

Article #10

The Excruciating Importance in Listening to Video Games Music

Revolutionary Prediction by Adam Simpson

Some of you might find this quite funny and would be wondering why video games music is so important. Look at it like this. For example, if we look at the video game console PlayStation 4 (by Sony), they would be paying huge amounts of money to a composer and then that composer would be creating music for that world recognized video game console.

Now, to take this another step further, what a lot of people do not know or cannot see is that

- 1) It has proper counterpoint writing.
- 2) Some of these video games are more than a CD long and you are receiving a whole multi-movement suite or overture work.
- 3) The music is fantastic.
- 4) The instruments or the sounds are **IN.....OUR.....TIME** (so therefore, much more technologically based).
- 5) The music is **IN.....OUR.....TIME!**
- 6) Some of the music requires high playing abilities to perform such as for solo piano.

A perfect example from the above points is a video game called Final Fantasy 7 by the name of the composer Nobuo Uematsu. People are still buying his music, making arrangements of his music and are performing his music. The Final Fantasy franchise has made a legacy. Have a look at the following.



Tifa's Theme for solo piano composed by Nobuo Uematsu.

TIFA'S THEME

By NOBUO UEMATSU

Gently, with expression

mp *F Major*

With pedal

Handwritten musical score for "Tifa's Theme" by Nobuo Uematsu. The score is in 4/4 time and F major. It consists of three systems of music. The first system includes a treble and bass clef with a piano (*mp*) dynamic and the instruction "Gently, with expression". Handwritten notes include "F Major" and "With pedal". The second system continues the melody and accompaniment with various fingering numbers. The third system includes a "Non-diatonic" section and a "passing note" annotation. Chord diagrams for IV (F major) and V (C major) are shown at the bottom.

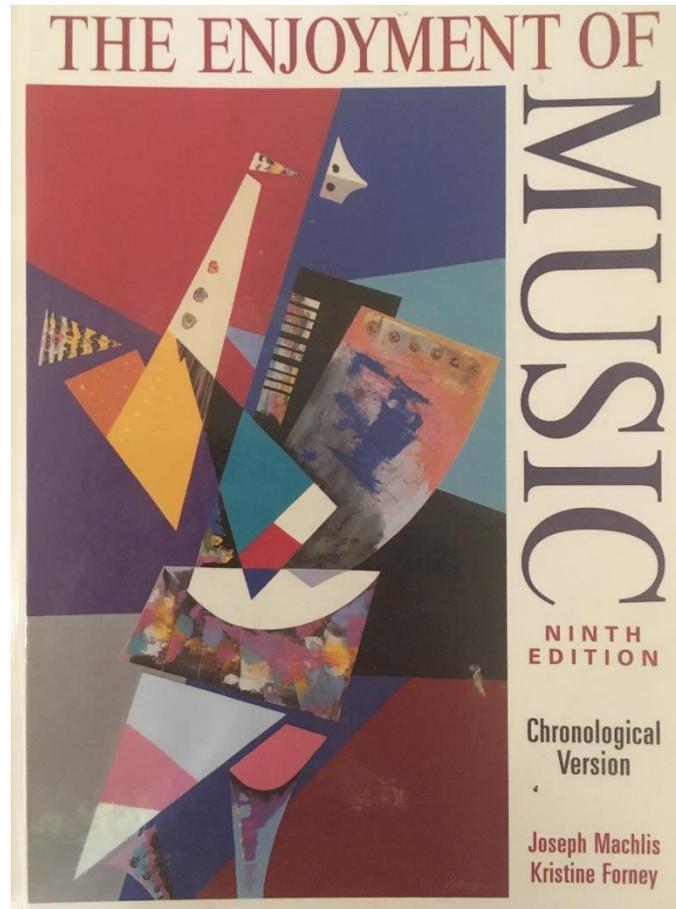
The track list for the Final Fantasy 7 REMAKE video game on PlayStation 4. It states the composer's names and who has done the arrangements.

TRACK LIST / Disc 3	
09 鉄クズ迷路 Maze of Scrap Metal Composers: Shotaro Shima & Nobuo Uematsu Arranger: Shotaro Shima	17 タークス:レノ The Turks: Reno Composers: Nobuo Uematsu & Yoshitaka Suzuki Arranger: Yoshitaka Suzuki
10 クリティカルショット Critical Shot Composers: Shotaro Shima & Nobuo Uematsu Arranger: Shotaro Shima	18 教会に咲く花 Flowers Blooming in the Church Composer: Nobuo Uematsu Arranger: Shotaro Shima
11 ゲームオーバー Game Over Composer: Nobuo Uematsu Arranger: Shotaro Shima	19 腐ったピザの下で Under the Rotting Pizza Composer: Nobuo Uematsu Arranger: Shotaro Shima
12 ランデブーポイント The Rendezvous Point Composer: Nobuo Uematsu Arranger: Shotaro Shima	20 不安な心 Anxiety Composer: Nobuo Uematsu Arranger: Yoshinori Nakamura
13 伍番魔晄炉の罠 A Trap Is Sprung Composer: Nobuo Uematsu Arranger: Shotaro Shima	21 エアリスのテーマ -ただいま- Aerith's Theme - Home Again Composer: Nobuo Uematsu Arranger: Yoshinori Nakamura
14 エアバスター The Airbuster Composers: Nobuo Uematsu & Tadayoshi Makino Arranger: Tadayoshi Makino	22 からっぽの空 Hollow Skies Composer: Nobuo Uematsu Arranger: Yasunori Nishiki
15 俺は...誰だ Who Am I? Composer: Nobuo Uematsu Arranger: Yoshitaka Suzuki	23 闘う者達 -秘密基地- Let the Battles Begin! - The Hideout Composer: Nobuo Uematsu Arranger: Shotaro Shima
16 タークスのテーマ The Turks' Theme Composer: Nobuo Uematsu Arranger: Yoshitaka Suzuki	24 クラッシュボックス Whack-a-Box Composers: Daiki Ishikawa & Nobuo Uematsu Arranger: Daiki Ishikawa

Also, what I REALLY hope is that if there are any

- musicologists
- music composition and
- instrumental teaching academics

who are perhaps reading this realize the level of importance in this and start making changes or making progress in any form of way such as in texts books, courses etc.



Thank you so much in giving up your time in reading this.

Your sincerely,

Adam Simpson (Maestro)

Date – 17/09/2020