

Which chief challenge does a game audio person face in designing sounds?

- A. Linear nature
- B. Non-linear nature
- C. Predictability
- D. Determinacy

ANSWER: B

Which is always front and center in the mind of the video game sound person?

- A. Considerations about its linear nature
- B. Relationship of file size
- C. Fidelity to the space allowed in the game
- D. How efficiently these sounds can be triggered

ANSWER: A

Which is a prime example of the unpredictability and indeterminacy inherent in games?

- A. The character goes into the house and opens the door every five minutes
- B. The character goes into the house at different times
- C. Characters always go into the house at the same time
- D. The character goes into the house and opens the door at exactly 10 minutes into the game

ANSWER: B

What is the purpose of an animation code?

- A. To program a character to do a specific action
- B. To sync the actions of multiple characters
- C. To sync a specific musical piece to an action
- D. To program specific actions for specific characters

ANSWER: C

About how many files do AAA adventure games contain?

- A. One to five
- B. Hundreds
- C. Thousands
- D. Hundreds of thousands

ANSWER: D

How could *sample rate* be described?

- A. LPCM
- B. PCM
- C. The number of audio pictures taken per second
- D. All uncompressed audio files of any kind

ANSWER: C

What does a higher *bit resolution* provide?

- A. Smaller file size
- B. Better fidelity
- C. Simplifies resolution
- D. Smaller difference between quietest volume and the loudest volume

ANSWER: A

What does Pulse-Code Modulation (PCM) include?

- A. All uncompressed audio files of any kind
- B. The number of audio pictures taken per second
- C. Governance of how wide a range of volume each sample has
- D. Data compression whose purpose it is to reduce the size of the file

ANSWER: B

What is the purpose of *audio compression*?

- A. Collection of uncompressed audio files of any kind
- B. The main characteristic that determines quality in a compressed file
- C. Governance of how wide a range of volume each sample has
- D. Reduction of the size of the file

ANSWER: D

How could *bit rate* be described?

- A. The main characteristic that determines quality in a compressed file
- B. The collection of audio pictures taken per second
- C. Governance of how wide a range of volume each sample has
- D. Reduction of the size of the file

ANSWER: A

Which of the following is the term describing the loss of data permanently compared to the original uncompressed file?

- A. Codec
- B. Lossy
- C. Bit rate
- D. Bit resolution

ANSWER: B

Why did video-game developers use FM synthesis in the past?

- A. Governance of how wide a range of volume each sample has
- B. Data compression whose purpose it is to reduce the size of the file
- C. Most innovative and far reaching standard
- D. The sounds created took up less space than those created through PCM

ANSWER: D

What is true about the Musical Instrument Digital Interface, or MIDI?

- A. Governance of how wide a range of volume each sample has
- B. Data compression whose purpose it is to reduce the size of the file
- C. Most innovative and far reaching standard
- D. The sounds created took up less space than those created through PCM

ANSWER: C

The early eighties game sounds were generated by using simple synthesizer waveforms such as?

- A. Triangles
- B. Squares
- C. Circles
- D. Hexagons

ANSWER: A

Why use MIDI?

- A. Because the files are huge and can contain sound
- B. Because the files are tiny, they contain no sound
- C. Because of the governance of how wide a range of volume each sample has
- D. Because of data compression whose purpose it is to reduce the size of the file

ANSWER: B

In what decade did the practice begin of putting sampled sound into a game as a regular feature?

- A. 1990s
- B. 1970s
- C. 1980s
- D. 1960s

ANSWER: A

The invention of CD-ROM was a huge advance for games and game audio for what chief reason?

- A. More space to store information of all kinds
- B. More speed
- C. Conversion of audio
- D. Digital compression

ANSWER: A

Is it important to know ancient game history?

- A. Yes, because it is seriously applicable today
- B. Yes, because those who know history are doomed to repeat it
- C. No, because it is not applicable today
- D. No, even though it is interesting

ANSWER: A

Which of the following is one of the most innovative and far reaching standards developed in the last 30 years and still heavily in use today?

- A. AAA
- B. LPCM
- C. PCM
- D. MIDI

ANSWER: D

What it is you are hearing in *Sports Talk*?

- A. AAA
- B. LPCM
- C. PCM
- D. MIDI

ANSWER: D