

# MUSIC

FOR **FILM AND GAMES**

ELECTIVE/WAHLPFLICHT

**8th Grade OR 9th Grade  
Music Elective**



Do you  
like to...

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Play games?

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Watch movies?

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Create music?

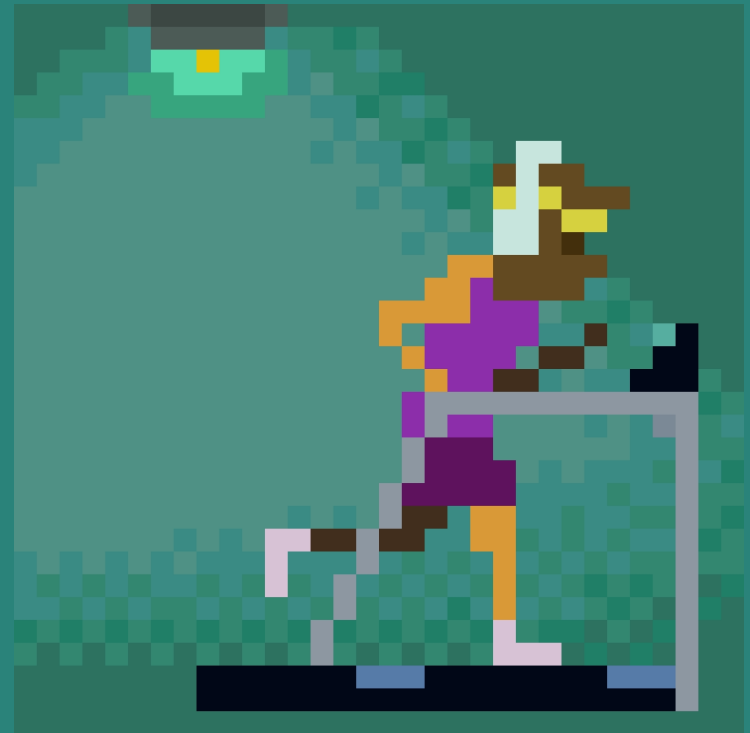
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Perfect Combo!

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Is your theory weak?  
**No Problem** ✓

We'll  
get  
you in  
shape!



*Come make music for*

# **Your Film**



# Your Game



Experience in a whole new way...



# Experience Game Music



like a SOUND  
DESIGNER

Boss Battle?

Danger Cue?

Analyse  
Function of  
music



Ex

Emotional Cue?

Mood?

Suspense?

Victory  
theme?

Environment?

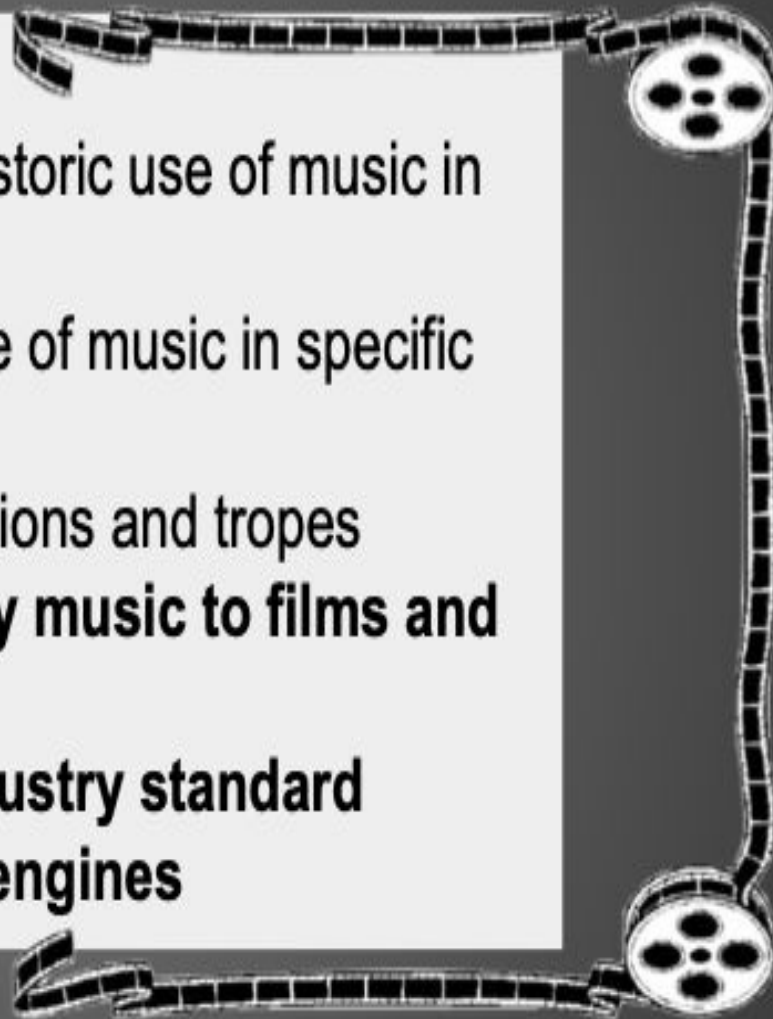


Build a  
Diverse Team



## Objectives of the Course:

- Develop perspective of historic use of music in films and videogames
- Analyse and evaluate use of music in specific films and games
- Examine industry conventions and tropes
- **Compose, edit and apply music to films and games**
- **Develop skills using industry standard sequencers and sound engines**





## Ziele des Kurses:

- Entwickeln einer Perspektive der historischen Verwendung von Musik in Filmen und Videospielen
- Analysieren und Bewerten des Einsatzes von Musik in bestimmten Filmen und Spielen
- Untersuchen von Musikindustrie - Konventionen und Tropen
- **Komponieren, Bearbeiten und Anwenden Musik auf Filme und Spiele**
- **Entwickeln von Fähigkeiten mit branchenüblichen Sequenzern und Sound-Engines**