



Knowledge Organiser: Video Game Music

Composers

Koji Kondo

Mario Brothers

The Legend of Zelda

Trent Reznor

Quake

Call of Duty: Black Ops II





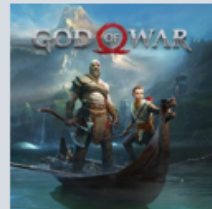
Chiptunes – The Video Game Music Genre

- Repetitive
- No lyrics
- Include gameplay sounds
- Limited **polyphony**

MIDI – Musical Instrument Digital Interface

Synthesiser – An electronic device that generates a note

Digital Surround Sound – Allows producers to control the volume of music in different directions

Year	1981	1985	1991	2001	2018
Game					
Developments	2 voices Synthesiser Different themes for different levels MIDI	4 voices (2 melodic, 2 for percussion) Synthesiser MIDI	More complex Uses drum loops similar to EDM Multiple voices (Chords, melody, Bassline, percussion) MIDI	Digital Surround Sound More immersive soundtrack Use of live instruments as well as samples and synthesisers	Soundtrack changes dependant on gameplay