

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
Creating Characters	<ul style="list-style-type: none"> Composer Spotlight for Session = Koji Kondo (Super Mario Bros & Legend of Zelda) The Elements of Music What is a Leitmotif? Listening Tasks Intervals and Melodic Contour Creating a Composition Portfolio Creating Video Game Characters including Leitmotifs 	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"> Instructional Videos YouTube Clips MP3 tracks Automated marking of Session Quizzes Extension Activities Links to apps and corresponding music scores 	<ul style="list-style-type: none"> Mixcraft ACID Garageband iPad Garageband
Building Soundtracks	<ul style="list-style-type: none"> Composer Spotlight for Session = Nobuo Uematsu (Final Fantasy) Music for Games: loops, melodic development, Dynamic Music, Stingers, Cutshot Music Listening Tasks Major & Minor Pentatonic Scales Compositional Devices: sequences, inversions, repetition, augmentation, diminution, call and response. 	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"> Noteflight Sebelius
Action Scenes	<ul style="list-style-type: none"> Composer Spotlight for Session = Martin O'Donnell & Micahel Salvatori (Halo) Compare & contrast using The Elements of Music Predictions in music Listening Task Diegetic & Non-Diegetic music Creating an action scene Create a soundtrack to an action scene 	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"> Mixcraft ACID Garageband
Creating Worlds	<ul style="list-style-type: none"> Composer Spotlight for Session = Jeremy Soule (Skyrim) Listening analysis & tasks Exploring voices & vocal techniques Creating a panoramic landscape 	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"> Mixcraft ACID Garageband iPad Garageband
Soundscape Engineer	<ul style="list-style-type: none"> Composer Spotlight for Session = Delia Derbyshire (Dr Who) Graphic notation Listening tasks Creating a graphic score Monophonic, polyphonic & homophonic textures Music Concrete and Sound Design 	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"> Mixcraft ACID Garageband iPad Garageband

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