\*Mario theme song

If you felt some nostalgia from that theme song , you’re not alone. Sound tracks in video games can transport you into a new world, evoke emotions, and even allow you to transverse back to a time when you were a kid playing Mario on the Nintendo 64.

\*blows disk cartridge

There's a certain joy to blowing the dust off your old game cartridge and waiting until 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, you probably just gathered that something negative has happened. By using strategic audio, video game designers can completely change a story. Players then condition themselves to mario’s dying sound effect and to the frustration of having to restart the level over and over again.

\* Mario winning sound effect

We’ve done it, we 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 tricks to change our experiences. Imagine watching someone play the piano, but hearing no noise. Or watching a scary movie where 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 sonic techniques. If you want the user to feel pleasure, play pleasant melodic tones. If you want to create tension, 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 convinces the mind that is in a place; in other words, hearing is believing.

Soundtracks in video games have developed tremendously as games have advanced. For the earliest games of the 1970s the challenge was trying to create 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 produce waveforms that mimicked human interaction, such as laughing or crying, because these noises could quickly be connected to emotions.

\* <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. They help immerse us into a new world and connect us to this world emotionally. Audio is extremely valuable to this form of media. Even silent films had music.