#### Modern Video Game Projects

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#### What's the plan?

- Video Games?
- Let's play!
- Let's create!
- Let's share!
- Let's talk!
- Potential Projects
- Further discussion and questions

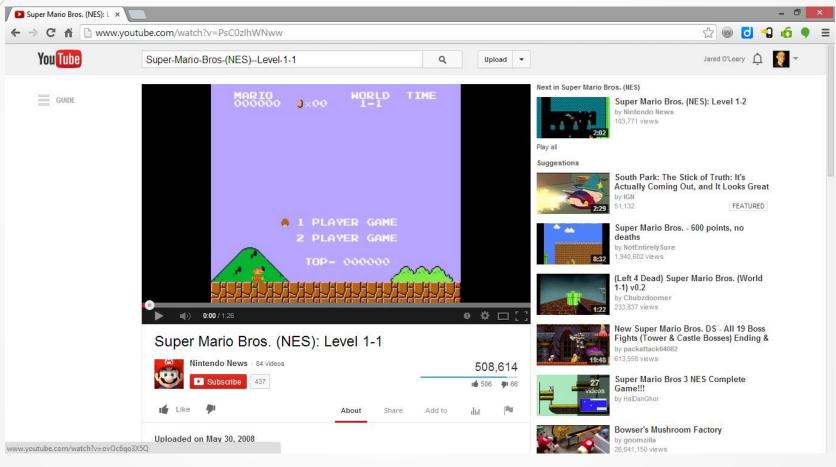
#### How to reach the resources

- www.JaredOLeary.com
  - Music Education Presentations
  - Modern Video Game Projects





#### Jumping in: Super Mario Bros (NES)

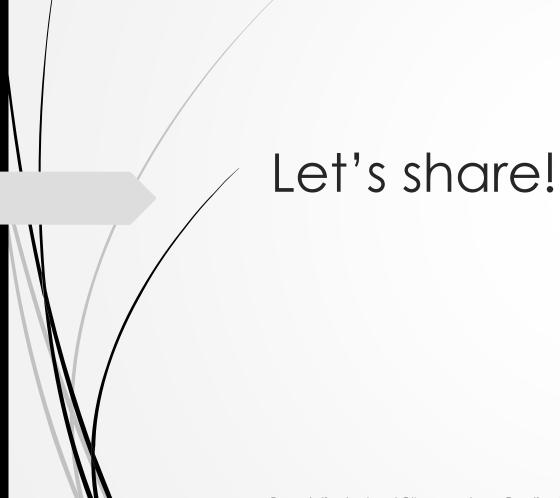


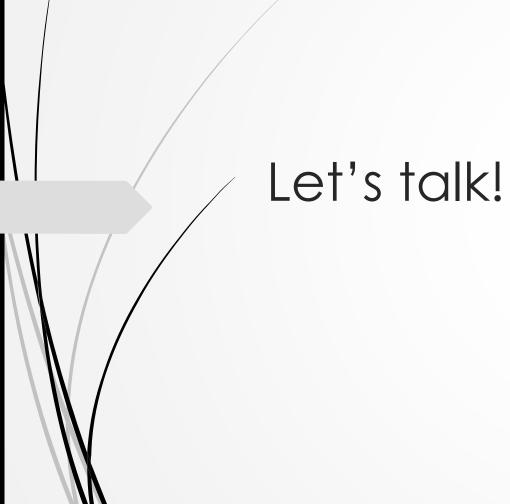
#### Video Games?

- Who plays video games?
- Why use video games in music education?







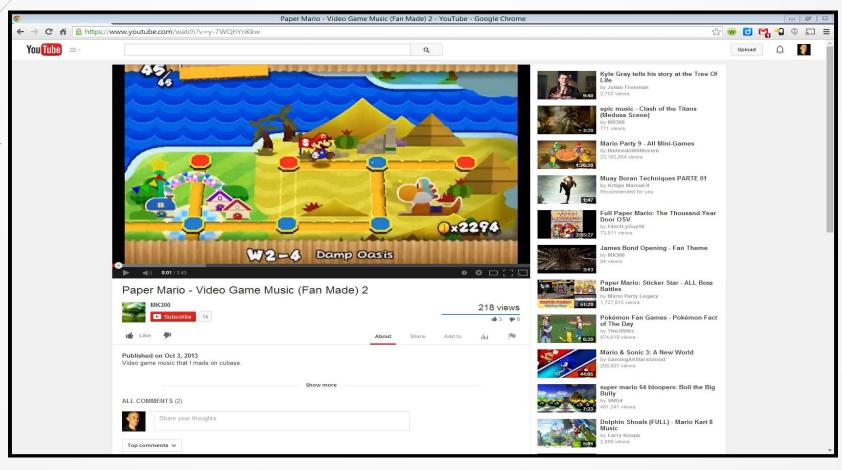


#### What just happened?

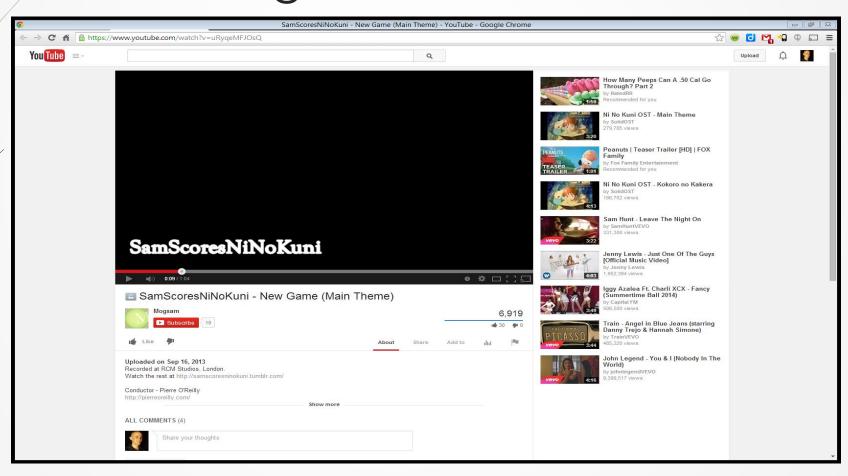
- What aspects of music did we explore?
- How does the imagery and mechanics shape the musical decisions we explored?
- How could we interact with sound in video games?
- What unique musical experiences do video games provide?
- What aspects of music could we explore in projects relating to video games?



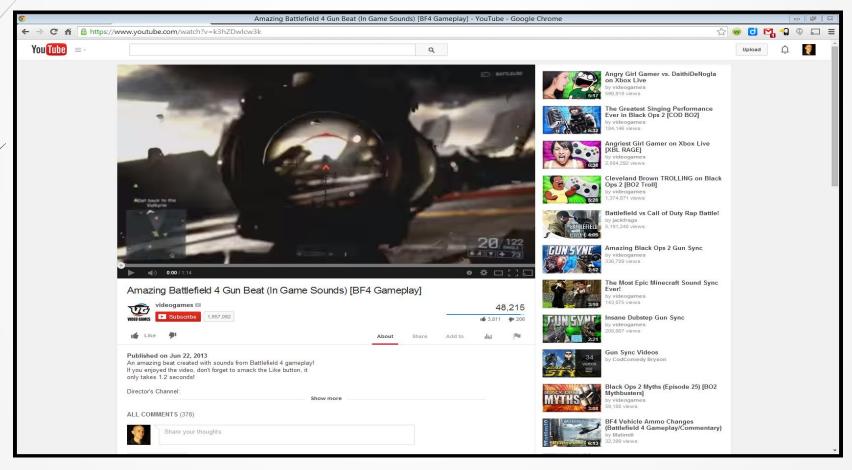
### What could a project look like? Film scoring



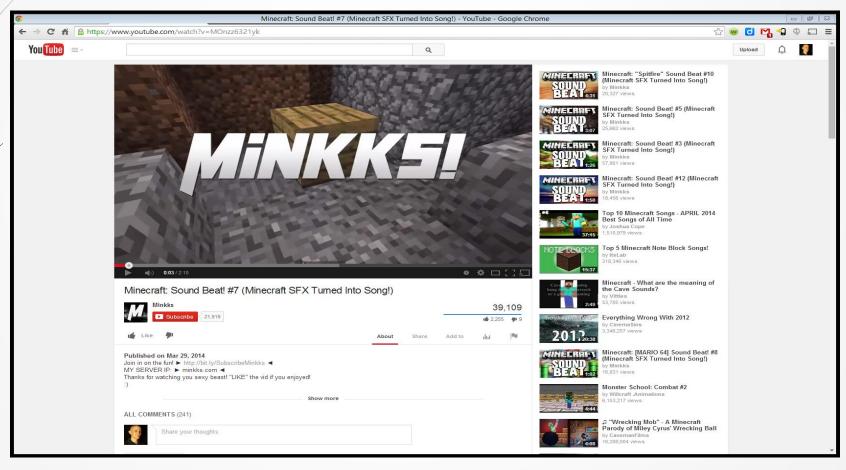
### What could a project look like? Film scoring



## What could a project look like? Composing original works

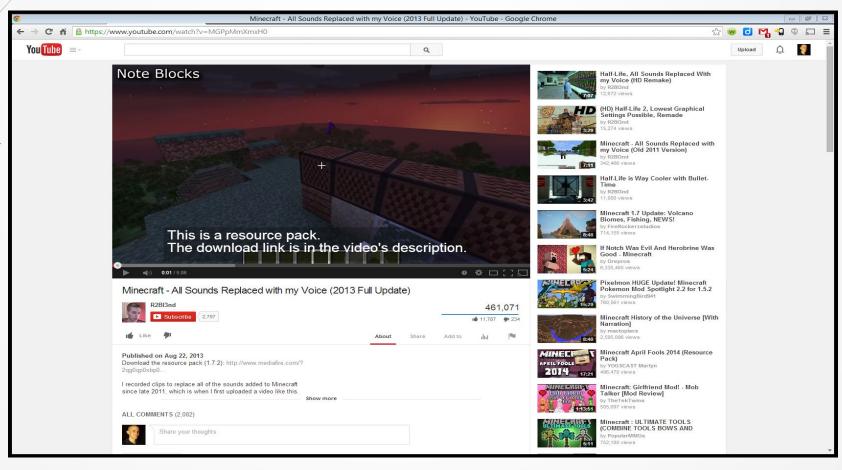


## What could a project look like? Composing original works

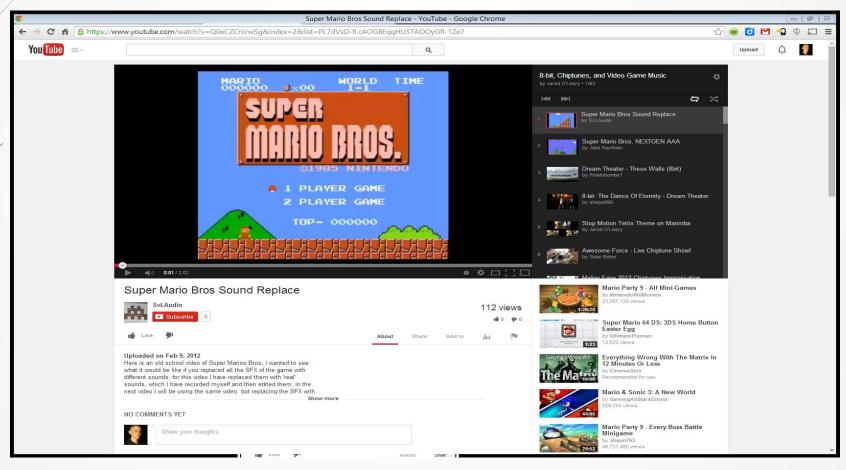


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# What could a project look like? Recording sounds for video games

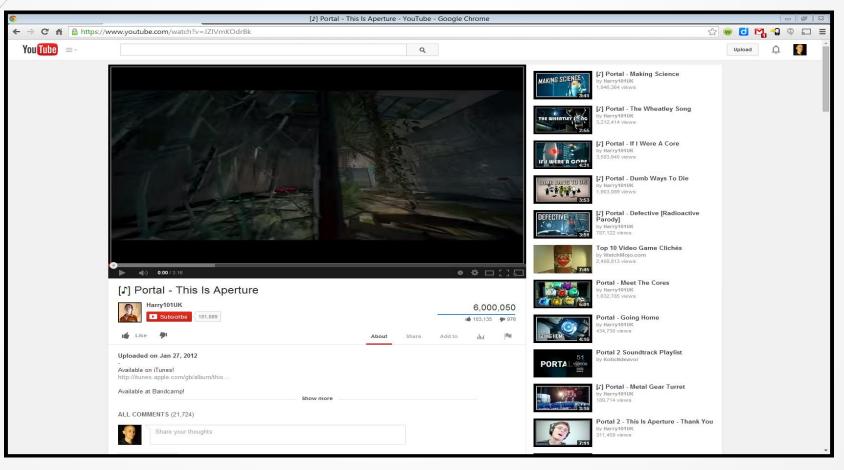


#### What could a project look like? Changing sounds in video games



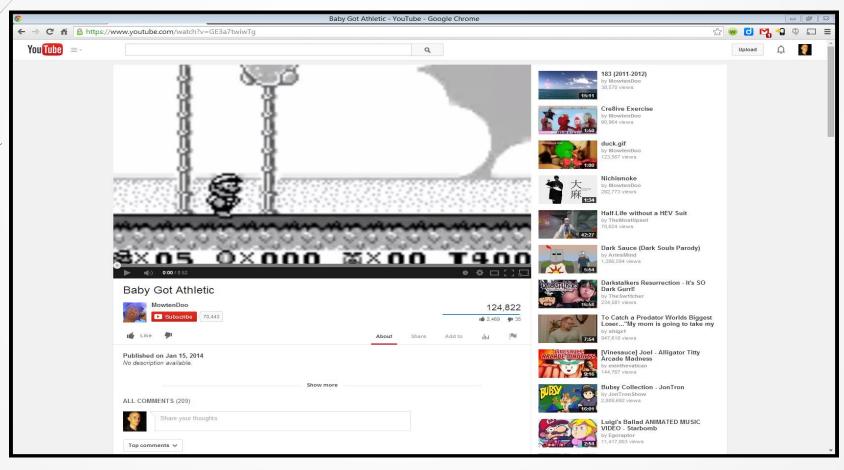
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## What could a project look like? Remixes/covers/arrangements

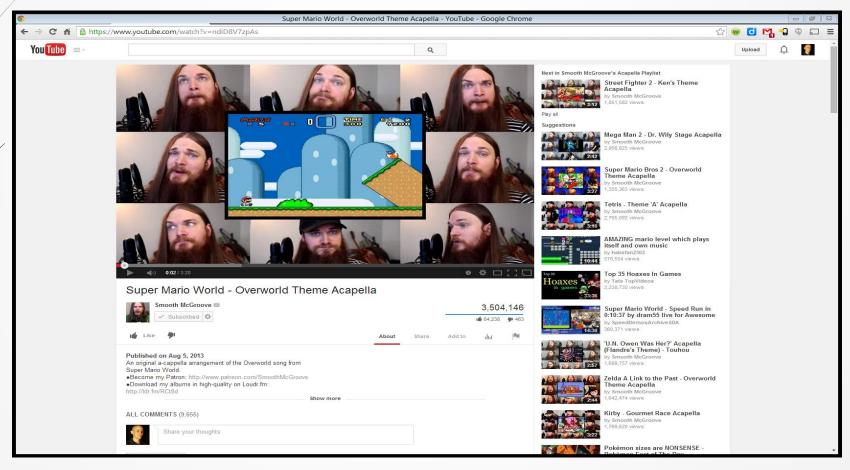


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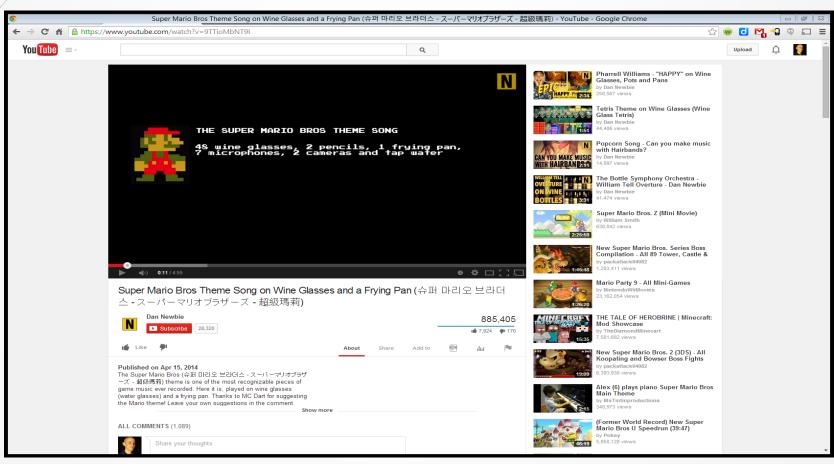
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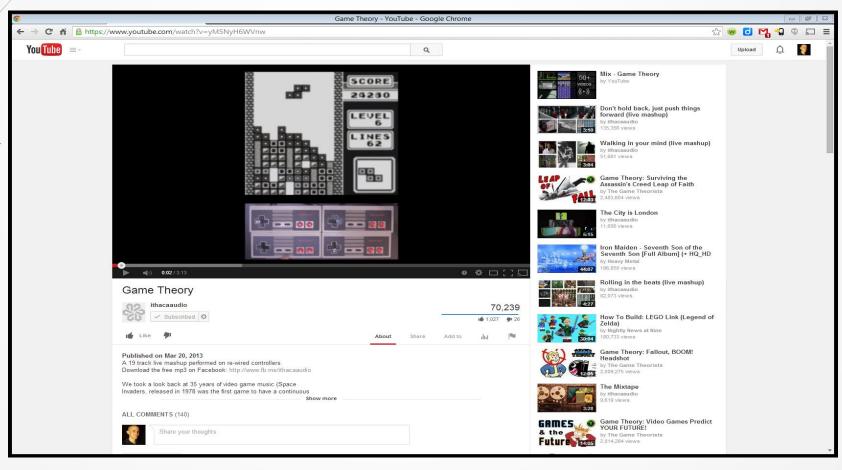
## What could a project look like? Arranging and performing



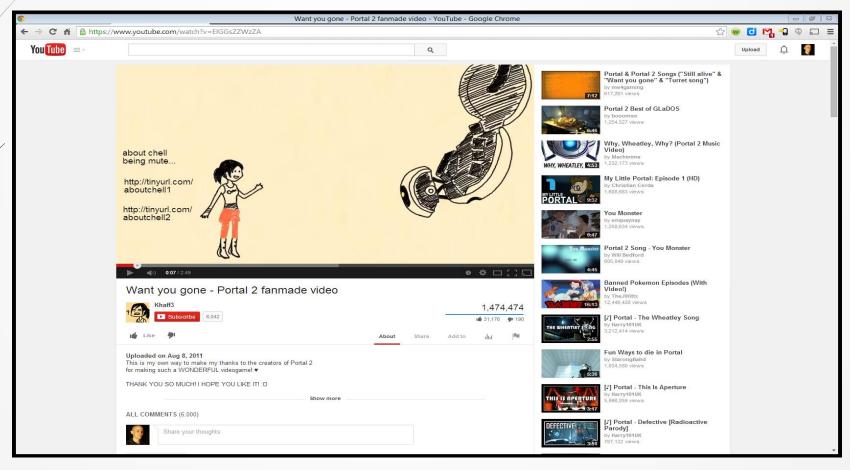
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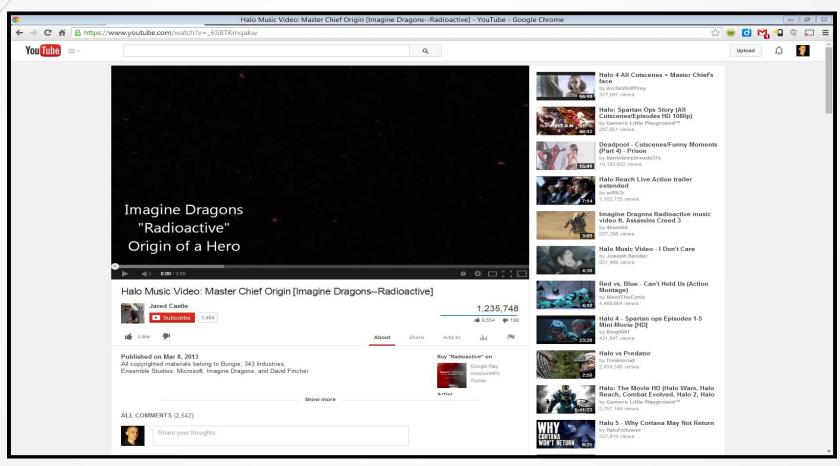
#### What could a project look like? Interdisciplinary projects



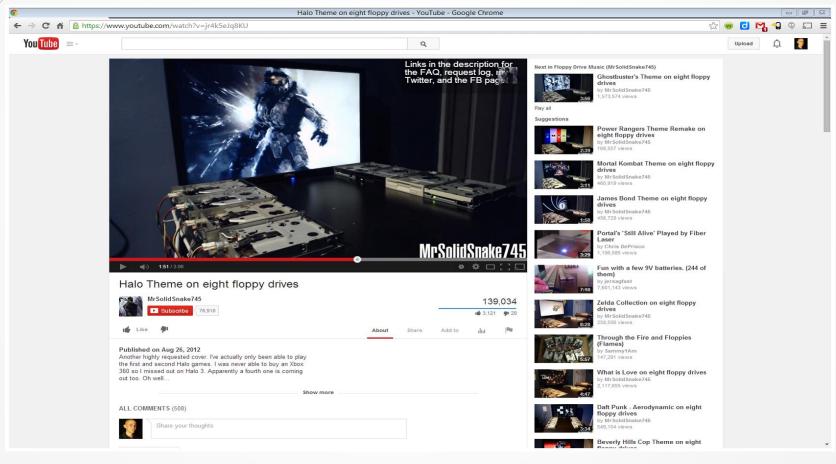
#### What could a project look like? Interdisciplinary projects



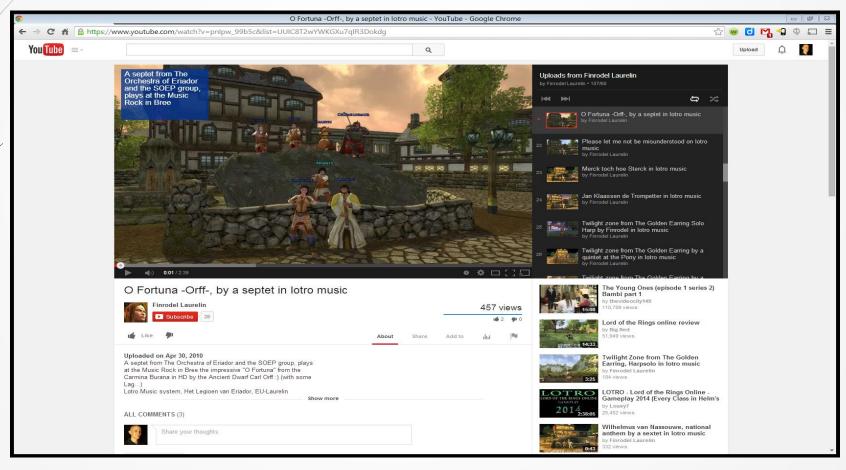
# What could a project look like? Exploring imagery with video games



#### What could a project look like? Interdisciplinary STEM/STEAM projects

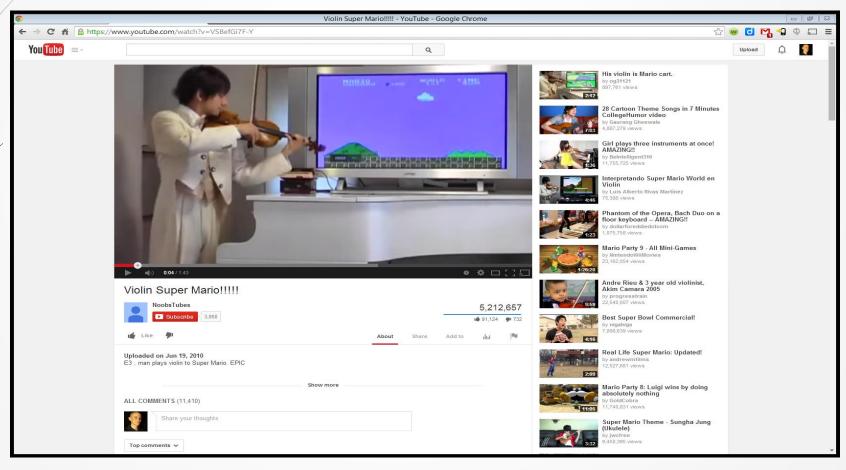


# What could a project look like? Performing in video games



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# What could a project look like? Performing to video games



#### Further discussion and questions

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