Sound in the game art exhibition

# **1.** **VR**

- Music in the vr game (Only through the VR-headset or also within the dark room?)

o 2 themes in planning: relaxing and horrifying

o Articulating what’s “real” or not, but also guiding the player in the game?

- Sound FX in the video game

o Articulating what’s “real” or not, but also guiding the player in the game?

o [insert long list of different things that need sound]

# **2.** **The Character Creator**

- Music in the Creator app

o Many (distinct) themes that the user/player can choose their favourite from

o Each theme should be tied to some specific stylistic and artistic orientations

o Could be used as “entrance music” to the avatar-hangout room aka the screen?

o IF there is some automatic movement in the hangout space for the avatars, the style of activity for the avatar could be defined by the music they choose (E.G. Aggressive punk – aggressive avatar, cute music - cute activity

- FX in the Creator app

o Yes

- Technical stuff

o Tablets with headphones attached

o The “fanfares/entrance music” played in the space for the avatar thing

o Maybe some fun Mii Channel-esque background music?

# **3.** **The rest of the exhibition space**

- Music in the exhibition space

o There is a possibility that there will be some music present in the exhibition

- FX in the Exhibition space

o Could be fun to gamify the exhibition so, that you could trigger some sounds while you visit