

Create, Compose, Analyze

Create: You will design your own video game! This includes **creating characters** (what they look like, identifying who the good guy is and who the bad guy is, how they talk, any special sounds they make, etc.), **the plot of the video game** (what's the objective of the game?), and **the platform of your game** (Xbox? Playstation? A futuristic console that hasn't been invented yet?).

Compose: You will be able to use any of the following resources to compose the music that will be played throughout (main theme; think of the Super Mario theme song) your game: <https://danielx.net/composer/> & <https://musiclab.chromeexperiments.com/> & <https://www.incredibox.com/> & <https://www.tony-b.org/> & <https://www.onemotion.com/drum-machine/> Once you have composed the music for your game, then you will save your piece (if possible you will save your piece as a link. Copy and paste that link below your "Create" portion of the assignment).

Analyze & Present: Find a video game composer, incorporate a picture of the composer and videos of their music within the video game. You will also need to answer the following questions in your assignment **AND** presentation:

1. What is the composer's name?
2. How did they start their career?
3. What video game(s) is their music in?
4. What are they well-known for?
5. How has their music impacted the video game their music is in?
6. In what ways do you feel their music affects the overall gaming experience?

Rubric:

	1	2	3	4
Create	Student had aspects of the assignment missing. Student did not demonstrate complete knowledge of the assignment. Student was not prepared with any material.	Student had components that were somewhat completed. Student somewhat demonstrated knowledge of the assignment. Student was somewhat prepared with the materials.	Student mostly had components finished. Student mostly demonstrated knowledge of the assignment. Student was mostly prepared.	Student demonstrated outstanding efforts to be thorough in the development of their game, characters, and the characteristics of their game.
Compose	Student did not compose any musical ideas. Student did not demonstrate any knowledge of the material. Student did not have any material prepared.	Student composed somewhat musical ideas and demonstrated somewhat knowledge of the material. Student had materials somewhat prepared.	Student mostly composed musical ideas that demonstrated knowledge of the assignment. Student was mostly prepared.	Student went above and beyond with their effort, creativity, and demonstrated great knowledge on how to compose video game music.
Analyze & Present	Student was missing most of the required aspects of this assignment. Student did not have any relevant information on the presentation. Student was not prepared.	Student was missing some of the aspects of this assignment. Student only had some relevant information on the presentation. Student was somewhat prepared.	Student completed most of the aspects of the assignment. Student had mostly relevant information on the presentation. Student was mostly prepared.	Student demonstrated a high level of knowledge of the researched composer. Student's presentation was organized, thorough, and creative.

Grades 4th-5th: ONLY COMPOSE
Grades 6th-8th: Pick TWO

Ms. Kelsey/Music