## "Variations on a Theme by a Rogue A.I.: Music, Gameplay, and Storytelling in Portal 2" (Part 1 of 2)"

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This file includes the abstract, and extensive keyword list, acknowledgements, and bibliography for the video essay, "The Influence of Clara Schumann's Lieder on Declamation in Robert Schumann's Late Songs," by Harald Krebs with Sharon Krebs, *SMT-V* 2.1 (2016). This essay may be found at <a href="https://vimeo.com/societymusictheory/videocast22reale">https://vimeo.com/societymusictheory/videocast22reale</a>.

SMT-V is the open-access, peer-reviewed video journal of the Society for Music Theory. Founded in 2014, SMT-V publishes video essays that showcase the latest research in music theory in a dynamic, audiovisual format. The journal features a supportive and collaborative production process, and publishes three to four videos per year. The videos may be found at <a href="https://www.smt-v.org">www.smt-v.org</a>.

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Abstract for "Variations on a Theme by a Rogue A.I.: Music, Gameplay, and

Storytelling in Portal 2" (Part 1 of 2)," SMT-V 2.2 (2016).

This is the first part of a two-video series that explores how the scoring to the video game

Portal 2, published by Valve Corporation, not only helps tell the game's story, but also

comments on the game developers' philosophy of puzzle design. The first video explores

how the game's title theme 9999999, including its texture, voice leadings, and chord

qualities, musically enacts dual aspects of the character of the game's central antagonist

GlaDOS: once human, her personality was uploaded into a computer mainframe where

she has become a sociopathic, homicidal artificial intelligence who takes delight in

subjecting humans to hazardous scientific experimentation. The second video

demonstrates that 9999999 serves as the theme for a set of double variations in the game's

middle act. Since Valve's philosophy of player training centers on iterative puzzle-design

that systematically increase in complexity, and the musical accompaniments for these

puzzles feature coordinated developments in musical complexity, the scoring here lets us

parse the puzzle design into a kind of set of gameplay theme-and-variations.

**Keyword List** 

Video game music, Portal, theme and variation, Mike Morasky, dualism, voice leading,

gameplay, triadic transformation

Links:

9999999 transcription by Steven Reale:

https://societymusictheory.org/files/smtv/9999999.pdf

9999999 audio:

https://societymusictheory.org/files/smtv/999999.mp3

Vertigo audio: <a href="https://societymusictheory.org/files/smtv/vertigotheme.mp3">https://societymusictheory.org/files/smtv/vertigotheme.mp3</a>

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