

# GameComposer™ - Program Overview & Outcomes (2018)

▲ Outcomes assessed to the Australian Curriculum - GameComposer meets concepts in Bands 9&10



Title	Session Content	Outcomes	Resources	Supported Software Options
<b>Creating Characters</b>	<ul style="list-style-type: none"> <li>• Composer Spotlight for Session = Koji Kondo (Super Mario Bros &amp; Legend of Zelda)</li> <li>• The Elements of Music</li> <li>• What is a Leitmotif?</li> <li>• Listening Tasks</li> <li>• Intervals and Melodic Contour</li> <li>• Creating a Composition Portfolio</li> <li>• Creating Video Game Characters including Leitmotifs</li> </ul>	9.1, 9.8, 9.9, 9.25, 9.26, 9.27, 9.29, 9.30, 9.31, 9.32, 9.33, 9.34, 9.35, 9.36, 9.37	<ul style="list-style-type: none"> <li>• Instructional Videos</li> <li>• YouTube Clips</li> <li>• MP3 tracks</li> <li>• Automated marking of Session Quizzes</li> <li>• Extension Activities</li> <li>• Links to apps and corresponding music scores</li> </ul>	<ul style="list-style-type: none"> <li>• Mixcraft</li> <li>• ACID</li> <li>• Garageband</li> <li>• iPad Garageband</li> </ul>
<b>Building Soundtracks</b>	<ul style="list-style-type: none"> <li>• Composer Spotlight for Session = Nobuo Uematsu (Final Fantasy)</li> <li>• Music for Games: loops, melodic development, Dynamic Music, Stingers, Cutshot Music</li> <li>• Listening Tasks</li> <li>• Major &amp; Minor Pentatonic Scales</li> <li>• Compositional Devices: sequences, inversions, repetition, augmentation, diminution, call and response.</li> </ul>	9.2, 9.3, 9.4, 9.5, 9.6, 9.7, 9.15, 9.16, 9.17, 9.19, 9.20, 9.21, 9.28, 9.32, 9.35, 9.37		<ul style="list-style-type: none"> <li>• Noteflight</li> <li>• Sebelius</li> </ul>
<b>Action Scenes</b>	<ul style="list-style-type: none"> <li>• Composer Spotlight for Session = Martin O'Donnell &amp; Micahel Salvatori (Halo)</li> <li>• Compare &amp; contrast using The Elements of Music</li> <li>• Predictions in music</li> <li>• Listening Task</li> <li>• Diegetic &amp; Non-Diegetic music</li> <li>• Creating an action scene</li> <li>• Create a soundtrack to an action scene</li> </ul>	9.2, 9.3, 9.4, 9.5, 9.6, 9.7, 9.15, 9.16, 9.17, 9.19, 9.20, 9.21, 9.28, 9.32, 9.35 9.37		<ul style="list-style-type: none"> <li>• Mixcraft</li> <li>• ACID</li> <li>• Garageband</li> </ul>
<b>Creating Worlds</b>	<ul style="list-style-type: none"> <li>• Composer Spotlight for Session = Jeremy Soule (Skyrim)</li> <li>• Listening analysis &amp; tasks</li> <li>• Exploring voices &amp; vocal techniques</li> <li>• Creating a panoramic landscape</li> </ul>	9.2, 9.3, 9.5, 9.6, 9.7, 9.15, 9.16, 9.17, 9.19, 9.20, 9.21, 9.28, 9.32, 9.35, 9.37		<ul style="list-style-type: none"> <li>• Mixcraft</li> <li>• ACID</li> <li>• Garageband</li> <li>• iPad Garageband</li> </ul>
<b>Soundscape Engineer</b>	<ul style="list-style-type: none"> <li>• Composer Spotlight for Session = Delia Derbyshire (Dr Who)</li> <li>• Graphic notation</li> <li>• Listening tasks</li> <li>• Creating a graphic score</li> <li>• Monophonic, polyphonic &amp; homophonic textures</li> <li>• Music Concrete and Sound Design</li> </ul>	9.2, 9.3, 9.4, 9.5, 9.6, 9.7, 9.15, 9.16, 9.17, 9.19, 9.20, 9.21, 9.28, 9.32, 9.35, 9.37		<ul style="list-style-type: none"> <li>• Mixcraft</li> <li>• ACID</li> <li>• Garageband</li> <li>• iPad Garageband</li> </ul>

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