

WORKSHEET 1

INTRO TO VIDEO GAME MUSIC

Did You Know?

The video game industry has grown massively in recent years. It is one of the most profitable media industries across the globe.

Video games now make as much money for companies as some movies do, especially when the games are part of a series or link to famous movie franchises.

Video games are made up of sounds and graphics. Both change as the game progresses and vary depending on what happens within the game. To do this game creators use a set of codes and algorithms.

TASK 1: Listening Challenge

Listen to the following 3 pieces of music and try to answer the questions about each piece you hear.

	Name the game this is taken from	Name the game this is taken from Describe the tempo (try to use the Italian words to describe it)	Describe the timbres you can hear (Name the instruments that the sounds are copying)
1			
2			
3			
4			
5			

Possible answers:

Slow = Largo
Walking Pace = Andante
Fast = Allegro
Getting faster= Accelerando
Getting slower = Rallentando

Helpful hints!!

Possible answers: (there are others!)

STRINGS – Violins, Harp, Guitar
BRASS – Trumpet, Horns, Trombone
WOODWIND – Flute, Clarinet, Saxophone
PERCUSSION – Drum kit, Bass Drum
Triangle, Cymbals.

WORKSHEET 2

TASK 2:

VGM – Video Game Music is the music that appears in the background behind the game play. It helps to create the atmosphere and build tension or excitement in the game.

Listening Challenge:

Listen to the following three pieces of music and try to describe what kind of video game they belong in and give a musical reason why.

Type of video game. (Action, adventure, sports, strategy)	Describe how the music in this piece fits with the genre you have chosen. (Use the elements of music to help you) Dynamics, Pitch, Rhythm, Tempo, Texture etc)

Dynamics
Loud – Forte
Moderately Loud – Mezzo forte
Moderately Quiet – Mezzo Piano
Quiet – Piano
Gradually getting louder – Crescendo
Gradually getting quiet - Diminuendo

Timbre (Instruments)
STRINGS – Violins, Harp, Guitar
BRASS – Trumpet, Horns, Trombone
WOODWIND – Flute, Clarinet, Saxophone
PERCUSSION – Drum kit, Bass Drum Triangle, Cymbals.

Texture
Monophonic – All doing the same thing
Homophonic – Music moving in blocks of sound
Polyphonic – Layers of music playing different thins at the same time.

Harmony/ Tonality
Major – strong, positive, powerful
Minor - Dark, spooky, sinister
Diatonic – music fits well together
Dissonant – Sounds clash against each other

Tempo
Slow = Largo
Walking Pace = Andante
Fast = Allegro
Getting faster= Accelerando
Getting slower = Rallentando