

## COURSE DETAIL

### THE ART OF GAME MUSIC

**Country**

Australia

**Host Institution**

University of Melbourne

**Program(s)**

University of Melbourne

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Music

**UCEAP Course Number**

119

**UCEAP Course Suffix****UCEAP Official Title**

THE ART OF GAME MUSIC

**UCEAP Transcript Title**

ART OF GAME MUSIC

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

## Course Description

This course examines the basics of creating music for video games. Aspects of the function and crafting of music for game use including, sound and visual interactivity, indeterminacy and the music dramatic narrative will be examined.

### Language(s) of Instruction

English

### Host Institution Course Number

MUSI20173

### Host Institution Course Title

THE ART OF GAME MUSIC

### Host Institution Course Details

<https://handbook.unimelb.edu.au/subjects/musi20173>

### Host Institution Campus

### Host Institution Faculty

### Host Institution Degree

### Host Institution Department

### Course Last Reviewed

2022-2023

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