

***Discover: Meet the Minds Behind the Music***

**Composer Research Quest**

- After reading page 6 and learning about Koji Kondo, invite students to explore other video game composers and performers such as Masato Nakamura or Cateen. Discuss how composers use rhythm, melody, dynamics, and tempo to create exciting game worlds, characters, and adventures through music.
- Students then create a Video Game Composer Trading Card featuring:
  - The composer's name
  - Famous game soundtracks
  - Favorite instruments or musical style
  - Fun facts and drawings
  - A creative "special power" describing what makes their music unique
- Encourage students to decorate their trading cards with pictures, game titles, drawings, or colorful designs inspired by the music and games they explored.

**Share the Spotlight**

- Students present their Video Game Composer Trading Card to the class, teacher, or a family member. They may include in their presentation:
  - Interesting facts
  - A description of the soundtrack
  - A short musical example
  - A drawing of the game world inspired by the music
  - An explanation of why they chose this composer
- Encourage students to submit their cards! Go to [kids.pianoinspires.com/submit](https://kids.pianoinspires.com/submit) and help us celebrate their creativity and musical discoveries by sharing them with fellow pianists around the world.

Read Steve Betts' article "[Summer Piano Study: Ideas and Inspirations](#)" in *Piano Magazine* (January 2017; Vol. 9, No. 1) for further ideas on composer-inspired projects, creative group activities, student presentations, and imaginative music exploration.