\*Mario theme song

If you felt some nostalgia from that audio, you’re not alone. That sound was the theme song to Mario, but what impact does audio have on video game emersion? Sound tracks in video games can transport you into a new world, evoke emotions, and even allow you to transverse time to when you were a kid playing Mario on the Nintendo 64.

\*blows disk cartridge

You’re already frustrated with having to blow your game cartridge that when Mario finally turns on and that upbeat catchy theme song plays, and all your worry’s go away… until.

\*Mario dying sound effect

Even if you aren’t familiar with Mario, from this audio file alone you can assume something negative has happened. By using strategic audio, video game designers can completely change the narrative of the story. We being to classically condition ourselves to mario’s dying sound effect to having to the frustration of having to restart the level over and over again.

\* Mario winning sound effect

We’ve done it, we pushed and finished the level and we are rewarded with this beautiful melody, you can’t help but feel some sort of happiness. Game designers use these audio trick to change the narrative of the story. Imagine you’re watching someone play the piano, but you don’t hear a noise. Or watching a scary movie but no one is screaming, How would you feel?

\*Dead space audio <https://www.youtube.com/watch?v=BExRmjtZnZg> “one of the techniques… unrelated sounds to catch you off guard”

Video games implement a variety of techniques to maximize the experience for the user. If you want the user to feel pleasure you would play pleasant melodic tones. If you want to create tension, you would gradually increase the frequency of the audio.

\*Dead space sound design – bar train room 5 minutes –“how can we scare people just with sound

Sound design is what truly convinces the mind that is in a place; in other words, hearing is believing.

Soundtrack in video games have developed tremendously as games continue to make advancements. During the earliest games of the 1970’s the challenge was trying to resonate feelings in the user with minimal technology in audio. Audio had to be digitally synthesized by using computer bits to replicate audio wave forms. Game designers would attempt to waveforms that mimicked human interaction, such as laughing or crying, because these noises could quickly be connected to an emotion.

\* <https://www.youtube.com/watch?v=jlLPbLdHAJ0> “using audio modulators it almost has a laughing quality “

Sound tracks in video games are valuable to the storytelling and user experience. It helps us immerse into a new world and to connect to this world emotionally. Audio is extremely valuable to this form of media. Even silent films had music.