



Real Talk

One of our students came to their class raving about a new game and its music score. It was Untitled Goose Game.

Dan Golding arranged the Debussy Preludes with the game developers, and they were built into an adaptive score. (An adaptive score is when the music changes according to your gameplay; this can include where you are going and what actions you take.)

- In the case the goose is very naughty, he is underscored by the 12th Prelude 'Minstrels'
- If the goose is running and flapping, the music is fast, and if he is waddling and sneaking, the music is slow.
- If he stops moving, there is silence.

It was a wonderful moment of connection as they were studying the Romantic Era at the time.

[CLICK HERE](#) to read more.

