Dear Professor Belli,

So my project really did change from my first proposal, it being to just simply “score emotions” meaning just to create cool silly sounds and align it with a feeling. It was broad and a little cheesy, but now, it has now been changed to simply, “Science Fiction Entertainment and Music”. I wanted to describe some of the major reasons why music, which is a huge part of my life, is so important in a science fiction film, show, or video game. I’ve learned quite a lot, especially through the process of trying to create my own score, and failed, but I will try again in the future. Sadly however, that was cut out of my project, for my own reasons. In its place though, will be two powerful scenes where music (or no music) can greatly change the scope of the scene, and can truly get your heart pumping. Finding scenes with powerful score wasn’t the hard part however. It was writing the actual paper that really got me stuck. Trying to find questions to answer was particularly difficult, but of course, I’ve gotten around that problem, answering some of these major questions or to what I believe are major questions: How is music impacting science fiction entertainment? How does science fiction impact music? What does the audience feel with the score differed from no score? How bad can scoring science fiction really get? Most of these questions suddenly popped into my head as I was looking up some scenes that I have come to love today, and wow what a relief that was. Oh, there was also the little hiccup on the research side of the project, when my City Tech library code number did not work, so I had to use just straight up Google and Bing for the time being. But then, I just asked my mother for her NYC DOE code, so all is well with the world now.