

MUSI20173 The Art of Game Music

Credit Points:	12.5
Level:	2 (Undergraduate)
Dates & Locations:	2015, Southbank This subject commences in the following study period/s: Semester 1, Southbank - Taught on campus.
Time Commitment:	Contact Hours: 24 hours Total Time Commitment: 96 hours (24 hours contact plus 72 (6hrs x12) non-contact.
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>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.</p> <p>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: http://services.unimelb.edu.au/disability</p></p>
Coordinator:	Assoc Prof Mark Pollard
Contact:	Faculty of the VCA & 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
Subject Overview:	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 as a lecture and workshop in a large group format and will illuminate the fundamental principles of music for video games. It is also 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 sound for games.
Learning Outcomes:	<ul style="list-style-type: none"> • Develop an appreciation and understanding of the nature of making music for video games. • Be cognisant of the key craft elements of music making for video games. • Develop a practical appreciation of the video game music composition development process in a solo and group environment.
Assessment:	(25%) Completion of an art of game music logbook that documents observation and practice completed throughout the semester. Equivalent word length 1000 words. Due end of Semester. (15%) Completion of individual game music tasks. Equivalent to 600 words. Due week 7 of the Semester. (60%) Completion and submission of original compositions for video games that are based on craft, skills and concepts presented during the Semester. Equivalent to 2150 words. In addition, a 250 word statement clearly describing how key terms and concepts of

	<p>creating music for video games discussed throughout the semester are utilised in this original work.or(60%) Completion and submission of a sound and drama analysis of a video game. Equivalent to 2400 words. Hurdle requirements: Students must attend 80% of all scheduled classes and attempt all elements of assessment to be eligible for a pass in this subject. Late submission- Unless an extension has been granted, for essays/assignments submitted after the due date, the mark a student is awarded for their work will be reduced by 10% for each day the work is late. Using electronic submission means work may be submitted on any day.- Unless an extension has been granted, assignments submitted later than 5 working days (or 1 week if due on a weekend) after the due date will not be marked, and will receive no marks.</p>
Prescribed Texts:	None
Breadth Options:	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> # Bachelor of Arts (https://handbook.unimelb.edu.au/view/2015/B-ARTS) # Bachelor of Biomedicine (https://handbook.unimelb.edu.au/view/2015/B-BMED) # Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2015/B-COM) # Bachelor of Environments (https://handbook.unimelb.edu.au/view/2015/B-ENVS) # Bachelor of Science (https://handbook.unimelb.edu.au/view/2015/B-SCI) <p>You should visit learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p>
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<ul style="list-style-type: none"> • Be critical and creative thinkers, with an aptitude for continued self-directed learning • Be adept at learning in a range of ways, including through information and communication technologies • Expand their analytical and cognitive skills through learning experiences in diverse subjects • Have the capacity to participate fully in collaborative learning and to confront unfamiliar problems.
Links to further information:	http://vcam.unimelb.edu.au
Related Course(s):	<p>Bachelor of Fine Arts (Contemporary Music) Bachelor of Fine Arts (Dance) Bachelor of Fine Arts (Film and Television) Bachelor of Fine Arts (Music Theatre) Bachelor of Fine Arts (Production) Bachelor of Fine Arts (Screenwriting) Bachelor of Fine Arts (Theatre Practice) Bachelor of Fine Arts (Visual Art)</p>