

North Hennepin Community College

MUSC 1370: Video Game Music

A. COURSE DESCRIPTION

Credits: 3

Lecture Hours/Week: 3

Lab Hours/Week: 0

OJT Hours/Week: *.*

Prerequisites: None

Corequisites: None

MnTC Goals: Goal 06 - Humanities/Fine Arts

This course will examine the evolution of music in video games, beginning with the earliest use of sound in games such as PAC Man and Space Invaders and progressing to the more complex soundtracks of modern day titles such as Halo & The Legend of Zelda. Students will follow the artistic & technological advances of this unique media form, gaining a greater understanding of how music helps shape the overall gaming experience.

B. COURSE EFFECTIVE DATES: 12/18/2019 - Present

C. OUTLINE OF MAJOR CONTENT AREAS

1. After successfully completing this course, students will be able to:

D. LEARNING OUTCOMES (General)

1. Explain the history of the video game music from the perspective of important composers, diverse genres, and stylistic development (ELO 1, 2a, b, c, 3b; MnTC 6a, b, c, e)
2. Compare and contrast the effects that different technological advancements have had on the evolution of video game music (ELO 1, 2a, b, c; MnTC 6b, c, e)
3. Analyze the role of music in directing dramatic and narrative goals within the game (ELO 2a, b, c; MnTC 6b, c, e)
4. Explore the unique process of writing music for video games through studying influential game music composers and compositional methods (ELO 1, 2a, b, c; MnTC 6 a, b, c, e)
5. Compose brief selections of music appropriate for different styles and genres of video games (MnTC 6d, e)

E. Minnesota Transfer Curriculum Goal Area(s) and Competencies

Goal 06 - Humanities/Fine Arts

1. Demonstrate awareness of the scope and variety of works in the arts and humanities.
2. Understand those works as expressions of individual and human values within an historical and social context.
3. Respond critically to works in the arts and humanities.
4. Engage in the creative process or interpretive performance.
5. Articulate an informed personal reaction to works in the arts and humanities.

F. LEARNER OUTCOMES ASSESSMENT

As noted on course syllabus

G. SPECIAL INFORMATION

None noted