

**Game Sound Designer/ Senior Game Sound Designer/ Boom Operator/
Sound Recordist/ Sound Editor/ Sound Engineer/
Supervising Sound Editor****IN 3-5
YEARS**

Job holders can leverage analytics and RPA systems to assign sound effects and store/retrieve sound assets, allowing job holders to focus on assessing overall sound requirements and ensuring quality of sounds.

KEY TRENDSAI &
Analytics

Robotics

**FUTURE TASK-LEVEL VIEW**

- AI will analyse previous tracks to perform mastering to ensure the sound experience is consistent across all formats, and also analyse source materials (i.e. guitars and vocals) to suggest mixing decisions to integrate these sounds, enabling job holders to make more complex and creative decisions
- Job holders will focus on assessing shoot location and studio configuration based on the overall sound requirements and planning for deviations
- RPA-enabled post-production systems can crawl through sound database and assign the most appropriate sound effects for each scene and analyse sound bites to perform the first-cut of sound editing
- Job holders will focus on ensuring quality of all sounds in context to the storyline of each scene, including streamlining atmospheric sound, reverb, background music to evoke certain emotions and volume of conversation to enhance the production

SKILLS ANALYSIS**CURRENT SKILLS GAP**

- Audio Programming
- Sound Recording Operations

ADDITIONAL FUTURE SKILLS

- Artificial Intelligence Application
- Data Analytics
- Production Operations
- Stakeholder Management
- Studio Automation Management

