

Half-Life

- Genre: Shooter
- Publikationsjahr: 1998
- Publisher: Sierra Entertainment
- Developer: Valve Corporation

Spielbeschreibung

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Soundanalyse

Die analysierten Sounds:

- Richtungs- und Ereignislenkende Sounds
- NPC Sounds: Bei View-Collision
- * Mitteilung des Gegnertyps
- * Art der Attacke
- * Health-Points
- Player Sounds:
 - * Health-Points
 - * Out of Ammo
- Hinweis-Sounds zu Kampfhandlungen

Allgemeine Klangbeschreibung

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Funktional-Ästhetische Beurteilung

(Vergleiche mit XY:)

Physikalisierung und Materialisierung

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VIDEO

Kommunikation

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VIDEO

Narration

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VIDEO

Soundscape

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Stil und Wirkung

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