

# Making Prediction in Video Game Music

A composer will use sudden and sometimes dramatic changes in music, in order to create and maintain interest and to describe a video game scene.

- Is the tempo speeding up / slowing down?
- Is the key changing / modulating?
- Are the instruments changing?
- Can you hear the music pause (become static)?
- What does this mean about the video game scene?

I believe that there are still people who believe that game music is something equal to just an effect incorporated into the game, something like a BGM. And therefore this is something that I would like to show that is not true. Nobuo Uematsu

