#### Video Games in Music Education

Jared O'Leary
Arizona State University
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### What's the plan?

- Video games?
- Moving beyond functional fixedness
- What is 8-bit?
- Let's play!
- Let's talk!
- Potential projects
- Further discussion and questions

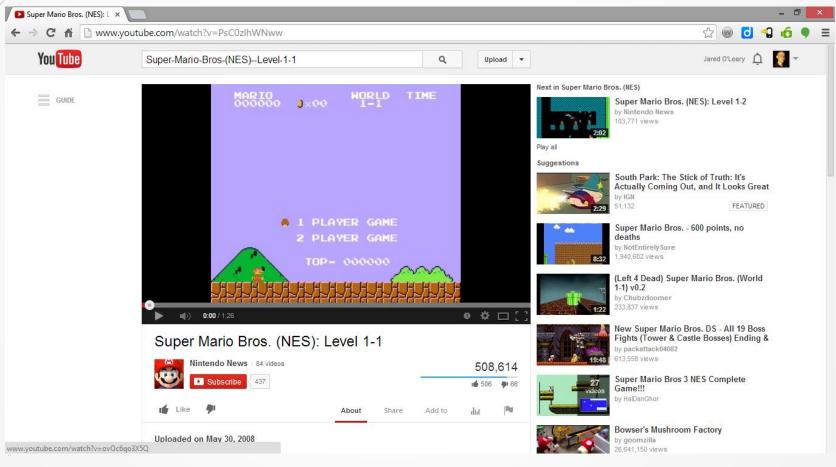
#### How to reach the resources

- www.JaredOLeary.com
  - Music Education Presentations
  - Video Games in Music Education





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



#### Video Games?

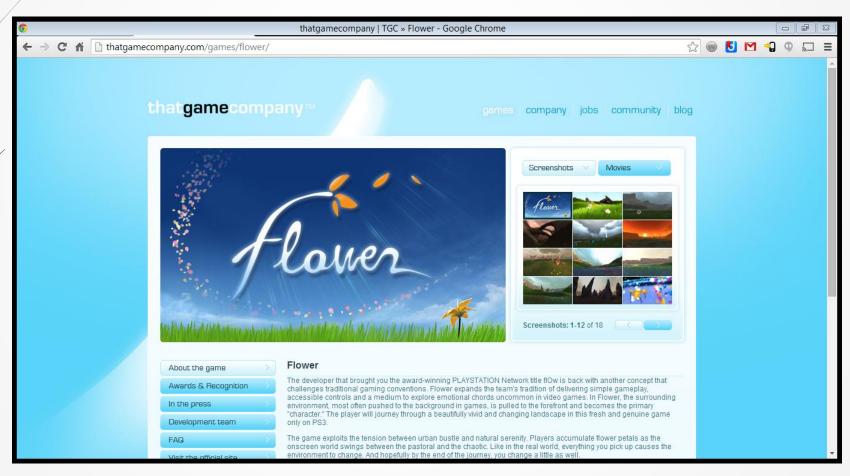
- Who plays video games?
- Why use video games in music education?
- How are video games typically used in music education?

## An example of music video games: Joy Tunes





### Flower



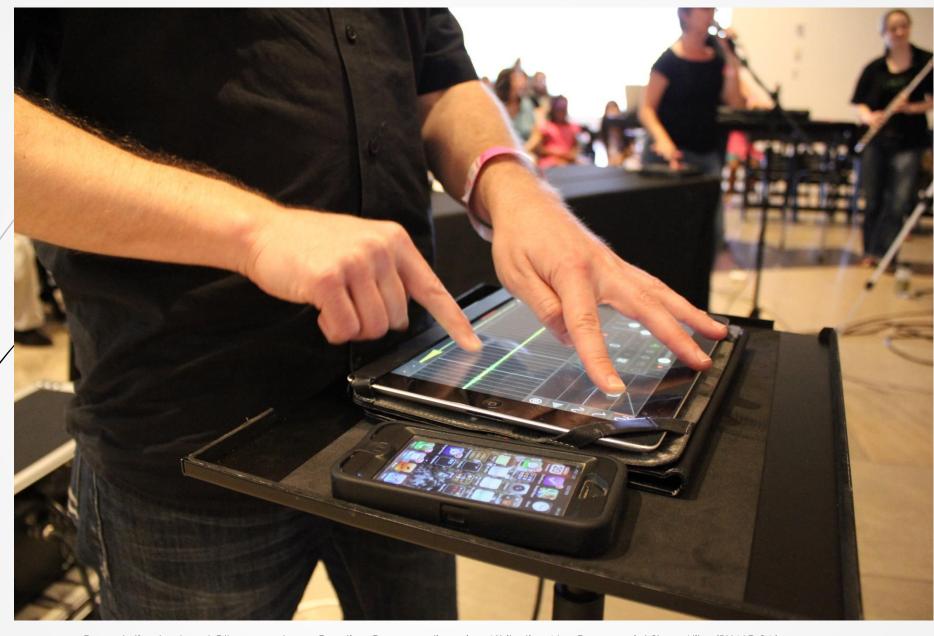




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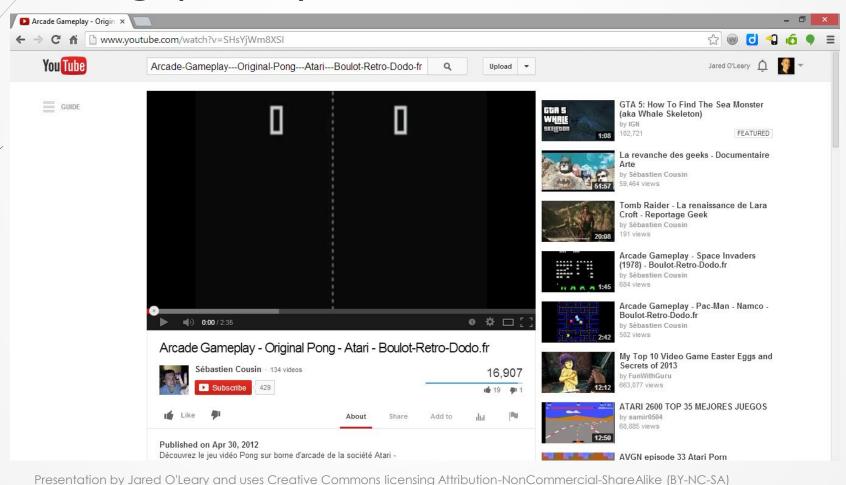
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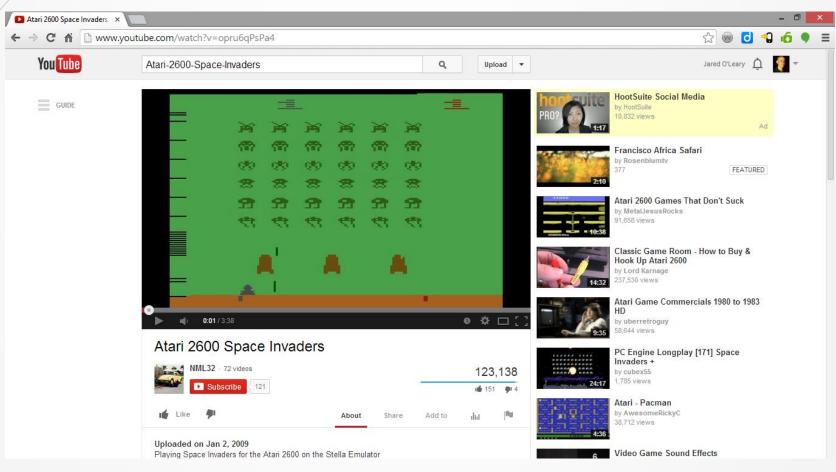
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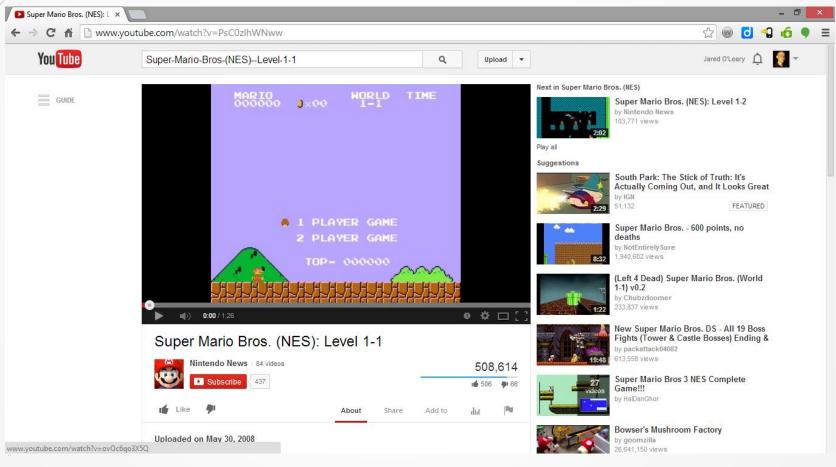
# An intro to 8-bit: Pong (Atari)



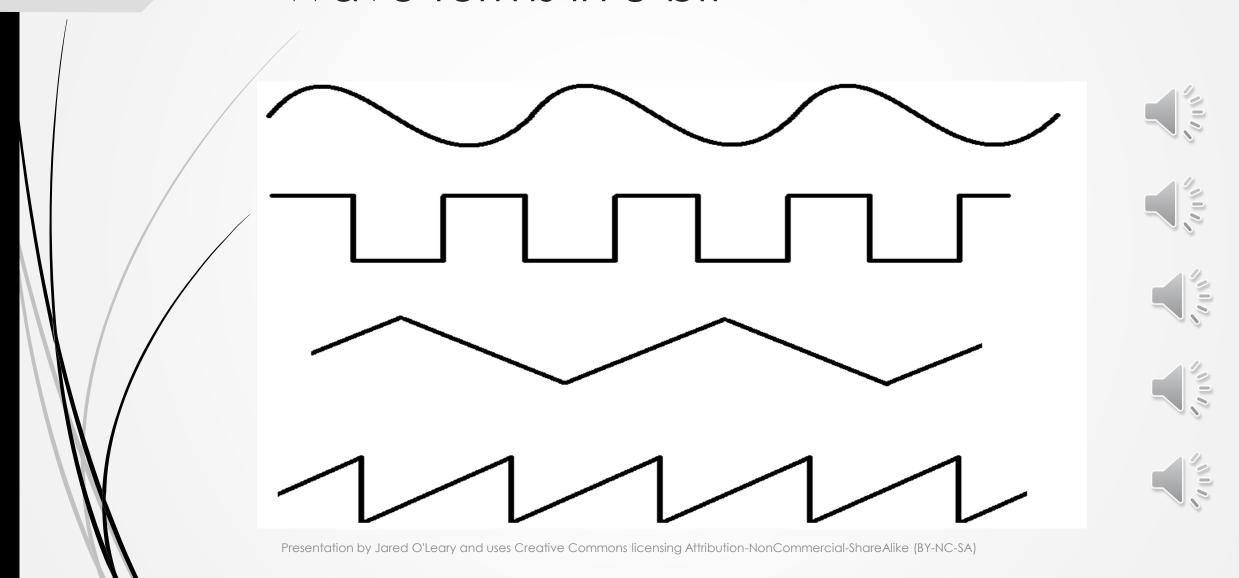
### An intro to 8-bit: Space Invaders (Atari 2600)

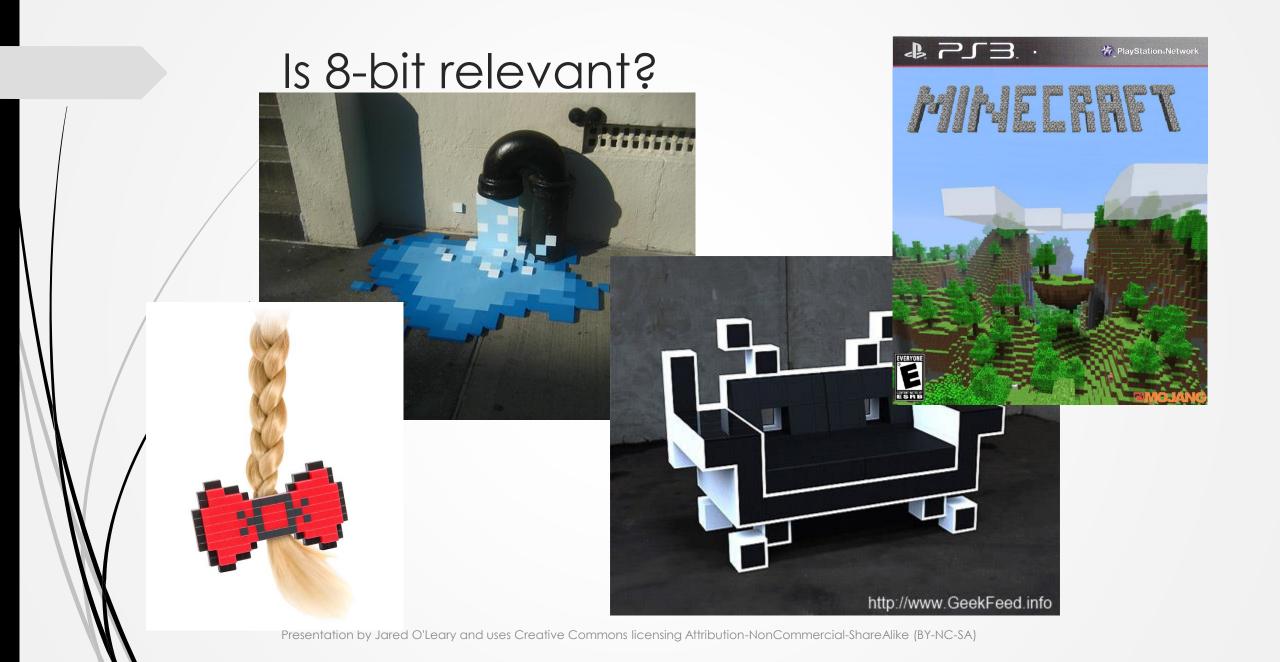


### An intro to 8-bit: Super Mario Bros (NES)



### Wave forms in 8-bit







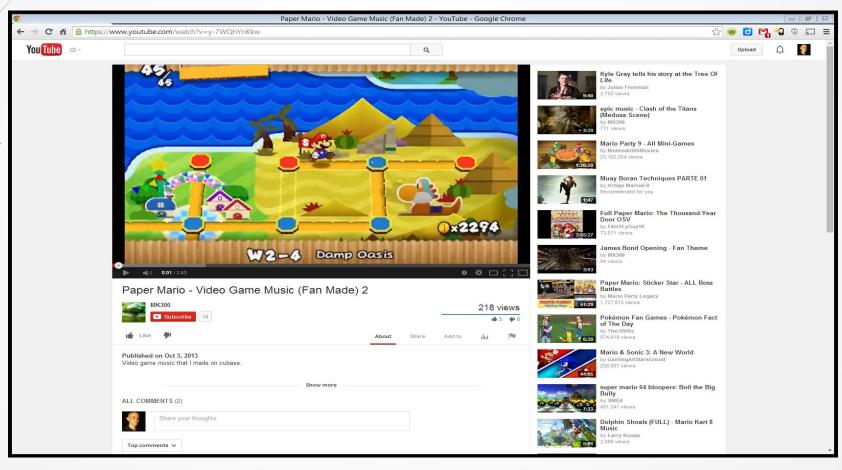


### What just happened?

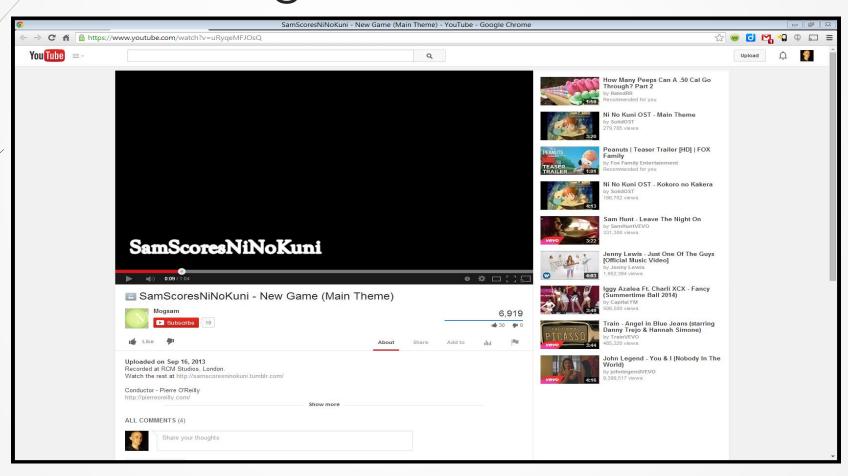
- What aspects of music could we explore in a project like this?
- How could the imagery and mechanics shape the musical decisions we could explore?
- How could we interact with sound in video games?
- What unique musical experiences does video games provide?
- What aspects of music could we explore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



## What could a project look like? Film scoring



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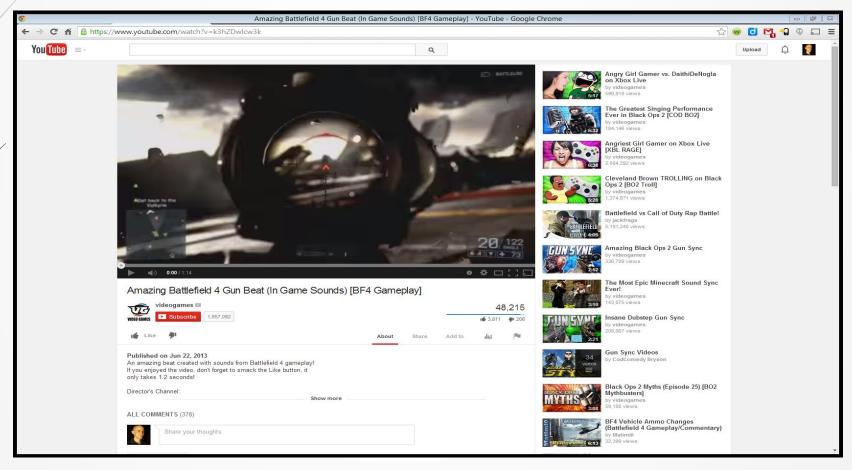
# What could a project look like? Film scoring for 8-bit video games



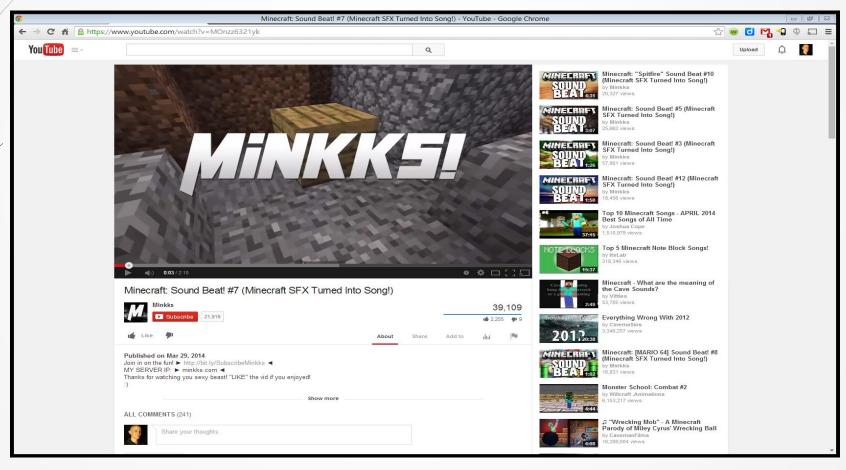
### What could a project look like? 8-bit scoring for modern video games



# What could a project look like? Composing original works

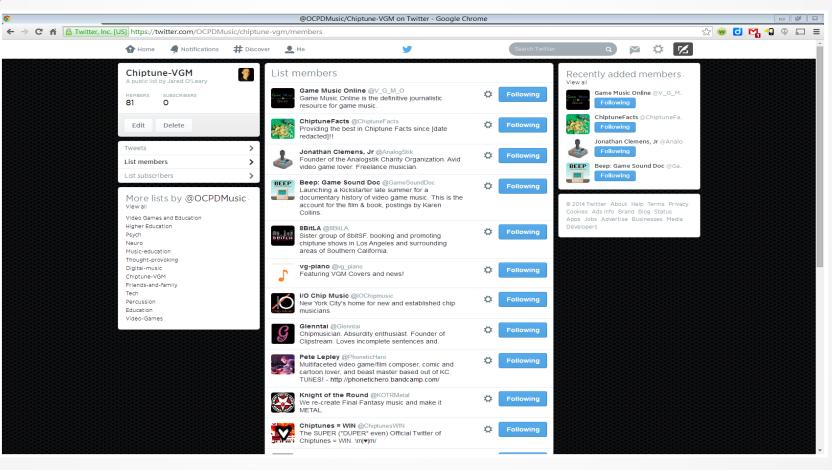


# What could a project look like? Composing original works

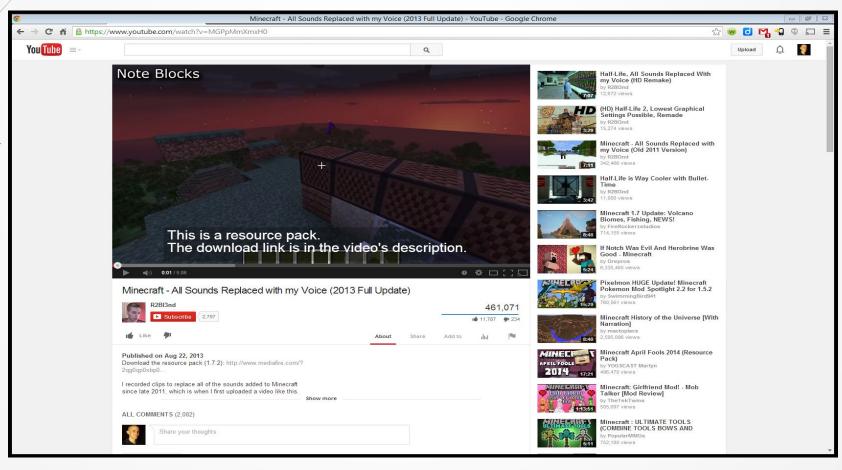


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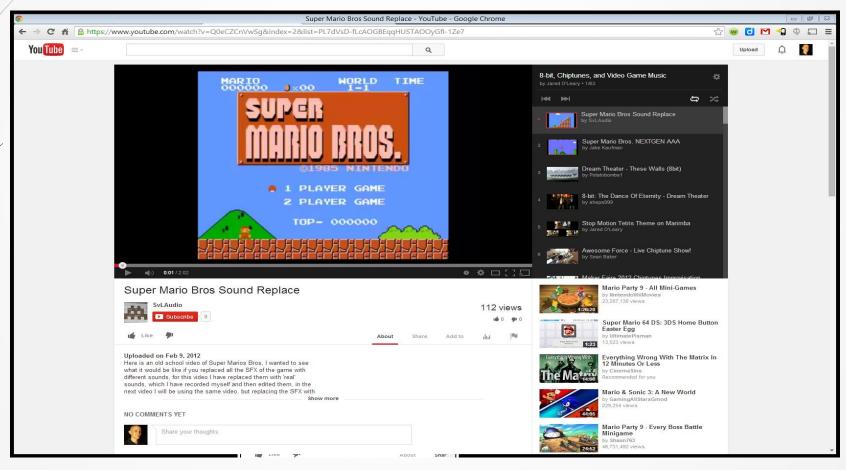
# What could a project look like? Composing original 8-bit works



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

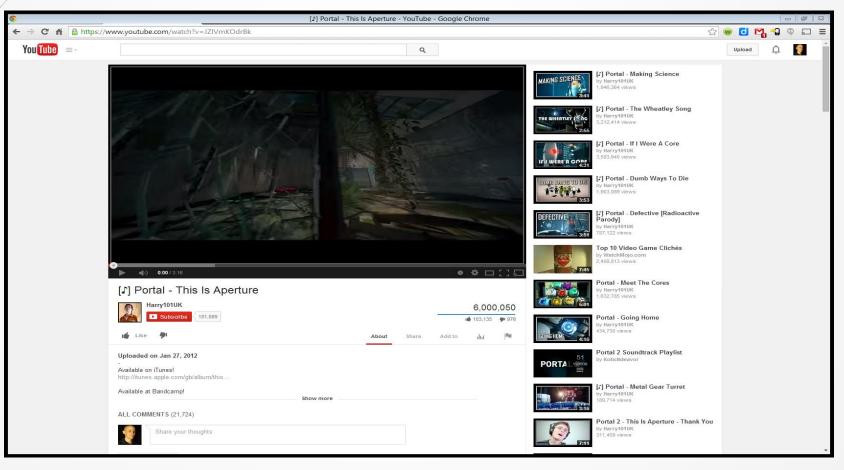


### What could a project look like? Changing sounds in video games



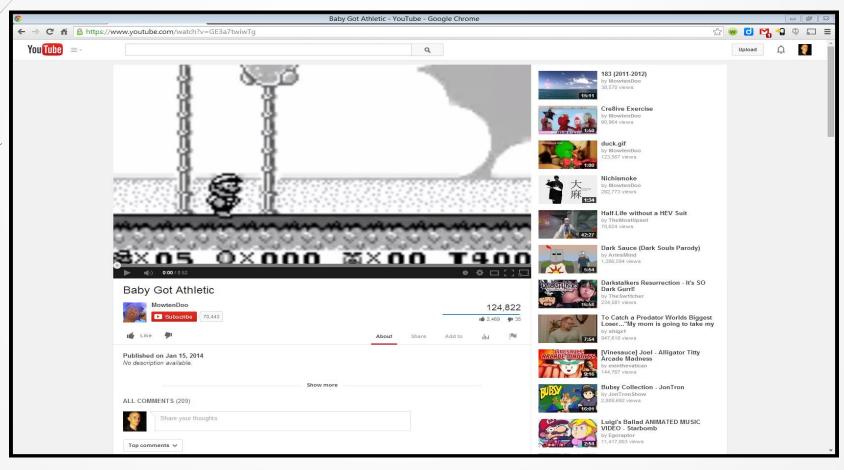
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### What could a project look like? Remixes/covers/arrangements



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



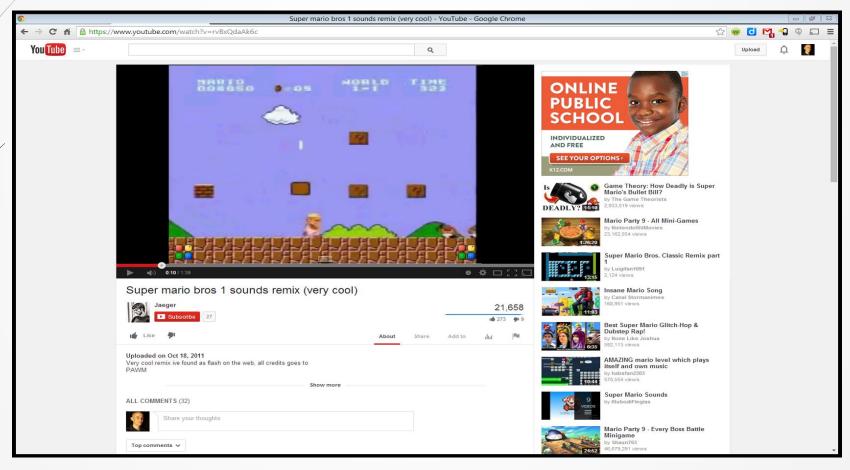
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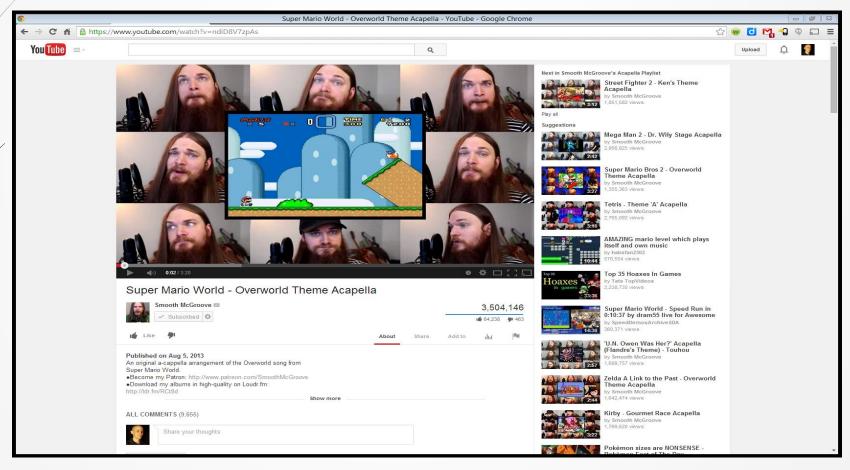
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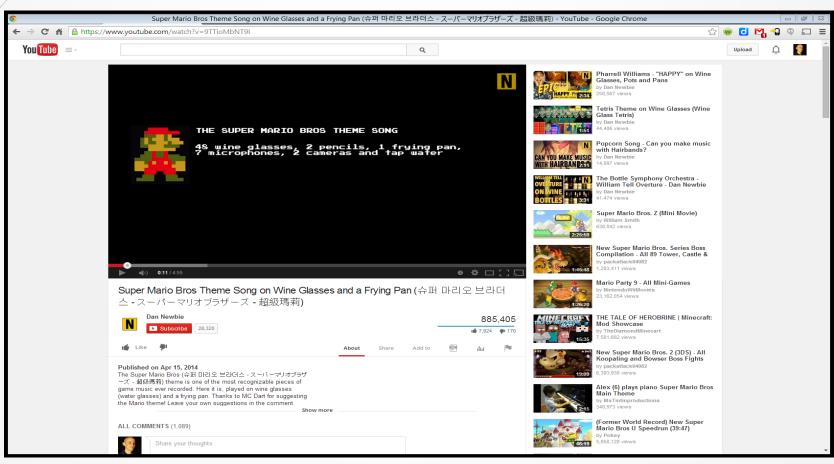
### What could a project look like? 8-bit remixes/covers/arrangements



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



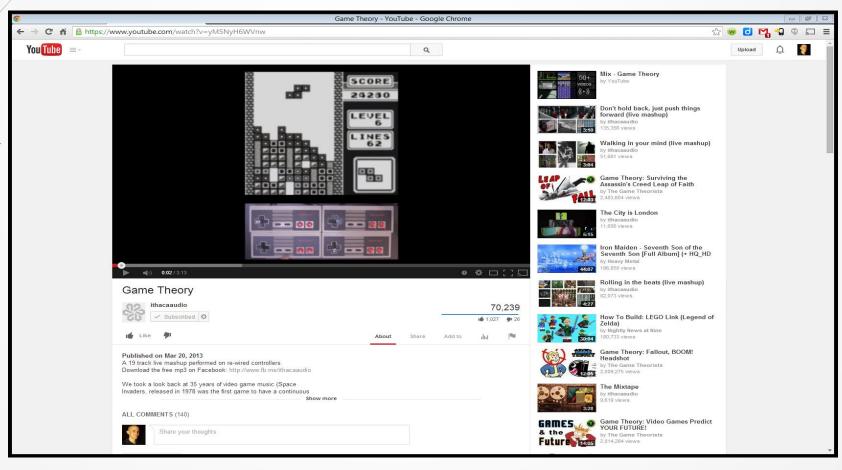
## What could a project look like? Arranging and performing



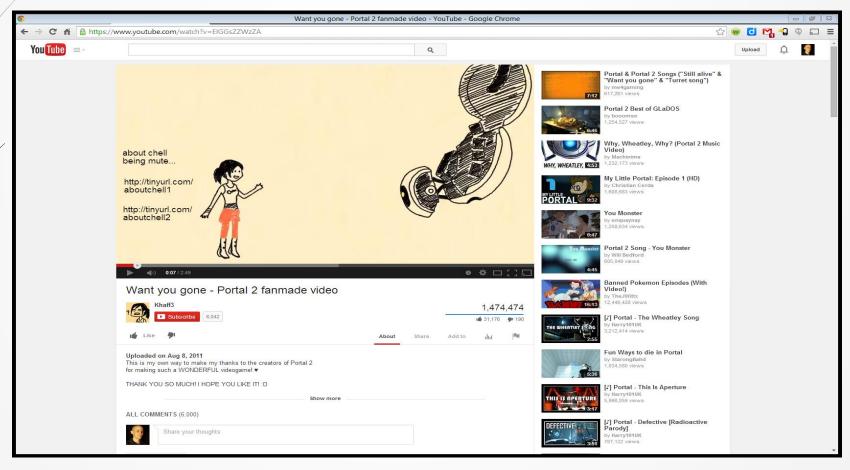
### What could a project look like? 8-bit arranging and performing



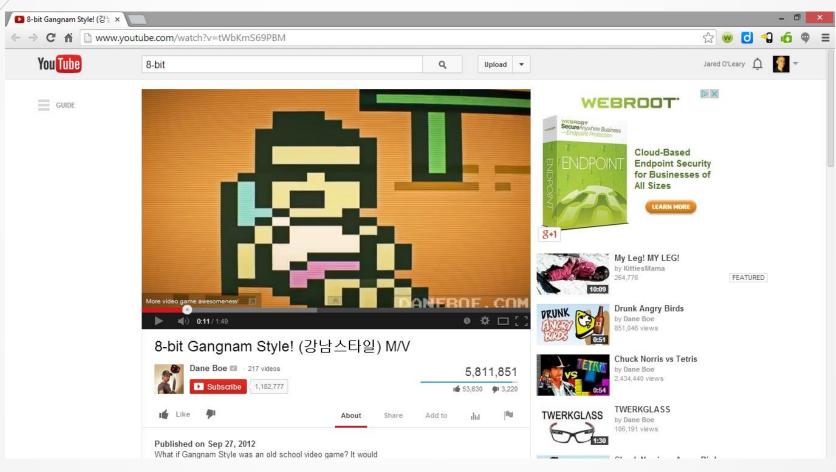
### What could a project look like? Interdisciplinary projects



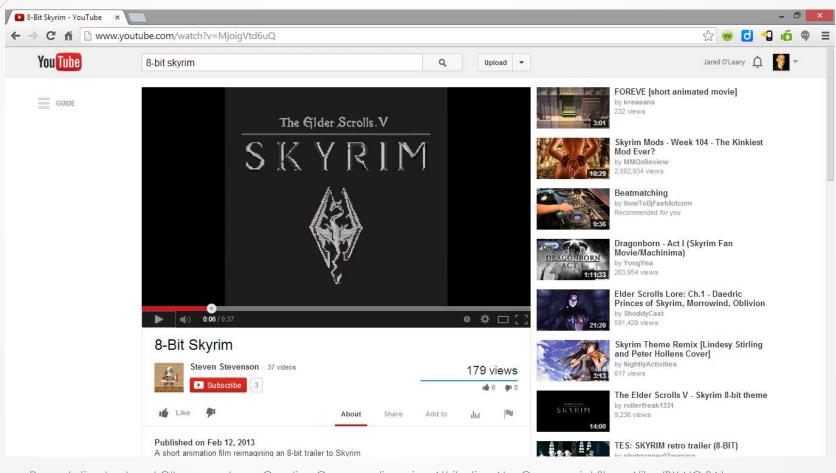
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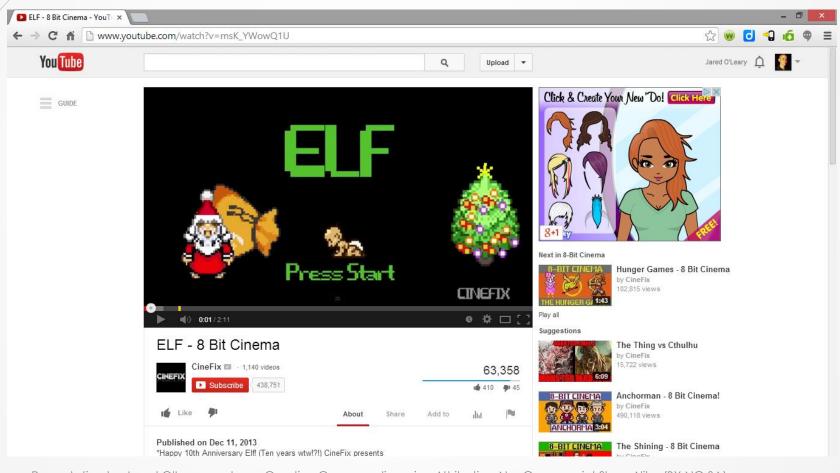
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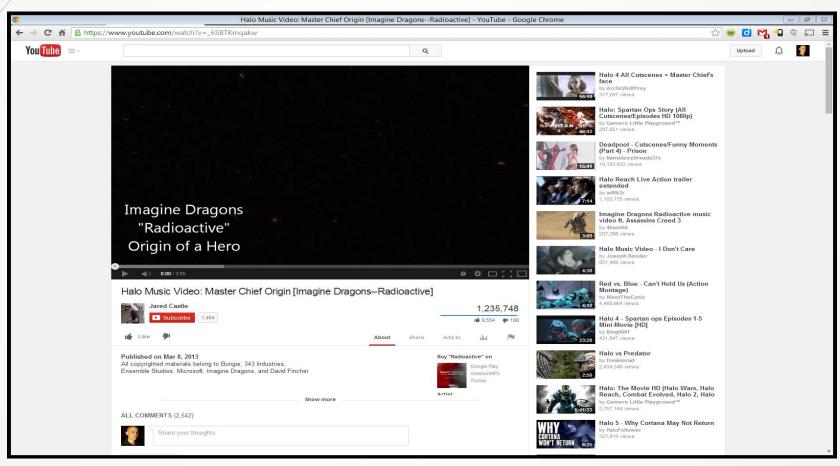
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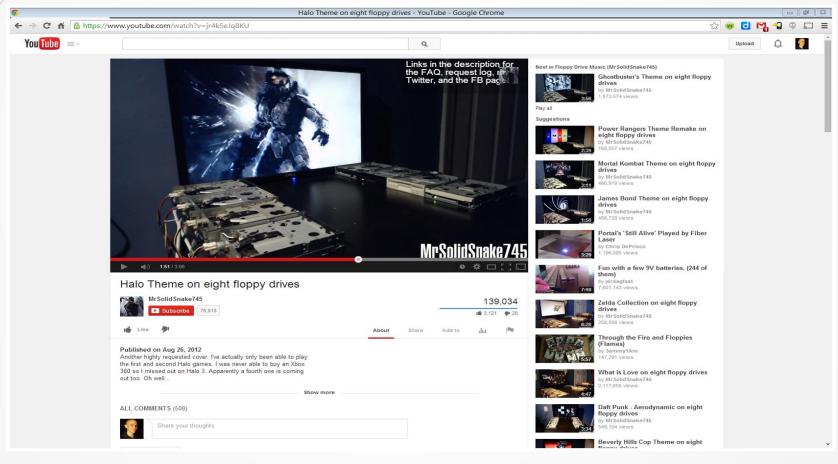
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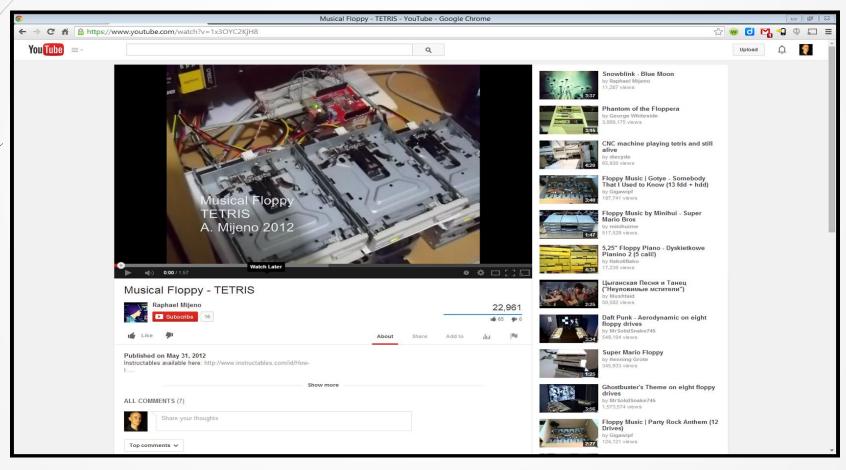
# What could a project look like? Exploring imagery with video games



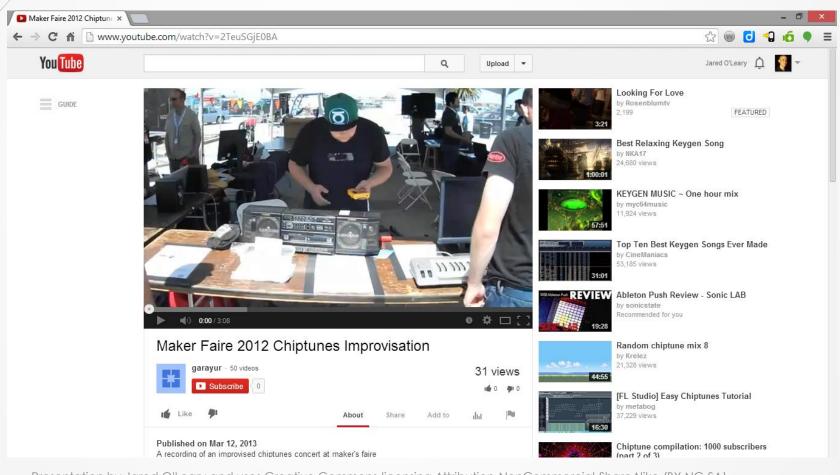
### What could a project look like? STEM/STEAM projects



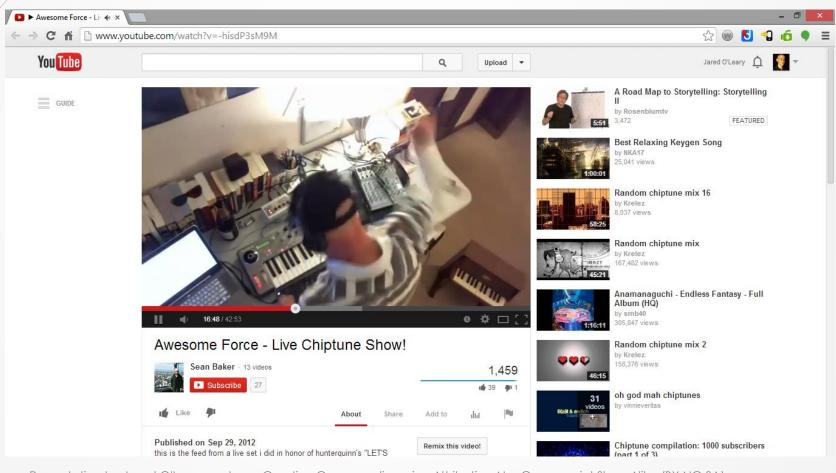
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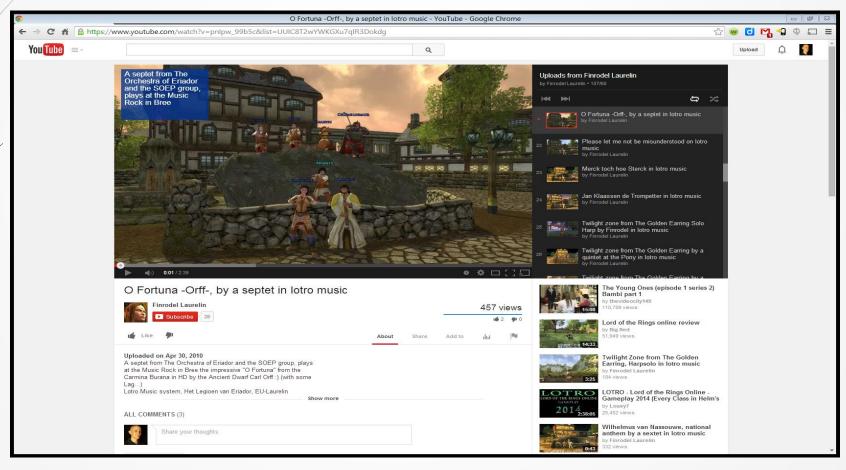
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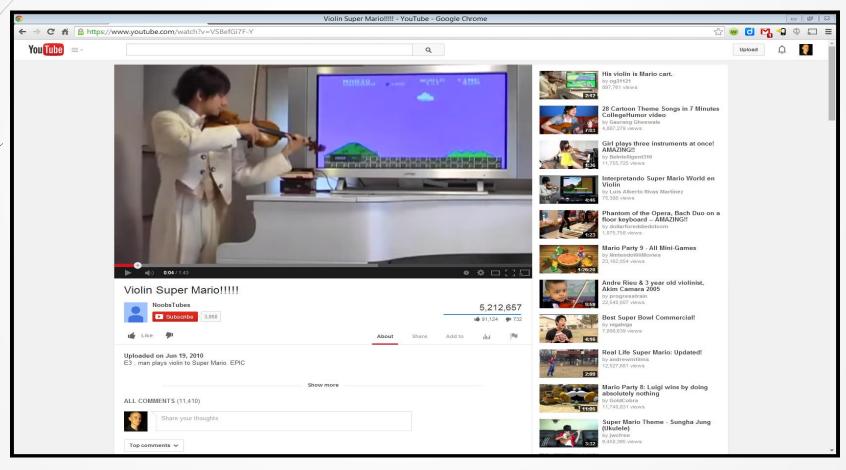


# What could a project look like? Performing in video games



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



#### Further discussion and questions

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