Abstract

The video game industry has grown to a multibillion dollar, worldwide industry. The background music tends adaptively in reference to the specific game content during the game length of the play. Adaptive music should be further explored by looking at the particular condition in the game; such condition is driven by generating a specific music in the background which best fits in with the active game content throughout the length of the gameplay. This research paper outlines the use of condition driven adaptive music generation for audio and video to dynamically incorporate adaptively.

References

- Georgios N. Yannakakis and Julian Togelius "Experience-Driven Procedural Content Generation"; IEEE TRANSACTIONS ON AFFECTIVE COMPUTING, VOL. 2, NO. 3, JULY-SEPTEMBER 2011
Condition Driven Adaptive Music Generation for Computer Games

- Julian Togelius, Georgios N. Yannakakis, Kenneth O. Stanley, and Cameron Browne
  "Search-Based Procedural Content Generation: A Taxonomy and Survey" IEEE TRANSACTIONS ON COMPUTATIONAL INTELLIGENCE AND AI IN GAMES, VOL. 3, NO. 3, SEPTEMBER 2011
- Yannakakis, G. N, and Hallam, J. , "Real-time Game Adaptation for Optimizing Player Satisfaction" IEEE Transactions on Computational Intelligence and AI in Games, vol. 1, issue 2, pp. 121-133, June 2009.
- Aucouturier Jean-Julien, Pachet Francois "SCALING UP MUSIC PLAYLIST GENERATION" IEEE 0-7803-7304-9/02/C2002
- Zhang Tong and Samadani Ramin "AUTOMATIC GENERATION OF MUSIC THUMBNAILS" IEEE 1-4244-1017-7/07/$25.00 ©2007
- Dolphin Andy "Compositional Applications of a Game Engine Creative Practical Applications in Sound Art and Music Composition" IEEE 978-1-4244-4460-1/09/2009
- Togelius, J., Karakovskiy, S., Koutnik, J. and Schmidhuber, J,"Super Mario Evolution" IEEE Symposium on Computational Intelligence and Games, Milano, Italy, 7-10 Sep, 2009
- Zahid Halim, A. Rauf Baig and Salabat Khan, "Modular Indoor Games: A Hybrid of Video and Outdoor Games" International Conference on Computational Intelligence and Software Engineering (CISE), Wuhan, China, December 11-13, 2009
- Pedersen, C., Togelius, J. and Yannakakis, G., "Optimization of platform game levels for player experience" Artificial Intelligence and Interactive Digital Entertainment, 2009
in Computer Games”, International Journal of Computer Applications, Volume 3 – No. 9, July 2010
- Zahid Halim, Rauf Baig, Shariq Bashir “Temporal Patterns Analysis in EEG Data using Sonification”, First IEEE International Conference on Information and Emerging Technologies, Karachi, Pakistan, 6-7 July, 2007

Index Terms

Computer Science
Multimedia

Keywords