



A Matter of Music Design

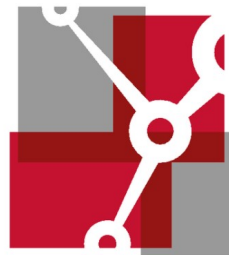
driving game-play with music

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Boston Conservatory



Entertainment
Technology Center



Electronic Arts



Worthing & Moncrieff



DUNGEON
KEEPERTM

A MATTER
OF
MURDER

Blacksea
Odyssey

WARRIORMAN ONLINE
WRATH OF HEROES

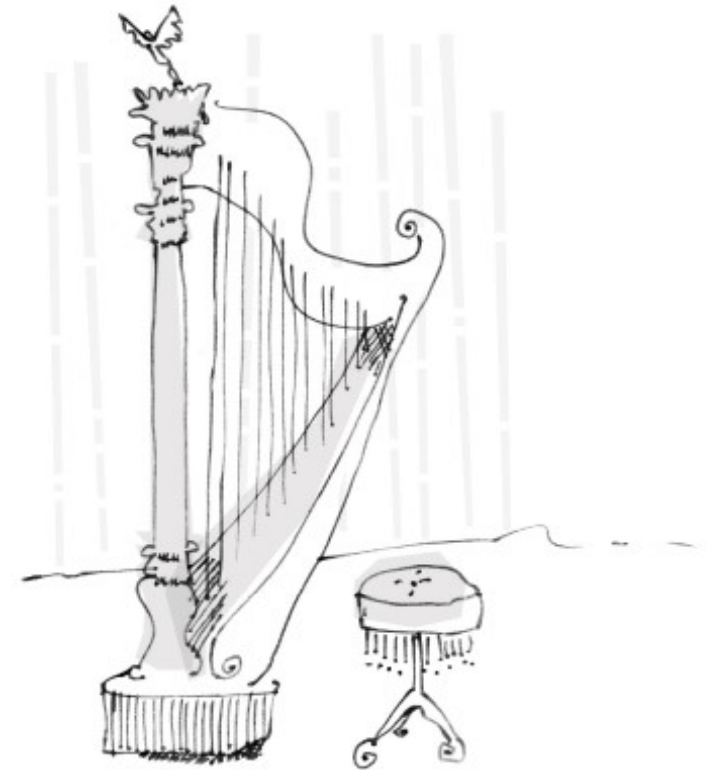
Ultima
ForeverTM
Quest for the Avatar

Soul & Locus
CARDS OF ORDER



music design

- mood
- pacing
- world-building





music design

- mood
- pacing
- world-building
- structure of the adaptive music
- game data





Why?





☐ YES

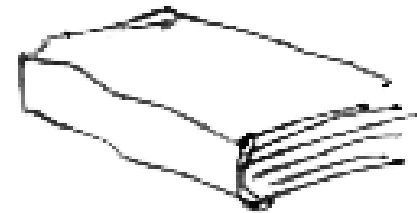
☐ NO

☐ MAYBE



Studies show...

- enabled emotional involvement
- hindered concentration
- increased engagement
- limited genre pool





Why?





GAME DEVELOPERS CONFERENCE®

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Wine?



Wine?





How?





How?

- central route (direct)
- peripheral route (indirect)





How?

- central route (direct)
- peripheral route (indirect)
- musical congruity





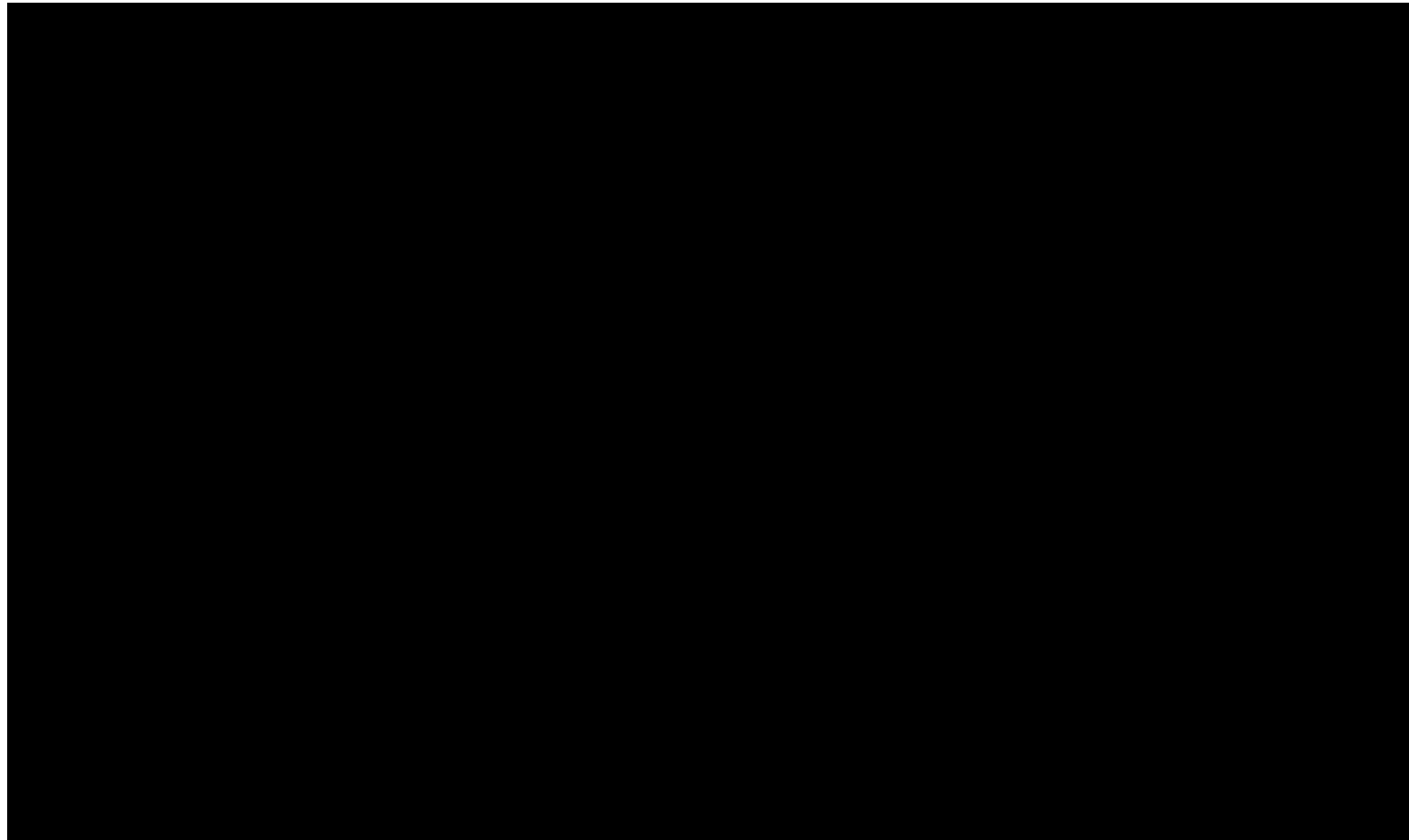
How?





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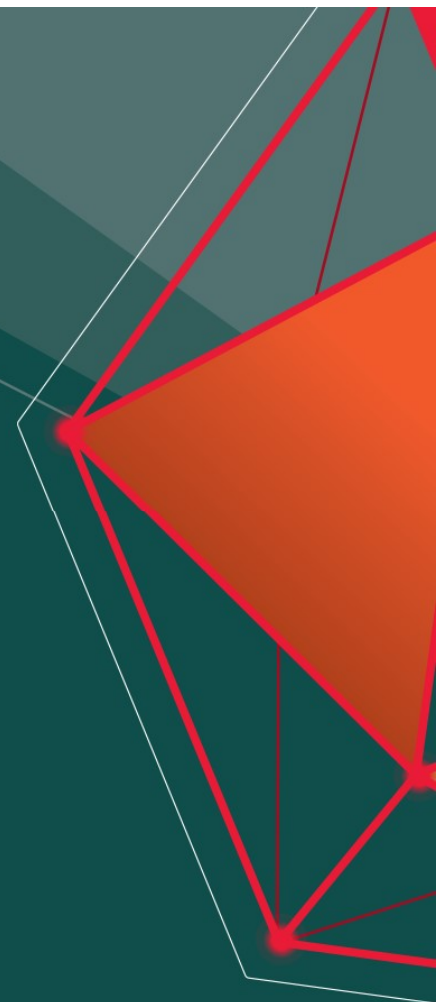
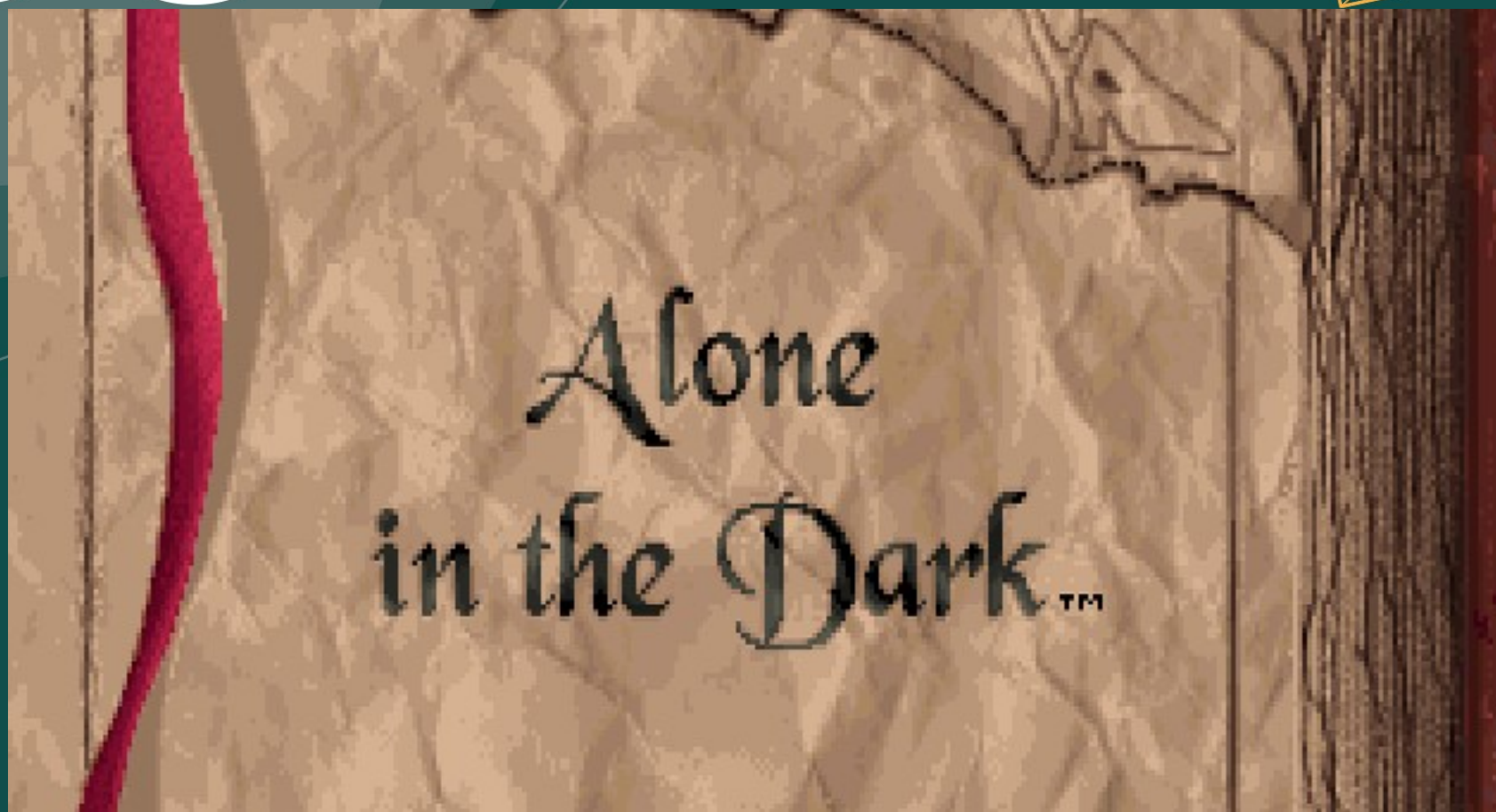




Space Invaders

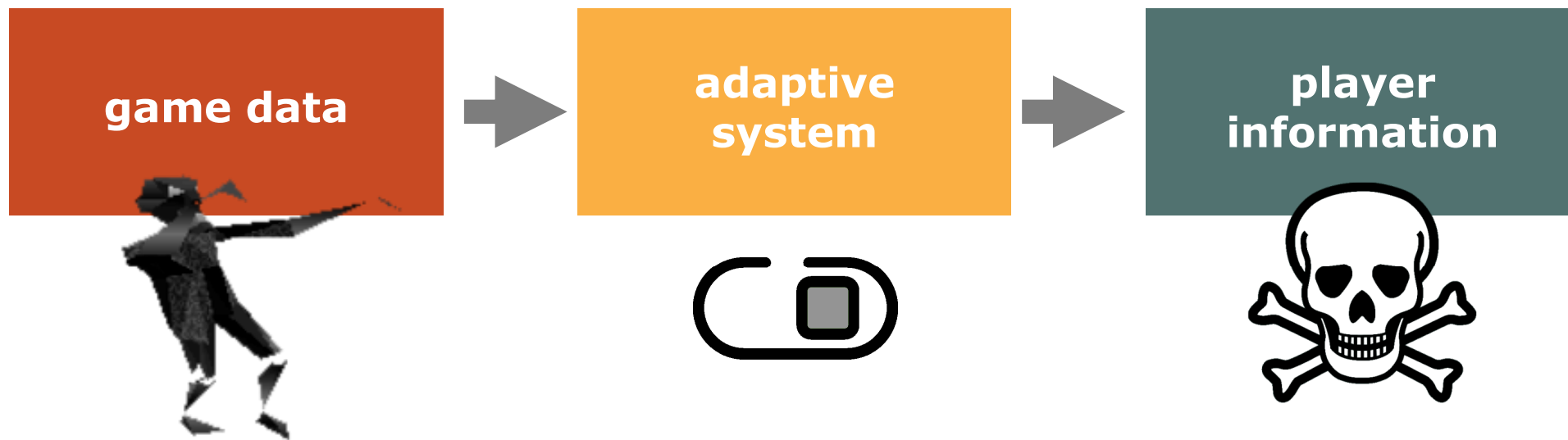


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Alone in the Dark

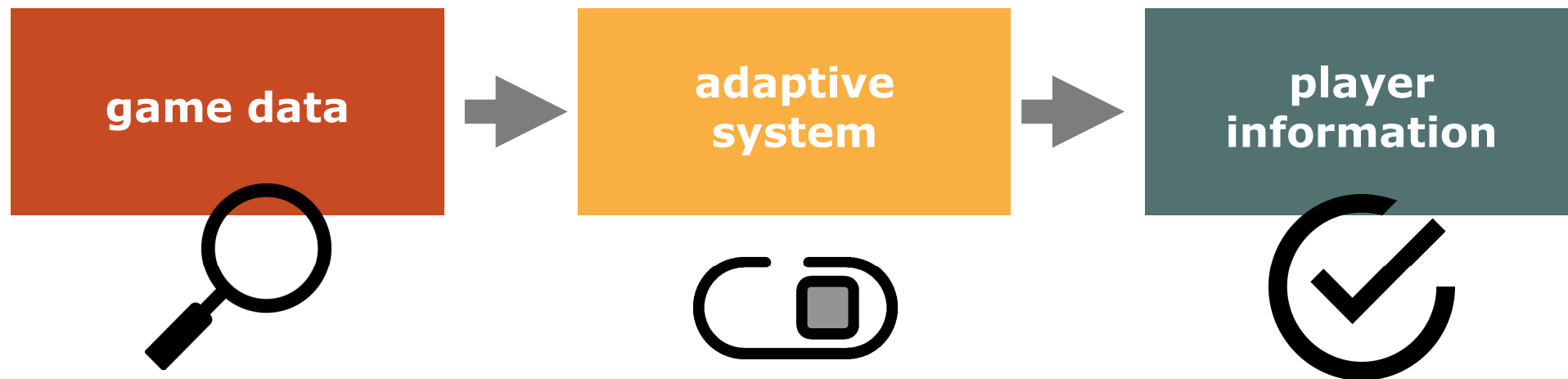


GDC[®]



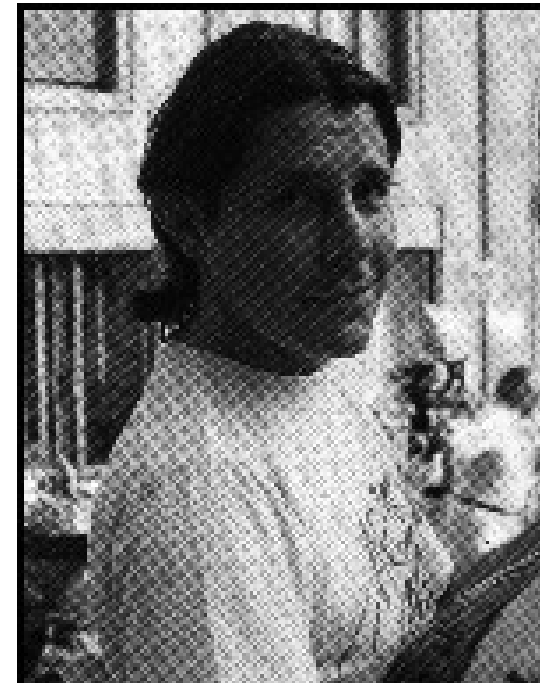


L.A. Noire



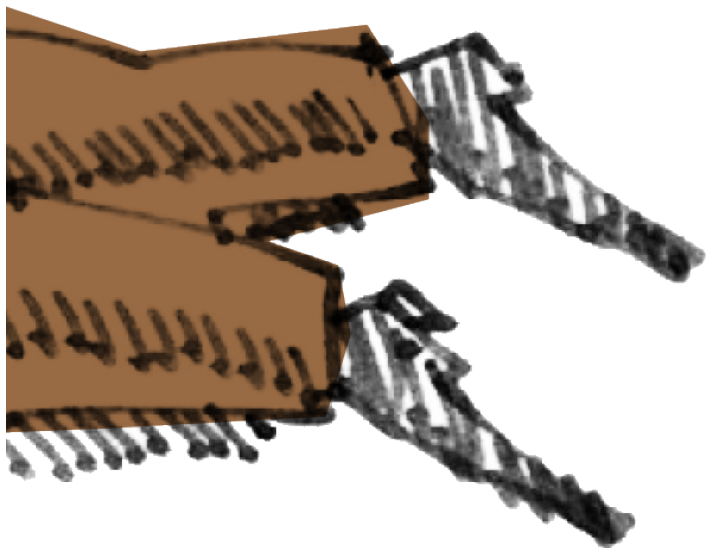


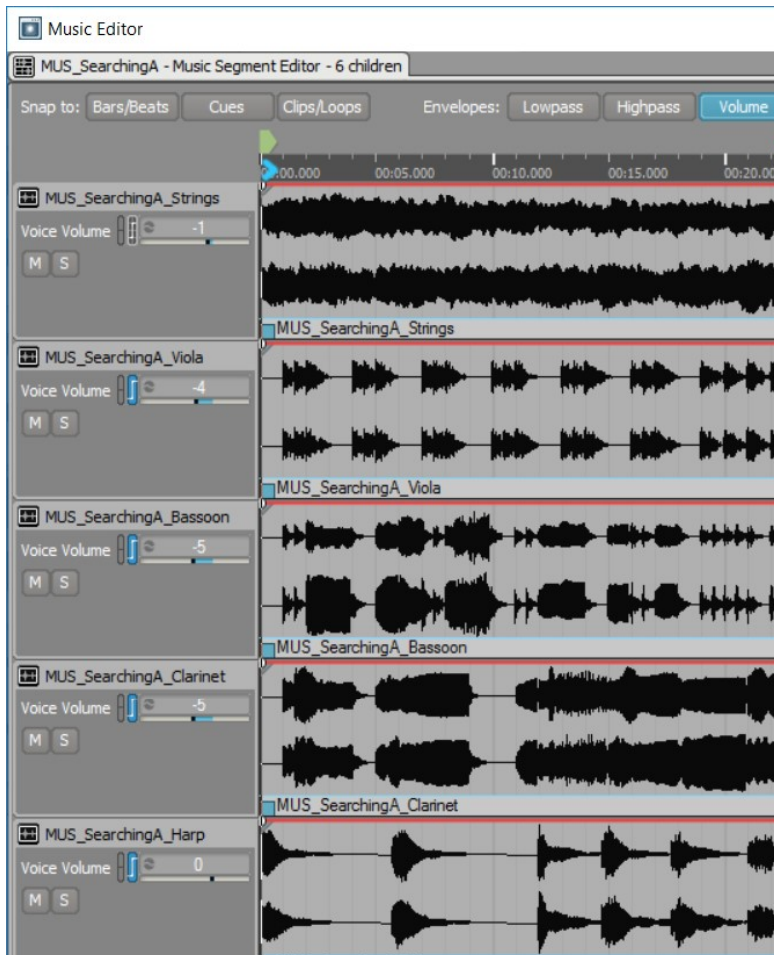
Communicative music design

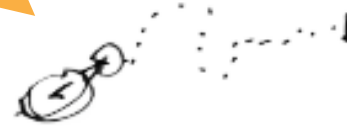
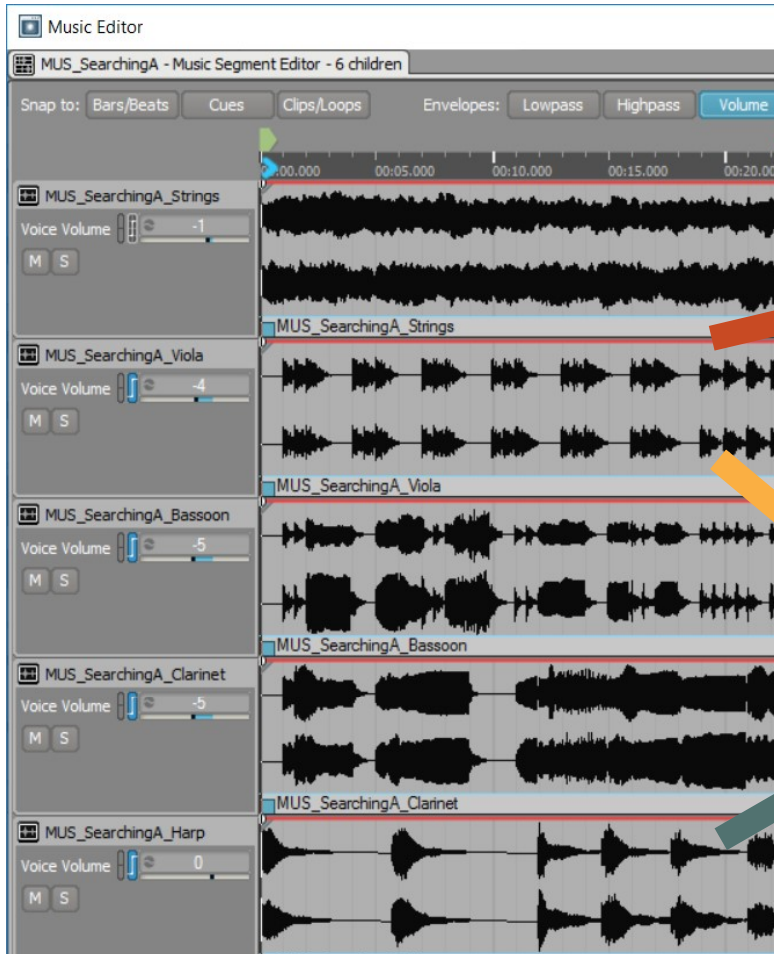


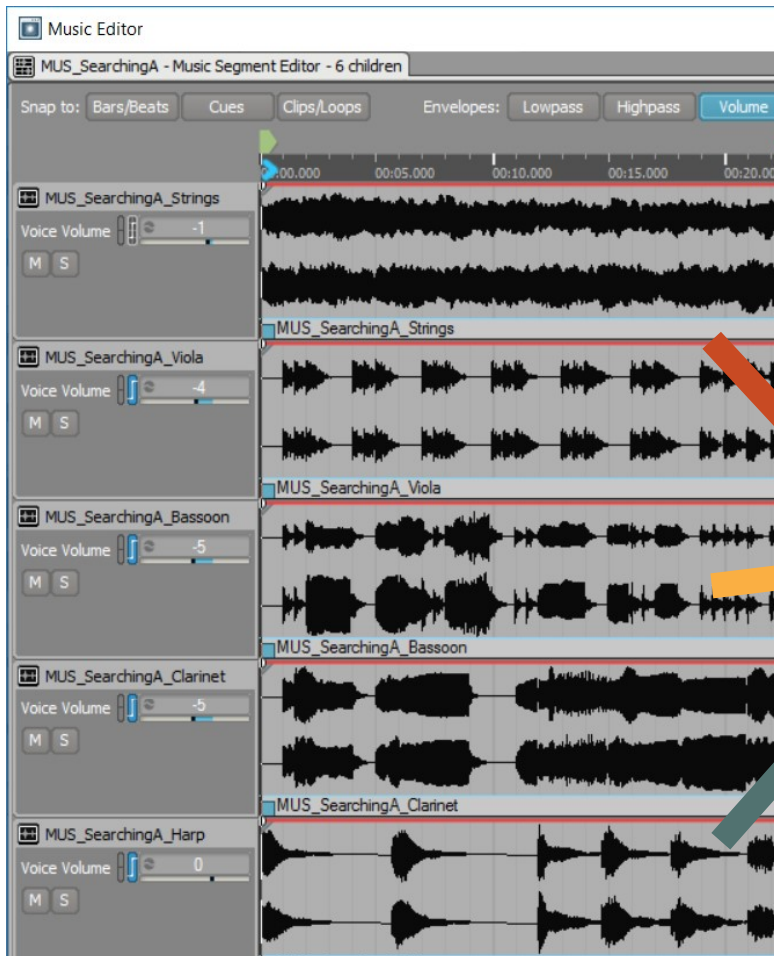


A MATTER OF MURDER





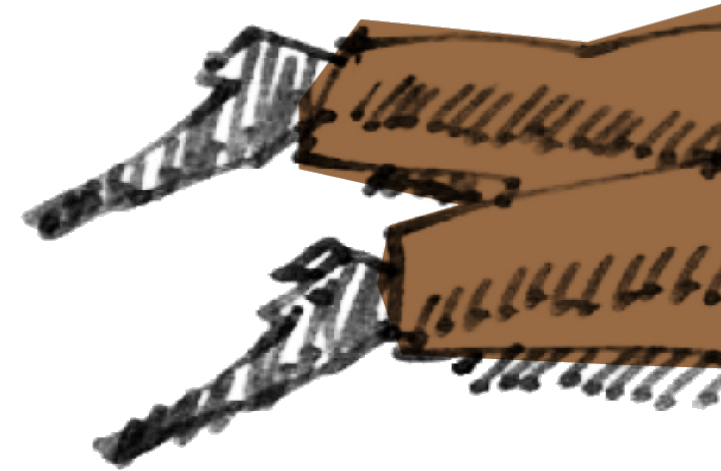




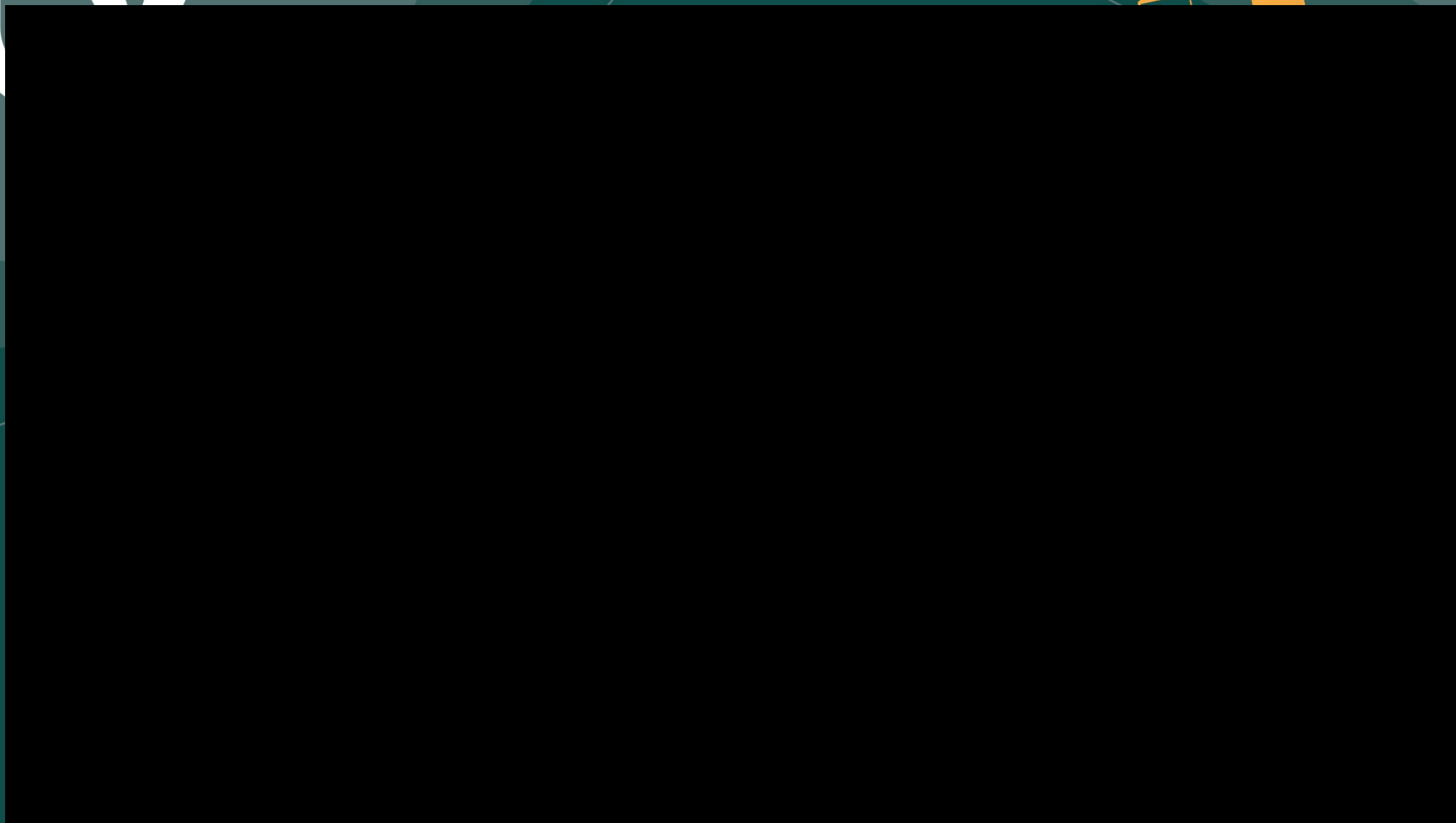


A Matter of Murder

- 1) Solo viola represents the murderer
- 2) Trombone & bassoon represent the murder weapon and the motive evidence.

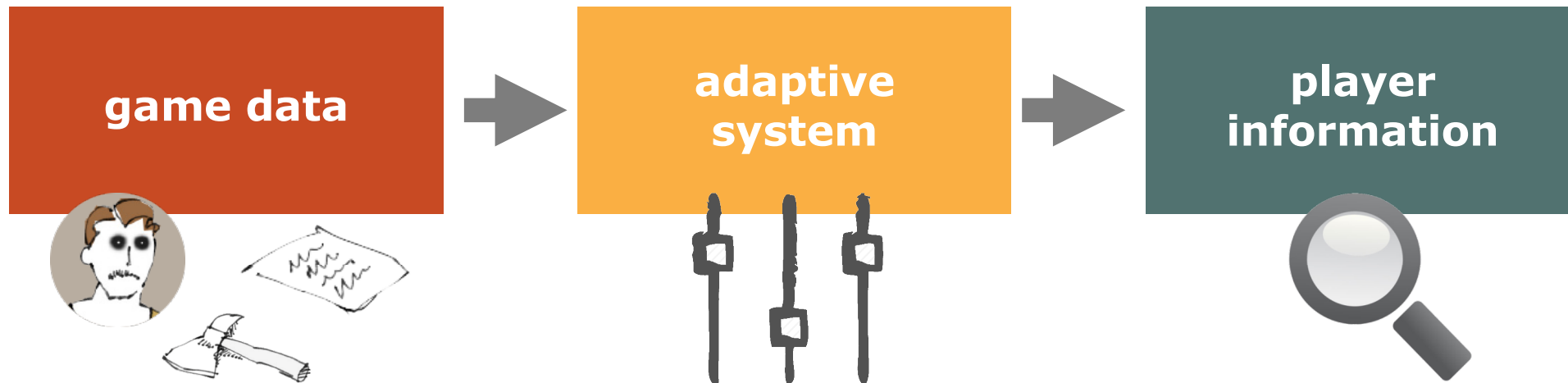


GDC®



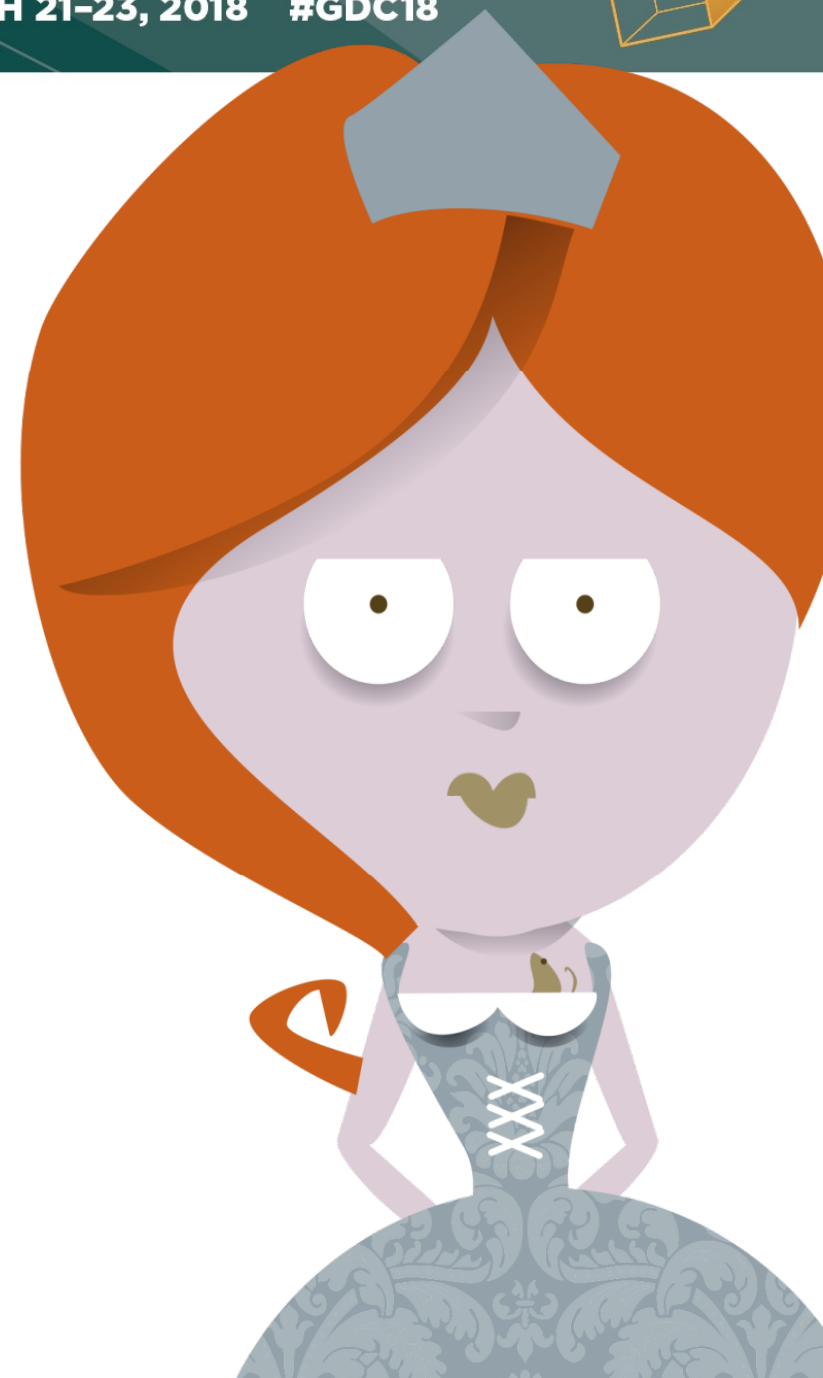


A Matter of Murder





aster translation



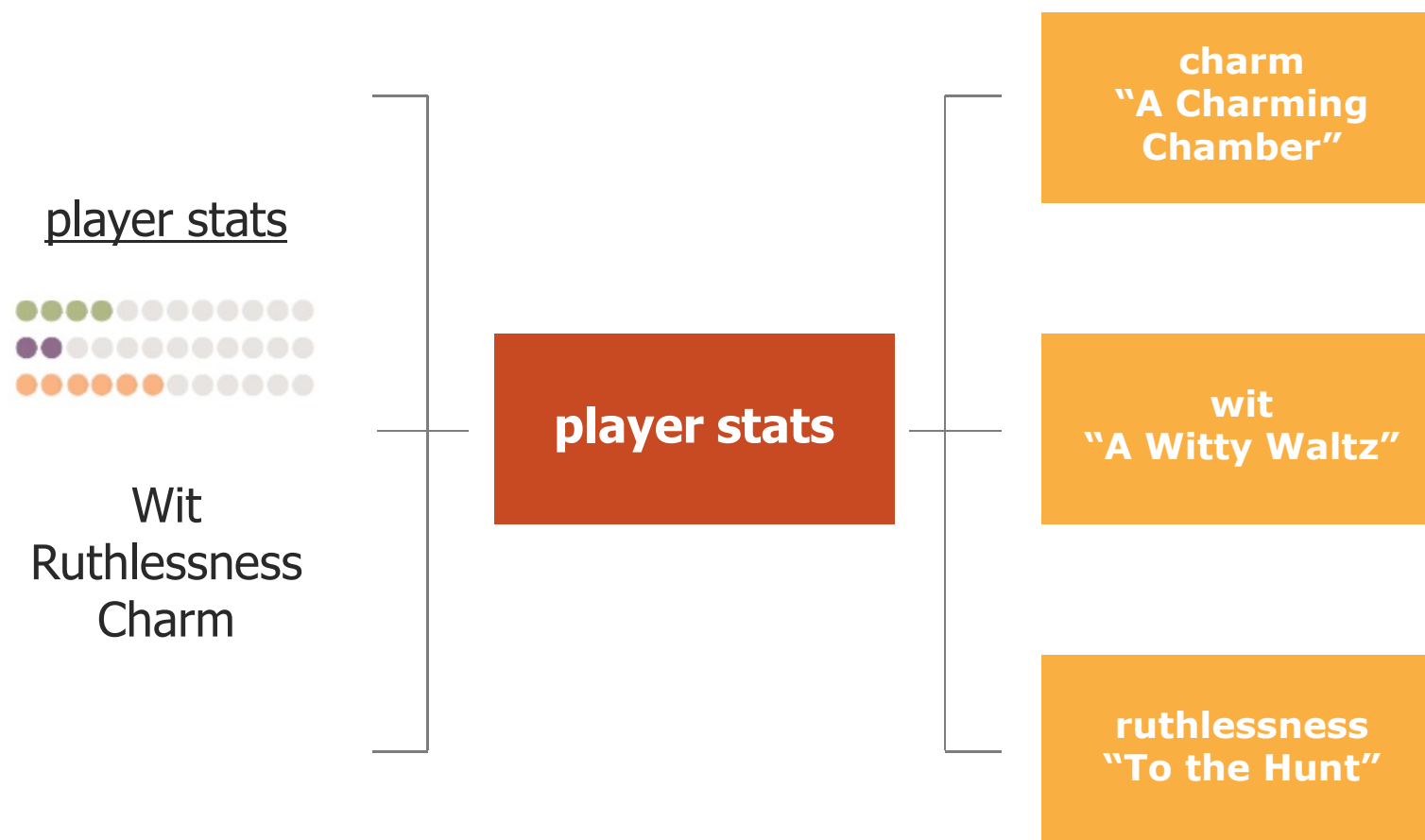


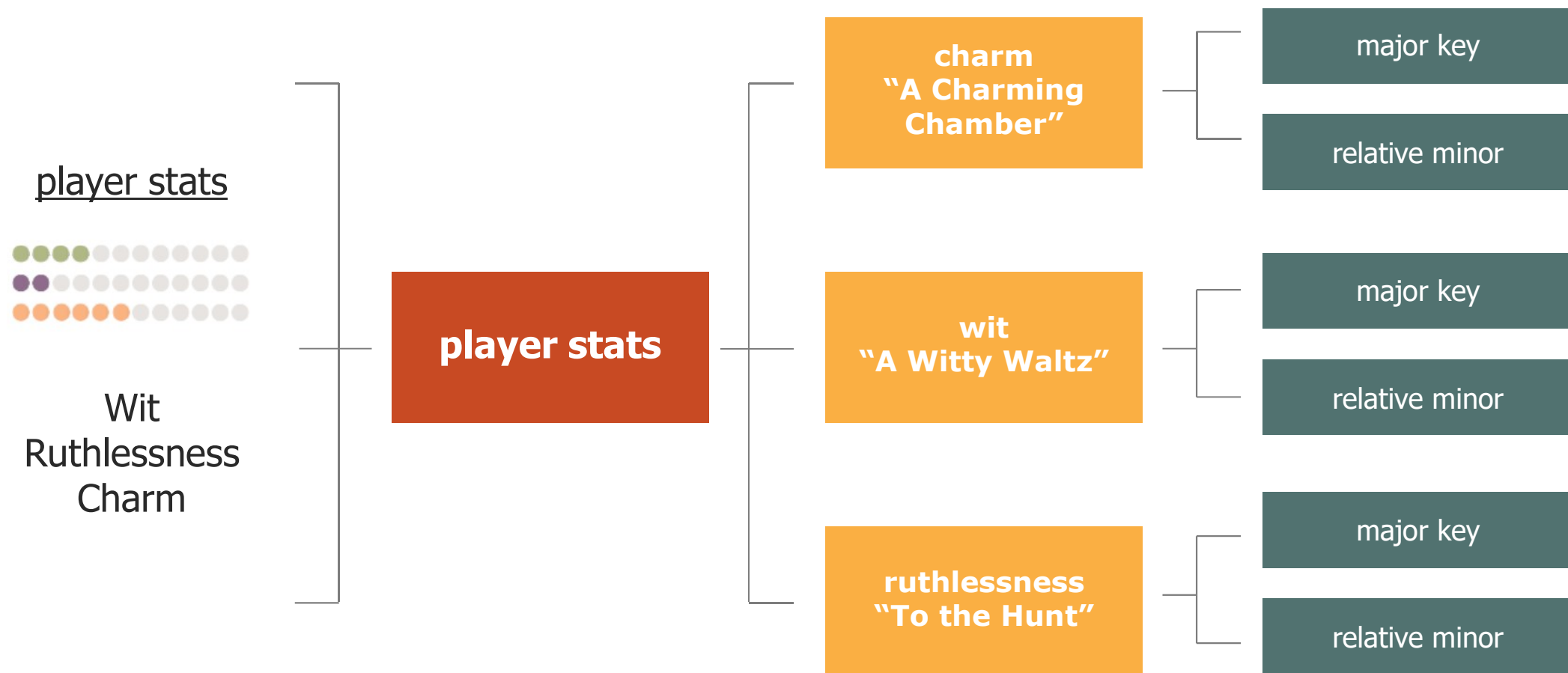
player stats



Wit
Ruthlessness
Charm

player stats

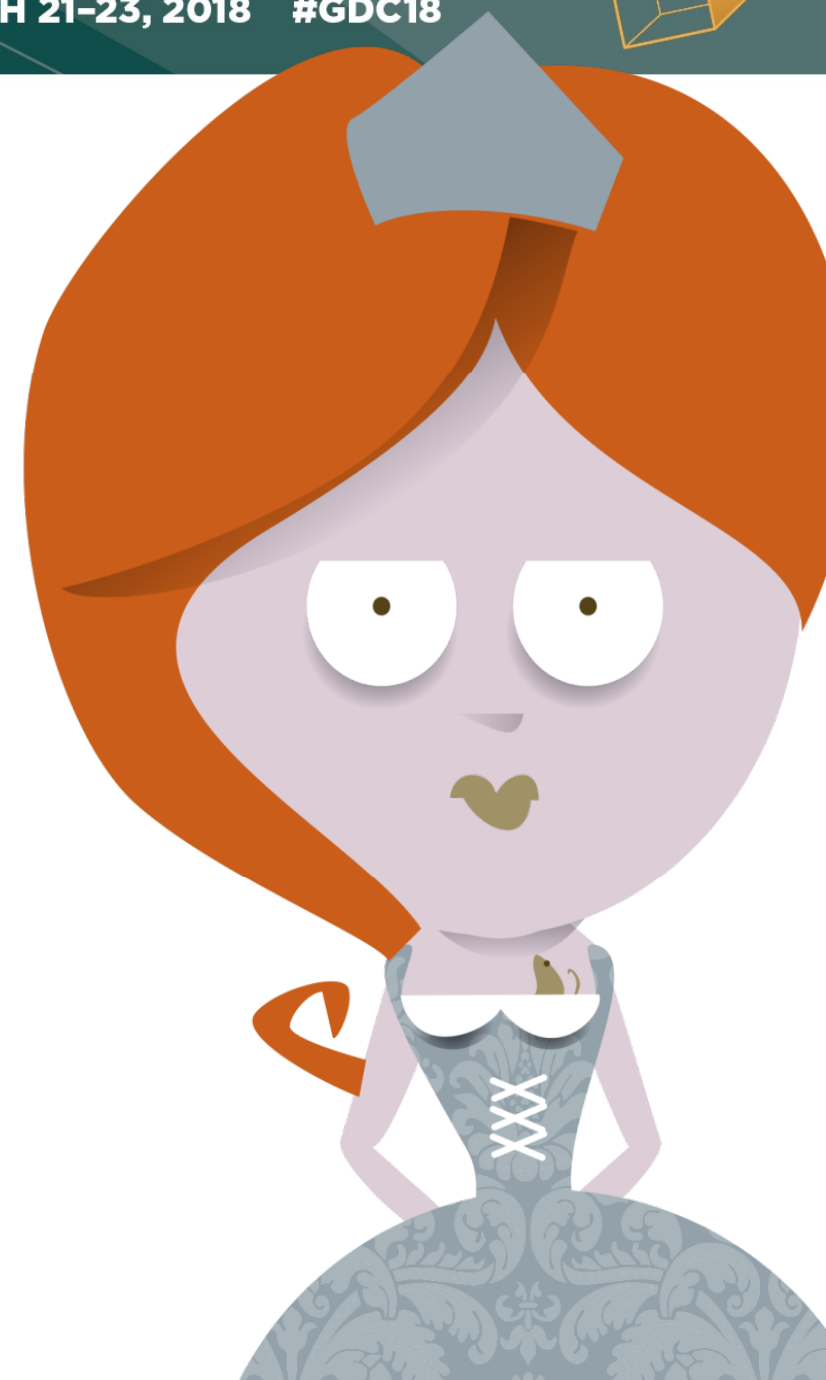


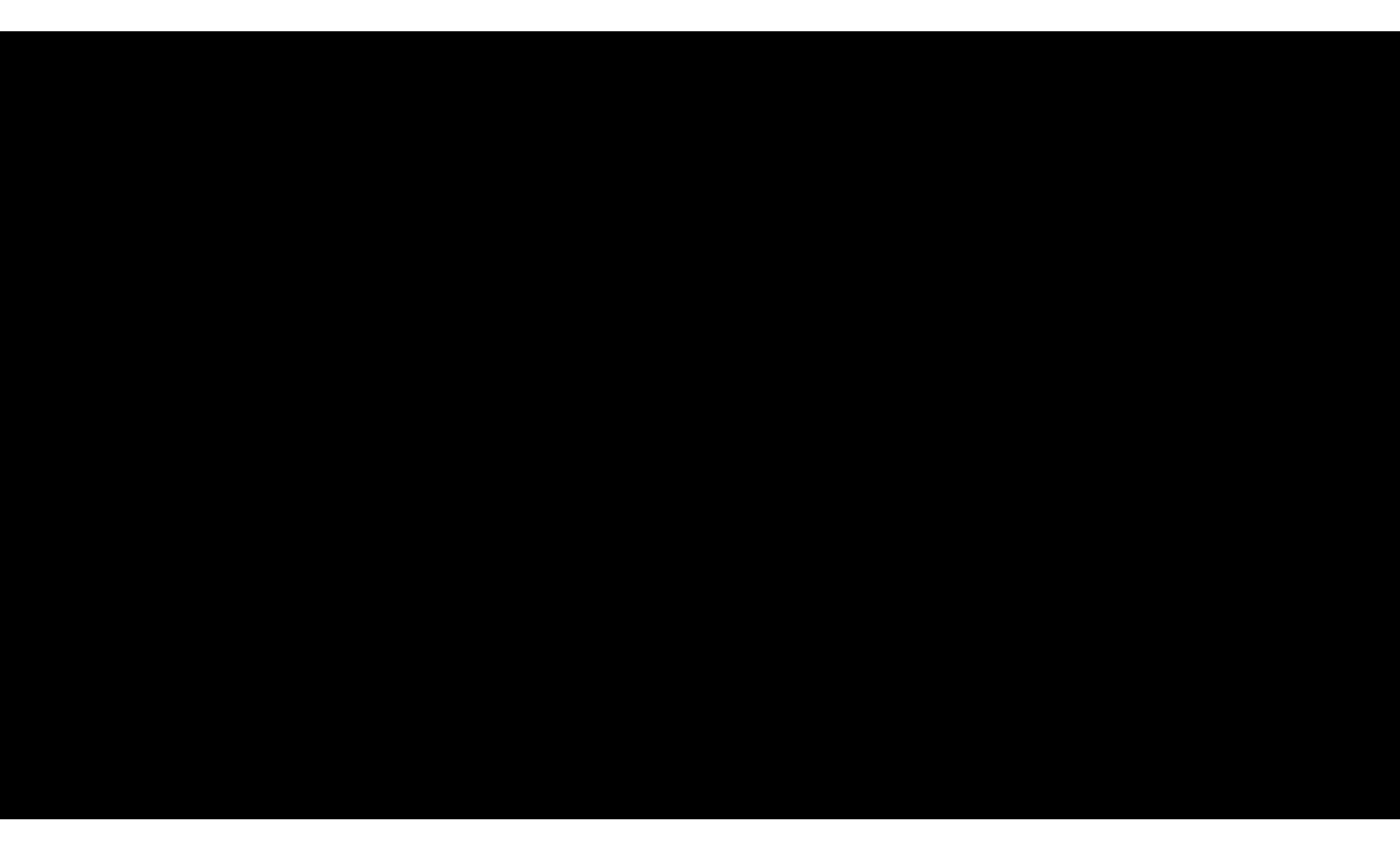




Austen Translation

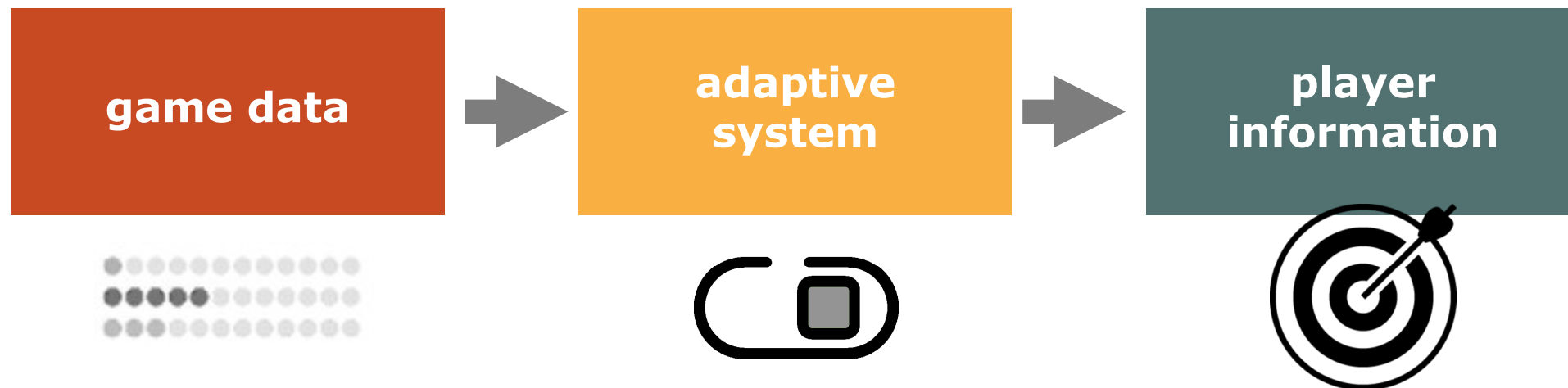
- 1) Player is losing
(playing Ruthlessness theme in minor.)
- 2) Opponent changes the board,
Player's position goes up
(Ruthless theme witches to the major key.)
- 3) Player takes an action
(theme switches to Charm)







Austen Translation





Communicative music design





what I've found

- get your composers/sound designers on board early
- get your game designers and composers collaborating
- know everything about the game
- allow the game mechanics to suggest a design structure
- sometimes the simplest system is the most effective



“[video game music] must enhance the game-play and make it more enjoyable. Not just sit there and be something that plays while you play the game, but is actually part of the game.”

— Koji Kondo



Thanks so much! Questions?

Eric Hamel

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