Hi Everybody!   Weekly Challenge #11

Here is musical challenge number **eleven**.

Log in to **Minute of Listening** and find **Bristol Collection 1** and listen to **Minute #35**

Have you ever spent ages playing a computer game? They are SO complex and immersive!! And so is the music written for these games. **Minute #35** has <u>nothing</u> to do with video games (it's a composition by Bristol composer Geoff Poole influenced by Qigong meditation) - but its 'otherworld-ness' reminded me of how video game music helps you feel immersed in the setting of the game – much like watching a film. So I'm hijacking minute #35 and today we're going GAMING!

This challenge will help you understand more about **duration***.

> *Did you know that lots of music in video games is actually responsive to what you do? Composition has become so smart that composers write a set of rules so the music can change depending on how you play the game and where you choose to explore.*

Your challenge this week is to use short and long notes that could be used in a video game!
***Duration** refers to how long or short a sound, note or piece of music is.

Listen again to Minute #35. Notice the overlayed short notes and long notes.

The Italian words we use are **staccato**, meaning short detached notes with space in between; and **largo** which means broad and slow. **Legato** also means smooth or together – where the notes are joined.

I'd like you to explore two things:
- Long, slow, broad, joined notes.
- Short, clipped, staccato notes.

<u>For the long, slow notes you might use:</u>
An instrument you are learning, or some empty or nearly empty glass bottles that you could blow across, perhaps record a kettle boiling or simply use your low singing notes to low ooh and mmm sounds.

<u>For the short, staccato notes you might use:</u>
Tapping some glassware or mugs with a pen (the pitch will depend on how full they are)
Pizzicato violin plucks… or guitar or uke plucks
Some short high notes on a piano or keyboard

Next, picture the scene. What sort of room or world might you want to create for your video game? You are now the game's composer – you can choose how you want the game- player to feel.
Scared? Excited? Lost?? Is there any water in your scene (you could add your watery instruments from previous challenges)? You might use your short notes to represent hazards or tension in your game..!

Play your short and long sounds individually until you are happy with them. Then maybe ask other people in your household to help you play the sounds together! If you have access to anything like Audacity or Garage Band, you could take this challenge as far as you can and layer up all the sounds you've recorded. Remember - explore how you use your short notes and long notes differently to really excite your gamer!!