

STEVE HOROWITZ, SCOTT LOONEY & COMPOSERS AND SCHOOLS IN CONCERT



Composer Workshop Sound Design for Video Games

Cue Sheet for Teachers



Recommended for grades 9 - 12

Workshop Description

In this three-period, hands-on workshop and presentation, high school students are exposed to how music and sound effects for video games are made. The workshop begins by exploring the world of sound for games and how it has developed over its 50 year history. The workshop continues with discussions on scoring for picture, musical form and structure, composition, electronic music, digital audio recording, sound design techniques and how to get a job working in the video game industry. Hands-on activities include playing games, listening to music for games and making sounds for games. Students are encouraged to bring their own laptops and get free software that will help them create music and sound for games and interactive media at home.

Instructional Goals

- Explore the history of sound for games and how it has evolved
- Foster listening and analytical skills with in-depth discussion and critique of popular games
- Develop a basic understanding behind the theory of game design
- Cultivate creativity through creating original sounds for interactive media

Course Outline

Period 1: Presentation on the history of sound for games and interactive media. Play through several popular games and highlight the sound elements.

Period 2: Group work with game audio tools.

Period 3: Group collaborations on developing game sounds. Watch, play, and listen to the new soundtracks created by the class.

Teaching Artists, Steve Horowitz & Scott Looney

Steve Horowitz studied at the California Institute of the Arts with Mel Powell, Morton Subotnick, Micheal Jon Fink and Stephen "Lucky" Mosko. He lectures at various schools including New York University, California Institute of the Arts, and Berklee College of Music in Boston. Mr. Horowitz writes for chamber and concert ensembles, dance, film, television, cartoons, and interactive media (video games). Steve wrote the score to the award-winning film *Super Size Me* and served as music supervisor and lead composer for the television show *I Bet You Will* (MTV). Horowitz's audio expertise was honored in 1996 with a Grammy award for his engineering work on the compact disc *True Life Blues, the Songs of Bill Monroe*, winner of the best Bluegrass album 1996, and in 2003 with a Webby for his work with Nickelodeon Digital.

Scott R. Looney has been teaching at the Academy of Art University since 2005 when he pioneered the audio curriculum for the graduate Web/New Media Department. Mr. Looney teaches classes in game audio for the Music and Sound Production for Visual Media department. He has studied composition and improvisation at CalArts with Roscoe Mitchell, Wadada Leo Smith, Morton Subotnick, David Rosenboom, and Frederic Rzewski. He has performed at numerous international festivals for experimental music on piano and electronics.

www.composersandschools.com

www.thecodeinternational.com

POST-WORKSHOP IDEAS

- Discuss the connection between music, math and computer programming.
- Talk about the role of Serious Games in education.
- Discuss Gamification and its effect on society.