

# Gaming Music

Gaming continues to grow and these various games are now being marketed to young and old. As every game comes with its own theme tune, it has become a fast and lucrative market for young composers.

## Features:

- The music is usually fairly repetitive so that it doesn't matter where you get to in the game, you can always start again without noticing the change in music too much.
- It also needs to be catchy as the aim is to add to the player's gaming experience, so that they play more.
- It needs to be memorable without driving everybody nuts! Some games fail at this!

Listen to at least 3 different game theme tunes on You Tube.

Explain why you think that each is a successful gaming piece and any compositional features you noticed.

1. Piece: \_\_\_\_\_

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2. Piece: \_\_\_\_\_

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3. Piece: \_\_\_\_\_

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Create your own piece of game music. Spend some time coming up with the type of game it would be for and some of the important features you would like to address in your piece.



# Murder, You Wrote

“Murder She Wrote” was a 1980’s murder show about a nice old lady author who wrote murders and then often happened to find herself solving them. It had a very nice theme tune. Your job is to come up with your own theme tune for the show, to be played at the start of the show and at the end.

So, Jessica Fletcher was a nice woman who lived in a sleepy little town called Cabot Cove, Maine in America. They had a nice, but a slightly dopey sheriff who did his best and solved most cases with Jessica’s help. So you get the picture - it was nice - except for all those unfortunate murders. There was nothing very scary but Jessica always solved the crime.

So your theme needs to reflect the ‘niceness’ of the place while still remembering the murder bit. It was also for prime time television so was watched by a large, mostly female audience.



## “Murder, She Wrote” Theme Tune Revised

