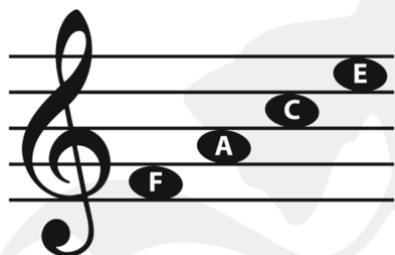
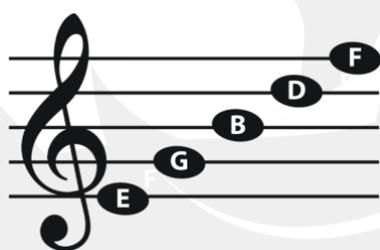


SUBJECT: Music/Performing Arts

UNIT: Year 7 Music for Film & Performance/Performing Arts Skills



Keyboard Layout



Right Hand Finger Positions on Keyboard

Musical Uses in Film Music

Music within a computer or video game is often used for **CUES** (knowing when a significant event was about to occur).

Video game music is often heard over a game's title screen (called the **GROUND THEME**), options menu and bonus content as well as during the entire gameplay.

Music can be used to **INCREASE TENSION AND SUSPENSE** e.g. during battles and chases, when the player must make a decision within the game (a **DECISION MOTIF**) and can change, depending on a player's actions or situation e.g. indicating missing actions or "pick-ups".

Characters in Video Games often have their own memorable themes too - **LEITMOTIFS**

Melody:

- Melodies in Video Games often use similar ideas: Repetition, Conjunct Notes, Short Structure, Timbre

Leitmotif:

- A Leitmotif is music which **represents and expresses** a character, or something within a Video Game to the player.
- Like a Theme Song almost

Film Music Composers



Koji Kondo

Super Mario Bros. (1985)
The Legend of Zelda (1986)



Michael Giacchino

The Lost World: Jurassic Park (1997)
Medal of Honour (1999)
Call of Duty (2003)



Mieko Ishikawa

Dragon Slayer (1993)



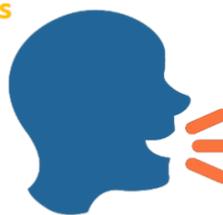
Martin O'Donnell and Michael Salvatori

Halo (2002)

- B**ody Language
- F**acial Expression
- G**esture
- P**osture
- E**ye Contact
- G**ait



- V**olume
- E**mphasis
- T**one
- A**ccent
- P**itch
- P**ace
- P**ause



Physical & Vocal Performance Skills

Topic Key Learning:

- Musical Element Uses in Video Game Music
- Keyboard Performance Skills for Video Game Music
- Composition Devices & Skills for Video Game Music
- Video Game Music Composers and notable works
- Using Physical and Vocal Performance Skills Effectively