

Pokémon & Music Theory

There are many complex musical concepts that are used in the music of the Pokémon series. Due to the strict limitation of the original Pokémon games, Junichi Masuda's beautiful compositions were extremely complex- and perfect for teaching music theory concepts! Some of these include modulation, tonality, counterpoint, timbre, leitmotif, ostinato and development.

One example is the piece Battle! Trainer from Pokémon Diamond/Pearl/Platinum, that can be used to explore the concept of a tonal center.



The ultimate goal for me in making music... is to create memorable melodies. That goal is there regardless of the tools we have.

Koji Kondo



Battle! Trainer

Pokémon Diamond/Pearl/Platinum

Composed by Junichi Masuda,
Go Ichinose, and Hitomi Sato
Arranged by JDMEK5

♩ = 192

Piano

mf C Chromatic Descending

C Chromatic Ascending

f C5

C Diminished

4

C Minor

9

C Major

The image displays a piano score for the piece 'Battle! Trainer'. It is set in common time (C) with a tempo of 192 beats per minute. The score is divided into three systems. The first system (measures 1-3) features a piano introduction with a descending chromatic line in the right hand (highlighted in red) and an ascending chromatic line in the left hand (highlighted in pink). The second system (measures 4-8) is in C Minor, with a green highlight under the first measure. The third system (measures 9-12) is in C Major, with a yellow highlight under the final measure. Dynamics range from mezzo-forte (mf) to fortissimo (f). The score includes various musical notations such as slurs, accents, and dynamic markings.