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The Complete Guide to Game Audio: For Composers, Musicians, Sound Designers, Game Developers. Aaron Marks. Taylor & Francis, Oct 12, 2012 - Performing Arts - 456 pages. 0 Reviews. ... Aaron Marks Limited preview - 2009. Common terms and phrases.

The Complete Guide to Game Audio: For Composers, Musicians ...

In addition to Aaron Marks' Complete Guide to Game Audio, he is the lead author of the book Game Audio Development and has written for Game Developer Magazine, Gamasutra.com, designingsound.org,

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