

DGM231 Audio Design

[View Online](#)

1.

Collins, Karen, ebrary, Inc. From Pac-Man to pop music: interactive audio in games and new media [Internet]. Aldershot, Hampshire, England: Ashgate; 2008. Available from: <http://site.ebrary.com/lib/falmouth/Doc?id=10433677>

2.

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

3.

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

4.

Cancellaro, Joseph. Exploring sound design for interactive media. Clifton Park, NY: Delmar Learning; 2006.

5.

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

6.

Sider, Larry, Freeman, Diane, Sider, Jerry. Designing a movie for sound. Soundscape: The School of Sound lectures 1998-2001. [New ed.]. London: The School of Sound; 2010. p. 121-137.

7.

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

8.

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

9.

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

10.

Nokia original real tune [Internet]. 3 AD. Available from: <http://www.youtube.com/watch?v=yq0EmbY3Xyl>

11.

I'm lovin' it [Internet]. 28 AD. Available from: <http://www.youtube.com/watch?v=dl-xHMM8wXE>

12.

Japanese Get A Mac CM 5 Subtitled 'Pie Chart' [Internet]. 28 AD. Available from: <http://www.youtube.com/watch?v=ss97ZtrLZbg>

13.

Mac vs PC ad UK - Pie Chart [Internet]. 1 AD. Available from:
<http://www.youtube.com/watch?v=a6BHlkgQoW4>

14.

Vangelis - Chariots of Fire [Internet]. 16 AD. Available from:
http://www.youtube.com/watch?v=TYJzcUvS_NU

15.

Intel Inside Analysis (full version) [Internet]. 27 AD. Available from:
<http://www.youtube.com/watch?v=p5ZsmHHmDGA>

16.

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

17.

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

18.

Gibbs, Tony. The Fundamentals of Sonic Art and Sound Design [Internet]. Lausanne: AVA Academia; 2007. Available from:
<https://www.dawsonera.com/guard/protected/dawson.jsp?name=https://shibboleth.falmouth.ac.uk/idp/shibboleth&dest=http://www.dawsonera.com/depp/reader/protected/external/AbstractView/S9782940439966>