Film music functions in game music?
What kind of soundtrack does this game need?
What kind of music matches this game?
Game music 101

- Dynamic music
  - Adaptive and interactive music
    - Safety/danger music
    - Powerup music
    - Boss battle music
  - Horizontal resequencing vs. vertical layering
    - Loops and stems

- Nondynamic music
  - Loops
  - ‘Boredom switch’
  - Autonomous musical structures
Aaron Copland: ‘Tip to Moviegoers: Take off Those Ear-Muffs’ (1949)
Film music’s functions (Aaron Copland, 1949)

1. Creating a more convincing atmosphere of time and place.
2. Underlining psychological refinements--the unspoken thoughts of a character or the unseen implications of situation.
3. Serving as a kind of neutral background filler.
5. Underpinning the theatrical build-up of a scene, and rounding it off with a sense of finality.
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1. Identifies films' locales and time periods;
2. Limns the basic personality traits of characters central to filmic plots;
3. Explores those same characters' innermost thoughts and feelings;
4. Illustrates on-screen action;
5. Lends audible structure to filmic narratives.

(Wierzbicki 2009, p. 6)
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- Music masks extraneous noises
- Provides continuity between shots
- Directs attention to important features of the screen
- Induces mood
- Communicates meaning and furthers the narrative in ambiguous situations
- Enables the symbolization of past and future events (through leitmotifs)
- Heightens the sense of reality of or absorption in film
- Adds to the aesthetic affect of the film

(Cohen 1999)
I. Film music’s functions (Aaron Copland)

1. Creating a more convincing atmosphere of time and place.
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- Far and Away (1992)
- The Departed (2006)
- Calvary (2014)
1. Creating a more convincing atmosphere of time and place.

*Uncharted 2: Among Thieves* (2009)  
*Metroid* (Nintendo NES 1986)
1. Creating a more convincing atmosphere of time and place.

Fez (2012)

Super Meat Boy (2010)
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2. Underlining psychological refinements--the unspoken thoughts of a character or the unseen implications of situation.
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*Rebecca* (1940) *Psycho* (1960)
2. Underlining psychological refinements--the unspoken thoughts of a character or the unseen implications of situation.

*The Legend of Zelda: Ocarina of Time (1998)*

*Assassin’s Creed (2007)*
2. Underlining psychological refinements--the unspoken thoughts of a character or the unseen implications of situation.

*Final Fantasy VII* (1997)  
*LA Noire* (2011)
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*Battlefield 1 (2016)*

*Peggle (2007)*
5. Underpinning the theatrical build-up of a scene, and rounding it off with a sense of finality.

Super Meat Boy (2010)
Advent Rising (2005)
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Pierrot le fou (1967)

Advent Rising (2005)
5. Underpinning the theatrical build-up of a scene, and rounding it off with a sense of finality.

Synchronization points
(Michel Chion, 1994)

Rayman Origins (2011)
Further reading


• Game music and sound bibliography: https://www.sssmg.org/wp/bibliography/