

Splice



Thematic area: Audio, sound libraries and music samples



Game engine: Any



Link: <https://splice.com>



Why & when to use this resource

Splice is a cloud-based music creation platform that provides access to millions of royalty-free audio samples, loops, one-shots, and sound effects. It is particularly useful during the development and post-production stages of educational video games, where creators need high-quality background music, ambient sounds, and audio effects to enhance the player experience.

In the context of educational games about European values, Splice can be used to find and download professional-quality audio assets that match the mood and theme of the game.

Using Splice helps educators, youth workers, and young people access professional audio resources without requiring music production skills. The platform offers a subscription-based model starting from \$4.99 per month. All downloaded sounds are royalty-free.



Strengths

- Provides access to millions of royalty-free audio samples, loops, and sound effects.
- Offers advanced search and filtering by genre, instrument, key, BPM, and mood.



- All downloaded sounds are royalty-free and can be used in commercial projects.
- Individual samples can be downloaded separately, without purchasing full packs.
- Downloaded sounds are kept permanently, even after cancelling the subscription.
- Compatible with all major digital audio workstations and game engines.
- Offers a free preview function to listen to samples before downloading.
- Includes a desktop application and DAW plugins for seamless workflow integration.



Limitations

- Requires a paid subscription to download sounds (starting from \$4.99/month).
- Free accounts can only preview sounds but not download them.
- The large catalogue may be overwhelming for beginners without clear search criteria.
- Requires an internet connection to browse and download sounds.
- Some niche sound categories may have fewer options available.



Tutorial sheet



How to use this tool

Splice can be used as an audio resource library for finding and downloading sounds during the development phase of educational video games.

In educational game projects focused on European values, Splice can support the creation of immersive audio environments that enhance learning.



Step-by-step guide

★ STEP 1: Create a Splice account

Visit www.splice.com and create a free account using your email address or Google account. To download sounds, select a subscription plan starting from \$4.99 per month. Creating an account allows users to browse the full catalogue, preview sounds, and build a personal audio library. Subscription credits roll over to the next month if unused.

★ STEP 2: Browse the sound catalogue

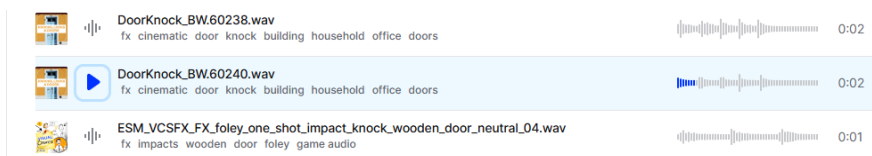
After logging in, use the **search bar** and **filters** to browse the catalogue. Splice lets you filter by genre, instrument, key, BPM, tags, and mood, so you can quickly find sounds that match the theme of your game. Previewing sounds before downloading helps ensure that only relevant audio files are selected.



★ STEP 3: Preview and select sounds

After finding a sound, click the play button to preview it. Splice allows users to listen to each sample before downloading.

You can add promising samples to a Likes list or to a crate, making it easy to shortlist candidates before spending any download credits.

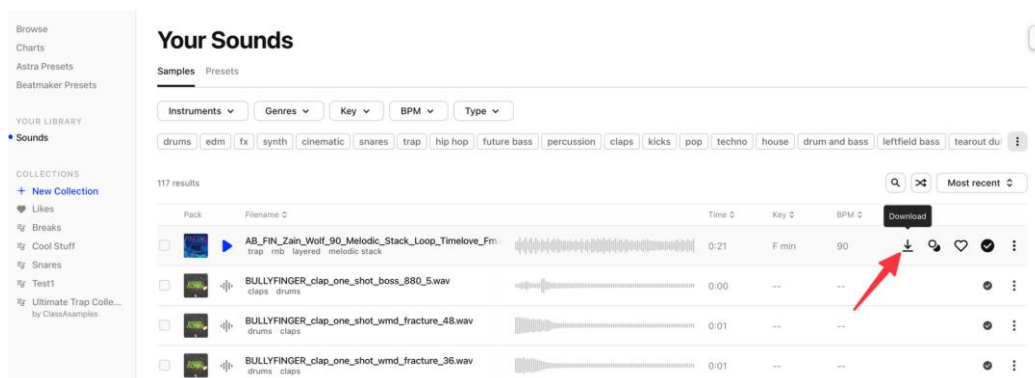


★ STEP 4: Download selected sounds

To download a sound, click the download button next to the sample. Each download uses one credit from the subscription plan.

Downloaded samples are added to your personal Splice library and saved to your computer, ready to be used in your game project.

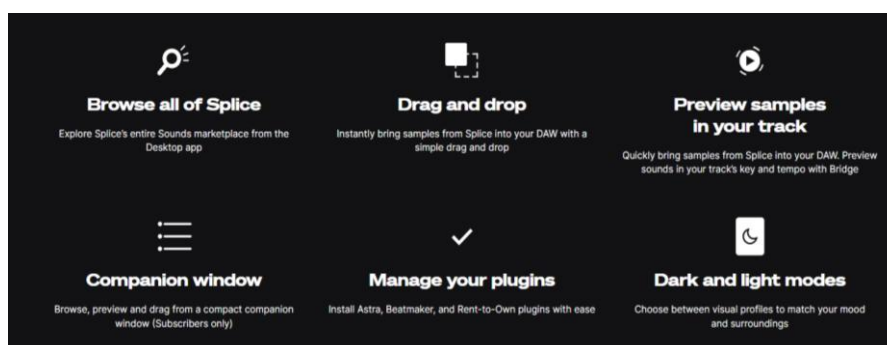
Subscription credits roll over to the next month if unused, providing flexibility.



★ STEP 5: Organise downloaded sounds

Sort the downloaded samples into clearly named project folders, for example music, ambience, and sfx, so they are easy to find later.

A well-organised resource library saves time and makes collaboration easier.





★ **STEP 6: Integrate sounds into the game project**

Once sounds are downloaded, they can be imported into the game development tool. In RPG Maker MV, audio files go in the BGM, BGS, ME, SE folders. In Genially, sounds can be linked to interactive elements. Testing the audio in the game is essential to ensure that volume levels are balanced.

★ **STEP 7: Manage your sound library**

Splice provides tools for managing downloaded sounds through the desktop application and web interface. Maintaining an organised sound library helps efficiently manage audio assets across projects. All downloaded sounds remain in the user library permanently, even after cancelling the subscription.



Additional learning sources & tutorials

- ◆ Splice Sounds: Royalty-free samples, loops and sound effects:
<https://splice.com>
- ◆ Splice plans and pricing: <https://splice.com/plans>
- ◆ Splice on Wikipedia: [https://en.wikipedia.org/wiki/Splice_\(platform\)](https://en.wikipedia.org/wiki/Splice_(platform))



**Co-funded by
the European Union**

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Project code: KA220-YOU-000286883