

Explore: Enter the World of Game Music

Step into the world of *Ludomusicology*, the study of video game music, and discover how composers use music to create adventure, mystery, and excitement.

Press Start!

- Read page 5 with the students and discuss how music can change the feeling of a game world, from peaceful villages to exciting action scenes.
- Some questions might include:
 - What sounds would make a boss battle feel exciting?
 - What music would fit a peaceful village or magical world?
 - Would fast or slow music work better for a race?
 - What instruments might belong in a mystery or adventure game?
 - How can loud or soft sounds change the mood?
 - Do you think the music will change when danger appears? How so?
- Invite students to become video game music explorers by listening to the soundtrack of a video game such as *The Legend of Zelda*, *Animal Crossing*, or another game they enjoy.

Compose the Game!

- Invite students to create a short musical idea inspired by their favorite soundtrack.
- Get ideas and inspiration from the winners of the 2026 Video Game Composition Contest featured on pages 14–27.
- Students may:
 - Create a fast racing rhythm
 - Improvise peaceful village music
 - Play mysterious low sounds
 - Repeat a short musical loop
 - Experiment with loud and soft dynamics
 - Create a “boss battle” sound using strong accents
- Encourage students to explore freely and use their imagination as composers.

Hear That Game Tune!

- Invite students to share the music they create and explain the game scene or feeling it was inspired by with the class, teacher, or a family member.
- They may:
 - Describe the mood
 - Explain their discoveries
 - Draw the game world
 - Move with the beat
 - Perform a short inspired piano pattern
- Celebrate each student’s creativity and imagination as young video game composers!

For further exploration of creativity, improvisation, and exploring music beyond the written score, listen to Andrea McAlister’s conversation with Leila Viss in *Piano Inspires Podcast S2 E22*, [“Sparking Creativity and Curiosity in Piano Education.”](#)