MUSIC
for FILM AND GAMES

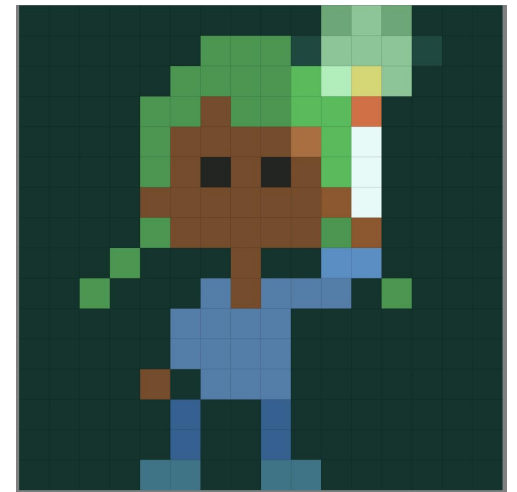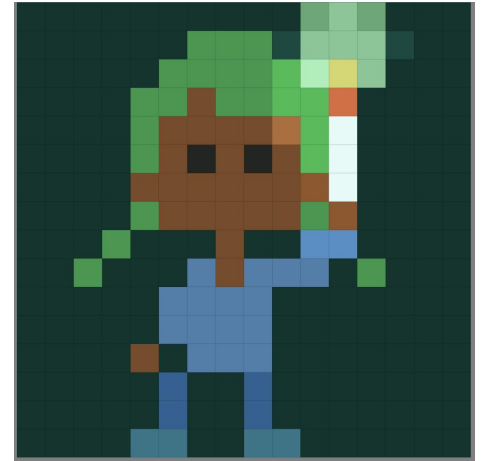Make
me a
melody

please....?

No Theory?
No Problem :)

Target---->Essentials!

Experience

Film Music in Action

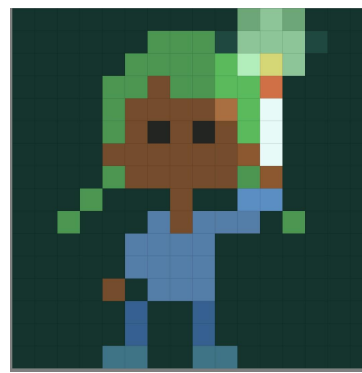Experience

Game Music in Action

Boss Battle?

Danger Cue?

Analyse

Function of music

Setting/ Environment?

Emotional Cue?

Mood?

Suspense?

Victory theme?

TEAM BUILD

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**
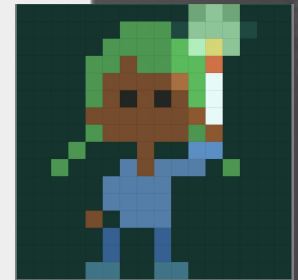
Ziele des Kurses:

- 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**