

# *Arcade Dreams*

For SATB Choir & Fixed Media

Perusal Score  
Not for Performance

**Jennifer E. Rose**

©2020 by Composerose Publishing, LLC.

## Performance Notes

This piece is intended to be a fun performance piece as well as a fun teaching tool. There are intentionally no lyrics or syllables written so the conductor and/or ensemble can experiment with their own syllabic rendering. This allows for multiple interpretations of the music.

Aside from a lesson in vowel shapes and sounds, this piece also provides opportunities for lessons in line shaping, contrast, mode and key, intervallic relationships, and balance and blend. It also allows for exercising breath control, phrasing, and stamina.

Please have fun with this piece and allow the students to experiment with the dynamics, vowel sounds, and shaping the lines to create a unique performance...and don't forget to record it! I'd love to hear your performance!

## Program Notes

Though most people born after 1970 think of a place filled with video games like a scene from the 1982 film *Tron*, the arcade referenced in *Arcade Dreams* alludes to those architectural passageways with arches along one or both sides that is prominent in Ancient Greek architecture. When standing amongst these arcades full of symmetry, one can easily feel a sense of awe and wonder as well as a much welcomed an internal peace.

# Arcade Dreams

for SATB Choir & Fixed Media

Jennifer E. Rose

♩ = 140

5

*mp*

Soprano

Alto

Tenor

Bass

Musical score for measures 5-12. The score is for Soprano, Alto, Tenor, Bass, and Piano. The key signature is three flats (B-flat, E-flat, A-flat) and the time signature is 4/4. The tempo is marked as quarter note = 140. The dynamic is *mp*. The Soprano part has a whole note chord in measure 5, followed by rests, and then a half note chord in measure 12. The Alto part has a whole note chord in measure 5, followed by rests, and then a half note chord in measure 12. The Tenor part has a whole note chord in measure 5, followed by rests, and then a half note chord in measure 12. The Bass part has a whole note chord in measure 5, followed by rests, and then a half note chord in measure 12. The Piano part has a whole note chord in measure 5, followed by rests, and then a half note chord in measure 12.

17

Musical score for measures 13-20. The score is for Soprano (S), Alto (A), Tenor (T), Bass (B), and Piano. The key signature is three flats (B-flat, E-flat, A-flat) and the time signature is 4/4. The dynamic is *mf*. The Soprano part has a whole note chord in measure 13, followed by rests, and then a half note chord in measure 17. The Alto part has a whole note chord in measure 13, followed by rests, and then a half note chord in measure 17. The Tenor part has a whole note chord in measure 13, followed by rests, and then a half note chord in measure 17. The Bass part has a whole note chord in measure 13, followed by rests, and then a half note chord in measure 17. The Piano part has a whole note chord in measure 13, followed by rests, and then a half note chord in measure 17.

25

S

A

T

B

Perusal Score  
Not for Performance

33

S

A

T

B

*p*

*p*

*p*

41 *mp*

S

A

T

B

*mp*

*mp*

*mp*

Perusal Score  
Not for Performance

49 *f*

S

A

T

B

*f*

*f*

*f*

57

S

A

T

B

Perusal Score

Not for Performance

The image shows a page of a musical score for the piece 'Arcade Dreams'. At the top left, the page number '4' is printed. At the top center, the title 'Arcade Dreams' is written. The score begins at measure 57, indicated by a small '57' above the first staff. There are four vocal staves labeled 'S' (Soprano), 'A' (Alto), 'T' (Tenor), and 'B' (Bass) from top to bottom. Each vocal staff contains a line of music with notes and rests, all under a single long slur. The piano accompaniment is shown below the vocal staves, consisting of two staves (treble and bass clef) with chords and melodic lines. A large, semi-transparent watermark is overlaid across the center of the page, reading 'Perusal Score' and 'Not for Performance' in a serif font.