

# 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 use 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.

		
<p>My ideas to create a <b>CHARACTER THEME</b> for this character...</p>	<p>My ideas to create a <b>CHARACTER THEME</b> for this character...</p>	<p>My ideas to create a <b>CHARACTER THEME</b> for this character...</p>

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

SYNCOPIATION  
 SYNTHESISER  
 THEME  
 TIMBRE

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 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