

The background is a Minecraft-style scene with a dark, rainy sky. A torch is mounted on a wooden post on the left. The word "MUSIC" is written in large, 3D, cyan-colored letters across the top. Below it, the words "FOR FILM AND GAMES" are written in a white, pixelated font. In the bottom left corner, there is a small icon of a triangle and a text box containing the text "ELECTIVE/WAHLPFLICHT".

MUSIC

FOR **FILM AND GAMES**

ELECTIVE/WAHLPFLICHT

*Make
me a
melody*

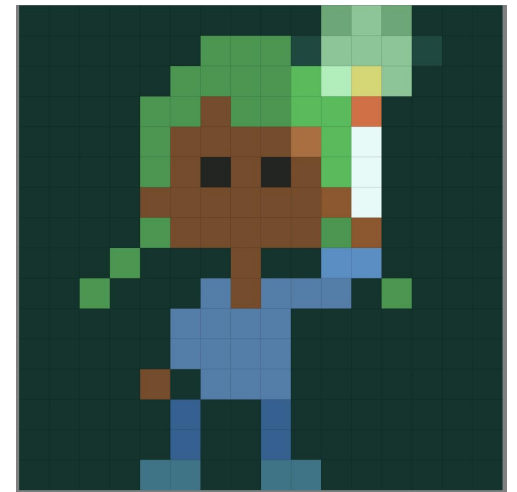


please...?

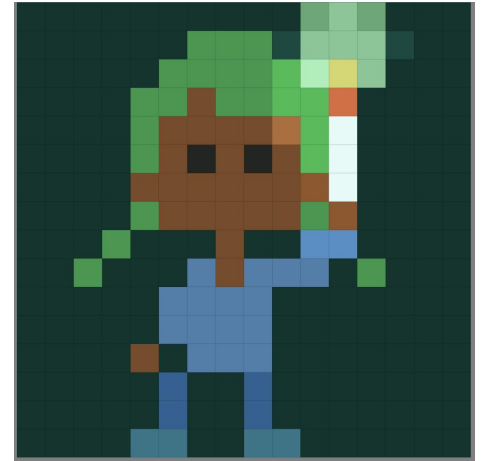
No Theory?

No Problem :)

Target---->Essentials!



Experience





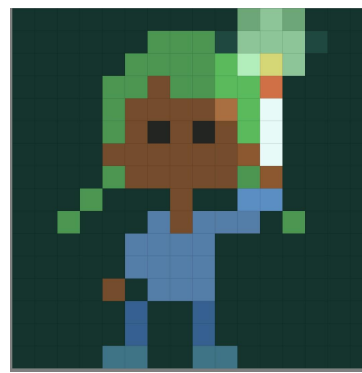
Experience

Game Music
in Action



Boss
Battle?

Danger Cue?



Analyse

Function of
music

Environment?
Setting/



Victory
theme?

Emotional
Cue?

Mood?

Suspense?

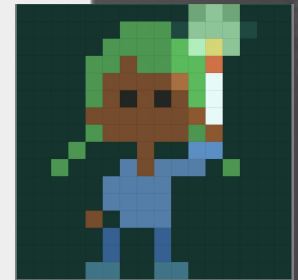


TEAM BUILDS



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**

