Rhythm is a Gamer

Music and Its Relationship with Video Games

By Henry Grumet
Music and Me, Generally Speaking

- About me (A/S/L)
- What is music? Genre’lly speaking.
- What this lecture is (hint: crappy)
- What this lecture isn’t (hint: it will not be about Pre-Post-Modern-iCore-Math-Rubber-Rock)
Music as Atmosphere

- Retention of Air Molecules
- Without them, we die.
- <air3

- Rock Band on mute
- FFVII boss…and a flute

- Burning up small meteorites
- LA catastrophe (kinda)

- Dude, I just got hella bank from my bank
- Safety net
Xenogears

- Post-Introduction Text
- Sets the stage for war-torn continent; invokes a *human* element
- But the music tells us that this is a mythical world in its own reality
Instrumental Instrumentation

- Different instruments define the mood
- A plucked harp does not invoke the same feelings as an electric guitar
- Instruments can also help in emulating a real-world locale, a technique that allows the player to make connections to the game-world locale
- Middle-Eastern Music in a Mythical Desert Town...why?
Music as Flow

“Flow is...an emotional and psychological state of focused and engaged happiness, when a person feels a sense of achievement and accomplishment, and a greater sense of self.” (Salen and Zimmerman)
Rez

- Integral Audio…why is it so important?
- Composers mentioned
- Pulsating controller

- Player contribution and enhancement
Rezonating with the Right

- The birth of a composer
- Layers
- “Level-down”
- Choosing not to maximize
Music is like a river, dude.

- Clear beginning and end
- Rhythm melody are the “flow” of the current
- Drives the player into a state of rhythmic execution while allowing for a sense of creation
- Music is, in and of itself, a “flow state”
Music as Foundation

- Music as the central inspiration for a story’s narrative, the building blocks upon which it is mounted
- Not necessarily *Rock Band* (though it fits, it fits poorly)

- So where *are* these foundations?
Eternal Sonata

- Game based upon Frederic Chopin, a very real French composer from the 1800’s
- Fantasy world created in his imagination as he lay on his deathbed
“People who play games and people who love classical music are not necessarily sharing [the] same type of interests…By creating a colorful fantasy world in Chopin’s dream, I was hoping that people would get into this game easily and also come to know how great Chopin’s music is.” -Hiroya Hatsushiba, director of Eternal Sonata
Chapter (read: Track) 1

- What makes *Eternal Sonata* unique?
- Divided into chapters
- The first chapter is entitled “Raindrops”
- Raindrops Prelude
- Related character conversation
- Vehicle for development and progression
History Lessons = Entertainment

- Debatable
- However, it provides context for the story
- It also unveils sides of Chopin’s character
- This may not be considered *entertainment*, but it can absolutely be considered *art*
- As a game designer, must decide where you fit
- Games are, firstly, entertainment, but can that be intertwined with art?
- Music is integral to that relationship
Finale

- Pay attention to the relationship between music, text, and picture
Questions?

- Um...questions?