Computer and Video Game Music Activity Sheet

Name_____   Form_____

1. When creating and composing music for computer and video games, it's important that the music reflects and enhances the **SCENARIO, LOCATION** or **ATMOSPHERE** which often change when a player changes a level (or even "teleports" to a different location!). Look at the following images taken from computer and video games and describe **HOW** you would create an effective **GROUND THEME** to serve as **BACKGROUND MUSIC** during each of the scenes.
   Describe what instruments and sounds you would you and refer to the **ELEMENTS OF MUSIC**.

Game: Crusader Kings II
*My ideas to create a **GROUND THEME….***

Game: Alien Isolation
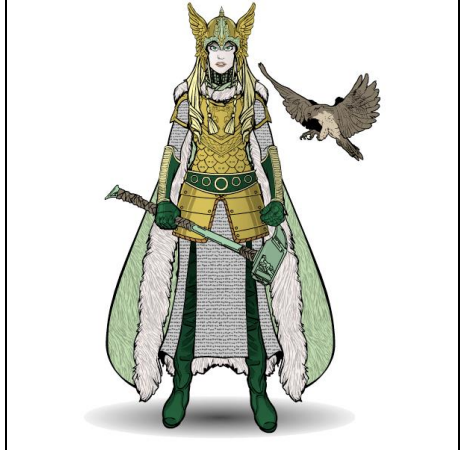*My ideas to create a **GROUND THEME….***

Game: Metro Redux
*My ideas to create a **GROUND THEME….***

Game: Wolfenstein
*My ideas to create a **GROUND THEME….***

2. As well as **GROUND THEMES**, composers of computer and video game music also have to think about creating a **CHARACTER THEME** (or motif). Look at the following characters taken from computer and video games and describe how you would create an effective **CHARACTER THEME** for each one.

*My ideas to create a **CHARACTER THEME** for this character…*	*My ideas to create a **CHARACTER THEME** for this character…*	*My ideas to create a **CHARACTER THEME** for this character…*

3. Find the keywords relating to **COMPUTER AND VIDEO GAME MUSIC** in the word search grid.

ARTICULATION
CHARACTER
CHIPTUNE
CHROMATIC
CUES
DISJUNCT
EFFECT
GROUND
ORCHESTRA
SAMPLING
SONORITY
SOUND
SOUNDTRACK
STACCATO
SYNCOPATION
SYNTHESISER
THEME
TIMBRE

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T I M B R E K C C H A R A C T E R C T S
F V V H S J S C H N N S E U A C A H C O
S T A C C A T O A R T C E F F E R I N N
E M E H T R U U R O Q M U I M T P U O
V Q B T S W S A P N T M D O C X S T J R
Y R D D N G R D G F D D A N P G E U S I
N O I T A L U C I T R A N T U O H N I T
O X N O I T A P O C N Y S U I O C E D Y
I G N I L P M A S N K L Q V O C R Z N G
S Y N T H E S I S E R Y E P J S O G Q A
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