

# VGM Pathways

Video Game Music can be a strong career path for students. It's a good idea to get some qualifications, and experience and build connections, with pathways ranging from composing and producing original music for games to sound design and audio engineering

**Composing** involves writing and producing original music for games. Composers may work with game developers to create a musical score that fits the theme and tone of the game and may also be responsible for recording and producing the music.

**Sound design** involves creating and implementing sound effects and audio assets for games. Sound designers may work with game developers to create a soundscape that enhances the gameplay experience, and may also be responsible for recording and editing sound effects.

**Audio engineering** involves working with audio software and hardware to record, edit, and produce music and sound effects for games. Audio engineers may be responsible for setting up recording sessions, mixing audio tracks, and mastering the final audio assets for the game.

Bachelor of Interactive Media: Games Design

Diploma of Interactive Media: Sound Design and Audio Engineering

[Australian National University \(ANU\)](https://www.anu.edu.au)

