

CWSF 2014 - Windsor, Ontario



Daniel Mulvihill

Golden Music: The Golden Ratio in Musical Compositions

Challenge: Discovery

Category: Junior

Region: Cape Breton

City: Albert Bridge, NS

School: Malcolm Munroe Memorial Jr High School

Abstract: For my project, I used the Golden Ratio to calculate the beauty point in the written music of video games, using the series "The Legend of Zelda" as an example. I then compared the calculated Golden Section to the actual Golden Section. I also looked at what changes happened at the actual Golden Section.

Biography

My name is Daniel Mulvihill. I am a grade 8 French Immersion student at Malcolm Munroe Junior High in Sydney, NS. I am currently working on my grade 6 Royal Conservatory for piano and have recently completed my written exam in Intermediate Rudiments. I also play percussion in the intermediate and senior band at school, and I played in the school jazz band last year. I play on our school basketball team. I enjoy playing video games in my free time. In the summer I participate in the apprenticeship program at the Fortress of Louisbourg. My love of music and video games led me to create this project. At our Regional Fair I was awarded several prizes; the Physical/Mathematical Science Award, the Outstanding French Project Award, the Gold Medal for the Junior Division, and Best in Fair. I hope to compose music for video games someday in the future.

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