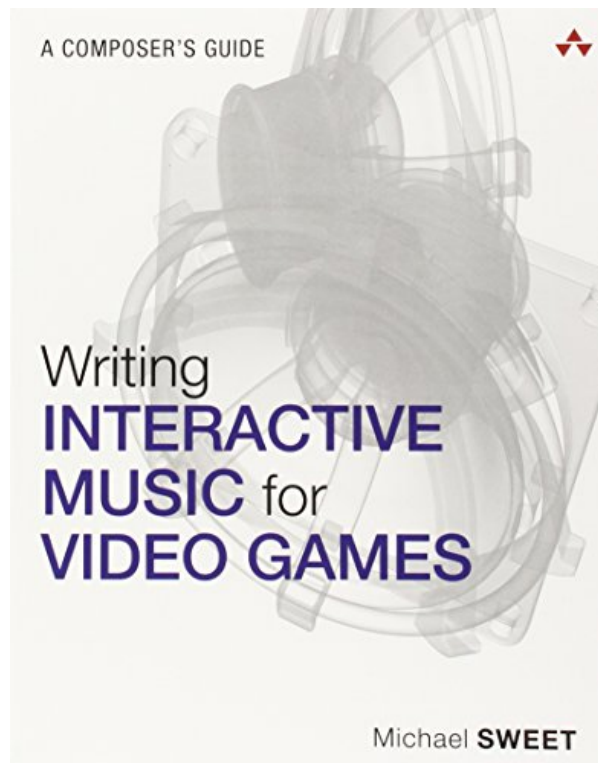
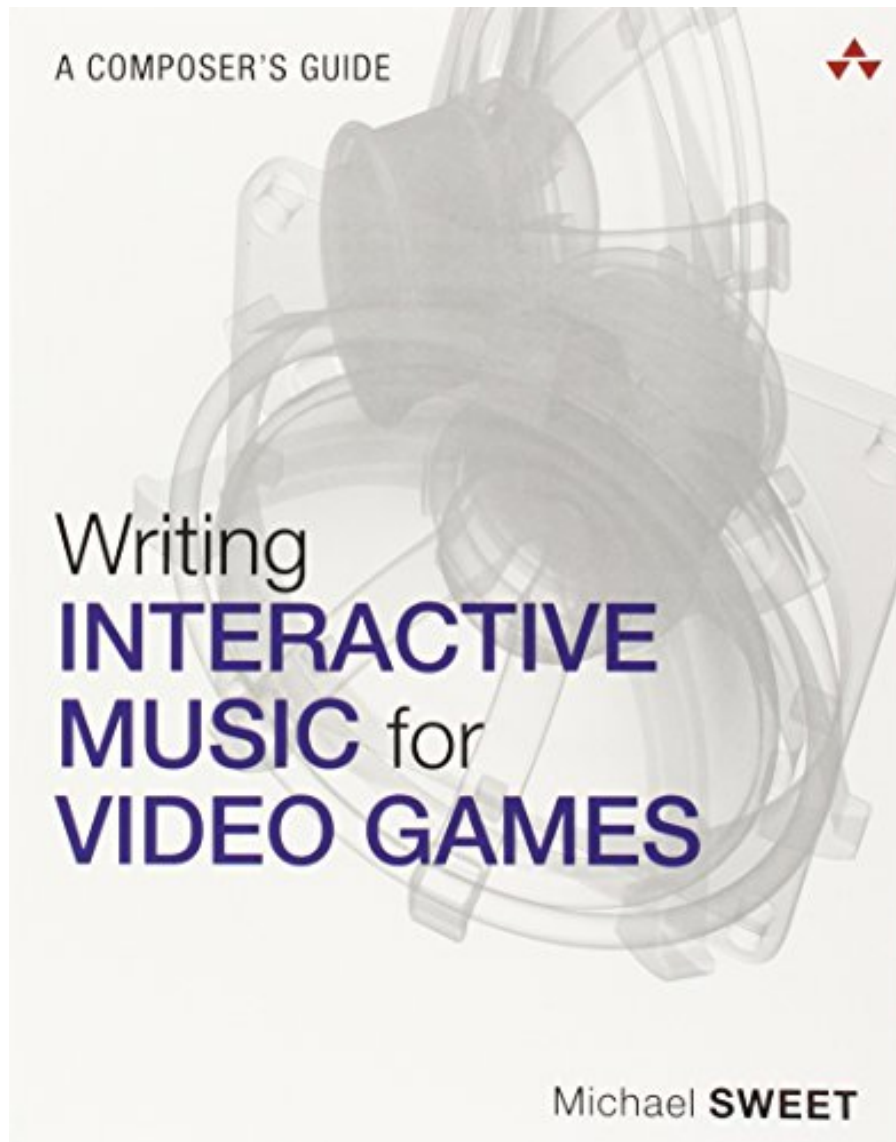


# **WRITING INTERACTIVE MUSIC FOR VIDEO GAMES: A COMPOSER'S GUIDE (GAME DESIGN) BY MICHAEL SWEET**



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## Review

“Behind every great game experience is an interactive score that defines the emotional through-line of a game. *Writing Interactive Music for Video Games* will show you how to create such a score, from basic concepts to sophisticated techniques. It is filled with advice from some of the greatest video game composers working today, and written with the clarity and insight that comes from experience.”

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“Michael Sweet’s book provides a much-needed text that walks a composer through all of the critical considerations when first starting to work in the video game industry. Not simply a ‘how-to’ but a ‘why-to’ that dives deep into the aesthetics and best practices of writing an interactive score. Through his years of work in the industry and years of teaching, he is able to bring together a comprehensive discussion on composing interactive scores. Professor Sweet brings together the nuts and bolts, the business, and pertinent historical moments—all while setting composers’ expectations for working in the industry. There is no better book to be found if you are a composer looking to understand writing for games.”

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## **All You Need to Know to Create Great Video Game Music**

Written by the developer of Berklee School of Music’s pioneering game scoring program, this guide covers everything professional composers and music students need to know about composing interactive music for video games, and contains exclusive tools for interactive scoring—tools that were previously available only at Berklee.

Drawing on twenty years of professional experience in the game industry, Michael Sweet helps you master the unique language of music storytelling in games. Next, he walks you through the entire music composition process, from initial conceptualization and creative direction through implementation.

Inside, you’ll find dozens of examples that illustrate adaptive compositional techniques, from small downloadable games to multimillion dollar console titles. In addition, this guide covers the business side of video game composition, sharing crucial advice about contracts, pricing, sales, and marketing.

Coverage includes

- Overcoming the unique challenges of writing for games
- Composing music that can adapt in real time to player actions
- Developing thematic ideas
- Using audio middleware to create advanced interactive scores
- Working effectively with game development teams
- Understanding the life of a video game composer
- Managing contracts, rights, estimating, and negotiation
- Finding work

The companion website contains software tools to help you master interactive music concepts explored in this book, with additional resources and links to learn more about scoring for games. See Appendix A for details.

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2 of 2 people found the following review helpful.

The one and only textbook i've read from cover to cover!

By M. Hung

One of the best textbooks I've ever used. This has literally been the one and only textbook i've actually read through completely throughout all of my academic career (which is close to 10 years..but that is another story). Sweet's writing is very clear, organized, and easy to follow. He provides amazing examples and industry standards that were completely new for me. The book goes over very useful composing tips and techniques specific for video game music and I found the tips pertaining to the business and contract sides are amazing. If you are at all interested in composing for video games, **BUY THIS BOOK NOW!**

4 of 4 people found the following review helpful.

Goes above and Beyond

By Shane T Wirkes

This was a really great book that I return to often as a reference. It goes beyond most books on the subject in that it offers practical advice for contract negotiations, freelancing, networking, and many other aspects of the industry that newcomers may not know about. I also very much enjoyed the primer to sound synthesis. It was concise, well written, and dead on.

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Absolutely incredible book, a must have for every musician ...

By Amazon Customer

Absolutely incredible book, a must have for every musician trying to learn more about writing and understanding the business side of creating music for video games.

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