

# **Video Game Soundtrack Studio – 5 Week Unit**

Students work as a game audio studio creating one complete instrumental soundtrack cue each week for a shared imaginary video game world. Each lesson is a full project. Levels: Beginner (loops), Intermediate (MIDI composing), Advanced (producer skills).

## **Week 1 – Overworld Theme**

Focus: Beats and groove 0–5 Listen to overworld music 5–15 Demo loops and tempo 15–35  
Create: Beginners stack loops, Intermediates build beats, Advanced program MIDI drums 35–50  
Improve: add variation 50–60 Share Outcome: Exploration theme

## **Week 2 – Environment Theme**

Focus: Chords and mood 0–5 Listen 5–15 Demo harmony 15–35 Create: Beginners chord loops, Intermediates MIDI chords, Advanced A/B harmony 35–50 Improve instruments 50–60 Share Outcome: Environment music

## **Week 3 – Character Theme**

Focus: Melody 0–5 Listen 5–15 Demo piano roll 15–35 Create: Beginners melody loops, Intermediates MIDI melody, Advanced harmony 35–50 Improve layers 50–60 Share Outcome: Character theme

## **Week 4 – Boss Battle**

Focus: Structure and FX 0–5 Listen 5–15 Demo arrangement 15–35 Create: Arrange sections, add FX 35–50 Increase tension 50–60 Share Outcome: Boss battle music

## **Week 5 – Ending Theme**

Focus: Mixing 0–5 Listen 5–15 Demo mixing 15–35 Create and balance 35–50 Polish 50–60 Final showcase Outcome: Ending or cutscene music