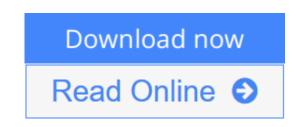# Composing Music for Games: The Art, Technology and Business of Video Game Scoring

By Chance Thomas

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Composing Music for Games is a guidebook for launching and maintaining a successful career as a video game composer. It offers a pragmatic approach to learning, intensified through challenging project assignments and simulations. Author Chance Thomas begins with the foundation of scoring principles applicable to all media, and then progresses serially through core methodologies specific to video game music. This book offers a powerful blend of aesthetic, technique, technology and business, which are all necessary components for a successful career as a video game composer.

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Editorial Review

About the Author

Chance Thomas is a composer, educator and entrepreneur. His music has underscored blockbuster commercial success and critical acclaim, including an Oscar, an Emmy and billions of dollars in video game and film sales worldwide. Game credits include *DOTA 2, Lord of the Rings Online, James Cameron's Avator, Heroes of Might and Magic, Peter Jackson's King Kong* and many more. As an educator, Chance works with universities, colleges and conferences to help students and professionals navigate the intersection of music scoring, technology and business. He has served on advisory boards for Full Sail University, Brigham Young University, the Game Developer's Conference and the Game Audio Network Guild. His business interests range across studios, publishing and audio services, successfully supporting a music career spanning more than 30 years.

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