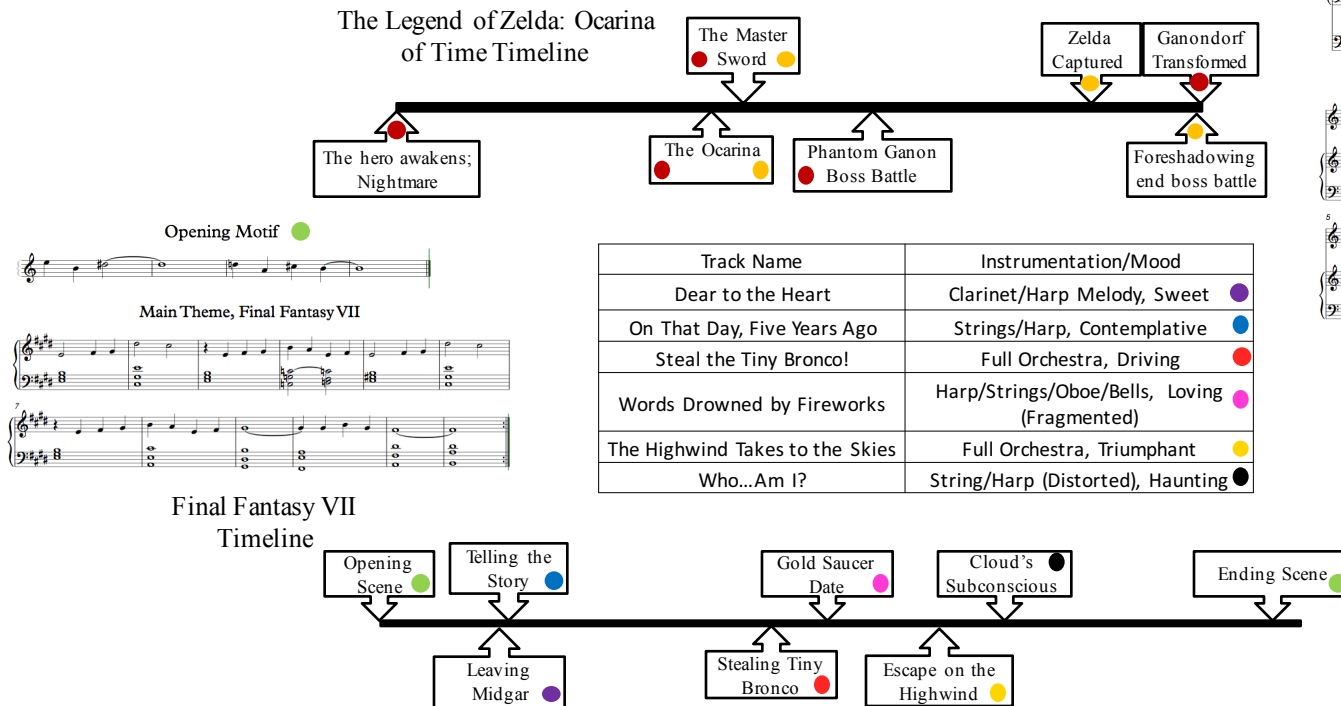




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# Music as Speech: How Video Game Motifs Drive the Story

Thesis: An examination of *Final Fantasy VII* (1997) and *The Legend of Zelda: Ocarina of Time* (1998) will reveal that musical motifs aid in foreshadowing the narrative of the games.



## Methodology:

I first determined which musical motifs to use by the number of times they occur in the game. After notating these themes, I then looked at when they transpired in the game and how they were used each time they appeared.

## Sources:

*Final Fantasy VII*, © 1997 by Square. Video Game.

Kondo, Koji. *The Legend of Zelda: Original Soundtrack*, © 1998 by Pony Canyon. Compact Disc.

*The Legend of Zelda: Ocarina of Time*, © 1998 by Nintendo. Video Game.

Uematsu, Nobuo. *Final Fantasy VII Original Soundtrack*, © 1997, 2004 by SoundCity, Tokyo. Compact Disc.

Conclusions: Musical motifs aid in enhancing the narrative of these games in multiple ways. The first, as seen in *Zelda*, is foreshadowing important plot devices with the main antagonist. In *Final Fantasy*, we see two different devices used. The use of the opening motif at the conclusion of the game gives a sense of closure, as well as emphasizes the “circle of life” narrative of the game. The second device, the manipulation of the main theme, shows the transformation of the protagonist, Cloud.