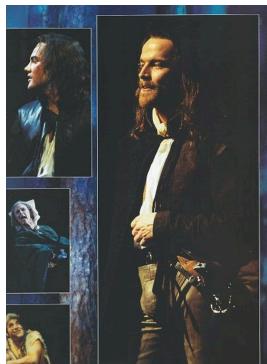


No Back Up, But Restore

Ragtime | “Wheels of a Dream” (1998) vs.

“Wheels of a Dream” (2009)

“Wheels of a Dream” was part of the original 1998 Broadway production of *Ragtime*, a powerful duet about hope and the American dream. Although well-received, the production didn’t leave a lasting mark. In 2009, the revival featured the same song but with more emotionally layered performances and a fresh interpretation that resonated more deeply with modern audiences. The new version found success by making the same material more impactful through performance and staging.



Martin Guerre | “I Will Make You Proud” (1994) vs. “Justice Will Be Done” (1999)

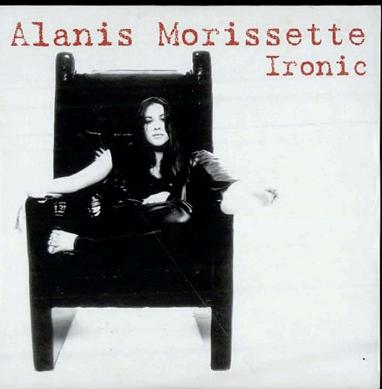
“I Will Make You Proud” was featured in the 1994 version of the musical *Martin Guerre*, which was criticized for its unclear story and mismatched tone. In 1999, the musical was heavily rewritten, and this song was replaced by “Justice Will Be Done,” a more thematically appropriate and dramatic piece. The new version clarified the plot and emphasized moral conflict, helping the musical gain improved reception and critical understanding.

Mulan | “Reflection” (1998) vs. “Written in Stone”

(1998)

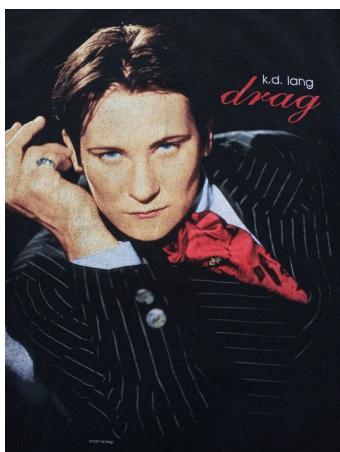
“Reflection” became the emotional centerpiece of Disney’s *Mulan*, expressing the character’s inner conflict and search for identity. It was chosen for the final film and became a fan-favorite. “Written in Stone” was a song written around the same time but was ultimately cut from the movie. While it also dealt with themes of heritage and identity, it lacked the lyrical simplicity and emotional punch of “Reflection,” which made the final cut and stood the test of time.





Alanis Morissette | “Ironic” (1995) vs. “Ironic” (2015)

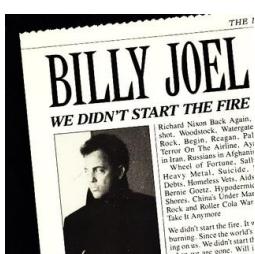
The original 1995 version of “Ironic” became one of Alanis Morissette’s biggest hits, with quirky lyrics about everyday ironies and an unforgettable melody. In 2015, Morissette performed a modernized parody version on *The Late Late Show*, featuring new “ironies” related to social media, texting, and digital life. While the original captured 1990s angst, the reworked version offered humor and updated commentary, showing how songs can evolve with culture.



K.D. Lang | “Surrender” (1997) vs. Sheryl Crow | “Tomorrow Never Dies” (1997)

K.D. Lang recorded “Surrender” as a proposed theme for the James Bond film *Tomorrow Never Dies*. It had the signature Bond sound and was ultimately used in the film’s closing credits. However, Sheryl Crow’s song “Tomorrow Never Dies” was selected as the official title track. This comparison highlights how different artists can create competing versions of a theme, and how creative

decisions—often subjective—shape a final product’s identity.



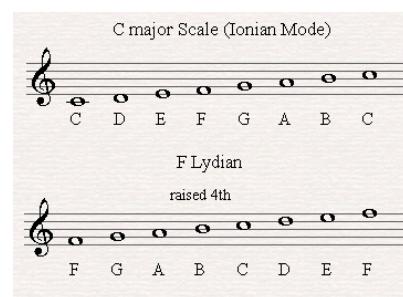
Billy Joel | “We Didn’t Start The Fire” (1989) vs. Fall Out Boy | “We Didn’t Start the Fire” (2023)

Billy Joel’s 1989 hit listed major global events from 1949 to 1989 in rapid-fire lyrics, creating a cultural snapshot that became both catchy and educational. In 2023, Fall Out Boy released an updated version covering 1989 to 2023. While it aimed to capture modern history in the same style, some listeners felt it lacked the rhythm and coherence of the original. Still, the remake sparked conversation and introduced the concept to a new generation.

A FALL OUT BOY
COVER OF THE
BILLY JOEL
SONG “WE
DIDN’T START
THE FIRE”
COVERING
NEWSWORTHY
ITEMS FROM
1989 - 2023

How music can be used to create a futuristic or science fiction atmosphere through specific musical techniques and styles?

Music can be a powerful tool for creating the feeling of another time or place—especially the future. One technique composers use is blending major and minor scales, which creates emotional contrast and unpredictability. Another is using the Lydian mode, a musical scale that sounds dreamy or otherworldly because of its raised fourth note. These methods help composers build what some call a “future riff”—a musical idea or shortcut that instantly suggests something science fiction-like or alien, even if it’s set in a time that hasn’t happened yet.



In the song “*A TV Show Called Earth*,” the songwriter uses these techniques to give the music a distant, futuristic quality. The melody doesn’t stick to one clear emotion; instead, it shifts between feelings of warmth and eeriness, reflecting the idea of Earth being watched from far away. The harmonies and textures are a bit strange and floaty, making the listener feel like they’re hearing something not from today’s world, but from a far-off future—or even another planet.

This shows how music doesn’t need lyrics or visuals to suggest time and place. Just a few musical choices can set the scene for an entire world, even if that world only exists in our imagination.

The Art of Video Game Music: Creativity Within Limits



Video game music, especially early chiptune compositions like Hirokazu Tanaka’s iconic *Tetris* soundtrack, is a unique form of art shaped by technical limits. These early games had simple sound chips that could only produce a few tones at once, forcing composers to be creative within tight boundaries. The result was catchy, memorable music that enhanced gameplay and created atmosphere despite its simplicity. Today, some argue that returning to these kinds of limitations could inspire new creativity in music, art, and literature by focusing artists on essential elements rather than overwhelming possibilities. Video game music has evolved from simple beeps and melodies into complex,





emotional scores that rival film soundtracks. This evolution shows that video game music is a legitimate artistic form that deserves serious recognition. Whether created with limited hardware or modern technology, game music plays a crucial role in storytelling and player experience, proving that creativity often flourishes most when constraints are embraced.



Osu

Osu is a free-to-play PC rhythm game where players click, drag, and spin circles in time with music. It's known for its precision and fast pace, helping players develop fine motor skills and hand-eye coordination, which aligns with rhythm games' ability to aid motor recovery and improve timing.

Beat Saber

Beat Saber uses virtual reality to let players slash blocks representing musical beats with lightsabers. Its immersive movement and physical activity make it great for improving gross motor skills and rhythm awareness, expanding rhythm games beyond screens into full-body experiences.



Dance Dance Revolution (DDR)

DDR is a classic arcade dance game where players step on arrows on a dance pad in time to music. It combines physical exercise with rhythm, making it a fun way to build coordination, timing, and fitness—perfect for schools aiming to combine learning with physical activity.

Guitar Hero

Guitar Hero simulates playing a guitar by pressing buttons on a guitar-shaped controller to match on-screen notes. It helps players learn rhythm patterns and finger dexterity, making music interactive and accessible, potentially inspiring future musicians.



maimai

A popular arcade rhythm game from Japan, maimai uses a circular touchscreen and requires players to tap, slide, or hold notes in time with music. Its colorful interface and



variety of songs make it engaging and could be adapted for educational rhythm training.

Beatmania

An influential rhythm game from Konami, Beatmania uses turntables and buttons to simulate DJing. It introduced complex rhythm patterns and multitasking, influencing many later games and highlighting how rhythm games can teach advanced musical concepts.



Deemo

Deemo is a mobile rhythm game with a story-driven approach, featuring piano-based music. It emphasizes emotional connection through music, showing how rhythm games can also foster appreciation for musical expression alongside skill development.

Just Dance

Just Dance is a motion-controlled dance game where players mimic on-screen dance moves. It promotes physical activity and rhythm in an accessible way, making it ideal for educational settings focused on movement and music.



Tap Tap Revenge

A mobile rhythm game where players tap colored balls in time with music. It was one of the earliest successful smartphone rhythm games, making rhythm gaming widely accessible and demonstrating how technology can expand music education to portable devices.