

Analysis of Game Music Design and Scene Integration Strategy

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Abstract: As an important component of video games, game music not only provides players with rich auditory experiences, but also enhances the atmosphere of the game, guides players' behavior, and conveys the emotions and themes of the game. This article aims to explore strategies for game music design and scene integration. By analyzing the definition and functions of game music, the types and characteristics of game scenes, and the correlation analysis between music and games, specific strategies for music design and scene integration are proposed, and their effectiveness is evaluated. The research in this article is of great significance for improving the overall gaming experience and enhancing player immersion.

Keywords: game music, scene fusion, music design, game atmosphere

1. Introduction

With the continuous development of the gaming industry, the role of game music in the gaming experience is becoming increasingly prominent. Excellent game music not only seamlessly blends with game scenes, but also enhances the attractiveness and retention rate of the game[1]. This paper will start from the definition and function of game music, explore strategies for game music design and scene integration, in order to provide useful references for game developers.

2. Definition and Function of Game Music

2.1 Definition of Game Music

Game music refers to the music created for electronic games, which is closely integrated with game scenes, plot, characters, and other elements to jointly build the overall atmosphere of the game[2]. Game music includes not only background music, but also promotional music, theme songs and sound effects, which together provide players with a rich auditory experience.

2.2 Function of Game Music

Enhance the atmosphere of the game: Game music can create a unique gaming atmosphere, making it easier for players to immerse themselves in the world of the game. Expressing the emotions and themes of the game: Conveying the story and information of the game through music to enhance players' emotional experience.

Guiding player behavior: Game music can prompt players about the rhythm and difficulty of the game through rhythm and melody, guiding players' behavior.

3. Types and Characteristics of Game Scenes

3.1 Types of Game Scenes

Adventure exploration scenes are usually played with puzzle solving and clue searching as the main gameplay, and music needs to create a mysterious and tense atmosphere[3]. The battle scene requires fast-paced and passionate music to complement the tense battle rhythm. The main city scene is the transportation hub in the game, and the music should be relaxed and soothing, making players feel relaxed in the game.

3.2 Characteristics of Game Scenarios

The game scene needs to be combined with player interaction, enhancing this interactivity through music. Different types of game scenes require different styles of music to complement. The transition between game scenes requires dynamic changes in music to guide and maintain the coherence and fluency of the game.

4. Analysis of the Correlation between Music and Games

4.1 The Relationship between Music and Gaming Emotions

Game music is an important element in creating a gaming atmosphere, which can effectively guide players' emotions

through the rhythm, melody, and timbre of the music. For example, in a horror scene, eerie sound effects and low-pitched melodies can heighten the player's tension.

4.2 Integration of Music and Game Scenes

Game music should be integrated with the elements and style of the game scene to enhance the visual effect and immersion of the game. For example, in medieval-themed game environments, the harpsichord and chamber music effectively capture the elegant courtly ambiance of medieval aristocracy. The Lute serves as the quintessential instrument for minstrels, while the solemn and majestic Gregorian chant epitomizes the grandeur of the Christian Church in its prime.

4.3 The Relationship between Music and Game Characters

Game music can serve as an expression of the character's personality and emotions, enhancing their personality and charm. For example, in role-playing games, the theme songs of different characters can reflect their personality traits and emotional changes, making the characters more three-dimensional and vivid.

4.4 The Relationship between Music and Gameplay

Game music can serve as a guide for gameplay, helping players better understand and master the game rules. For example, in music rhythm games, the rhythm and melody of the music are one of the core gameplay elements, and players need to follow the prompts of the music to operate.

5. Game Music Design and Scene Integration Strategy

5.1 Understanding Game Requirements

Before creating game music, it is necessary to first understand the requirements of the game, including its style, genre, scenes, plot, and characters. Different types of games require different styles of music to complement. For example, role-playing games may require grand and epic music to create the atmosphere of the game world; Action games require fast-paced and passionate music to complement intense combat scenes.

5.2 Develop a Music Blueprint

Develop a global music blueprint based on the needs of the game, including theme music styles, music styles for different scenes, interactive sound effects styles, etc. Determine the overall style direction, rhythm characteristics, instrument selection, and other aspects of music planning to provide guidance for subsequent design.

5.3 Melody Composition and Arrangement

Melody composition is the core part of game music design. When creating melodies, one can start from the core concepts, themes, or character characteristics of the game to find inspiration. The melody should be concise and easy to remember, leaving a deep impression in the player's mind. When arranging music, it is necessary to choose appropriate instruments and timbres based on the melody, pay attention to the balance and layering between instruments, and highlight the theme melody.

5.4 Integration with Scene Elements

In the process of creating game music, it is necessary to pay attention to the integration of music and scene elements. For example, in adventure exploration scenes, mysterious and tense music can be used to create an atmosphere; In combat scenes, it is necessary to use strong and passionate music to match the rhythm of the battle. Meanwhile, it is also necessary to pay attention to the transition and transformation between music and scenes, in order to maintain the coherence and fluency of the game.

5.5 Dynamic Changes and Interactivity

Game music needs to dynamically change according to the changes in game scenes and player behavior. For example, when a player enters a battle scene, the music should instantly transform into a tense and exciting rhythm; When players complete tasks or achieve accomplishments, cheerful and celebratory music should be used to create an atmosphere. In addition, game music also needs to have a certain level of interactivity, which can be changed according to the player's actions or choices. For example, when a player's actions trigger specific in-game events, the music can flexibly call upon different layers or stems according to the event's variations. While maintaining consistent themes and tonalities in the music, this provides a richer auditory experience for the gameplay events.

5.6 Integration of Sound Effects and Music

The performance of sound effects should not only reflect the sounds of visually observable objects in the game but also selectively present the auditory aspects of artistic creation. When coordinated with BGM, it's important to consider the reasonableness of frequency band arrangements and whether there are repetitive elements with musical instruments within the track. These need to be pre-arranged during the initial design phase. The dynamic mixing process after assets are integrated into the game is a crucial step that greatly determines the performance level of music and sound effects in the game. The multi-channel mixing architecture also requires continuous adjustment and optimization during development. In the design of melodic sound effects, the coordination between music and sound effects is especially tight. For instance, certain character sound effects featuring instruments or vocals will have both music and sound effects present simultaneously. It's important to ensure harmony in tonality, coordination of rhythmic dynamics, and percussive sensations. At different skill levels, a progressive layering of sound is necessary. Rich auditory experiences can significantly enhance players' immersion in the game and optimize their gaming experience.

6. Case Analysis

Taking "Black Myth Wukong" as an example, the game creates a unique and intense emotional world for players through exquisite music composition, closely integrating the music with the game scenes and plot. In the game, whether it's peaceful mountains and forests, deep caves, or intense battle scenes, a matching atmosphere can be created through just the right amount of music. At the same time, the music is closely linked to the game plot, undergoing corresponding changes as the story develops, guiding the player's emotional direction. Triggering the game's theme song during key plot points strengthens the emotional bond with players. The song is also used in promotional videos, serving as an excellent tool to break through circles and attract as well as retain both new and existing players. This perfect fusion strategy of music and scene is vividly demonstrated in "The Dark Myth of Wukong". The game not only enhances the immersion of the scene through music, but also deeply reveals the inner changes of the characters and the progression of the plot through the ups and downs of the melody. This highly collaborative creative approach not only enhances the artistic expression of the game, but also allows players to enjoy a visual and auditory feast while immersing themselves more deeply in this fantastical world, experiencing a soul stirring adventure.

References

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