



# MUCH 495: Music, Sound, and Video Games

## Brainstorming Projects

**Potential Project Format: (put a check next to what seems most likely for you...)**

1. Term paper \_\_\_\_\_
2. Blog post \_\_\_\_\_
3. Podcast \_\_\_\_\_
4. Video presentation \_\_\_\_\_
5. Composition \_\_\_\_\_

**Potential Topics: (you'll indicate two, just in case....)**

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 fourteen 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 (fill both of these out)
  - Option 1: “I am working on \_\_\_\_\_, because I want to find out \_\_\_\_\_, so that I can help myself and others understand \_\_\_\_\_. ”
  - Option 2: I am working on \_\_\_\_\_, because I want to find out \_\_\_\_\_, so that I can help myself and others understand \_\_\_\_\_. ”

Other thoughts or notes?

## **Bibliography Preliminary Work:**

- 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/>

Using this website, what sources can you find that seem potentially useful or interesting for your work? **List 2-3**

**Source #1**

**Source #2**

**(Optional) Source #3**