

# Quiz Review Readings

The chapters in “Writing Interactive Music for Video Games” that are covered in the quiz include the following (note that section headings are placed in quotations):

## Chapter 1: The Language of Music Storytelling in Games

- Read the whole chapter, **not including** “Music Conceptualization”, “Analysis and Critique of a Game Score”, and “Exercises”

## Chapter 2: Breaking Down the Language of Interactive Music

- Read the whole chapter, **not including** the composer perspectives and “Exercises”

## Chapter 3: Spotting the Game

- Read “The Goals of Video Game Music Score” to the end of the chapter, **not including** the composer perspectives and “Exercises”

## Chapter 5: Video Game Composition over the Past 40 Years

- Read the whole chapter, **not including** “The Rise of Handheld and Network Games”, “The Evolution of Modern Gaming Platform”, and “Exercises”

## Chapter 13: MIDI and Virtual Instruments

- Read “An Alternative to Pre-rendered Audio”, the note found in “Working with MIDI-Based Scores”, and “Review”