

DGM231 Audio Design

[View Online](#)



[1]

BBC - 6Music - Shaun Keaveny - Earworms:
<http://www.bbc.co.uk/6music/shows/shaun-keaveny/form/earworms/>.

[2]

Cancellaro, Joseph 2006. Exploring sound design for interactive media. Delmar Learning.

[3]

Collins, Karen and ebrary, Inc 2008. From Pac-Man to pop music: interactive audio in games and new media. Ashgate.

[4]

Gibbs, Tony 2007. The Fundamentals of Sonic Art and Sound Design. AVA Academia.

[5]

Jackson, Daniel M. and Fulberg, Paul 2003. Sonic branding: an introduction. Palgrave Macmillan.

[6]

Jim Reekes, The Man Behind Mac Sound:
<http://createdigitalmusic.com/2010/03/jim-reekes-the-man-behind-mac-sound/>.

[7]

Julian Treasure: The 4 ways sound affects us | Video on TED.com:
http://www.ted.com/talks/julian_treasure_the_4_ways_sound_affects_us.html.

[8]

Roberts-Breslin, Jan and Breslin, Daniel 2003. Making media: foundations of sound and image production. Focal Press.

[9]

Sider, Larry et al. 2010. Designing a movie for sound. Soundscape: The School of Sound lectures 1998-2001. The School of Sound. 121-137.

[10]

Sonnenschein, David 2001. Sound and narrative. Sound design: the expressive power of music, voice and sound effects in cinema. Michael Wiese. 173-182.

[11]

Sonnenschein, David 2001. Sound design: the expressive power of music, voice and sound effects in cinema. Michael Wiese.

[12]

The Sonic Spread: Sonic Branding – How Coca-Cola Leveraged The World Cup Anthem To Their Benefit:
<http://thesonicspread.com/2010/07/sonic-branding-how-coca-cola-leveraged-the-world-cup-anthem-to-their-benefit/>.

[13]

28 AD. I'm lovin' it.

[14]

27 AD. Intel Inside Analysis (full version).

[15]

28 AD. Japanese Get A Mac CM 5 Subtitled 'Pie Chart'.

[16]

1 AD. Mac vs PC ad UK - Pie Chart.

[17]

3 AD. Nokia original real tune.

[18]

16 AD. Vangelis - Chariots of Fire.