

CRM1a

contexten en repertoires

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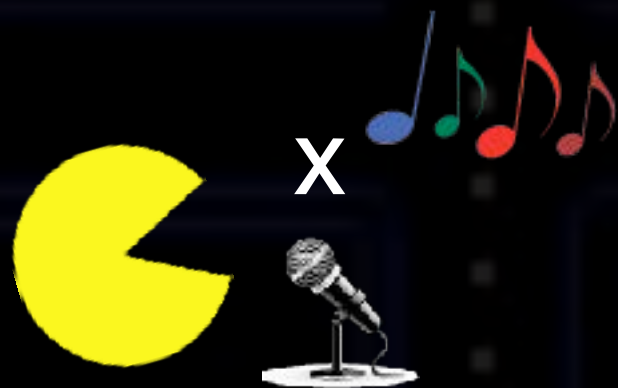
BEST SCORE SOUNDTRACK
FOR VIDEO GAMES AND OTHER INTERACTIVE MEDIA
AT THE 65TH ANNUAL GRAMMY AWARDS[®]



MUSIC BY STEPHANIE ECONOMOU



Music @ Games



Than van Nispen

Globale lijn Game Muziek

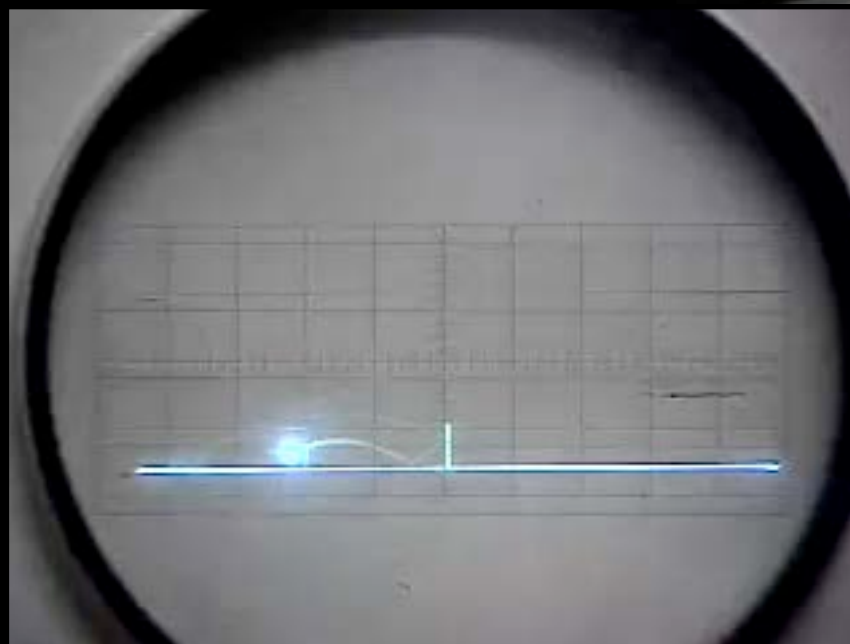
➡ Korte geschiedenis van Game Muziek
(waar komt het vandaan?, vergelijking met 'Film Muziek')

Current trends in Game Muziek (waar gaat het heen?) ➡



VIDEO GAMES (zonder Muziek)

- Eerste Video-Games rond 1947
- 1961 SpaceWar!
- Er bestonden al Flight Simulators

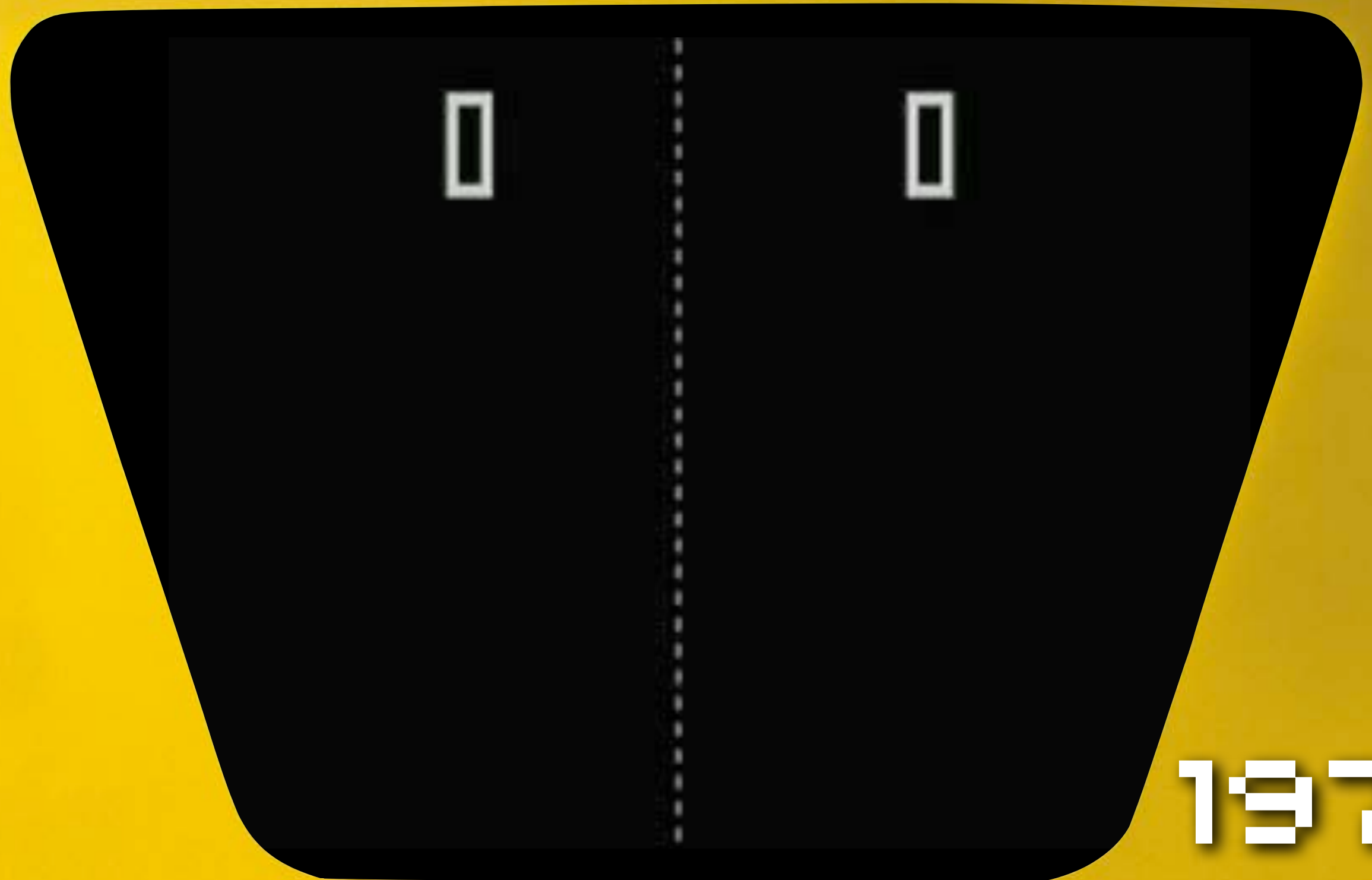


1971 - Computer Space



FIRST GAME SOUND?

PONG



1972

PONG

- ARCADE ERA

- Home Game Console (1972 Magnavox Odyssey) : “stil”
- Personal Computer (1981)



1972

SPACE INVADERS



1978

SPACE INVADERS

- Hardware beperkingen leiden tot gameplay
- en ... tot het 'Muziek Concept'



1978

Arcade Tijdperk

- *Technologie: eerste componisten waren de Arcade Game Ontwikkelaars zelf*
- *Waarom was er Game Muziek nodig?*
 - *Onderscheiden (aandacht trekken)*
 - *Gameplay Versterken*
 - *Later: onderdeel van de gameplay*

1977: Atari 2600



1980: Pacman

- Pakku-man (パックマン)
- Informatieve 'Muziek'
- Event based 'Musical cues'



DONKEY KONG™

- Eerste videogame met een 'echt verhaal'
- Nintendo verdiende veel geld
(met name ook door KingKong-rechtzaken)



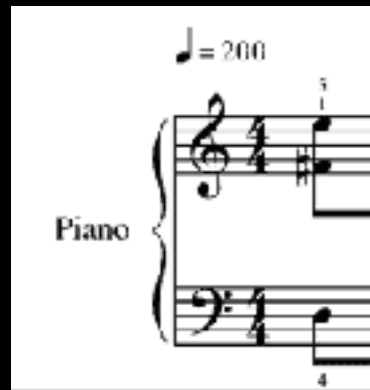
1981

1983 : Dragon Lair

- Voices from animation staff (former Disney artists)
- First Arcade Game with Laser Disc Technology



Geschiedenis van **Game Music** ... in één akkoord ...



1985 - Super Mario Bros.



- Koji Kondo's eerste 'meesterwerk'



Geschiedenis van de Game Muziek

- Wat is er 'nieuw' t.o.v. Film e.d.?
- Non-Lineaire, Interactieve Muziek / Verhaal (*Pacman, Braid*)
- User events (Trigger, location etc.) based (*Donkey Kong, Assassins Creed, WoW, ...*)
- Informatieve effect van Music (*PacMan*)
- Nieuwe 'Esthetiek'
- Gameplay met Muziek



TETRIΣ (1984)



- Honourable mention 1.

Geschiedenis van de Game Muziek

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OKAY

now what?

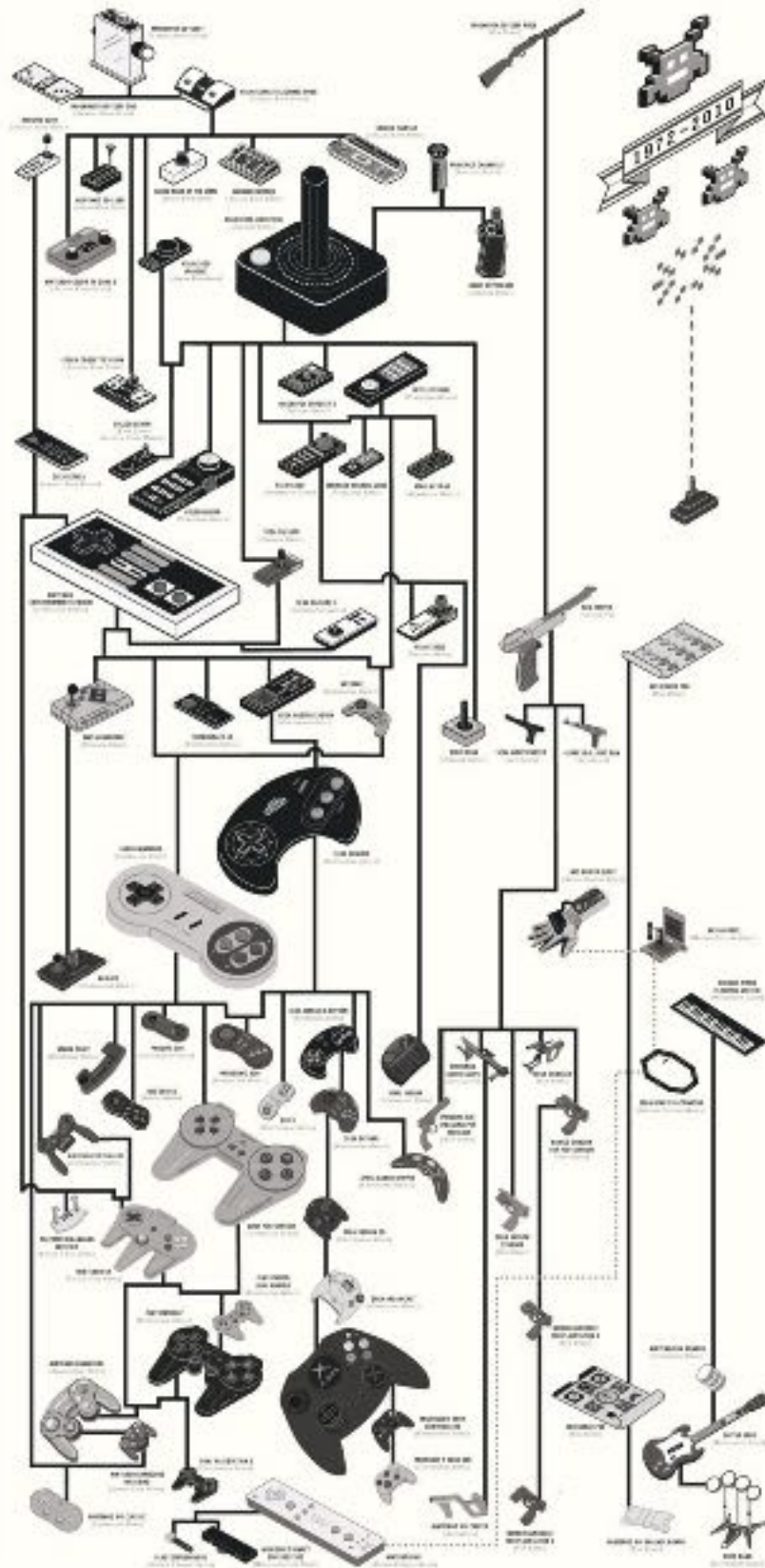
<https://captivatingound.com/an-alternative-history-of-game-music-exploring-the-creative-design-process-of-game-composition/>

https://artsandculture.google.com/story/composing-classics-a-history-of-video-game-music-the-strong/yQVh0uNkq_X8lQ?hl=en

The Evolution of

CONTROLLERS

GENERAL
CONCEPTS
DESIGN
TECHNIQUES



The Evolution of
Video Game Controllers

Technologie



7th +
GENERATION

Muziek Games

- 1987 Otocky, Dance Aerobics
- 1988 Amadeus Revenge
- 1997 Parapa da Rappa, Dance Dance Revolution
- 1999 Vib Ribbon
- 2001 Rez, 'Frequency'
- 2005 Electropunkton, Guitar Hero
- 2008 Audiosurf



Pop Muziek in Games

- 1983 Arcade Game Journey
- 1990 Sega Michael Jackson's Moonwalker
- 1996 Quake (NiN)
- 1999 Tony Hawk Pro Skater
- 2001 GTA III
- 2005 SingStar, Guitar Hero
- 2007 RockBand
- 2012 Max Payne



Rechten: prijzig?

- Brutal Legend (2009)
- Guitar Hero (Rockband, DJ Hero, RockSmith, etc.)
- Royalties-free



DEADCELL ON ROCK BAND

NEW ALBUM
HEART OF THE SUN
COMING - SUMMER '11



MUSIC for Videogames and Movies

A collaboration between ZERO TO MIDNIGHT [Marcus Bodine, DEADCELL]
and 3VOLUTION PRODUCTIONS [Raymond Herrera, FEAR FACTORY]

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KARMAFLOW

<http://karmaflowgame.com>

Orchestral Film Score Style

- 1991 ActRaiser (SNES)
- 1997 Castlevania
(Eigenlijk 1986 - 2014)
- 2001 Halo, Myst III
- 2004 Fable
- 2008 Fable II, Gears of War II, Call of Duty, Red Alert 3 ...

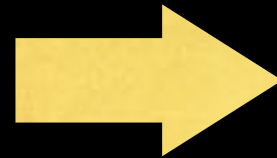


Killzone 2 - Joris de Man



- Honourable mention 2

2011 - Shift 2: Unleashed



Grammy's... (*since 2012*)

JOURNEY



Meet Stephanie Economou, The First-Ever GRAMMY Winner For Best Score Soundtrack For Video Games And Other Interactive Media

grammy.com/news/stephanie-economou-interview-2023-grammys-assassins-creed-valhalla-best-score-soundtrack-video-games-in...

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Stephanie Economou

PHOTO COURTESY OF THE ARTIST

INTERVIEW

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Meet Stephanie Economou, The First-Ever GRAMMY Winner For Best Score Soundtrack For Video Games And Other Interactive Media

In a victory for the video game music community, Stephanie Economou took home the first-ever GRAMMY in that brand-new category for her soundtrack to 'Assassin's Creed Valhalla: Dawn of Ragnarök.'

MORGAN ENOS | GRAMMYS / FEB 24, 2023 - 11:27 PM

READ LIST

1

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<https://www.grammy.com/news/stephanie-economou-interview-2023-grammys-assassins-creed-valhalla-best-score-soundtrack-video-games-interactive-media>

Indie Games Concert



Current trends (v.1.)

- Music (and Rhythm) Games
 - Pop Music in games
 - Orchestral Film Score style (Hollywood Composers)
 - Hybrides (and cross-media)
- Interactieve (Procedurele) Music & Sound
 - Real-Time synthesis & Adaptieve Muziek
- Next up : **WHAT?**

Vragen deel 1?



Vraag aan jou :



Wat is jouw 'mooiste' (memorabelste / uniekste)
game muziek ervaring?

