

Enter Player Name

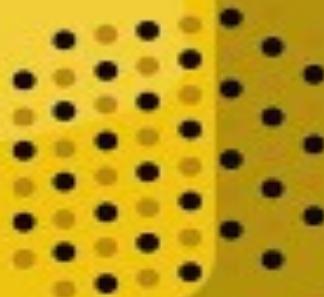
Boss

Level

Gaming Music



Ready?



# Gaming Music

Date \_\_\_\_\_



## Zelda: Ocarina of Time

**About:** How many short songs are played on the Ocarina over the course of the game?

---

**Role:** Which brass instrument is used to play the *Hyrule Field* main theme?

---

**Role:** How does the Ocarina help drive the plot of the game?

---

---

---

---

---

**Listening Task:** Listen to the **4 excerpts** on the 'Listen to a piece' page. Write the name of the realm you think best first the piece below:

**Piece 1** \_\_\_\_\_

**Piece 2** \_\_\_\_\_

**Piece 3** \_\_\_\_\_

**Piece 4** \_\_\_\_\_

**Q1: Using musical language explain how the composer creates different moods and atmospheres in the music:**

---

---

---

---

# Gaming Music

Date \_\_\_\_\_



## Zelda: Ocarina of Time

**Q2: Keywords match-up:** Draw a line from the keyword to the definition below:

**Fanfare**

The number of layers in the music

**Texture**

A section of the piece of music

**Movement**

A regal sounding melody to emphasise a character

**Q3: What is a Monophonic melody?**

---

---

---

---

**Composing Task:** Use the space below to help structure and plan your composition:

<b>Chosen piece:</b>	
<b>Setting the scene</b>	
<b>Instrument ideas</b>	
<b>Characters</b>	

---

---

---

# Gaming Music

Date \_\_\_\_\_

## Super Mario Bros



**About:** In what year was *Super Mario Bros* first released?

---

**About:** What is the name of Japanese composer who wrote the music for Mario?

---

**Role:** What makes the Mario music so memorable and fun?

---

---

---

---

---

---

---

---

**Role:** How many sound channels did the Super Nintendo have?

---

**Q1:** Write the definitions for these musical words below:

**Chords**

---

---

**Sampling**

---

---

**Composing Task:** Use this space to write ideas for your composition.



# Gaming Music

Date \_\_\_\_\_

## Uncharted

**About:** Who wrote the music for the Uncharted games?

---

**Role:** Describe the musical term *Leitmotif*:

---

---

---

**Role:** How is the '*Lie-motif*' used in the game?

---

---

---

**Role:** Why did the composer change the Lie-motif from Minor tonality to Major?

---

---

---

---

**Keywords match-up:** Draw a line from the keyword to the definition below:

**Ostinato**

Major and Minor: the character of the emotion based on notes from a key

**Semi-tone**

A short and repetitive melody used in film and game music

**Tonality**

An interval of a single note



# Gaming Music

Date \_\_\_\_\_

## Uncharted

**Listening Task:** Listen to the two excerpts on the *Drake's Theme* section and answer the questions below:

**Q1:** Why did the composer use a strong drum pattern in piece 1?

---

---

---

**Q2:** Name the instrument that plays the main theme in piece 1 and explain why:

---

---

---

---

**Q3:** In what way does piece 2 reflect the changes to *Drake's* life over time?

---

---

---

**Q4:** Why do you think the composer chose to add a flute part to piece 2?

---

---

**Use this space to write some ideas down for your character Leitmotif:**

Character: \_\_\_\_\_

# Gaming Music RECALL TEST

**Q1:** Who wrote the music for Mario 64?

---

**Q2:** Why do you think the tonality changes in *Drake's Theme* from *Uncharted*?

---

---

---

**Q3:** What is an Ostinato? \_\_\_\_\_

---

---

---

**Q4:** What type of instruments are Fanfares usually played on? \_\_\_\_\_

**Q5:** How does music help drive the plot of *Zelda: Ocarina of Time*? \_\_\_\_\_

---

---

---

## Notes

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

---

**Notes**

---

---

**Q6:** What does a Foley Artist do?

---

---

**Q5:** Name 3 of John Williams' films:

---

phrase that represents a character

**Q4:** What musical term is a short melodic

---

---

**Q3:** How would you describe a rising fifth

---

---

**Q2:** Define Minimalism:

---

create a Celesta

**Q1:** Which 2 instruments combine to

**FLM MUSIC RECALTEST**

---

---

---

Hedwig's Theme sound like a bird flying?  
Q2: Using musical terms, how does

---

---

---

---

Sound Effects: How would you describe the production technique Reverb?  
Q1: What object did the Foley Artist use to

---

---

---

Sound Effects: What does a Foley Artist do?



from Jurassic Park:

that were used to create the T-Rex roar  
**Sound Effects:** Circle the pictures below

---



---



---

the main melody?

composer chose to use a Celesta to play  
**Instrumentation:** Why do you think the

---

Harry Potter film franchise?

**About:** Who wrote Hedwig's Theme for the



**Minimalism:** Define the term **Aleatoric**:

**Composition:** How does Ludovico Einaudi sometimes start his composition process?

**Q1:** Name three Minimalist composers:

**Q2:** Define the term **Ostinato**:

**Q3:** Describe the difference between Major and Minor Tonality:

Minimalism originated

**Minimalism:** Where and when did

---

hear playing in Fly's

**Atmosphere:** What 2 instruments can you

---

---

scene means

**Atmosphere:** What does the term mise en

---

---

the music for Untouchable's

**About:** Which minimalist composer created

---

**Untouchable**  
ELM MUSIC



---

---

use to create an historical feel?

**Q1:** What instruments did the composer

---

---

would you describe Theme and Variations?

**Leitmotif:** Having seen the video clip, how

---

---

different instrument to represent Argon?

**Leitmotif:** Why did the composer use a

---

---

---

---

represent the Hobbits?

chose to use the particular instruments to

**Leitmotif:** Why do you think the composer

explain your reasoning:

---

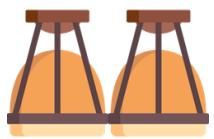


---



---

**Instruments:** Choose one of the above and



Dwarves Elves Men Wizards Hobbits

describes their personalities (draw a line).

types with the instrument you think best

**Instruments:** Match up the 5 character

the Rings trilogy?

**About:** Who wrote the music for The Lord of





Act \_\_\_\_\_

Directed by \_\_\_\_\_

STADING

