

Music, Sound, and Video Games: A Final Overview

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
Date	Jan 23-25	Jan 30-Feb 1	Feb 6-8	Feb 13-15	Feb 20	Feb 27-29	March 5-7
Topic	Course Intro	Beginning Ideas; Ludo and Games	Sourcework, Origins, the Arcade, Early Game Audio	Early Game Audio	Play Day #1	Genre focus: Thinking about Genre I	Genre Focus: Thinking About Genre II How We Access.....Mobile and Handheld Games
Tuesday: mixes of readings, topics, group work, presentations, lectures	Course Intro/ Course Framework/ Getting to Know Each Other	" Jane McGonigal, Excerpt from <i>Reality is Broken</i>	Tim Summers, "Chapter 1: The Video Game as Source." Karen Collins, Excerpt from Ch. 2 of <i>Game Sound</i> ; discussions of technological shifts and historical developments in game audio	NES: excerpt from Andrew Schartmann, Excerpts from <i>Koji Kondo's Super Mario Bros Soundtrack</i> . Soundchips, Nintendo histories, Kondo philosophies. Silent film influences, excerpts from Gibbons, "Blip, Bloop, Bach? Some Uses of Classical Music on the NES"	Play Day #1 due , with in-class discussion focus on playing pre-1990s games.	Racing Games: Tim Summers, Excerpt from Ch. 4, "Music and Virtual Game Worlds;" discussions of genre and taxonomy; early racing games; racing game sound design. Horror: In-class lecture on typologies and tropes in horror film music	Extra resource: Will Cheng, "Monstrous Noise: <i>Silent Hill</i> and the Aesthetic Economics of Fear." Introduction to Music & Rhythm Games: class lecture on Joanna Demers, "Dancing Machines: 'Dance Dance Revolution', Cybernetic Dance, and Musical Taste"
Thursday: mixes of readings, topics, group work, presentations, lectures	Class Cancelled due to snow"	Intro to Ludomusicology and Theory of Games. Will Gibbons, "Ludomusicology. Groupwork on Society for Study of Sound & Music in Games Bibliography. In-class links to Kyra Gaunt and <i>Games Black Girls Play</i> .	The Arcade: history of early mechanical games, discussion of cultural roles and practices of arcades, media representations of arcades. Discussion of early home consoles & marketing; 8bit, PSGs, technological constraint, chronologies of analogue, sound chip, and compressed raw audio era	Meeting in Dunn Hall, Esports lab (trying out early game hardware and audio)	No Class (Fall Break)	Excerpt from Rebecca Roberts, "Fear of the Unknown: Music and Sound Design in Psychological Horror Games."	<i>Guitar Hero</i> : Groupwork on Kiri Miller, "Schizophonic Performance: <i>Guitar Hero</i> , <i>Rock Band</i> , and Virtual Virtuosity"

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	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15
Date	March 12-14	March 19-21	March 26-28	April 9-11	April 16-18	April 23-25	April 30-May 2	May 7-9
Topic	Finishing Genre; Handheld and Mobile Games	Video Game Concerts; Play Day #2	Considering Franchises #1	Discussing Canons and Franchises	Pre-Existent Musical Styles—"Classical" Music	Pre-Existent Musical Styles—Licensed Popular Music	Composing and Creative Work	Transmedial Connections and Wrapup
Tuesday: mixes of readings, topics, group work, presentations, lectures	Play Day #2 assigned	In class lecture on Brooke McCorkle OKAZAKI, "Liveness, Music, Media: The Case of the Cine-Concert." Groupwork on game concerts.	an excerpt from Tim Summers, <i>The Legend of Zelda: Ocarina of Time A Game Music Companion</i> . Groupwork on <i>Zelda</i> . Lecture and listening on <i>Ocarina of Time</i> . Groupwork on Video Game Event.	Will Gibbons, guest lecturer. Reading excerpt from Gibbons, "Rewritable Memory: Concerts, Canons, and Game Music History."	Reading assigned is Karen Cook, "Early Music Rocks the Video Game Universe." Class discussion and lecture on medievalisms. Optional resource: Cook on "Real" Music in Games.	Event prep, class meetings/ rehearsal in Wakefield.	Guest: Chris Hernacki, presentation on arranging, editing, performing video game music	Excerpt from blog on "When Worlds Collide: Sound and Music in Film and Games" and podcast excerpt on <i>The Last of Us</i> . Class lecture and presentation on transmedial interconnections, <i>Star Trek</i> , and <i>The Last of Us</i> .
Thursday: mixes of readings, topics, group work, presentations, lectures	Finish <i>Guitar Hero</i> ; In Class work on Karen Collins, "A History of Handheld and Mobile Video Game Sound," treble sound (Wayne Marshall), public space (Jennifer Stoeber)	Play Day #2	No class, spring break (meetings for video game event)	Class lecture and discussion of <i>Final Fantasy VII</i> . Discussion of composition, gender tropes, etc. Event prep.	Event Prep (Meeting in Wakefield Hall)	Class lecture and discussion on Gibbons, "Wrap Your Troubles in Dreams—Popular Music, Narrative, and Dystopia in <i>Bioshock</i> ." Event reflections.	Class lecture on video game industry practices; additional resource on Andrew Lemon and Hillegonda C. Rietveld. "Female Credit: Excavating Recognition for the Capcom Sound Team." Groupwork on Rob Bridgett, "'Less Music, Now!' New Contextual Approaches to Video Game Scoring."	Final presentations, wrap-ups, future thoughts!