

Video Game Music

In this unit you will develop your awareness of the importance and impact of music in video games through listening, appraising, performing and composing. The aims are as follows:

LG1: Knowledge: To know how and why music and sound effects are so important to the enjoyment and understanding of a video game




To learn about a range of video game music composing tools

LG2: Application: To perform game themes and compose game motifs using a range of compositional devices

LG3: Skills: To identify and explore techniques within a range of video game music

ASSESSMENTS

Teacher Practical Assessment(s):

Themes	Learning Goals			
Exploring Character Themes in Video Games	LG1: Know what a Character Theme is LG1: Understand how and why sound effects are used within video games LG2: Demonstrate/perform character theme(s) from current games LG 3: Compose a Character Theme (Fael) LG 3: Evaluate the success of a Theme			
Exploring ways to Develop a Character Theme in a Video Game	LG 3: Compose a B section for a character theme (Theme to Tetris)			
Exploring how to Compose for Changes of Atmosphere and Video Games	LG 3: Discuss how a character theme can change to suit a change of scenario LG 3: Alter theme of Forgotten Hero in response to change of scenario			
Exploring Sounds Effects in Video Games	LG 2: Perform sound effects from Super Mario Bros LG 3: Evaluate what makes an effective sound effect			
Creating Musical Motifs for a Video Game	LG 2: Perform their Super Mario Bros composed motif(s) LG 3: Compose Super Mario Bros Motif(s): Life Lost/Game Over			

Links:

LG 1: Video games are a huge part of popular culture and as such the music of videos deserves to be studied in its own right

LG 2: Application is a vital skill in music. Students need to be able to apply skills, techniques and processes learnt, in their Composing and Performance activities as well as using composing software.

LG 3: All skills learnt such as critically listening to and appraising music will be revisited, extended and refined throughout KS3 and beyond.