

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
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	117.208 1A,B,C, 2B,C, 3G, 5B,C,D,E 117.209 1A,B,C, 2B,C, 3G, 5B,C,E, F 117.210 1A,B,C, 2B,C, 3G, 5B,C,E, F 117.310 1A,B,C 3F 6C 117.311 1A,C 3F 6C	<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 	117.208 1A,B,C,D, 2B,C, 3G, 5B,C,D,E 117.209 1A,B,C,D 2B,C, 3G, 5B,C,E, F 117.210 1A,B,C,D, 2B,C, 3G, 5B,C,E, F 117.310 1A,B,C,D 3F, 6C 117.311 1A,B,C,D, 3F, 6C		<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 	117.208 1A,B,C,D, 2B,C, 3G, 5B,C,D,E 117.209 1A,B,C,D 2B,C, 3G, 5B,C,E, F 117.210 1A,B,C,D, 2B,C, 3G, 5B,C,E, F 117.310 1A,B,C,D 3F, 6C 117.311 1A,B,C,D, 3F, 6C		<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 	117.208 1A,B,C, 2B,C, 3G, 5B,C,D,E 117.209 1A,B,C, 2B,C, 3G, 5B,C,E, F 117.210 1A,B,C, 2B,C, 3G, 5B,C,E, F 117.310 1A,B,C 3F 6C		<ul style="list-style-type: none"> Mixcraft ACID Garageband iPad Garageband Soundtrap Bandlab

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
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 	<p>117.208 1A,B,C,D, 2B,C, 3G, 5B,C,D,E 117.209 1A,B,C,D 2B,C, 3G, 5B,C,E, F 117.210 1A,B,C,D, 2B,C, 3G, 5B,C,E, F 117.310 1A,B, 3F, 6C</p>	<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) 	<p>117.208 1A,B,C,D, 2B,C, 3G, 5B,C,D,E 117.209 1A,B,C,D 2B,C, 3G, 5B,C,E, F 117.210 1A,B,C,D, 2B,C, 3G, 5B,C,E, F 117.310 1A,B, 3F, 6C</p>		<ul style="list-style-type: none"> Noteflight Sibelius Musescore
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 	<p>117.208 1A,B,C,D, 2B,C, 3G, 5B,C,D,E 117.209 1A,B,C,D 2B,C, 3G, 5B,C,E, F 117.210 1A,B,C,D, 2B,C, 3G, 5B,C,E, F 117.310 1A,B,C,D 3F, 6C 117.311 1A,B,C,D, 3F, 6C</p>		<ul style="list-style-type: none"> Noteflight Sibelius Musescore
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 	<p>117.208 1A,B,C, 2B,C, 3G, 5B,C,D,E 117.209 1A,B,C, 2B,C, 3G, 5B,C,E, F 117.210 1A,B,C, 2B,C, 3G, 5B,C,E, F 117.310 1A,B,C 3F 6C</p>		<ul style="list-style-type: none"> Noteflight Sibelius Musescore