

GameComposer™ - Program Overview & Outcomes

▲ Outcomes mapped to the New Jersey Student Learning Standards – Visual and Performing Arts (NJSL-S-VPA)

* If performing repertoire is undertaken, the following outcomes apply to all: 1.3A.8.Pr4, 1.3A.8.Pr5, 1.3A.Pr6



Title	Session Content	Outcomes ▲	Resources	Supported Software Options
Session 1: Creating Characters	<ul style="list-style-type: none"> Composer Spotlight for Session - Koji Kondo (Super Mario Bros & Legend of Zelda) The Elements of Music What is a Leitmotif? Listening Tasks Intervals and Melodic Contour Creating a Composition Portfolio Creating Video Game Characters including Leitmotifs	1.3A.8.Cr1, 1.3A.8.Cr2, 1.3A.8.Cr3, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Re9, 1.3A.8.Cn10, 1.3A.8.Cn11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.3E.Cn10, 1.3E.Cn11, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3	<ul style="list-style-type: none"> Instructional Videos YouTube Clips MP3 tracks Automated marking of Session Quizzes Extension Activities Links to apps and corresponding music scores 	<ul style="list-style-type: none"> Mixcraft ACID Garageband iPad Garageband Soundtrap Bandlab
Session 2: Building Soundtracks	<ul style="list-style-type: none"> Composer Spotlight for Session - Nobuo Uematsu (Final Fantasy) Music for Games: loops, melodic development, Dynamic Music, Stingers, Cutshot Music Listening Tasks Major & Minor Pentatonic Scales Compositional Devices: sequences, inversions, repetition, augmentation, diminution, call, and response 	1.3A.8.Cr1, 1.3A.8.Cr2, 1.3A.8.Cr3, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Re9, 1.3A.8.Cn10, 1.3A.8.Cn11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.3E.Cn10, 1.3E.Cn11, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3		<ul style="list-style-type: none"> NoteFlight Sibelius Musescore
Session 3: Action Scenes	<ul style="list-style-type: none"> Composer Spotlight for Session - Martin O'Donnell & Michael Salvatori (Halo) Compare & contrast using The Elements of Music Predictions in music Listening Task Diegetic & Non-Diegetic music Creating an action scene Create a soundtrack to an action scene 	1.3A.8.Cr1, 1.3A.8.Cr2, 1.3A.8.Cr3, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Re9, 1.3A.8.Cn10, 1.3A.8.Cn11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.3E.Cn10, 1.3E.Cn11, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3		<ul style="list-style-type: none"> Mixcraft ACID Garageband iPad Garageband Bandlab
Session 4: Creating Worlds	<ul style="list-style-type: none"> Composer Spotlight for Session - Jeremy Soule (Skyrim) Listening analysis & tasks Exploring voices & vocal techniques Creating a panoramic landscape 	1.3A.8.Cr1, 1.3A.8.Cr2, 1.3A.8.Cr3, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Re9, 1.3A.8.Cn10, 1.3A.8.Cn11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.3E.Cn10, 1.3E.Cn11, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3		<ul style="list-style-type: none"> Mixcraft ACID Garageband iPad Garageband Soundtrap Bandlab

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Session 5: Soundscape Engineer	<ul style="list-style-type: none"> Composer Spotlight for Session - Delia Derbyshire (Dr Who) Graphic Notation Listening Tasks Creating a Graphic Score Monophonic, polyphonic & homophonic textures Musique concrète and Sound Design 	1.3A.8.Cr1, 1.3A.8.Cr2, 1.3A.8.Cr3, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Re9, 1.3A.8.Cn10, 1.3A.8.Cn11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.3E.Cn10, 1.3E.Cn11, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3	<ul style="list-style-type: none"> Instructional Videos YouTube Clips MP3 tracks Automated marking of Session Quizzes Extension Activities Links to apps and corresponding music scores 	<ul style="list-style-type: none"> Mixcraft ACID Garageband iPad Garageband Soundtrap Bandlab
Session 6: Making Music Memorable	<ul style="list-style-type: none"> Web research techniques Time signature and bar divisions Asymmetrical meters Ostinatos (rhythmic, melodic, and harmonic) 	1.3A.8.Cr1, 1.3A.8.Cr2, 1.3A.8.Cr3, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Re9, 1.3A.8.Cn10, 1.3A.8.Cn11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.3E.Cn10, 1.3E.Cn11, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3		<ul style="list-style-type: none"> Noteflight Sibelius Muscore
Session 7: A Creative Process: Song Writing	<ul style="list-style-type: none"> Composer Spotlight for Session - Junichi Masuda (Pokémon) Concept-based listening analysis: using a song to identify place. Similarities and differences between melodies Song titles and writing lyrics Matching lyrics to rhythm (scansion) Writing a verse and chorus 	1.3A.8.Cr1, 1.3A.8.Cr2, 1.3A.8.Cr3, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Re9, 1.3A.8.Cn10, 1.3A.8.Cn11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.3E.Cn10, 1.3E.Cn11, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3		<ul style="list-style-type: none"> Noteflight Sibelius Muscore
Session 8: Mastering the Techniques of Song Writing	<ul style="list-style-type: none"> Composer Spotlight for Session - John Siegler & John Loeffler (Pokémon) Song Structure (Binary, Ternary, Popular song structure, Strophic) Chords, Chord Inversion, and Chord Progressions Arpeggios and block chords Adding interest to your song 	1.3A.8.Cr1, 1.3A.8.Cr2, 1.3A.8.Cr3, 1.3A.8.Re7, 1.3A.8.Re8, 1.3A.8.Re9, 1.3A.8.Cn10, 1.3A.8.Cn11, 1.3B.Cr1, 1.3B.Cr2, 1.3B.Cr3, 1.3B.Pr6, 1.3B.Pr7, 1.3B.Re8a, 1.3B.Cn10, 1.3B.Cn11, 1.3E.Cr1, 1.3E.Cr2, 1.3E.Cr3, 1.3E.Re7, 1.3E.Re8, 1.3E.Re9, 1.3E.Cn10, 1.3E.Cn11, 1.3D.Cr1, 1.3D.Cr2, 1.3D.Cr3		<ul style="list-style-type: none"> Noteflight Sibelius Muscore