Analysing Music In Video Games

Video game music can be a rich and rewarding topic for analysis in your classroom. Not only does it provide an opportunity for students to engage with a medium that they are likely already familiar with and interested in, but it also allows them to explore the ways in which music can be used to enhance and support the gameplay experience.

Here is some advice for analysing video game music in your classroom.

1. Start by introducing students to the concept of video game music and its role in the overall gaming experience. Discuss how music can be used to set the mood, convey emotion, and support gameplay.

2. Have students listen to and analyse a variety of video game music tracks, paying attention to elements of music, such as melody, harmony, rhythm, and instrumentation. Encourage them to consider how the music supports the gameplay and how it might change based on the player's actions.

3. Consider the use of leitmotifs, or recurring musical themes, in video game music. Have students listen for and identify these themes as they play through a game and discuss the ways in which they contribute to the overall musical experience.

4. Encourage students to consider the cultural and historical context of the game and its music. How does the game's music reflect the time period or setting in which it is set? How does it compare to music from other games or from different genres?

5. Use video game music as a springboard for exploring other musical concepts and techniques. For example, students could analyse the use of modal interchange, counterpoint, or tonality in video game music and discuss how these techniques contribute to the overall musical experience.

MUSIC EDU
Music Education Made Easy