

Chiptunes & Other Bits of Video Game Music!

Number of Students: 15-30

Age group: 7-12th grade

Time: 50 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.

5-10

Give examples:

- Kirby's Adventure
- Mario Bros.
- Megaman Battle Network

10-15

Chronologically go through different consoles:

- Atari VCS
- Commodore
- NES
- Gameboy

20-25

- Send into breakout rooms to discuss

25-35

- Talk about quality of the sound
 - What do the timbres evoke
 - Frame in larger context
 - What instruments are possible
 - Limitations

35-50

- Why use chiptune music now?
- Resurgence of chiptune music
- Nostalgia
- Transtextuality