

## Video Game Music!

Number of Students: 15-30

Age group: 7-12th grade

Time: 90 mins

Goals:

- Equip students of any musical background with tools and vocabulary to talk about video game music
- Be able to identify what makes video game music unique

PLAN:

### 0-5

Introductions, let people trickle in

### 5-25

Talk about overall framing of the concept of “Play”

Introduce Caillois categories of play

- Competition/agon
  - Ex. Chess
- Chance/alea
  - Gambling, poker
- Mimicry
  - Role playing
- Chaos/ilinx
  - Bullet hells
- Padia
- Ludus
- Give examples of them being applied to One Step From Eden (maybe show gameplay)

### 25-35

- Breakout room activity describe your favorite video game with terminology
- Come back and take a few volunteers
- “Introduce and describe your game”

### 35-45

- Pose question “Knowing these, how does music fit into these Games descriptions that you identified earlier?”
- Identify key things to think about for those maybe not musically inclined
  - Timbre & possible emulated instruments
  - Tempo
  - Flow
  - Tone

- Volume
- Give an example (Kirby)

#### **45-50**

- Send into breakout rooms to discuss

#### **50-60**

- Discuss Video game music connections to early film
  - Diegetic and non diegetic music
  - Mickey mousing and examples
  - Give an example
  - Consider breakout room if time permits to discuss again with same game they identified earlier
- Talk about shift to Vertical and Horizontal sequencing
  - Possibly add discussion surrounding technological advancements around sound chips

#### **60-75**

- Dynamic music
- Vertical Sequencing
  - Layered modules that can be played together or separately to react to different in-game actions/states
- Horizontal sequencing
  - Idea of transitioning between different compositions
  - Give examples of this

#### **75-90**

- If extra time between everything discussed consider going into 1 more breakout room to discuss examples of horizontal and vertical sequencing
- Talk about other misc questions in video game music