



# MUSIC IN FILM & MULTIMEDIA

## WHAT IS THIS CLASS ALL ABOUT?

This course will allow students to explore the psychology of music and how it shapes our thoughts and emotions. They will discover specific ways in which music can be used as an influential tool through various media, as well as determine why some music fits certain situations where other music does not. Film concepts will include many examples of soundtracks, underscoring, and source music. Students will also investigate what makes a catchy jingle in advertising, as well as the composition of memorable themes for television themes. We will also investigate the world of video game music and the current market for multimedia composition.



## WHAT TYPE OF ASSIGNMENTS AND ACTIVITIES CAN I EXPECT?

Throughout the course, we will investigate different genres of film and other forms of media. Students will analyze films for both their visual and musical content and create group film projects to reinforce concepts learned in class. Later in the year, students will complete a final project based on their interests - from cinematography to animation to video games.



## SCHEDULE & CREDITS

Music in Film & Multimedia is an every-other-day course for 2.5 credits.

