Name __________________________

C. Milton Wright High School
Music Technology

Project #11: Video Game Soundtrack
Grade Sheet

Directions:
You will create a part of a video game soundtrack. Your project should demonstrate the following...

- a strong commitment to the creative process of composition
- a working knowledge of Pro Tools/Sibelius

Grading Rubric:
Be 90 seconds to 2 minutes in length ______/10

Create multiple tracks using Pro Tools/Sibelius ______/10

Apply proper mixing techniques (balance, pan, EQ/compression/reverb/ASDR filters/etc.) ______/10

Include sound effects and a master track ______/10

Create a powerpoint presentation for your video game ______/30

- A minimum of 8 slides - first and last one will be black ______/10
  - Information to be included on the slides is in the directions.
- Slides include title/characters/goals/levels/etc. ______/10
- Slides are visually appealing ______/10

Add entry to Online Portfolio. ______/10

(include header, brief description, and mp3 player)

Include a written statement that describes (in detail) your pre-production planning, individual thought process, and methods/techniques used. ______/20

Notes...

Total: ______/100