

# GameComposer™ - Program Overview & Outcomes

▲ Outcomes mapped to the TEKS Texas Essential Knowledge and Skills - GameComposer meets concepts in 117.208, 209, 210, 310 & 311



| Title                                  | Session Content   | Outcomes ▲   | Resources   | Supported Software Options  |
|--|---|--|---|---|
| <b>Session 1: Creating Characters</b>  | <ul style="list-style-type: none"> <li>Composer Spotlight for Session - Koji Kondo (Super Mario Bros &amp; Legend of Zelda)</li> <li>The Elements of Music</li> <li>What is a Leitmotif?</li> <li>Listening Tasks</li> <li>Intervals and Melodic Contour</li> <li>Creating a Composition Portfolio</li> </ul> Creating Video Game Characters including Leitmotifs                                   | 117.208 1A,B,C, 2B,C, 3G, 5B,C,D,E<br>117.209 1A,B,C, 2B,C, 3G, 5B,C,E, F<br>117.210 1A,B,C, 2B,C, 3G, 5B,C,E, F<br>117.310 1A,B,C 3F 6C<br>117.311 1A,C 3F 6C               | <ul style="list-style-type: none"> <li>Instructional Videos</li> <li>YouTube Clips</li> <li>MP3 tracks</li> <li>Automated marking of Session Quizzes</li> <li>Extension Activities</li> <li>Links to apps and corresponding music scores</li> </ul> | <ul style="list-style-type: none"> <li>Mixcraft</li> <li>ACID</li> <li>Garageband</li> <li>iPad Garageband</li> <li>Soundtrap</li> <li>Bandlab</li> </ul> |
| <b>Session 2: Building Soundtracks</b> | <ul style="list-style-type: none"> <li>Composer Spotlight for Session - Nobuo Uematsu (Final Fantasy)</li> <li>Music for Games: loops, melodic development, Dynamic Music, Stingers, Cutshot Music</li> <li>Listening Tasks</li> <li>Major &amp; Minor Pentatonic Scales</li> <li>Compositional Devices: sequences, inversions, repetition, augmentation, diminution, call, and response</li> </ul> | 117.208 1A,B,C,D, 2B,C, 3G, 5B,C,D,E<br>117.209 1A,B,C,D 2B,C, 3G, 5B,C,E, F<br>117.210 1A,B,C,D, 2B,C, 3G, 5B,C,E, F<br>117.310 1A,B,C,D 3F, 6C<br>117.311 1A,B,C,D, 3F, 6C |   | <ul style="list-style-type: none"> <li>Noteflight</li> <li>Sibelius</li> <li>Musescore</li> </ul>   |
| <b>Session 3: Action Scenes</b>        | <ul style="list-style-type: none"> <li>Composer Spotlight for Session - Martin O'Donnell &amp; Michael Salvatori (Halo)</li> <li>Compare &amp; contrast using The Elements of Music</li> <li>Predictions in music</li> <li>Listening Task</li> <li>Diegetic &amp; Non-Diegetic music</li> <li>Creating an action scene</li> <li>Create a soundtrack to an action scene</li> </ul>                   | 117.208 1A,B,C,D, 2B,C, 3G, 5B,C,D,E<br>117.209 1A,B,C,D 2B,C, 3G, 5B,C,E, F<br>117.210 1A,B,C,D, 2B,C, 3G, 5B,C,E, F<br>117.310 1A,B,C,D 3F, 6C<br>117.311 1A,B,C,D, 3F, 6C |   | <ul style="list-style-type: none"> <li>Mixcraft</li> <li>ACID</li> <li>Garageband</li> <li>iPad Garageband</li> <li>Bandlab</li> </ul>                    |
| <b>Session 4: Creating Worlds</b>      | <ul style="list-style-type: none"> <li>Composer Spotlight for Session - Jeremy Soule (Skyrim)</li> <li>Listening analysis &amp; tasks</li> <li>Exploring voices &amp; vocal techniques</li> <li>Creating a panoramic landscape</li> </ul>   | 117.208 1A,B,C, 2B,C, 3G, 5B,C,D,E<br>117.209 1A,B,C, 2B,C, 3G, 5B,C,E, F<br>117.210 1A,B,C, 2B,C, 3G, 5B,C,E, F<br>117.310 1A,B,C 3F 6C                                     |   | <ul style="list-style-type: none"> <li>Mixcraft</li> <li>ACID</li> <li>Garageband</li> <li>iPad Garageband</li> <li>Soundtrap</li> <li>Bandlab</li> </ul> |

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| <b>Session 5: Soundscape Engineer</b>                      | <ul style="list-style-type: none"> <li>Composer Spotlight for Session - Delia Derbyshire (Dr Who)</li> <li>Graphic Notation</li> <li>Listening Tasks</li> <li>Creating a Graphic Score</li> <li>Monophonic, polyphonic &amp; homophonic textures</li> <li>Musique concrète and Sound Design</li> </ul>   | 117.208 1A,B,C,D, 2B,C, 3G, 5B,C,D,E<br>117.209 1A,B,C,D 2B,C, 3G, 5B,C,E, F<br>117.210 1A,B,C,D, 2B,C, 3G, 5B,C,E, F<br>117.310 1A,B, 3F, 6C                                | <ul style="list-style-type: none"> <li>Instructional Videos</li> <li>YouTube Clips</li> <li>MP3 tracks</li> <li>Automated marking of Session Quizzes</li> <li>Extension Activities</li> <li>Links to apps and corresponding music scores</li> </ul> | <ul style="list-style-type: none"> <li>Mixcraft</li> <li>ACID</li> <li>Garageband</li> <li>iPad Garageband</li> <li>Soundtrap</li> <li>Bandlab</li> </ul> |
| <b>Session 6: Making Music Memorable</b>                   | <ul style="list-style-type: none"> <li>Web research techniques</li> <li>Time signature and bar divisions</li> <li>Asymmetrical meters</li> <li>Ostinatos (rhythmic, melodic, and harmonic)</li> </ul>  | 117.208 1A,B,C,D, 2B,C, 3G, 5B,C,D,E<br>117.209 1A,B,C,D 2B,C, 3G, 5B,C,E, F<br>117.210 1A,B,C,D, 2B,C, 3G, 5B,C,E, F<br>117.310 1A,B, 3F, 6C                                |   | <ul style="list-style-type: none"> <li>Noteflight</li> <li>Sibelius</li> <li>Musescore</li> </ul>   |
| <b>Session 7: A Creative Process: Song Writing</b>         | <ul style="list-style-type: none"> <li>Composer Spotlight for Session - Junichi Masuda (Pokémon)</li> <li>Concept-based listening analysis: using a song to identify place. Similarities and differences between melodies</li> <li>Song titles and writing lyrics</li> <li>Matching lyrics to rhythm (scansion)</li> <li>Writing a verse and chorus</li> </ul> | 117.208 1A,B,C,D, 2B,C, 3G, 5B,C,D,E<br>117.209 1A,B,C,D 2B,C, 3G, 5B,C,E, F<br>117.210 1A,B,C,D, 2B,C, 3G, 5B,C,E, F<br>117.310 1A,B,C,D 3F, 6C<br>117.311 1A,B,C,D, 3F, 6C |   | <ul style="list-style-type: none"> <li>Noteflight</li> <li>Sibelius</li> <li>Musescore</li> </ul>   |
| <b>Session 8: Mastering the Techniques of Song Writing</b> | <ul style="list-style-type: none"> <li>Composer Spotlight for Session - John Siegler &amp; John Loeffler (Pokémon)</li> <li>Song Structure (Binary, Ternary, Popular song structure, Strophic)</li> <li>Chords, Chord Inversion, and Chord Progressions</li> <li>Arpeggios and block chords</li> <li>Adding interest to your song</li> </ul>                   | 117.208 1A,B,C, 2B,C, 3G, 5B,C,D,E<br>117.209 1A,B,C, 2B,C, 3G, 5B,C,E, F<br>117.210 1A,B,C, 2B,C, 3G, 5B,C,E, F<br>117.310 1A,B,C 3F 6C                                     |   | <ul style="list-style-type: none"> <li>Noteflight</li> <li>Sibelius</li> <li>Musescore</li> </ul>   |