

## MUSI20173 The Art of Game Music

<b>Credit Points:</b>	12.50
<b>Level:</b>	2 (Undergraduate)
<b>Dates &amp; Locations:</b>	This subject is not offered in 2013.
<b>Time Commitment:</b>	Contact Hours: 24 hours (12 x 1 hour lectures, 12 x 1 hour tutorials) Total Time Commitment: 96 hours (24 hours contact plus 72 (6hrs x12) non-contact.
<b>Prerequisites:</b>	None
<b>Corequisites:</b>	None
<b>Recommended Background Knowledge:</b>	None
<b>Non Allowed Subjects:</b>	None
<b>Core Participation Requirements:</b>	<p>&lt;p&gt;For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.&lt;/p&gt; <p>&lt;p&gt;It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: &lt;a href="http://services.unimelb.edu.au/disability"&gt;http://services.unimelb.edu.au/disability&lt;/a&gt;&lt;/p&gt;</p> </p>
<b>Contact:</b>	<p>Faculty of the VCA &amp; MCM Student Centre  Ground Floor, Elisabeth Murdoch Building (Bldg 860)  Southbank Campus  234 St Kilda Road, Southbank, 3006  Enquiries  Phone: 13 MELB (13 6352)  Email: 13MELB@unimelb.edu.au</p>
<b>Subject Overview:</b>	<p>This subject introduces the basics of creating music for video games. Aspects of the function and crafting of music for game use including, sound and visual interactivity, indeterminacy and the music dramatic narrative will be examined. The Art of Game Music is delivered in two parts: lecture and workshop. Lecture is taught in a large group format and will illuminate the fundamental principles of music for video games. Workshop is a practical class forum for the workshop of game music tasks and provides the opportunity for the individual development and showing of work and group discussion of issues related to game music. During the course students will be required to engage in whole group discussion and to present complete and ongoing arrangements.</p>
<b>Objectives:</b>	<ul style="list-style-type: none"> <li>• Develop an appreciation and understanding of the nature of making music for video games.</li> <li>• Be cognisant of the key craft elements of music making for video games.</li> <li>• Develop a practical appreciation of the video game music composition development process in a solo and group environment.</li> </ul>
<b>Assessment:</b>	<p>The Art of Game Music logbook:Completion of an art of game music logbook or contributions to a community commons blog, that documents observation, practice and individual tasks completed throughout the semester. 40% Completion of original music works for video games: Completion and submission of 4, 1 minute original compositions for video games that are based on craft skills and concepts presented by staff during this subject. Duration: 4 minutes. 60%</p>
<b>Prescribed Texts:</b>	None
<b>Breadth Options:</b>	<p>This subject potentially can be taken as a breadth subject component for the following courses:  # <b>Bachelor of Arts</b> (<a href="https://handbook.unimelb.edu.au/view/2013/B-ARTS">https://handbook.unimelb.edu.au/view/2013/B-ARTS</a>)</p>

	<p># <b>Bachelor of Biomedicine</b> (<a href="https://handbook.unimelb.edu.au/view/2013/B-BMED">https://handbook.unimelb.edu.au/view/2013/B-BMED</a>)</p> <p># <b>Bachelor of Commerce</b> (<a href="https://handbook.unimelb.edu.au/view/2013/B-COM">https://handbook.unimelb.edu.au/view/2013/B-COM</a>)</p> <p># <b>Bachelor of Environments</b> (<a href="https://handbook.unimelb.edu.au/view/2013/B-ENVS">https://handbook.unimelb.edu.au/view/2013/B-ENVS</a>)</p> <p># <b>Bachelor of Science</b> (<a href="https://handbook.unimelb.edu.au/view/2013/B-SCI">https://handbook.unimelb.edu.au/view/2013/B-SCI</a>)</p> <p>You should visit <b>learn more about breadth subjects</b> (<a href="http://breadth.unimelb.edu.au/breadth/info/index.html">http://breadth.unimelb.edu.au/breadth/info/index.html</a>) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
<b>Fees Information:</b>	Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>
<b>Generic Skills:</b>	<ul style="list-style-type: none"> <li>• Be critical and creative thinkers, with an aptitude for continued self-directed learning</li> <li>• Be adept at learning in a range of ways, including through information and communication technologies</li> <li>• Expand their analytical and cognitive skills through learning experiences in diverse subjects</li> <li>• Have the capacity to participate fully in collaborative learning and to confront unfamiliar problems.</li> </ul>
<b>Related Course(s):</b>	<p>Bachelor of Fine Arts (Contemporary Music)</p> <p>Bachelor of Fine Arts (Music Theatre)</p> <p>Bachelor of Fine Arts (Theatre Practice)</p> <p>Bachelor of Fine Arts (Visual Art)</p>