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Maestro Mario How Nintendo Transformed

Maestro Mario: How Nintendo Transformed Videogame Music into an Art. "Pa-dum-pum-pa-dum-pum—PUM!". Super Mario Bros. for the NES contains some of the most recognizable tunes in popular culture, and yet it's safe to say that only a handful of people have thought beyond the music's entertaining surface.

Maestro Mario: How Nintendo Transformed Videogame Music ...

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20 Years Ago, Nintendo Transformed the RPG Genre With ...

In his book *Maestro Mario: How Nintendo Transformed Videogame Music into an Art*, videogame scholar Andrew Schartmann notes the possible influence of Jerry Goldsmith's *Alien* score on Tanaka's music—a hypothesis supported by Sakamoto's acknowledgement of *Alien*'s influence on the game's development. As Schartmann notes, "Much like *Metroid*, the movie owes some of its tensest moments to silence."

Metroid (video game) - Wikipedia

The Nintendo that emerges from 2016 will be even more radically transformed, but as I've said in the past, whether you like the transformed Nintendo is still up in the air. #Games #Nintendo

Here's How Nintendo Transformed Itself in Just a Year | WIRED

The book is set for release in May 2015, and will be written by music theorist Andrew Schartmann, the author of 2013's *Maestro Mario: How Nintendo Transformed Videogame Music into an Art*....

Super Mario Bros. score to be featured in '33 1/3' book ...

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Nintendo got Intelligent Systems working on a next-generation RPG shortly after the console's Japanese release. Originally, the game was just going to be Super Mario RPG 2, taking the visual style and fantasy approach that Square deployed for more of the same on the 64DD, the ill-fated disk drive add-on for the N64.

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By all rights Nintendo could well have ended up a footnote in gaming history, but key hires like Gunpei Yokoi and Shigeru Miyamoto transformed them into a Disney-level cultural powerhouse ...

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