

Music And Video Games

AMVs should not be confused with music videos that employ original, professionally made animation (such as numerous music videos for songs by Daft Punk and Gorillaz, or Linkin Park's song "Breaking the Habit" which was animated by Gonzo) or with such short music video films (such as Japanese duo Chage and Aska's song "On Your Mark" that was produced by the film company Studio Ghibli). AMVs should also not be confused with fan-made "general... 1573c3dd60

Anime music video Anime conventions frequently run AMV contests who usually show the finalists/winner's AMVs. AMVs are not official music videos released by the musicians, they are fan compositions which synchronize edited video clips with an audio track. The term is generally specific to Japanese anime, however, it can occasionally include footage from other mediums, such as American animation, live action, or video games. org, video downloads and YouTube. An anime music video or an Animation Music Video (AMV) is a fan-made music video consisting of clips from one or more (usually Japanese) animated shows An anime music video or an Animation Music Video (AMV) is a fan-made music video consisting of clips from one or more (usually Japanese) animated shows or movies set to an audio track, often songs or promotional trailer audio. AMVs are most commonly posted and distributed over the Internet through AnimeMusicVideos 1573c3dd60

In 1983, the video game magazine Video Games Player stated that video games "are as much an art form as any other field of entertainment". 1573c3dd60 == By computer == 1573c3dd60

Music video game Music video games may take a variety of forms and are often grouped with puzzle games due to their common use of "rhythmically A music video game, also commonly known as a music game, is a video game where the gameplay is meaningfully and often almost entirely oriented around the player's interactions with a musical score or individual songs. musical score or individual songs. Music video games may take a variety of forms and are often grouped with puzzle games due to their common use of "rhythmically generated puzzles" 1573c3dd60

Video game music Early video game music was once limited to sounds of early sound chips, such as programmable sound generators (PSG) or FM

synthesis chips. Video game music (VGM) is the soundtrack that accompanies video games. These limitations have led to the style of music known as chiptune, which became the sound of the early video games. Early video game music was once limited to sounds of early sound chips, such as

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History of video games history of video games began in the 1950s and 1960s as computer scientists began designing simple games and simulations on minicomputers and mainframes The history of video games began in the 1950s and 1960s as computer scientists began designing simple games and simulations on minicomputers and mainframes. The first home video game console was the Magnavox Odyssey, and the first arcade video games were Computer Space and Pong. Spacewar. After its home console conversions, numerous companies sprang up to capture Pong's success in both the arcade and the home by cloning the game, causing a series of boom and bust cycles due to oversaturation and lack of innovation. was developed by Massachusetts Institute of Technology (MIT) student hobbyists in 1962 as one of the first such games on a video display. The first consumer video game hardware was released in the early 1970s

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== Overview == 1573c3dd60 == History == 1573c3dd60 By the mid-1970s, low-cost programmable microprocessors replaced the discrete transistor-transistor logic circuitry of early hardware, and the first ROM cartridge-based home consoles arrived, including the Atari Video Computer System (VCS). Coupled with rapid growth in the golden age of arcade video games, including Space Invaders and Pac-Man, the home console market also flourished. The 1983 video game crash in the United States was characterized by a flood of too... 1573c3dd60 == History == 1573c3dd60 == Legend == 1573c3dd60 The popularity of video game music has created education and job opportunities, generated awards, and led video game soundtracks to be commercially sold and performed in concerts. 1573c3dd60

Video game g. More recently, the video game industry A video game, computer game, or simply game is an electronic game that involves interaction with a user interface or input device (such as a joystick, controller, keyboard, or motion sensing device) to generate visual feedback from a display device, most commonly shown in a video format on a television set, computer monitor, flat-panel display or touchscreen on handheld devices, or a virtual reality headset. , haptic technology that provides tactile sensations). Some video games also allow microphone and

webcam inputs for in-game chatting and livestreaming. Most modern video games are audiovisual, with audio complement delivered through speakers or headphones, and sometimes also with other types of sensory feedback (e. includes arcade video games, console games, and computer games (which includes LAN games, online games, and browser games) 1573c3dd60

Video game music can be one of two kinds: original or licensed. 1573c3dd60

Video Games Live The concerts consist of segments of video game music performed by Video Games Live (VGL) is a concert series created by Tommy Tallarico and Jack Wall. Incorporated in 2002, Video Games Live has performed over 500 shows internationally. The concerts consist of segments of video game music performed by a live orchestra with video footage and synchronized lighting and effects, as well as several interactive segments with the audience. Video Games Live (VGL) is a concert series created by Tommy Tallarico and Jack Wall 1573c3dd60

Lists of video games of historical video games List of horror video games List of music video games List of ninja video games List of survival video games List of text-based This is a list of all video game lists (also known as Ludography), sorted by varying classifications. The classification depends on a variety of component 1573c3dd60

With technological advances, video game music has grown to include a wider range of sounds. Players can hear music in video games over a game's title screen, menus, and gameplay. Game soundtracks can also change depending on a player's actions or situation, such as indicating missed actions in rhythm games, informing the player they are in a dangerous situation, or rewarding them for specific achievements. 1573c3dd60 Video games are typically categorized according to their hardware platform, which traditionally includes arcade video games, console games, and computer games (which includes LAN games, online games, and browser games). More recently, the video game industry has expanded onto mobile gaming through mobile devices (such as smartphones and tablet computers), virtual and augmented reality systems, and remote cloud gaming. Video games are also classified into a wide range... 1573c3dd60

Video games as an art form Though video games have been afforded legal protection as creative works by the Supreme Court of the United States, the philosophical proposition that video games are works of art remains in question, even when considering the contribution of expressive elements such as acting, visuals, design, stories, interaction, and music. The concept

of video games as a form of art is a commonly debated topic within the entertainment industry. Though video games have been afforded legal The concept of video games as a form of art is a commonly debated topic within the entertainment industry. Even art games, games purposely designed to be a work of creative expression, have been challenged as works of art by some critics 1573c3dd60

List of music video games This is a list of music video games, sorted alphabetically. The table can be sorted by a different column via clicking on the small box next to column heading. The table can be sorted by a different column via clicking on the small box next to column This is a list of music video games, sorted alphabetically 1573c3dd60

== History == 1573c3dd60 == Overview == 1573c3dd60 The earliest institutional consideration of the video game as an art form came in the late 1980s when art museums began retrospective displays of then newly-outdated first and second generation games. In exhibitions such as the Museum of the Moving Image's 1989 "Hot Circuits: A Video Arcade", video games were showcased as preformed works whose quality as art came from the intent of the curator to display them as art. Further explorations of this theme were set up in the late... 1573c3dd60 Music video games are games where there is typically some type of interactivity of the gameplay with the game's music. This may be where the music is generated in response to the player's actions, or where the player reacts to the beats and notes of the music. As the genre has gained popularity and expanded, music video games have demonstrated the ability to support a range of various styles of gameplay, making the genre itself rather diffuse. A game such as Rayman Legends features levels that are based on endless runners but where the player scores... 1573c3dd60 Music video games are distinct from purely audio games (e.g. the 1997 Sega Saturn release Real Sound: Kaze no Regret) in that they feature a visual feedback, to lead the player through the game's soundtrack, although eidetic music games can fall under both categories. 1573c3dd60

Hannah Montana video games adventure/rhythm video games based on the Disney Channel show Hannah Montana and the film have been released. All the games were published by Buena Vista Games / Disney Interactive Studios. All the games were published by Buena Vista Games / Disney A number of adventure/rhythm video games based on the Disney Channel show Hannah Montana and the film have been released 1573c3dd60

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