



MUCH 495: Music, Sound, and Video Games

Term Projects

What are these?

These are “medium-sized” projects: bigger than your Play Day reports, but not something massive or something that you can’t complete over the next five weeks.

Required Elements:

1. **A topic**—something you want to investigate, analyze, or produce.
 - This should not be a “book report” or merely a reporting of findings, but should include some analytical thought on your part, some analysis of what you’ve read or played or studied (you are spending fifteen weeks reading and thinking about games, so you’ve got some expertise both within this class and beyond it!)
 - It’s helpful to conceptualize thinking about a) what you’re interested in, b) what you’re hoping to find out more information about, and c) why you think someone else might care about this.
 - Or, formulaically:
 - “I am working on _____, because I want to find out _____, so that I can help myself and others understand _____.”
2. **A bibliography:** this can include materials you’ve used, or further readings on your topic.
 - Your bibliography should include at least five items.
 - Of these, I would like three of them to be *scholarly* sources (published by a university press).
 - You will want to use the Bibliography of the Society of the Study of Sound and Music in Games for this to help yourself out! <https://www.sssmg.org/wp/bibliography/>
 - Please contact me if you’re having problem finding things or getting your hands on sources.
3. **Short presentation:** takes place during finals week, very short and informal
4. **Final project**

Potential Project Formats:

- Any of these would be great!
- Please do what most appeals to you—or seems the least stressful!—and have fun with it :)
- You are most welcome to involve other people in your project (have a guest on your podcast, for example), but you need to do your own work (these aren't jointly graded projects)
- Badly want to try a format you don't see here? Pitch it to me!

1. **Term paper**, around 5 pages of text

- this would include some polished written presentation from you and would use a more academic style of writing

2. **Blog post**, around 5 pages of text

- this would include some polished written presentation from you and would use a polished style of writing, but probably would also feature some well-done visuals or links to examples

3. **Podcast**, around 10 minutes

- this would include some polished spoken presentation from you, but probably would also feature some well-done audio examples

4. **Video presentation**, around 10 minutes

- this would include some polished spoken presentation from you, but probably would also feature some well-done visuals, whether in the form of slides or video examples or other audio-visual materials.

5. **Composition**, around 10 minutes of music

- you would need to include a short explanatory text about why you composed what you did; you would likely need to write music to a preexistent game scene, though I'm open to other ideas if you have them

Project Evaluation:

Overall, the final project is worth 30% of your grade.

The breakdown of that 30% is as follows:

1. **Topic**

- (due Friday, Nov 19, 11:59pm) **3%**

2. **Bibliography**

- (due Friday, December 3, 11:59pm) **7%**

3. **Short, Informal Presentation during Finals Week Meeting**

- (due Thursday, Dec 16, 8-10am) **5%**

4. **Final Product**

- (due Friday, December 17, 11:59 pm—but may be submitted earlier). **15%**