History of Video Game Music

Grade 8 Sound Design & Storytelling



Name: _____

Date: _____

Before Watching

What is your favourite video game sound effect or music theme?

_____

_____

Why do you think sound is important in video games?

_____

_____

While Watching

Part A: Listening for Information

1. Name two video games discussed in the video.
   a. _____
   b. _____

2. Choose one sound effect mentioned in the video and describe what happens in the game when it is heard. _____

_____

3. What challenges did early video game designers face when creating sounds?
   a. Unlimited memory and technology
   b. Limited technology and sound capabilities
   c. Lack of player interest in sound
   d. Too many musicians to choose from

4. Give one example of how a sound effect helps a player understand what is happening in a game. _____

_____

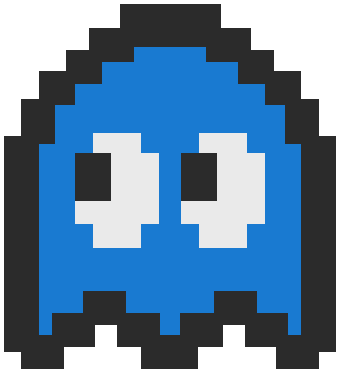
Part B: Thinking Like a Sound Designer
Choose a game sound discussed in the video.

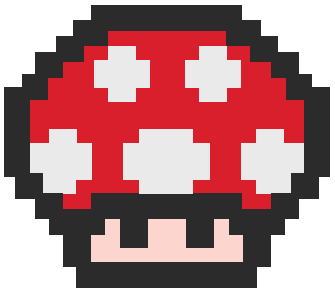
Game: _____
Sound: _____

1. What emotions or feelings does this sound create?

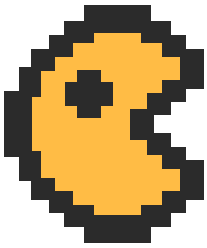
2. Why do you think this sound became memorable?

3. If you were redesigning this sound today, what would you change or keep the same?





How Old-School Sound/Music Worked (8-Bit Music)



Part A: Understanding the Basics

1. What does the term 8-bit refer to?

_____

_____

2. Why couldn't early game systems play realistic instrument sounds?

_____

_____

3. What are some of the basic sound wave types used in 8-bit music?
    a. Square wave
    b. Triangle wave
    c. Noise
    d. Violin wave
    e. Sawtooth wave
4. Which sound channel was commonly used to create drum or percussion sounds? _____
5. Why did composers need to be creative when writing music for early video games? _____

_____

Part B: Thinking About Sound Design

1. How did the technical limitations of early consoles affect the music that was created? _____

_____

2. Name one thing that makes 8-bit music recognizable today. _____

_____

3. Do you think limitations make artists more creative? Explain your answer.

_____

_____