



Knowledge Organiser: Video Game Music

Composers

Koji Kondo

Mario Brothers

The Legend of Zelda

Trent Reznor

Quake

Call of Duty: Black Ops II


Chiptunes – The Video Game Music Genre

- Repetitive
- No lyrics
- Include gameplay sounds
- Limited **polyphony**

MIDI – Musical Instrument Digital Interface

Synthesiser – An electronic device that generates a note

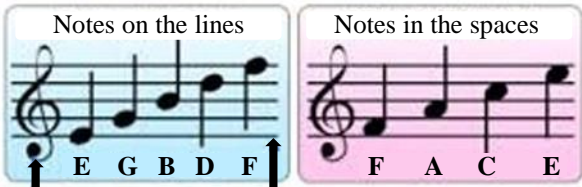
Digital Surround Sound – Allows producers to control the volume of music in different directions

Year	1981	1985	1991	2001	2018
Game					
Developments	2 voices Synthesiser Different themes for different levels MIDI	4 voices (2 melodic, 2 for percussion) Synthesiser MIDI	More complex Uses drum loops similar to EDM Multiple voices (Chords, melody, Bassline, percussion) MIDI	Digital Surround Sound More immersive soundtrack Use of live instruments as well as samples and synthesisers	Soundtrack changes dependant on gameplay

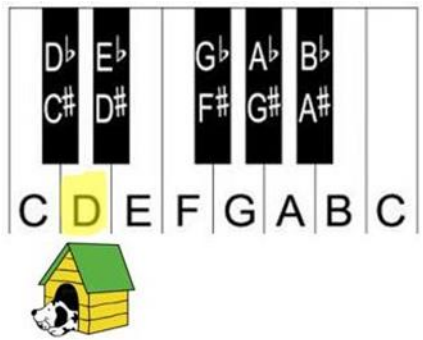
Learning to Read Music



The notes are either on the line or in the space



Treble Clef Stave (the 5 lines)



Finding the notes on the
KEYBOARD
The dog is in the kennel
(D is between two black notes)

Musical ELEMENTS
(to describe and build music)

PITCH
(high/low notes)

RHYTHM
(long/short notes)



	Semibreve	4 beats
	Minim	2 beats
	Crotchet	1 beat
	Quaver	1/2 beat
	Semiquaver	1/4 beat

Pitch	High / low
Rhythm	Long / short
Tempo	Speed
Dynamics	Volume
Texture	Layers of sound
Timbre	Type of sound
Tonality	Major / minor