helper Voice

Conveying guidance through the voice of disembodied or remote entities

Context:
Awareness

May relate to:
Narrative, Recordings, Radio

Differs from:
Narrator

Makes use of:
Dialogue

Hurry Up!

Contributing for the sense of urge in completing something

Context:
Emotional Script, Awareness, Window of Opportunity

May relate to:
Imminent Death

Often uses:
Sound Effects, Music, Entrainment

Beacon Locator

Items that emit sound to ease their location

Contexts:
Awareness, Identification

Often uses:
Sound Effects, Directionality

Revelation

Discovering a magnificent sight (Tomb Raider: Underworld)

Finding a treasure (Aquaria)

Entering a surprising scenario (Crysis)

Ouch!

(Uncharted)

(Spore Origins)

(Assassin's Creed)

(flOw)

Imminent Death

Heartbeat (Uncharted 2)

Affected hearing, heartbeat (inFamous)

[Drowning]
[Low Health Warning!]
Warning: Vital signs critical.

HEALTH 12

HEV suit voice, grunts, sound effects (Half-Life 2)

Death

(Pac-Man)

(Uncharted 2)

TOO BAD

(Super Mario Galaxy 2)

(inFamous)

Time Twist

Playing sounds in reverse (Braid)

"Slow motion" effect (Max Payne)

"Rewind" and "fast forward" effect (Little Big Planet)

Character Soundprint

GLaDOS (Portal)

Scrat (Ice Age: Dawn of the Dinosaurs)

Suzume (Mini Ninjas)

Footsteps

People and horses (Assassin's Creed)

Big Daddy (BioShock)

Emphasized footsteps (Limbo)

Grunts

(Tomb Raider)

(Ice Age: Dawn of the Dinosaurs)

(Mirror's Edge)

Death
Portraying death

Context:
Failure, Emotional Script, Awareness

Peers:
Imminent Death, Ouch!

May use:
Grunts, Foley, Sound Effects, Dialogue

Imminent Death
Urging a change of behaviour to avoid death

Context:
Failure, Awareness, Emotional Script, Window of Opportunity

Peers:
Death, Ouch!

May relate to:
Hurry Up!

May use:
Heartbeat, Grunts, Affected Hearing Foley, Sound Effects, Dialogue

Ouch!
Signalling a painful or damaging interaction

Contexts:
Failure, Awareness, Emotional Script

Peers:
Imminent Death, Death

May use:
Grunts

Revelation
Expressing an encounter with something special

Context:
Emotional Script, Awareness

Differs from:
Achievement

Grunts
Utterances associated to physical actions or conditions

Many contexts, including:
Character Soundprint, Awareness, Ouch!, Shout and Yell, Emotional Script, Signature, ...

May Relate to:
Breath, Footsteps

Compromises with:
Stealth

Makes use of:
Foley, Dialogue

Footsteps
The sound of footsteps (extensible to any kind of being)

Contexts:
Character Soundprint, Awareness, Signature, Emotional Script, Stealth, Entrainment

May Relate to:
Breath, Grunts

Makes use of:
Foley

Character Soundprint
The set of sounds of a PC or NPC

Context:
Awareness, Identification, Signature, Emotional Script

May Use:
Footsteps, Grunts, Breath, Heartbeat, Chitchat, Dialogue, Foley, Sound Effects, Acoustic Ecology

May Relate:
Stealth, Unaware NPC, Seeking for PC

Time Twist
Using sound to enhance the perception of time manipulations

Context:
Awareness

May relate to:
Emotional Script

Heartbeat

Perceiving imminent death (inFamous)

PC's arousal state (Fear Effect)

Evaluating enemies' heartbeat (Dead to Rights: Retribution)

Breath

Moving (Limbo)

Affliction (Heavy Rain)

Futo while running (Mini Ninjas)

Chitchat

(Assassin's Creed 2)

(Oblivion)

(Far Cry 2)

Shout and Yell

"Achtung", "Schutzstaffel" (Wolfenstein 3D)

Kung-fu kiai (Mini Ninjas)

Exuberant opponents (inFamous)

Consequent Sound

"Uhm?! Who's there?" (Thief)

Realistic response to noise (Penumbra Overture)

Pedestrians react to car honk (Grand Theft Auto 4)

Address Others

Commanding hired personnel (Assassin's Creed 2)

Ico inciting Yorda (Ico)

Commanding the dog (Dead to Rights)

Seeking for a lost son (Heavy Rain)

Echolocation

Spatial perception through sound waves (Devil's Tuning Fork)

Monsters interfering with radio (Silent Hill)

Allien locator (Enemy Zero)

Sonic Weapon

Sindel's Banshee Scream (Mortal Kombat: Deception)

Sonic Tank (Dune 2000)

Horns played by Megapons (Patapon)

Shout and Yell
Loud manifestations of hostility

Contexts:
Awareness, Engagement, Emotional Script, Character Soundprint, Seeking for PC

Makes use of:
Dialogue, Grunts

Chitchat
Dialogue that is not central to the course of action

Contexts:
Character Soundprint, Emotional Script, Unaware NPC

Possibly with:
Grunts

Makes use of:
Dialogue, Acoustic Ecology

Breath
Perceptible sound of breathing

Contexts:
Character Soundprint, Awareness, Emotional Script, Entrainment

Relates to:
Grunts

Makes use of:
Foley

Heartbeat
Perceptible sound of heartbeating

Contexts:
Character Soundprint, Awareness, Emotional Script, Entrainment, Anticipation, Imminent Death, Engagement

Makes use of:
Foley

Sonic Weapon
Using sound to inflict damage

Context:
Consequent Sound, Engagement

Contrasts with:
Make Sound not War

Relates to:
Sound Decoys, Sound Suppressing

Echolocation
Using sound to perceive the environment

Context:
Consequent Sound, Awareness, Emotional Script

May imply:
Sound Input

Address Others
Enabling the PC to use sound to address NPCs

Context:
Consequent Sound

May imply:
Sound Input

Often uses:
Dialogue, Foley

Consequent Sound
Designing the gameworld so that is sensitive to sound

May use many, including:
Make Sound not War, Sing to Act, Rhythm Gameplay, Echolocation, Address Others, Stealth, Sound Decoys, Sound Suppressing, Sonic Weapon, Eavesdropping, ...

May imply:
Sound Input

Make Sound not War
- Resonating with creatures (Aquaria)
- Enchanting opponents (Mini Ninjas)
- Unlocking items (Legend of Zelda: Ocarina of Time)
- Persuading creatures to make way (LocoRoco)

Sing to Act
- Invoking miracles (Patapon)
- Collecting strips of fabric [announced] (Journey)
- Activating a shield (Aquaria)
- Awakening obstacles (LocoRoco)

Stealth
- (Tom Clancy's Splinter Cell: Chaos Theory)
- (Thief)
- (Dead to Rights: Retribution)

Sound Suppressing
- Suppressor (Metal Gear Solid 4)
- Moss Arrow, which creates a muffling carpet (Thief: Deadly Shadows)
- Low soundprint behaviour (Splinter Cell)

Sound Decoys
- Acoustic lure (Spore Origins)
- Acoustic devices and stones (Commandos BCD)
- ACOUSTIC DECOY This small and extravagant invention of Ma... toys. Click on it to release it anywhere y... disagreeable noise. You can... soldiers will come over to... how to take advantage of. HOT KEYS: G TO R
- Noisemaker arrows (Thief: Deadly Shadows)
- Knocking on objects, throwing empty magazines (Metal Gear Solid 4)

Eavesdropping
- A form of Investigation(Assassin's Creed)
- A feature incorporated in the binoculars (Crysis)
- A mission implying eavesdropping (Thief II: The Metal Age)

Sound Suppressing

Enabling the reduction of PC generated sounds

Context:
Stealth, Consequent Sound

Relates to:
Unaware NPC, Sonic Weapon

Makes use of:
Foley

Stealth

Low profile behaviours that include adopting a small soundprint

Context:
Consequent Sound,
Anticipation, Emotional Script

Includes:
Sound Suppressing,
Sound Decoys, Eavesdropping

Relates to:
Footsteps, Character Soundprint,
Unaware NPC,
Suspicious NPC,
Seeking for PC

Sing to Act

Performing songs to achieve a purpose

Context:
Consequent Sound,
Make Sound not War

May imply:
Sound Input

Make Sound not War

Exploring sound to create alternatives to conflict

Context:
Consequent Sound,
Emotional Script

Relates to:
Engagement

Includes:
Sing to Act, Sound Decoys

Contrasts with:
Sonic Weapon

May imply:
Sound Input

Eavesdropping

Adopting behaviours with intention of gaining knowledge by listening to others' conversations

Context:
Stealth, Narrative,
Emotional Script

Relates to:
Unaware NPC

Makes use of:
Dialogue

Sound Decoys

Using sound to fool the opponents

Context:
Stealth, Consequent Sound,
Make Sound not War,
Emotional Script

Relates to:
Unaware NPC, Suspicious NPC,
Seeking for PC, Sonic Weapon

Often uses:
Foley, Sound Effects