

Writing Interactive Music For Video Games A Compos Document

writing interactive music for video games a compos is a multifaceted craft that pushes the boundaries of traditional composition. Unlike static musical scores, interactive game music must dynamically respond to the player's actions, game states, and narrative flow. Composers working in this domain need to blend musical creativity with technical understanding, ensuring that their compositions enhance immersion, emotional impact, and gameplay experience. This article delves into the core principles, techniques, tools, and best practices involved in creating compelling interactive music for video games, providing a comprehensive guide for aspiring and established composers alike.

Understanding the Role of Interactive Music in Video Games

The Evolution of Game Music

Video game music has evolved significantly since the early days of chiptunes and simple melodies. Today, it plays a vital role in shaping the player's emotional journey, providing cues, building tension, and reinforcing game themes. Unlike linear soundtracks, interactive music adapts to gameplay, creating a personalized and engaging experience.

Why Interactive Music Matters

Interactive music enhances immersion by:

- Responding to player actions in real-time
- Supporting dynamic storytelling
- Creating seamless transitions between different game states
- Increasing emotional depth and engagement

It transforms passive listening into an active, responsive component of gameplay.

Fundamental Principles of Composing for Interactive Music

Branching and Layering

One of the primary techniques in interactive music composition is creating multiple musical layers or

variations that can be combined or switched based on game context. This approach allows music to adapt fluidly without abrupt jumps.

Modularity

Design music in modular segments?such as motifs, themes, or atmosphere layers?that can be rearranged or crossfaded depending on gameplay.

Real-Time Adaptation

The music must respond instantaneously to in-game events, requiring composers to think in terms of triggers and parameters rather than fixed sequences.

Seamless Transitions

Transitions between musical states should be smooth to maintain immersion. Techniques such as crossfading, gradual changes in dynamics, or shared motifs help achieve this.

Technical Approaches and Tools for Interactive Music

Middleware and Software Platforms

Composers employ specialized software to implement interactive music systems:

- **FMOD Studio:** Offers visual scripting, real-time mixing, and adaptive music capabilities.
- **Wwise:** Provides powerful integration, parameter control, and event-based systems.
- **Unreal Engine and Unity:** Include native support for implementing adaptive music via plugins or built-in tools.

Designing for Middleware

When composing, consider:

- Creating multiple layers or stems that can be toggled or blended
- Designing cues that trigger specific musical changes
- Ensuring the music files are optimized for real-time performance

Parameter Mapping

Use parameters such as player health, proximity, or game intensity to control musical variation. Mapping these parameters effectively is crucial for cohesive adaptation.

Composition Techniques for Interactive Music

Using Motifs and Themes

Motifs serve as recognizable musical identifiers that can be manipulated or looped to generate variations, maintaining coherence across different game states.

Implementing Dynamic Layering

Create separate stems for:

- Ambient layers (background textures)
- Rhythmic elements
- Melodic components
- Focal motifs or themes

These can be activated or deactivated based on gameplay.

Adaptive Harmonic Progressions

Design harmonic progressions that can be extended or contracted seamlessly, allowing the music to adapt to pacing and tension.

Creating Transition Cues

Develop musical cues that facilitate smooth transitions:

- Crossfades between layers
- Gradual tempo changes
- Shared motifs or harmonies to bridge different sections

Designing for Emotional and Narrative Impact

Aligning Music with Storytelling

Ensure that musical themes reflect characters, settings, and narrative arcs. Use variations to

indicate emotional shifts or plot developments.

Using Silence and Space

Strategic pauses or reduced musical activity can heighten tension or focus attention during critical moments.

Dynamic Intensity Control

Adjust the intensity of music to match gameplay, such as escalating during combat or calming during exploration.

Best Practices and Common Challenges

Best Practices

- Design modular and flexible compositions
- Test extensively within the game environment
- Collaborate closely with sound designers and programmers
- Balance musical complexity with system performance constraints
- Maintain consistency in thematic material

Common Challenges

- Managing seamless transitions without audio artifacts
- Ensuring synchronization with game events
- Balancing dynamic adaptation with musical coherence
- Optimizing files for performance on various hardware

Case Studies and Examples of Interactive Music in Games

The Legend of Zelda: Breath of the Wild

The game features a dynamic musical system where ambient sounds and melodies adapt based on the player's environment and actions, creating a living soundscape.

Halo Series

Uses adaptive music that intensifies during combat, seamlessly transitioning between exploration

themes and action-driven cues.

Journey

Employs minimalistic, evolving music that responds to the player's movement and progress, enhancing emotional immersion.

Future Trends in Interactive Video Game Music

Artificial Intelligence and Procedural Composition

Advances in AI could enable composers to generate adaptive music tailored to gameplay in real-time, increasing variability and personalization.

Immersive Audio Technologies

Emerging spatial audio and 3D sound techniques can enhance the perception of music's spatial placement, deepening immersion.

Cross-Disciplinary Collaborations

Integrating music with visual, narrative, and gameplay design will continue to evolve, demanding even more sophisticated composition strategies.

Conclusion

Writing interactive music for video games as a composer is a complex, rewarding discipline that combines artistic expression with technical innovation. Success hinges on understanding the principles of modular composition, leveraging advanced tools, and collaborating closely with the development team. As technology advances and games become more immersive, composers must continually adapt their creative approaches to craft music that responds seamlessly, emotionally, and meaningfully to the player's journey. Mastery of these skills will allow composers to elevate game experiences, turning music from a mere background element into an integral part of storytelling and gameplay.

Writing Interactive Music for Video Games: A Comprehensive Guide for Composers

Creating compelling interactive music for video games is a nuanced and rewarding challenge that sits at the intersection of music composition, sound design, and interactive storytelling. Unlike traditional music scoring for film or concert settings, interactive game music must adapt dynamically to a player's actions, game states, and narrative developments, providing an immersive experience

that seamlessly enhances gameplay. As a composer venturing into this domain, understanding the principles, techniques, and tools involved is essential to crafting engaging and responsive soundtracks that elevate the gaming experience.

Understanding the Foundations of Interactive Video Game Music

The Role of Music in Video Games

Music in video games serves multiple purposes, including:

- Enhancing immersion: Creating an atmospheric backdrop that transports players into the game world.
- Guiding emotions: Amplifying feelings such as tension, excitement, or sadness.
- Providing feedback: Signaling game states, cues, or the consequences of player actions.
- Supporting storytelling: Reinforcing narrative themes and character development.

Unlike linear compositions, game music must be adaptable, flexible, and capable of responding to various gameplay scenarios in real time.

The Difference Between Linear and Interactive Music

- Linear music is composed with a fixed sequence, typical of movies or albums.
- Interactive music involves modular or layered compositions that can change, loop, or transition based on gameplay inputs or events.

This distinction underscores the importance of designing music that can function as a living, breathing element within the game environment.

Key Principles for Composing Interactive Music

Modularity and Layering

One effective approach to interactive music is to break the composition into modular segments or layers. For example:

- Base layer: The foundational rhythm or harmony that plays throughout.
- Mid layers: Additional instruments or motifs that can be added or removed.
- Top layers: High-energy elements or effects that trigger during intense moments.

This setup allows the music to adapt by activating or deactivating layers in response to gameplay, creating smooth transitions and maintaining coherence.

Seamless Transitions and Crossfading

Transitions between different musical states should feel natural to avoid jarring experiences. Techniques include:

- Crossfading: Gradually decreasing the volume of one layer while increasing another.
- Fade-ins and fade-outs: For smooth entry or exit of musical segments.
- Automated transitions: Using scripting or middleware to handle timing precisely.

Looping and Repetition

Since gameplay can be unpredictable, loops are essential. Composers should:

- Create seamless loops that can repeat indefinitely without noticeable artifacts.
- Design variations within loops to prevent fatigue.
- Use dynamic layering to introduce subtle changes during loops.

Dynamic Responses and Variations

The music should respond to the player's actions, such as:

- Moving from exploration to combat mode.
- Entering a boss fight.
- Achieving a milestone or completing a quest.

This requires the music to have pre-designed variations or adaptive components that can be triggered on the fly.

Tools and Technologies for Interactive Music Composition

Middleware Solutions

Middleware software acts as the bridge between the game engine and the music system, enabling real-time control. Popular options include:

- FMOD Studio: Offers a visual interface for designing adaptive music systems, event-driven triggers, and complex transitions.
- Wwise: Provides similar functionality with robust features for integrating and managing interactive music.
- Unreal Engine's Audio System: Built-in tools for implementing adaptive soundtracks, often used in conjunction with middleware.

Digital Audio Workstations (DAWs)

Producers use DAWs like Ableton Live, Logic Pro, or Cubase to compose, arrange, and produce the modular music elements before importing into middleware.

Scripting and Programming

Understanding basic scripting (e.g., in Lua, C, or Blueprint visual scripting in Unreal) is crucial for:

- Triggering musical events.
- Managing layers based on gameplay variables.
- Ensuring synchronization with game events.

Best Practices in Composing Interactive Music

Plan Your Musical Architecture

Before diving into composition:

- Map out the different game states and corresponding musical moods.
- Decide on the number of layers and variations needed.
- Sketch transition points and triggers.

Keep It Modular and Flexible

Design music with adaptability in mind:

- Use short, loopable segments.
- Incorporate multiple variations for each state.
- Avoid overly complex arrangements that are difficult to manage dynamically.

Collaborate with Game Designers and Sound Engineers

Effective communication ensures that your musical design aligns with gameplay mechanics and technical constraints.

Test Extensively

Regular testing within the game environment helps identify:

- Seamlessness of transitions.
- Timing issues.
- Unexpected behavior during gameplay.

Case Studies and Examples

?The Legend of Zelda: Breath of the Wild?

This game employs a dynamic musical system that responds to the player's environment and actions, seamlessly blending ambient sounds with melodic layers. The music shifts from serene exploration themes to tense combat motifs, often layering or removing elements based on proximity and activity.

?Hellblade: Senua?s Sacrifice?

Utilizes adaptive sound design and music that reacts to the protagonist's psychological state, creating an immersive emotional landscape. The composer collaborated closely with sound designers to craft responsive musical cues that mirror narrative intensity.

Challenges and Solutions in Writing Interactive Music

Challenge: Avoiding Repetition and Fatigue

Solution: Incorporate variations, dynamic layering, and subtle changes within loops to keep the music engaging over extended gameplay sessions.

Challenge: Technical Limitations

Solution: Work within the constraints of the game engine and middleware, optimizing file sizes and performance, and designing the music system to be as efficient as possible.

Challenge: Maintaining Musical Coherence

Solution: Establish a clear musical palette and thematic consistency across layers and variations, ensuring smooth transitions and a unified sound.

Future Trends in Interactive Video Game Music

- Procedural Composition: AI-driven systems that generate music on-the-fly based on gameplay parameters.
- Spatial Audio and 3D Sound: Enhancing immersion through positioning and environmental effects.
- Real-Time Collaboration: Cloud-based tools enabling composers and sound designers to collaborate seamlessly during development.

Conclusion

Writing interactive music for video games is both an art and a science, demanding a deep understanding of musical principles, technical tools, and game design. By adopting modular, flexible, and responsive approaches, composers can craft soundtracks that not only complement gameplay but actively enhance the player's emotional journey. Embracing emerging technologies and maintaining close collaboration with development teams will ensure that your interactive compositions resonate deeply within the immersive worlds you help create.

Remember, the ultimate goal is to make music feel like an integral part of the game universe?reactive, dynamic, and rich in storytelling power.

Question What are the key considerations when composing interactive music for video games? When composing interactive music for video games, consider dynamic layering, seamless transitions, the game's mood and pacing, and how the music responds to player actions to enhance immersion and gameplay experience. Which tools and software are commonly used for creating interactive game music? Popular tools include middleware like FMOD and Wwise, which enable real-time audio integration, along with digital audio workstations (DAWs) such as Ableton Live, Logic Pro, or Cubase for composing and editing music. How can composers ensure their music adapts smoothly to different gameplay scenarios? Composers should design modular music segments and use adaptive scoring techniques that allow the music to seamlessly transition based on game events, maintaining consistency while enhancing the player's emotional experience. What are some best practices for integrating interactive music into game development pipelines? Best practices include close collaboration with developers early in the process, using middleware to implement adaptive music systems, testing transitions frequently, and creating flexible stems and cues that can be triggered dynamically. How does writing interactive music differ from traditional composing, and

what skills are essential? Interactive music requires thinking in terms of modularity, responsiveness, and real-time control, unlike traditional linear compositions. Essential skills include knowledge of middleware tools, understanding game flow, and the ability to craft music that can adapt seamlessly to gameplay changes.

Related keywords: video game music, interactive music composition, game soundtrack design, adaptive music, dynamic scoring, game audio programming, music integration in games, real-time music systems, sound design for games, music middleware

prescribed music 2014 schools

Prescribed music 2014 schools refer to the curriculum guidelines and mandated music programs implemented across various educational institutions in 2014. During that year, many schools worldwide focused on integrating structured music education into their academic offerings, emphasizing the importance of arts in fostering creativity, discipline, and cultural awareness among students. This article explores the significance of prescribed music in 2014 schools, highlights key programs and initiatives, and discusses their impact on students and educators alike.

Understanding Prescribed Music in 2014 Schools

In 2014, many educational systems adopted prescribed music curricula to ensure a standardized approach to music education. These curricula aimed to provide students with foundational music knowledge, practical skills, and cultural appreciation. Prescribed music programs often came with specific guidelines on content, assessment, and teaching methodologies, designed to foster a comprehensive understanding of music in young learners.

What Is Prescribed Music?

Prescribed music refers to the officially mandated musical content and activities that schools are required to teach within their curriculum. This includes:

- Music theory and history
- Practical instrumental and vocal training
- Music appreciation and cultural studies
- Performance and composition exercises

In 2014, many education authorities emphasized a balanced approach combining theoretical

knowledge with hands-on practice.

The Goals of Prescribed Music Programs

The primary objectives of prescribed music curricula in schools include:

- Developing students' musical skills and literacy
- Encouraging creativity and self-expression
- Promoting cultural awareness and diversity
- Enhancing cognitive and social skills through music engagement
- Fostering teamwork and discipline through ensemble participation

By setting standards and expectations, prescribed music programs aimed to elevate the quality of music education nationwide.

Key Features of Prescribed Music 2014 Schools

The 2014 mandated programs incorporated several core features that distinguished them from previous years' initiatives. These elements contributed to the success and consistency of music education across various institutions.

Structured Curriculum Content

The curricula were carefully designed to include:

- Introduction to music theory and notation
- Historical perspectives on different musical genres and periods
- Practical skills in playing instruments and singing
- Knowledge of composers and influential musicians
- Music technology and recording techniques

This comprehensive approach aimed to produce well-rounded musical education.

Assessment and Evaluation

Assessment methods were standardized to measure students' progress effectively. These included:

- Performance exams

- Written theory tests
- Cultural and historical essays
- Participation in group performances and projects

Continuous assessment encouraged active participation and skill development.

Integration of Technology

In 2014, schools increasingly incorporated technology into their music programs. This included:

- Digital audio workstations for composition and recording
- Music learning apps and software
- Online resources for theory and listening exercises
- Virtual collaboration platforms for student projects

Technology enhanced engagement and provided students with modern tools to explore music creatively.

Prominent Prescribed Music Programs in 2014

Several regions and countries implemented notable prescribed music initiatives in 2014, each tailored to their cultural and educational contexts.

United Kingdom: The National Curriculum for Music

In 2014, UK schools followed the national curriculum that mandated music education from Key Stage 1 through Key Stage 4. Key features included:

- Focus on singing, listening, composing, and performing
- Exposure to both Western and world music traditions
- Assessment through practical and theoretical tasks

The curriculum aimed to produce confident performers and informed listeners.

United States: Common Core and State-Specific Guidelines

While the US did not have a unified national curriculum for music, many states adopted prescribed music standards aligned with the Common Core. Highlights included:

- Emphasis on integrating music into broader arts education
- Standards for music literacy and performance
- Inclusion of technology-based music projects

Schools aimed to foster both artistic skills and cultural understanding.

Australia: The Australian Curriculum ? The Arts

In 2014, Australian schools followed the national arts curriculum, which encompassed music as a key strand. Features included:

- Development of musical skills and understanding of cultural diversity
- Performance tasks, composition, and analysis
- Incorporation of Indigenous Australian music traditions

This holistic approach aimed to promote inclusivity and cultural awareness.

Impact of Prescribed Music 2014 Schools on Students and Educators

The structured approach to music education in 2014 brought numerous benefits and challenges.

Benefits for Students

Students experienced:

- Enhanced cognitive development, including improved memory and spatial reasoning
- Increased confidence through performance opportunities
- Greater cultural awareness and appreciation for diversity
- Teamwork and social skills developed through ensemble participation
- Creative expression and emotional intelligence fostered through composition and improvisation

Such comprehensive programs aimed to nurture well-rounded individuals.

Benefits for Educators

Teachers benefited from:

- Clear guidelines and standards for curriculum delivery

- Access to resources and teaching aids aligned with national standards
- Opportunities for professional development in music education
- Collaboration with fellow educators through music networks and communities

Consistency in curriculum delivery helped improve teaching quality and student outcomes.

Challenges Faced

Despite the positive impacts, some challenges included:

- Limited funding for music programs in certain regions
- Insufficient access to instruments and technology in underprivileged schools
- Balancing music education with academic priorities
- Training and retaining specialized music teachers
- Adapting curricula to diverse student needs and cultural backgrounds

Addressing these challenges was essential for maximizing the benefits of prescribed music programs.

The Legacy of 2014 Prescribed Music Schools

The initiatives and standards established in 2014 played a pivotal role in shaping contemporary music education. They emphasized the importance of arts in holistic development and laid the groundwork for future curriculum enhancements. Many schools continue to build upon these programs, integrating new technologies and pedagogies to keep music education relevant and engaging.

Conclusion

The concept of **prescribed music 2014 schools** reflects a significant milestone in formal music education, characterized by structured curricula, standardized assessments, and a focus on cultural diversity. These programs have contributed to enriching students' educational experiences, fostering skills that extend beyond music into other areas of life. As educational systems evolve, the foundational principles established in 2014 continue to influence how schools approach arts education, ensuring that music remains a vital component of holistic learning environments. Whether through traditional instruments or digital platforms, prescribed music programs in 2014 set a powerful precedent for nurturing the next generation of musicians, performers, and culturally aware citizens.

Prescribed Music 2014 Schools: An In-Depth Analysis and Guide

In the landscape of secondary education, the implementation of prescribed music 2014 schools marked a significant shift in how music education was structured, delivered, and evaluated across various regions. This initiative aimed to standardize music curricula, enhance student engagement, and foster a deeper appreciation for musical arts within the school system. As educators, students, and parents navigated these changes, understanding the nuances of prescribed music programs introduced in 2014 became essential for maximizing educational outcomes and supporting student development.

Understanding the Prescribed Music 2014 Schools Initiative

Background and Rationale

The prescribed music 2014 schools program was introduced as part of broader educational reforms to:

- Ensure consistency in music curriculum content across schools.
- Promote a comprehensive understanding of music theory, history, and practical skills.
- Encourage active participation in musical activities and performances.
- Align secondary music education with international standards and best practices.

Prior to 2014, many schools followed varied curricula, leading to disparities in music education quality and student preparedness. The prescribed program sought to address these issues by establishing clear guidelines and learning objectives.

Core Objectives of the 2014 Program

- Curriculum Standardization: Offering a unified framework for music education.
- Skill Development: Focusing on both theoretical knowledge and practical musicianship.
- Cultural Appreciation: Introducing students to diverse musical genres and traditions.
- Assessment & Certification: Creating consistent evaluation criteria and pathways for certification.

Key Components of the Prescribed Music Curriculum

Theoretical Foundations

- Music theory basics: scales, chords, notation, rhythm.
- Music history: evolution of musical styles, influential composers, cultural contexts.

- Genres and styles: classical, jazz, folk, contemporary, world music.

Practical Skills

- Instrumental proficiency: piano, guitar, violin, wind instruments, etc.
- Vocal training and singing techniques.
- Ensemble participation: bands, choirs, orchestras.
- Composition and arrangement: creating original music.

Performance and Composition

- Regular live performances and recitals.
- Composition projects integrating learned theory and techniques.
- Recording and production basics.

Appreciation and Critical Listening

- Analyzing musical pieces.
- Developing an ear for different genres and styles.
- Understanding lyrics, themes, and cultural significance.

Implementation in Schools: How 2014 Schools Adapted

Curriculum Integration

Most schools incorporated the prescribed music curriculum into their academic timetable, often alongside other arts subjects. This integration involved:

- Dedicated music classes focused on the prescribed syllabus.
- Cross-disciplinary projects linking music with history, literature, or social studies.
- Extracurricular activities aligned with curriculum goals.

Teacher Training and Resources

To effectively deliver the prescribed music program, schools invested in:

- Professional development workshops for music teachers.
- Access to updated textbooks and digital learning tools.
- Partnerships with local music conservatories and cultural organizations.

Infrastructure and Facilities

- Upgrading music rooms with instruments and sound equipment.
- Establishing recording studios or multimedia labs.
- Creating performance spaces within school premises.

Impact of the Prescribed Music 2014 Schools Program

Educational Outcomes

- Improved student musical literacy and practical skills.
- Increased participation in school concerts, competitions, and community events.
- Higher levels of student achievement and confidence in music assessments.

Cultural and Social Benefits

- Broader exposure to diverse musical traditions fostered cultural awareness.
- Enhanced teamwork and collaboration through ensemble projects.
- Promotion of inclusivity, allowing students from different backgrounds to engage with music.

Challenges Encountered

While the program achieved many successes, some hurdles included:

- Resource limitations, especially in underfunded schools.
- Variability in teacher expertise and training.
- Balancing curriculum demands with other academic priorities.

Evaluating the Success and Areas for Improvement

Success Metrics

- Increased enrollment in music courses.
- Higher exam pass rates in music assessments.
- Positive feedback from students and parents regarding musical engagement.

Recommendations for Enhancement

- Continued investment in teacher training.
- Broader access to quality instruments and technology.
- Increased community involvement and partnerships.
- Incorporation of contemporary digital tools for music creation and learning.

Future Outlook for Prescribed Music Schools

Looking ahead, the prescribed music 2014 schools model serves as a foundation for evolving music education. Potential developments include:

- Integration of digital music production software.
- Greater emphasis on contemporary and popular music genres.
- Expanding performance opportunities through virtual platforms.
- Personalized learning paths to cater to diverse student interests.

The ongoing refinement of the curriculum and resources will help sustain its relevance and effectiveness.

Conclusion

The prescribed music 2014 schools initiative represents a pivotal step toward a more standardized, comprehensive, and engaging music education for secondary students. By blending theory, practice, and cultural appreciation, the program aims to nurture not only skilled musicians but also culturally aware and creative individuals. As schools continue to adapt and evolve their approaches, the core principles established in 2014 will serve as a guiding framework for future generations of learners and educators committed to the transformative power of music.

Additional Resources

- Links to updated curriculum documents and teaching guides.
- List of recommended textbooks and digital tools.
- Contact information for regional music education coordinators.

- Opportunities for student participation in music festivals and competitions.

In Summary

Understanding and effectively implementing the prescribed music 2014 schools curriculum requires a comprehensive approach that encompasses curriculum content, teacher training, infrastructure development, and community engagement. By fostering a rich musical environment, schools can inspire lifelong passion for music, cultural understanding, and creative expression among their students.

Question What is prescribed music in 2014 schools? Prescribed music refers to the specific music curriculum or repertoire that schools are required to teach or include in their programs during 2014, often set by education authorities or curriculum standards. How did the prescribed music syllabus change in 2014 schools compared to previous years? In 2014, many schools updated their prescribed music syllabus to include new genres, composers, and contemporary pieces, reflecting a shift towards more diverse and modern musical education. What are the benefits of following prescribed music in schools for students? Following prescribed music allows students to develop a solid foundation in music theory and history, fosters cultural awareness, and ensures consistency in music education across different schools. Which organizations were responsible for setting the prescribed music curriculum in 2014 schools? Organizations such as the national or regional education departments, curriculum boards, and music education associations were responsible for establishing the prescribed music curriculum in 2014 schools. Were there any notable controversies or debates regarding prescribed music in 2014 schools? Yes, debates arose around the inclusion of contemporary or popular music in the prescribed syllabus, with some arguing it was essential for engagement, while others emphasized classical and traditional music to preserve cultural heritage. How can teachers effectively implement the prescribed music curriculum in 2014 schools? Teachers can effectively implement the curriculum by integrating diverse teaching methods, using multimedia resources, encouraging student participation, and aligning lessons with the prescribed standards and objectives.

Related keywords: prescribed music curriculum, 2014 school music guidelines, music education standards 2014, school music syllabus 2014, recommended music pieces 2014, classroom music teaching 2014, music lesson plans 2014, school music program requirements, prescribed music list 2014, music education policies 2014

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