



# C. Milton Wright High School

*Music Technology*

Name \_\_\_\_\_

## 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 \_\_\_\_\_/10  
(balance, pan, EQ/compression/reverb/ASDR filters/etc.)

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  
Information to be included on the slides is in the directions. \_\_\_\_\_/10
- 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