Old School Video Game Projects

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Paradise Valley Community College

What's the plan?

- Video Games?
- What is 8-bit?
- Let's play!
- Let's create!
- Let's share!
- Let's talk!
- Potential Projects
- Further discussion and questions

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How to reach the resources

- www.JaredOLeary.com
  - Music Education Presentations
  - Old School Video Game Projects

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Video Games?

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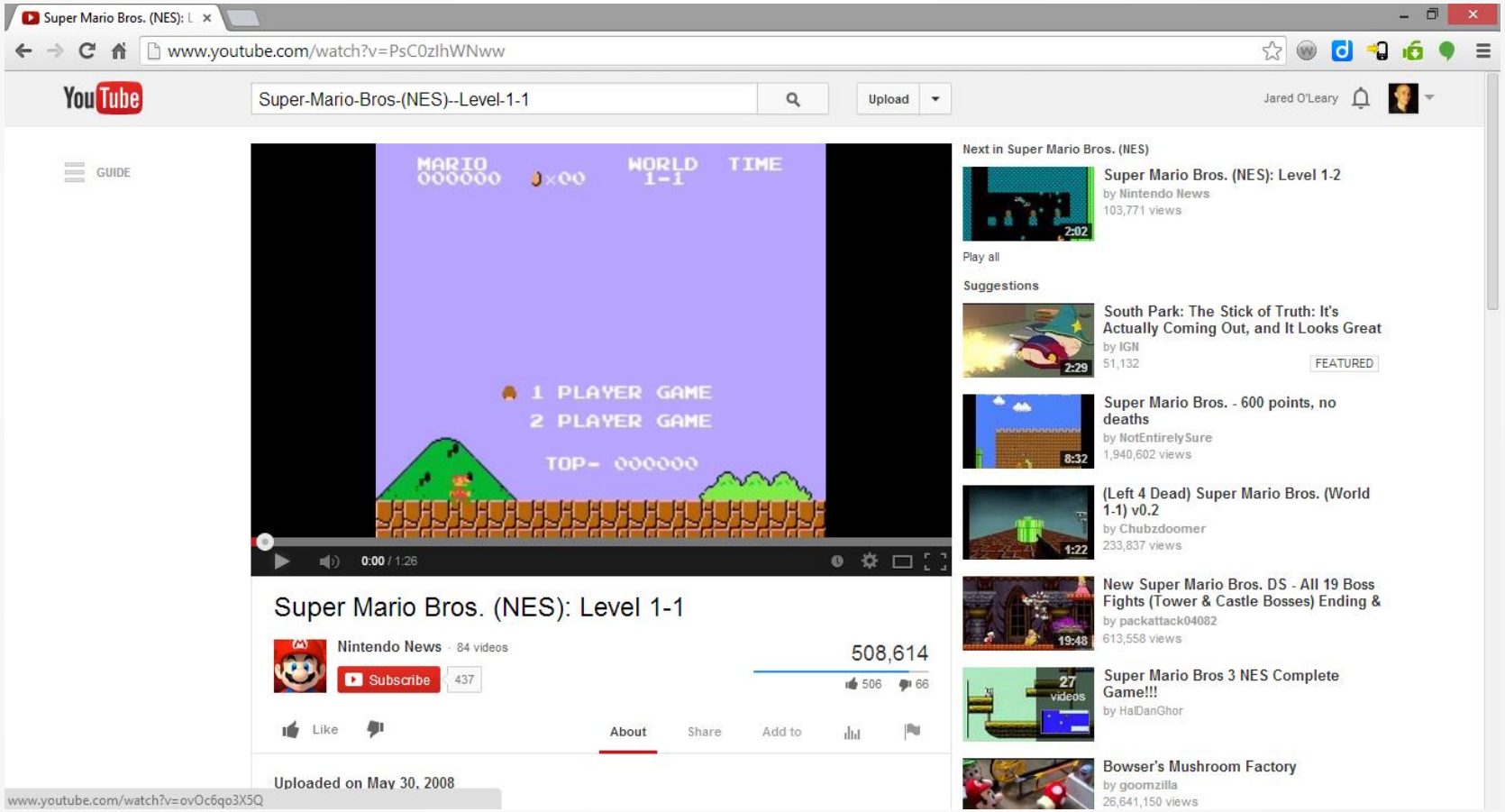
Jumping in:
Super Mario Bros (NES)



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Video Games?

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

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What is 8-bit?

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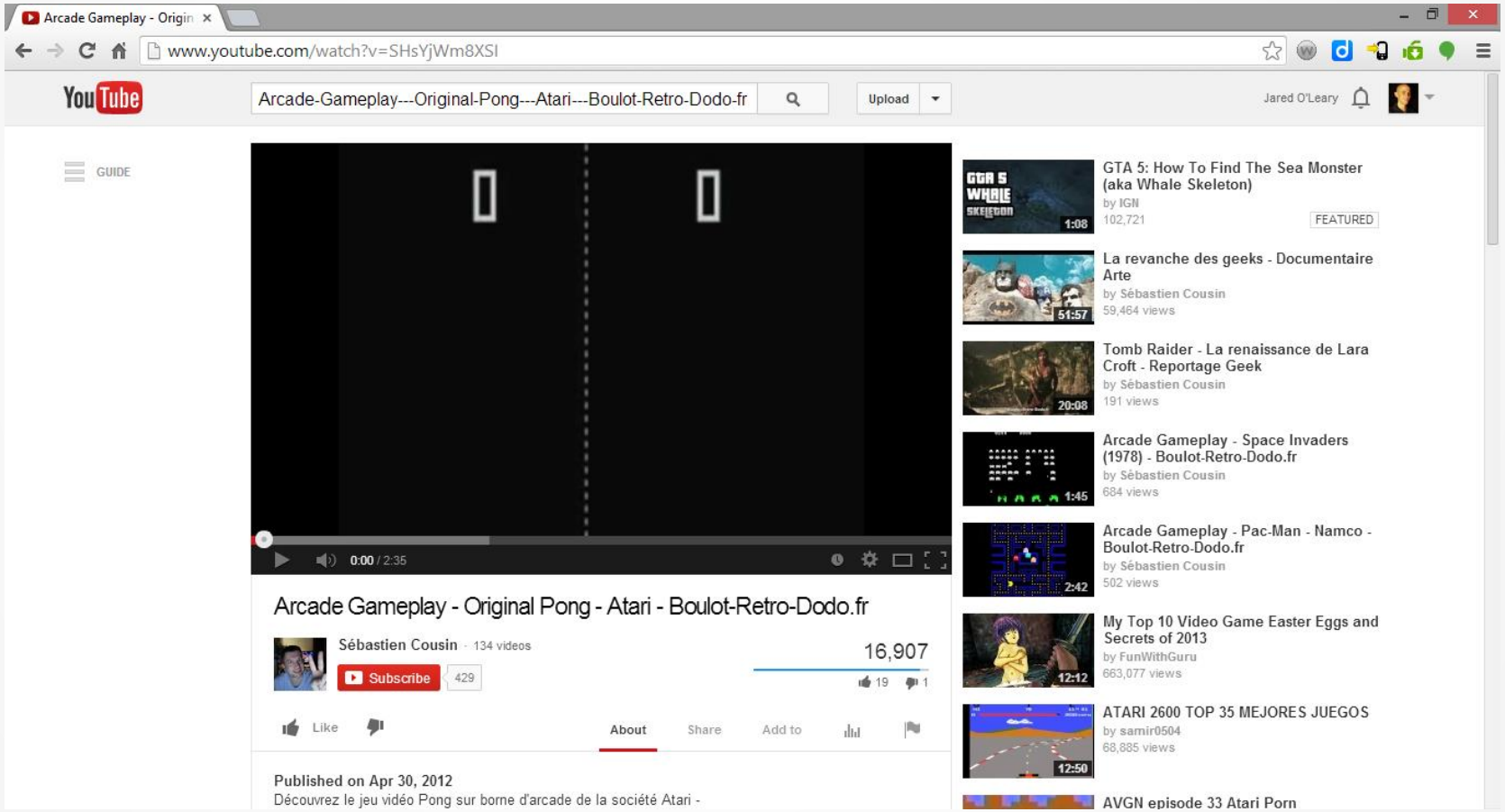
An intro to 8-bit: Pong (Atari)



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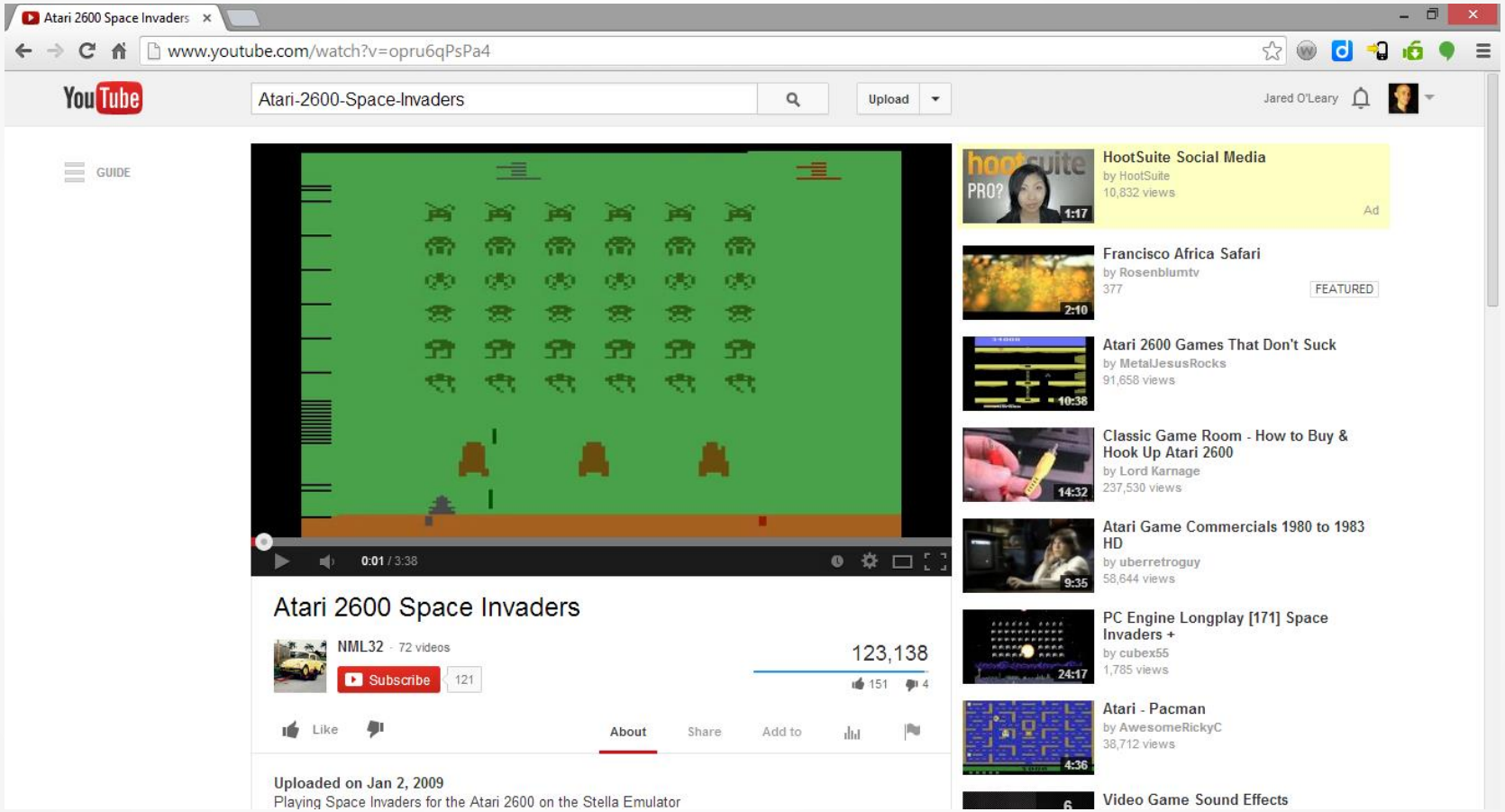
An intro to 8-bit: Space Invaders (Atari 2600)



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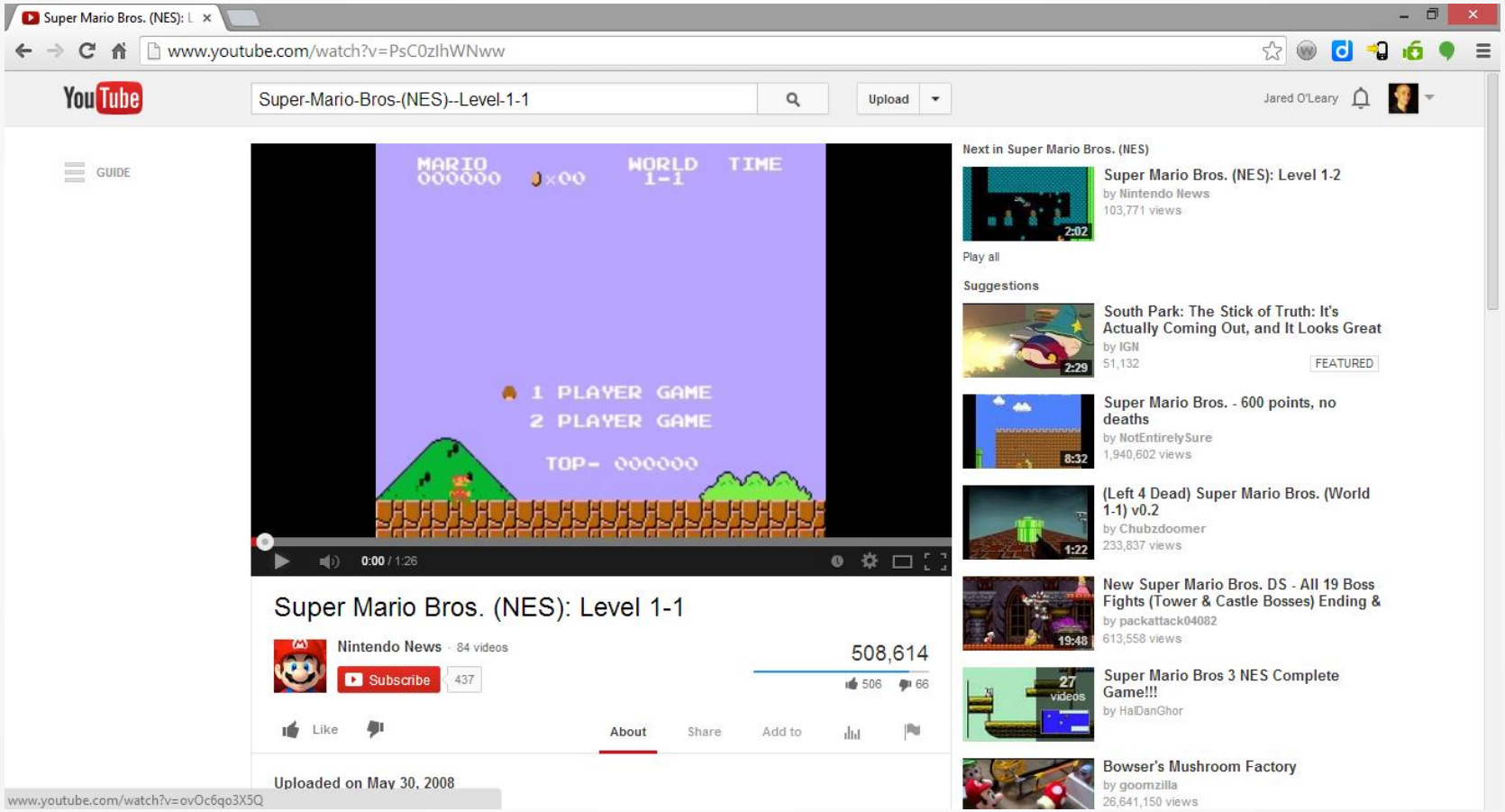
An intro to 8-bit: Super Mario Bros (NES)



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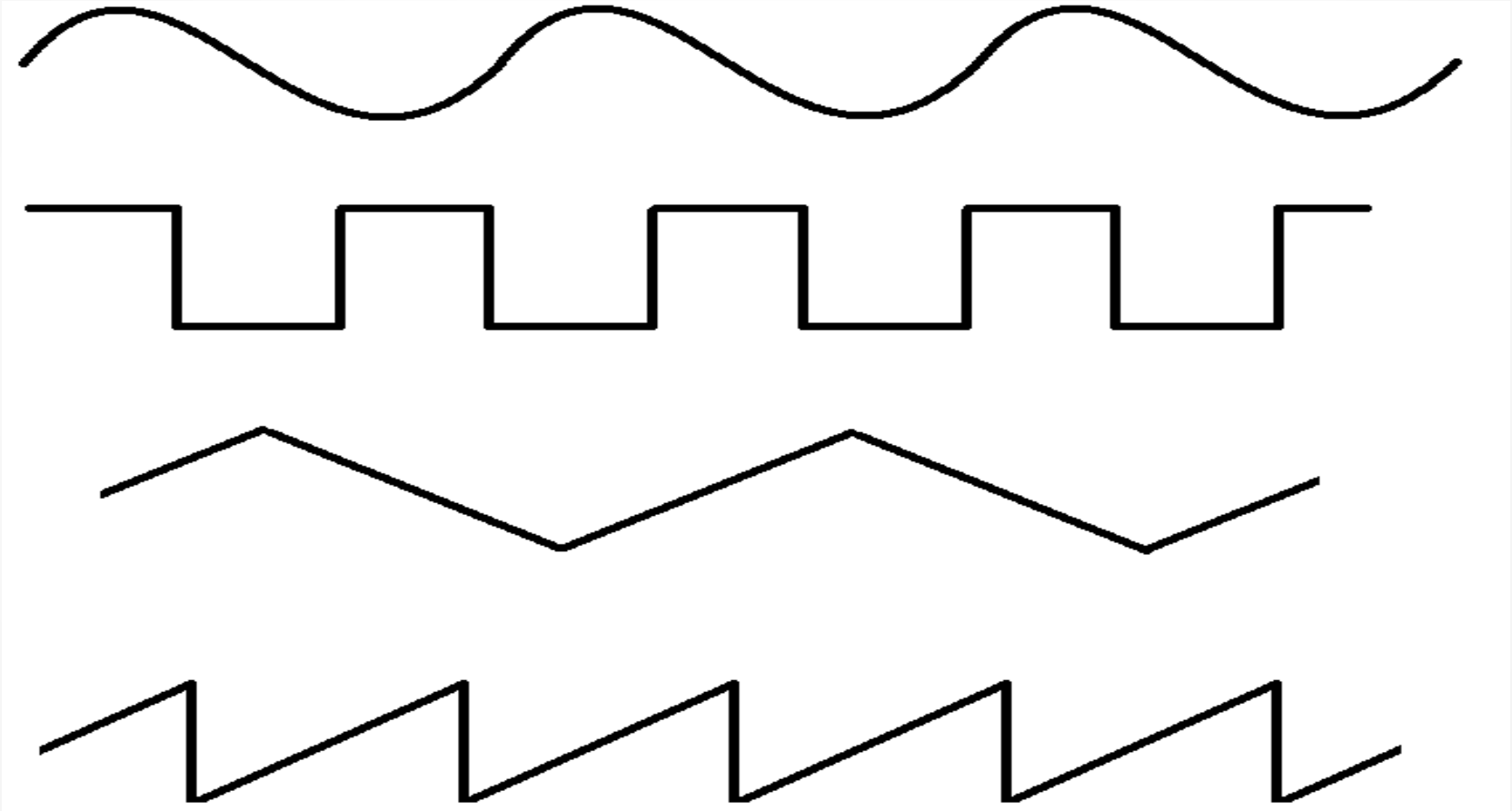
Wave forms in 8-bit



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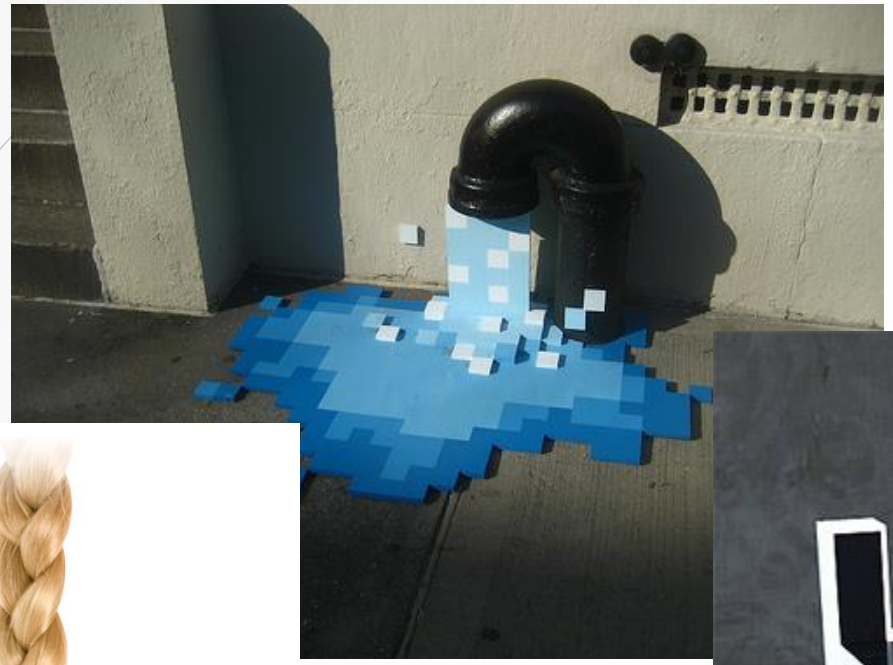
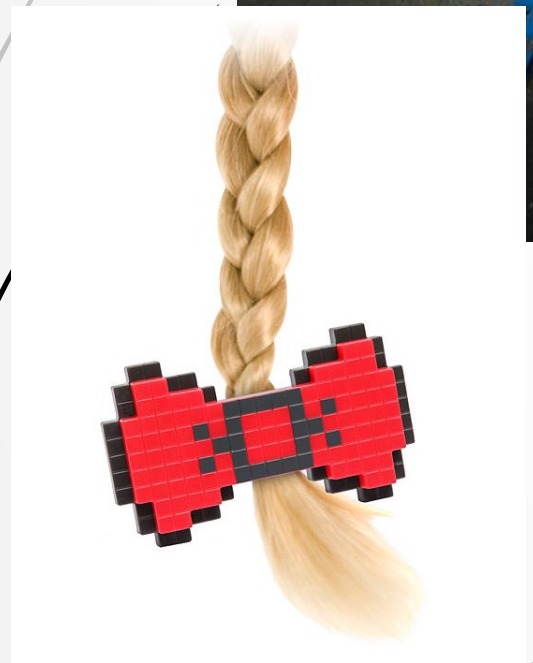
Is 8-bit relevant?





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Let’s play!

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Let's create!

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Let’s share!

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Let’s talk!

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What just happened?

- What aspects of music did we explore?
- How does the 8-bit aesthetic 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 old school video games?

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Why 8-bit and not any MIDI data?

- Technological constraints = project criteria
  - Memory = Limited number of measures
  - Evolving environments = Evolving music
  - Key/Mode = Key/Mode
  - Limited channels = Limited number of voices
  - Wave form limitations = Limited timbre options

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Potential projects

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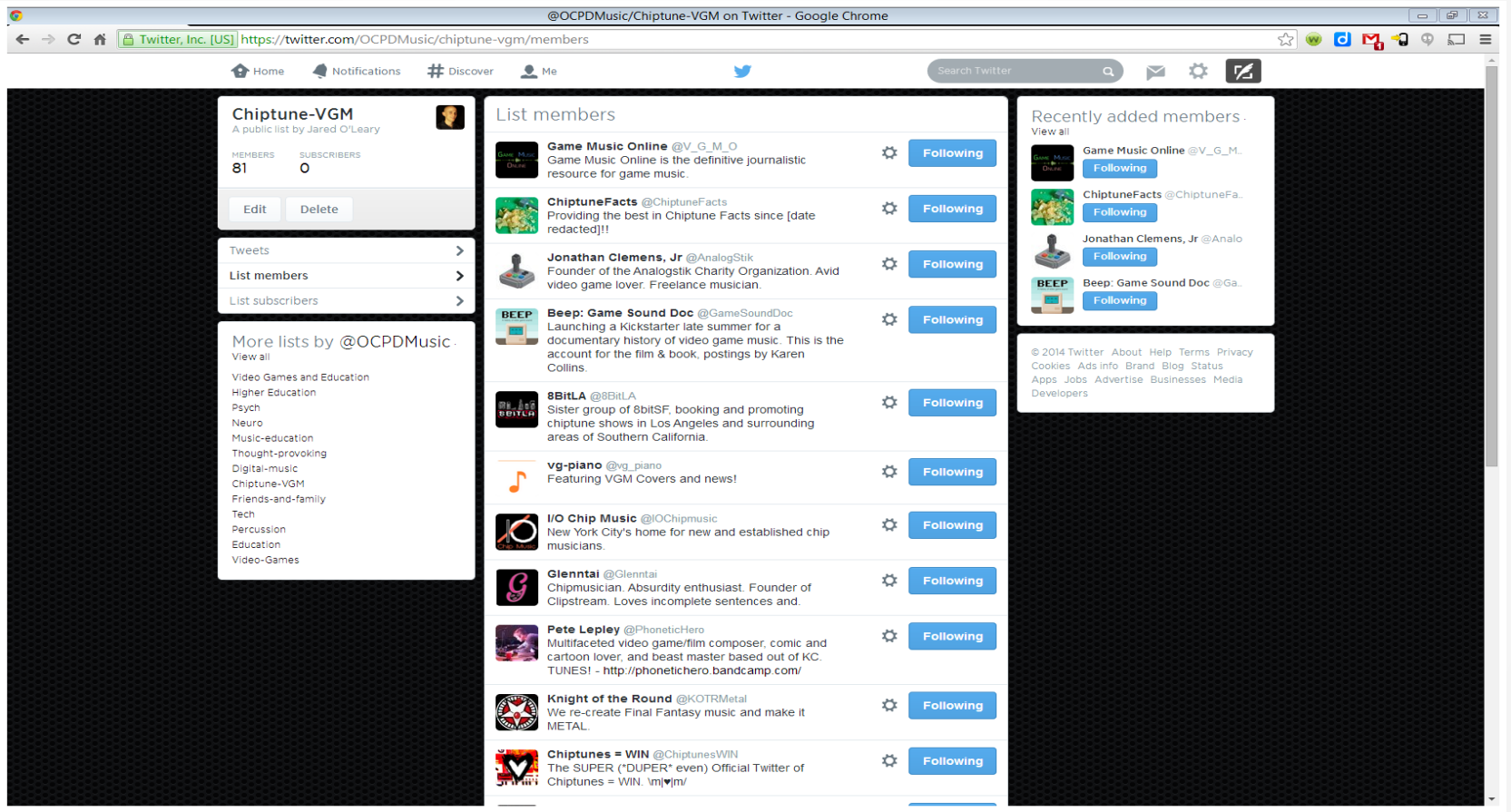
What could a project look like? Composing original works



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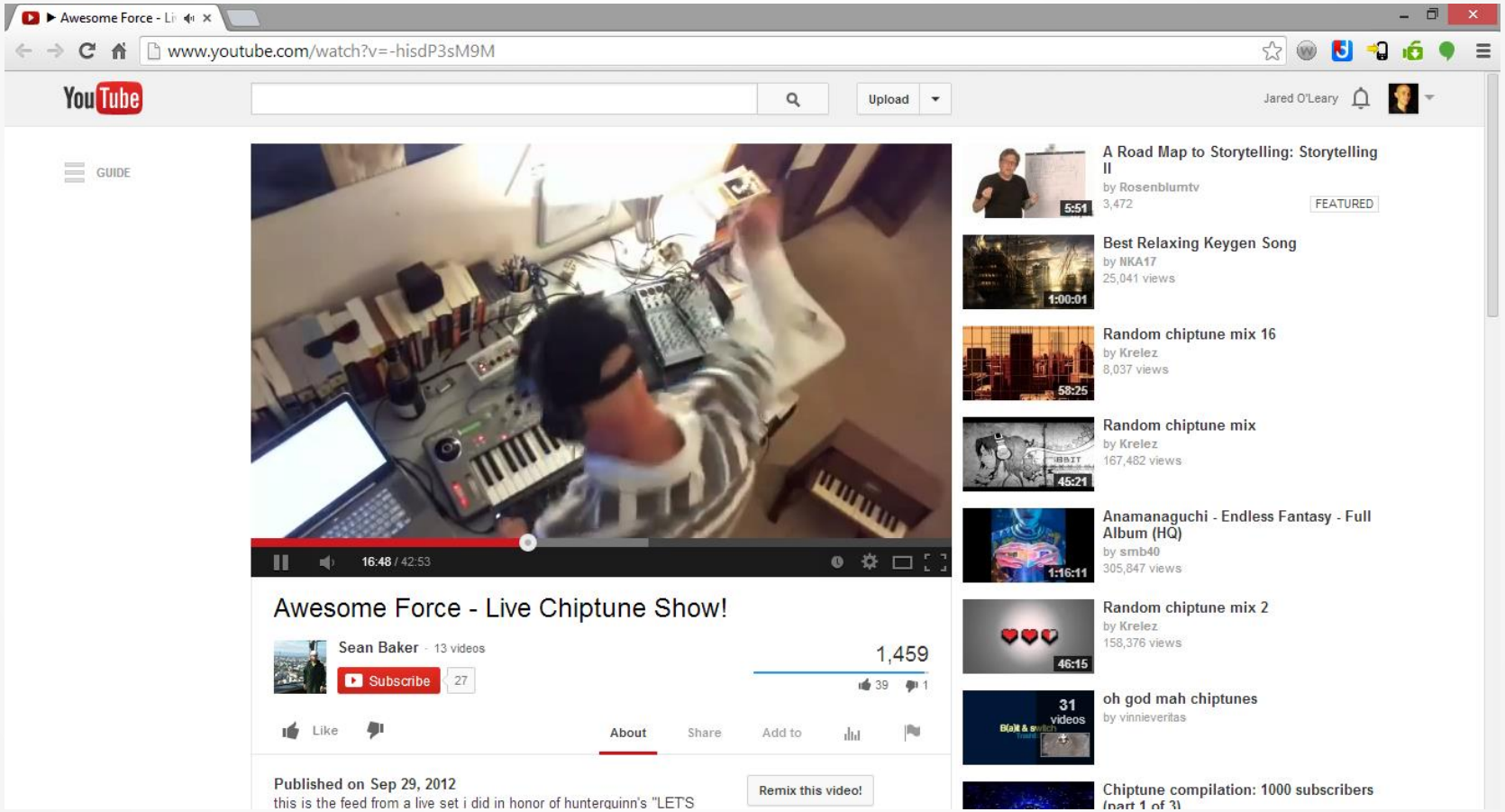
What could a project look like? Performing original works



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

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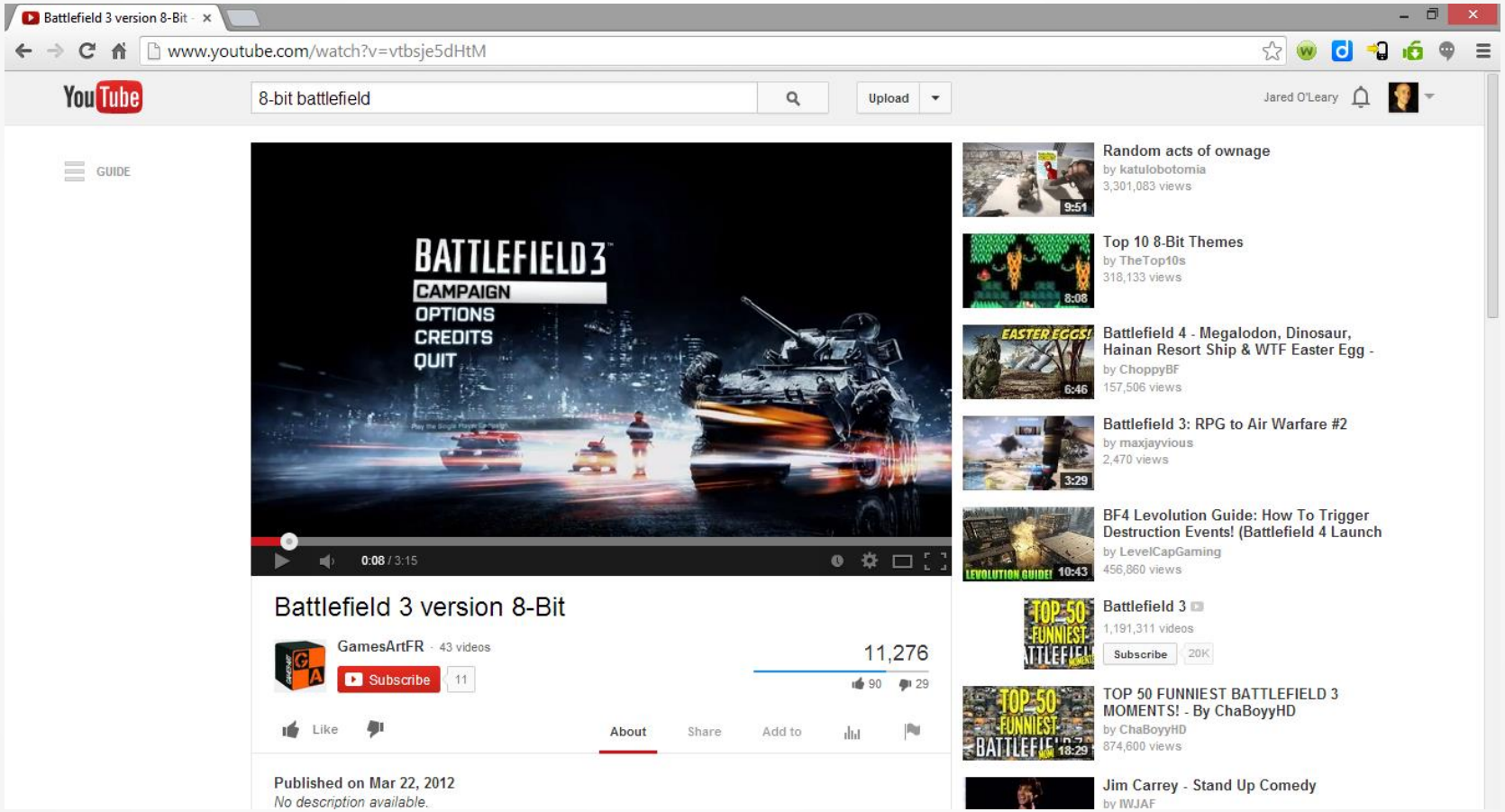
What could a project look like?
Film scoring for modern video games



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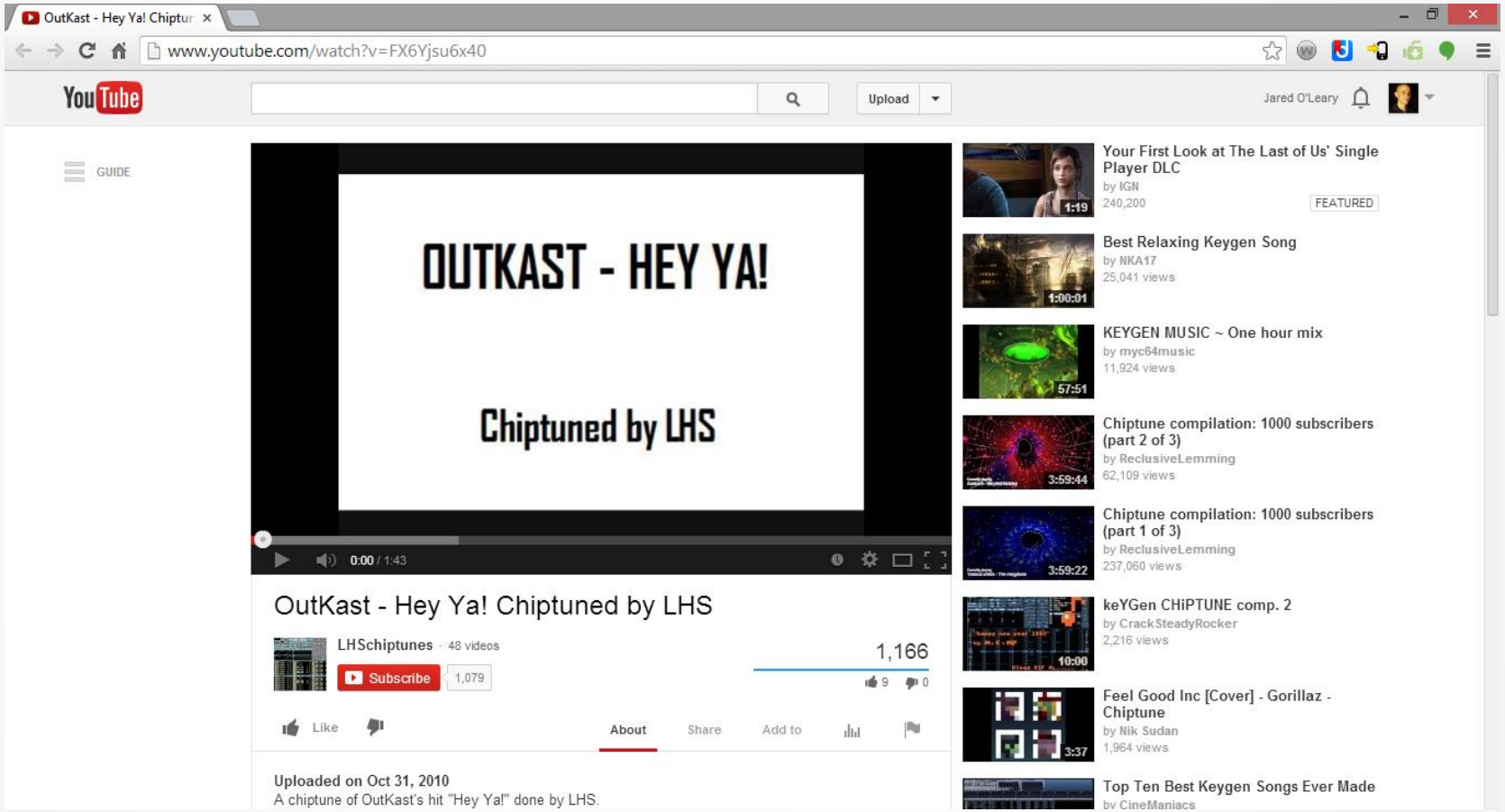
What could a project look like?
8-bit remixes/covers/arrangements



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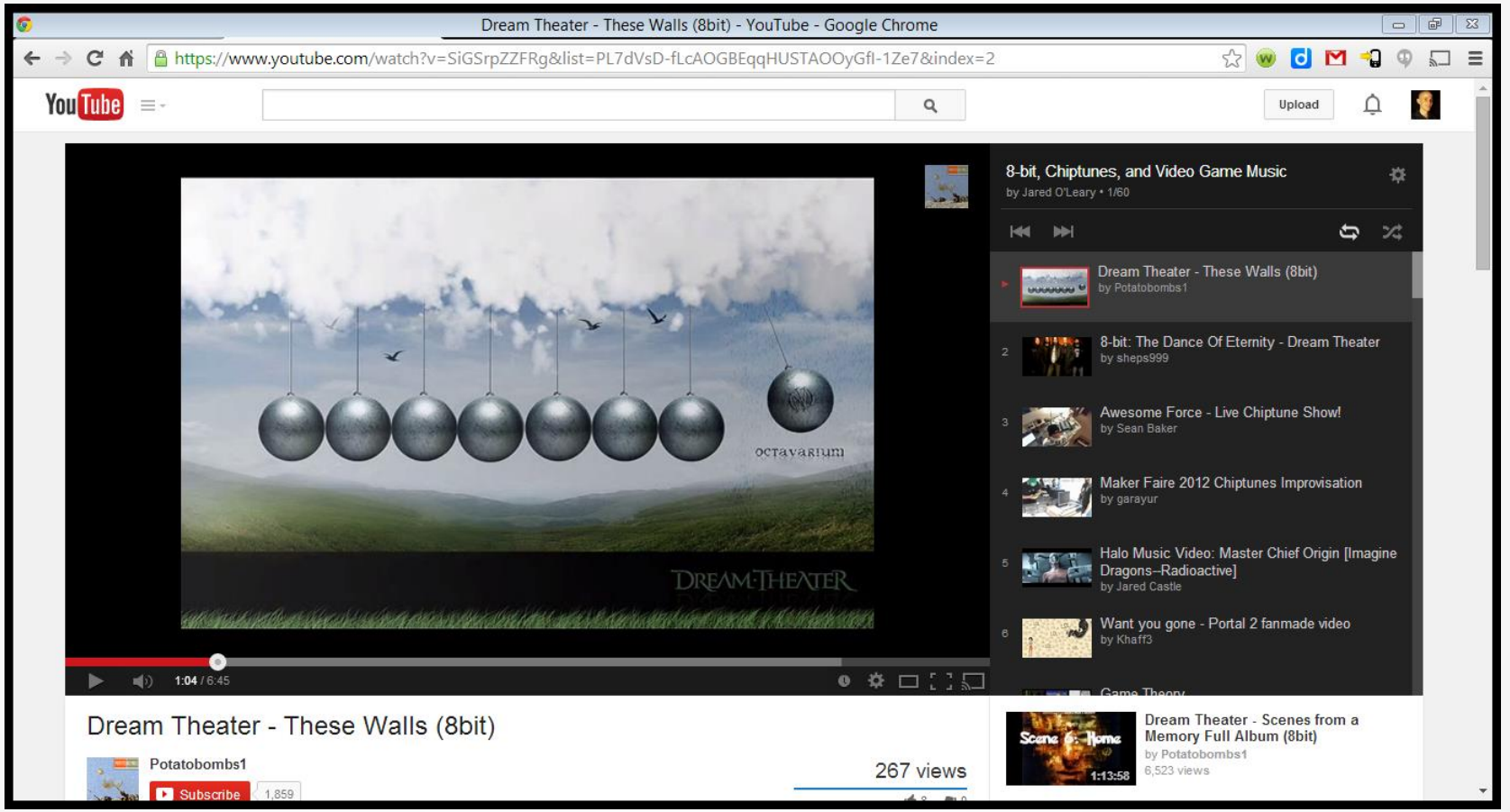

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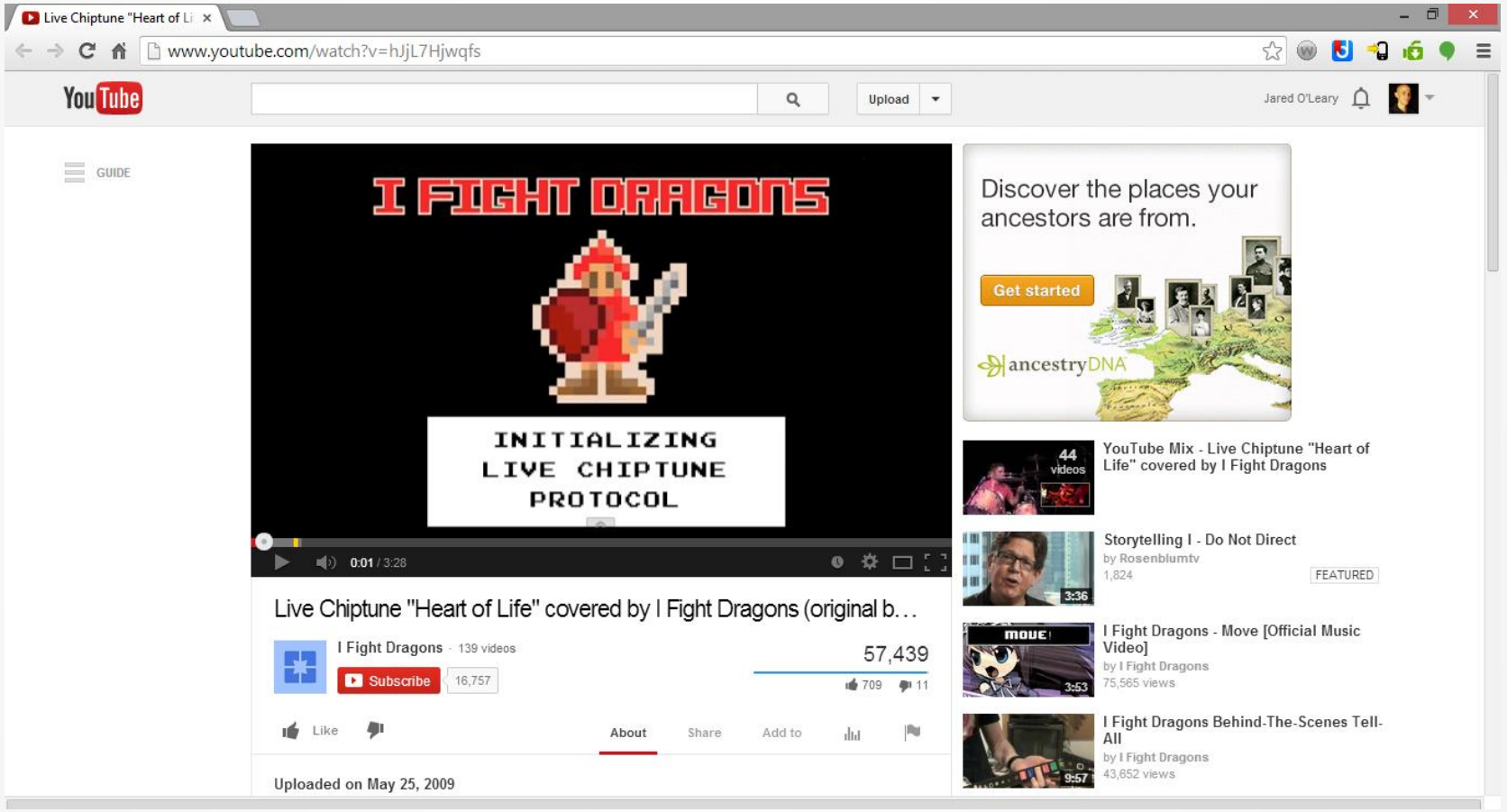

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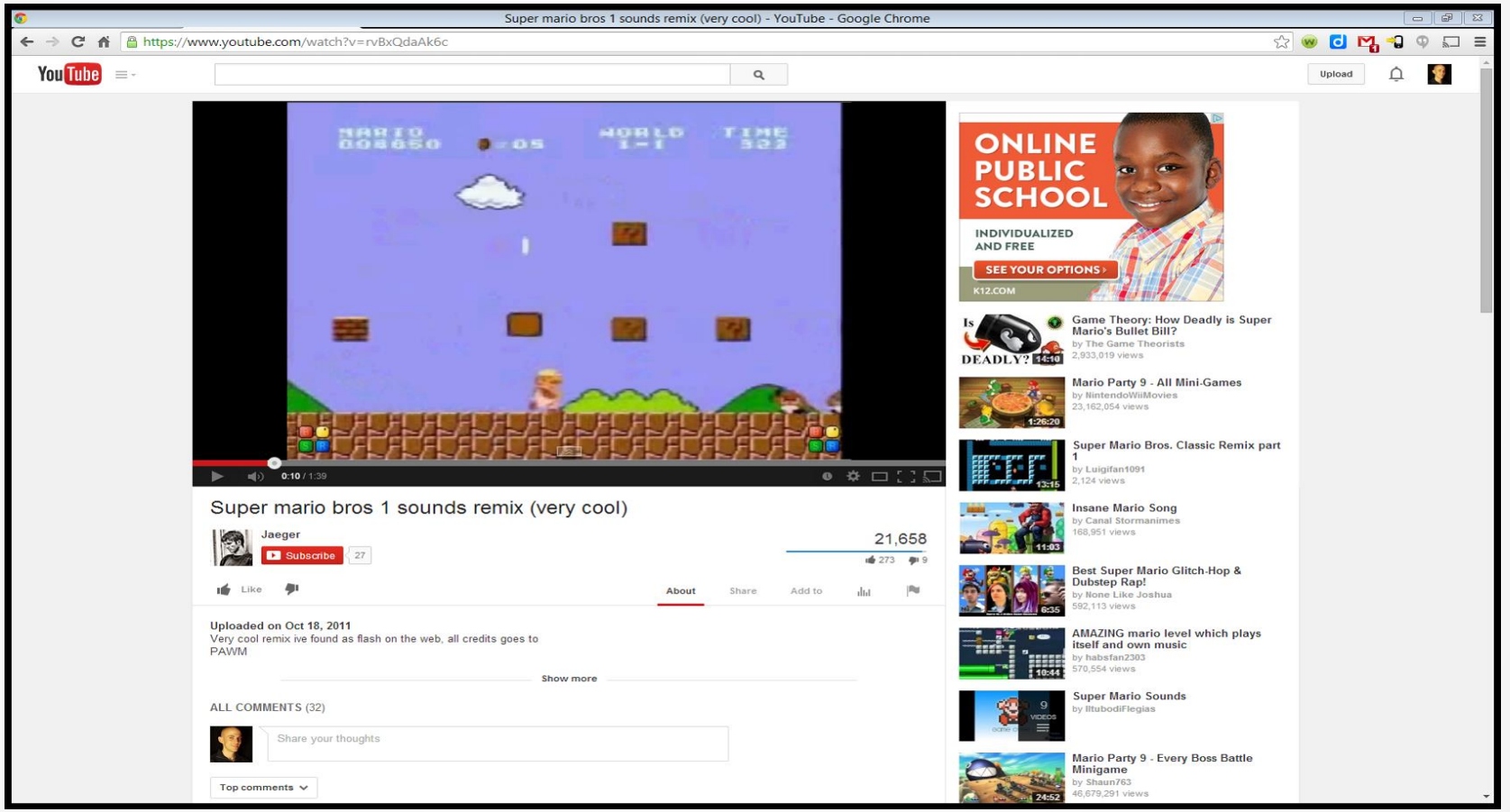

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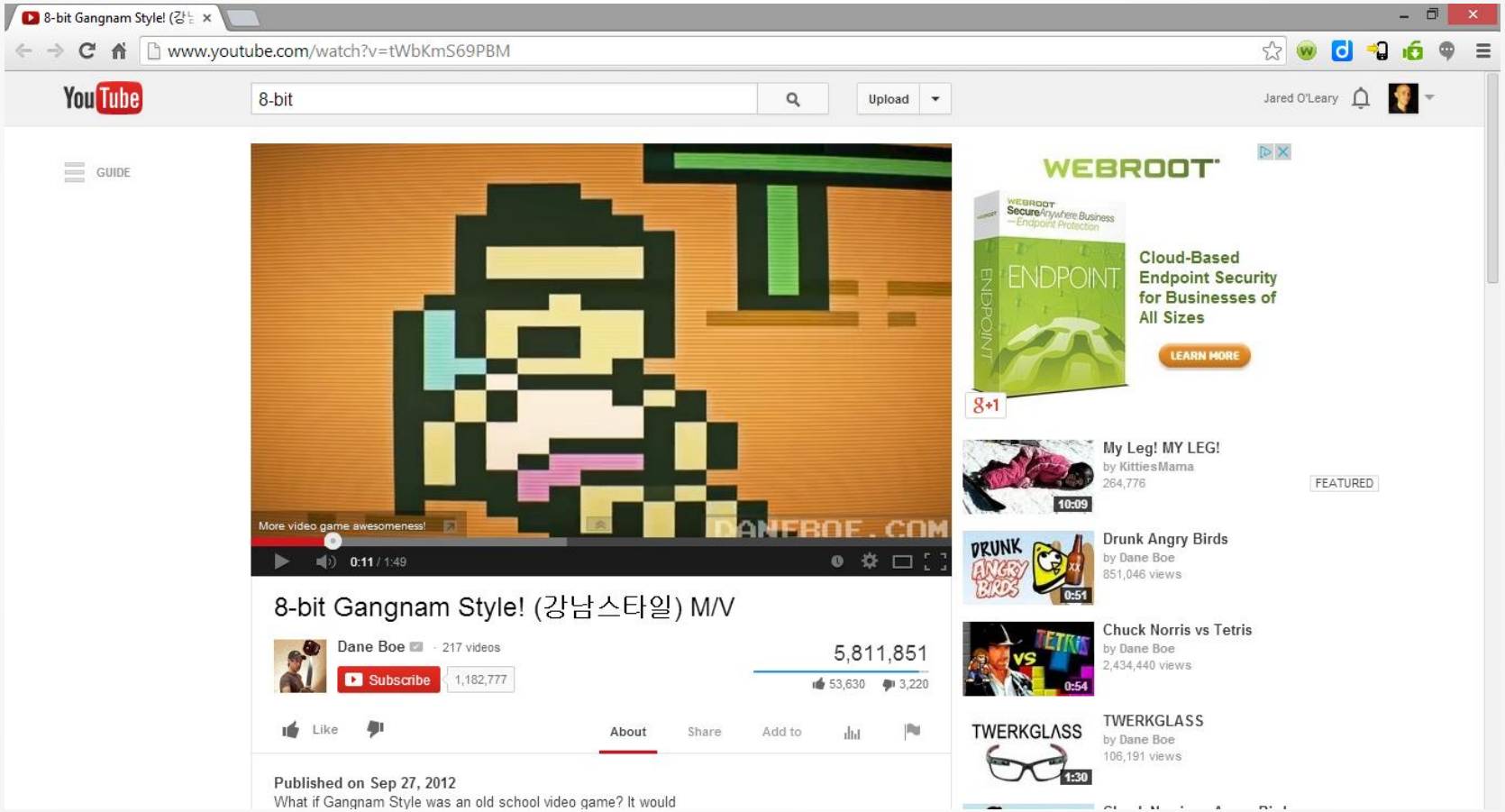

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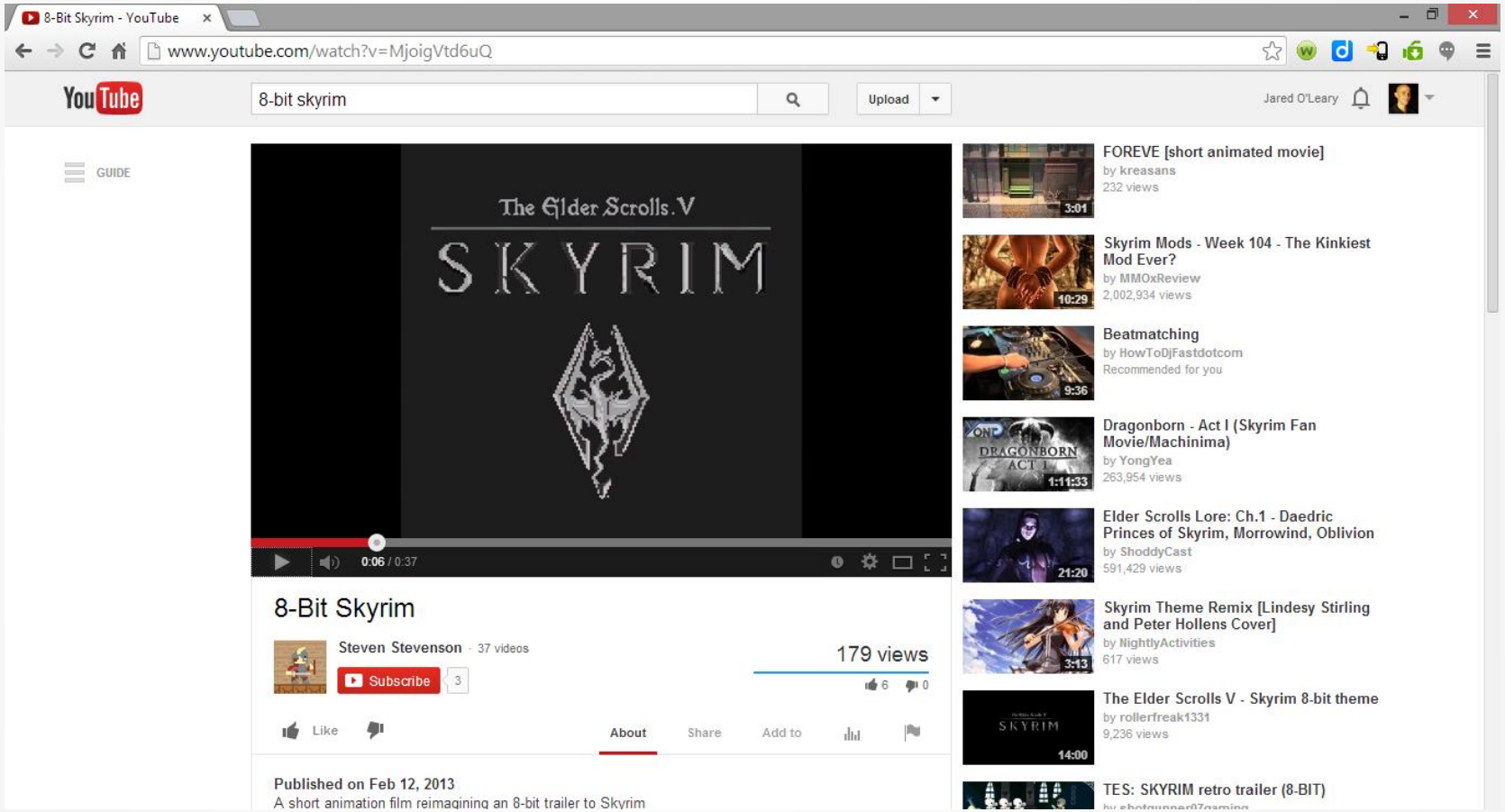

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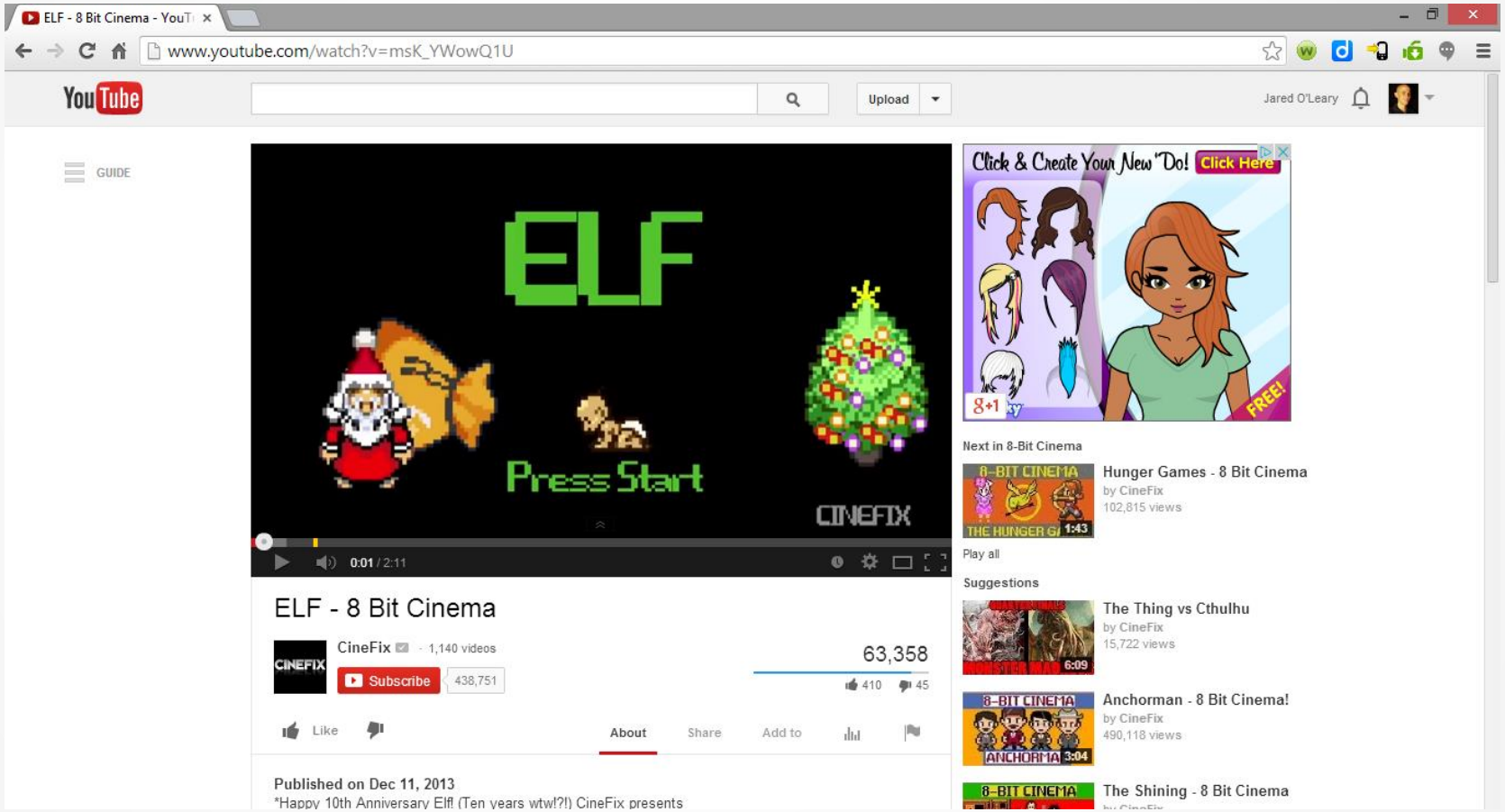

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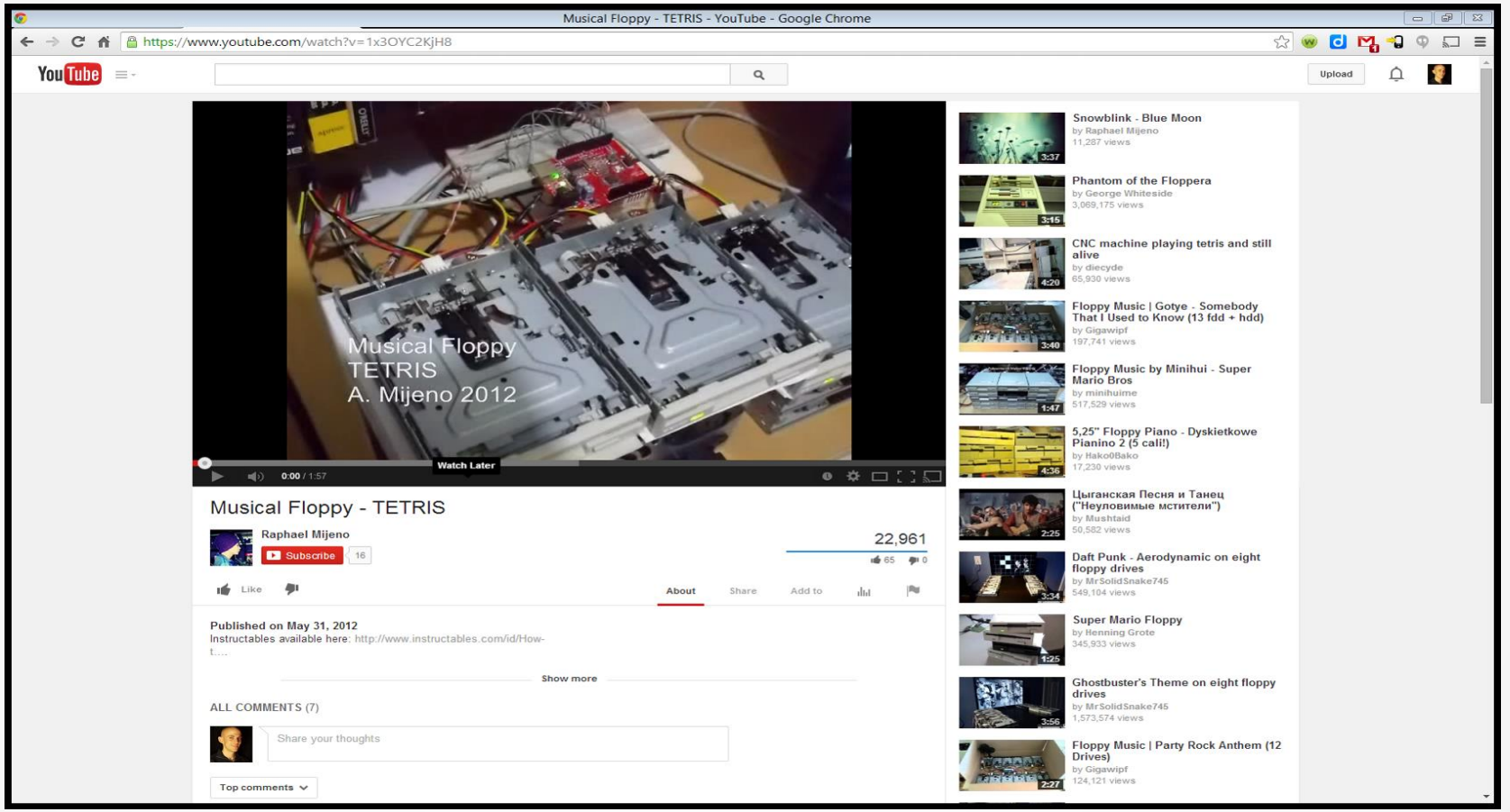

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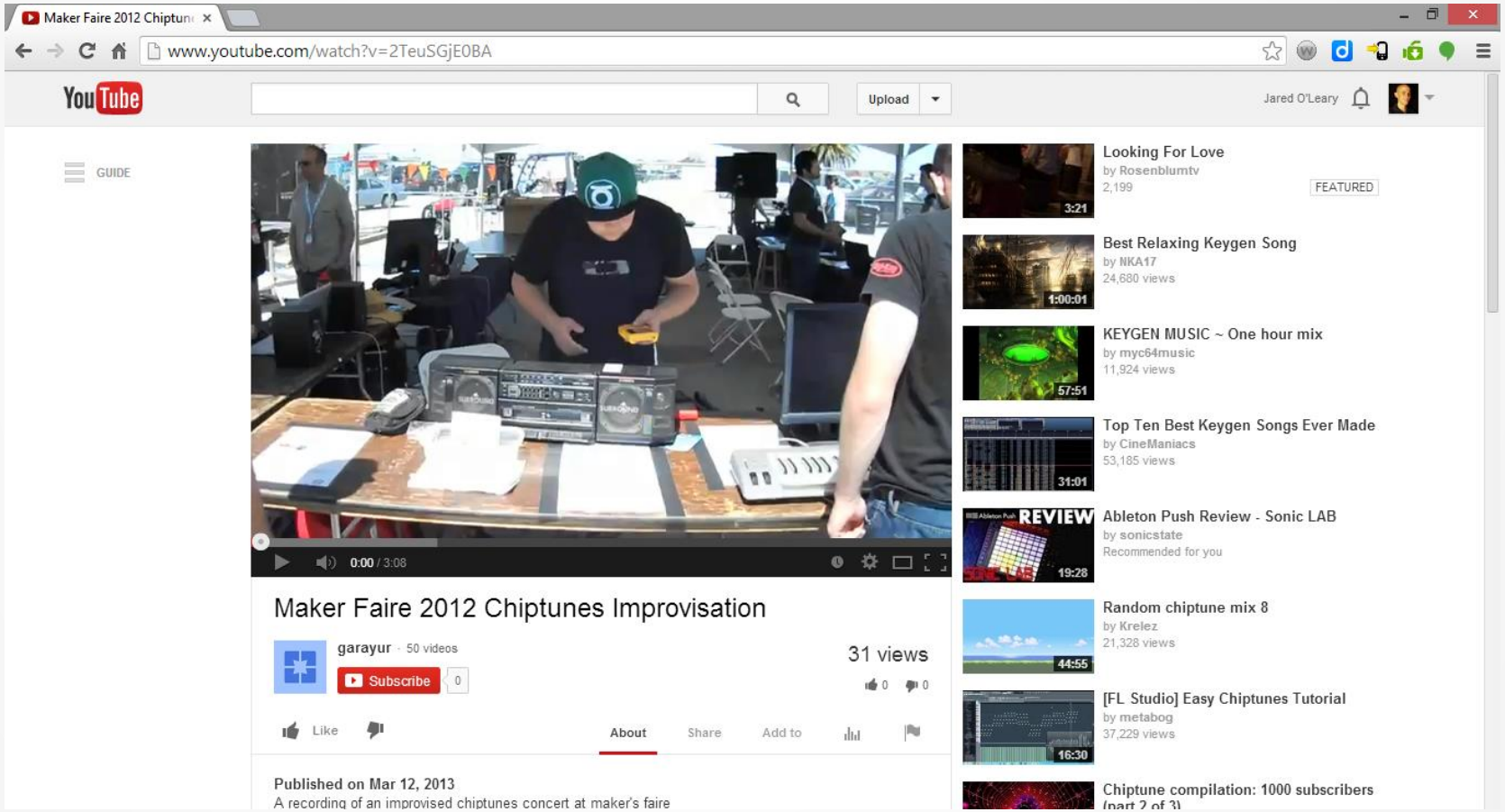

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