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Game Idea Development

February 7, 2008

My Mystery Box

Though it took me quite some time to figure out what object in my room gave me inspiration in the way that JJ Abrams did with his Magic Box, it was very easy once I sat down to play my guitar. Going to school for sound design, my guitar has been one of my prized possessions for years. The music I write, and the sounds I craft are usually abstract in a certain sense, and I love to sit down to make crazy noise just to relax, or even to get ideas for other projects I'm working on.

There's no real mystery regarding my guitar. I started playing when I was 12, and it's been hard to put it down since. I've learned various other instruments from my original love stemming from the guitar, and many of my best friendships have been related to bands I've played in, or projects I've worked on. For me, playing the guitar is not only a release from a hectic day, but also a great way to start my day, and because of my love for sound in general, I'm able to look at various parts of my daily life in a new way. Before playing, my sense of rhythm was almost non-existent, but now, everything has musical meaning around me.

At Columbia College, I plan to graduate in 2 years with an education in Game Sound. By playing and designing sound and music, games are a lot different to me than they may be for other players. For me, a game can possibly be ruined with terrible implementation of sound. My mystery box has led me to a deep appreciation of music and sound in general, especially in games. In Super Mario Galaxy, I was delighted to hear a rich soundtrack, and great detailed sound effects. Without learning an instrument, or having my mystery box, I don't think I'd ever analyze and appreciate sound in games as much as I do now.