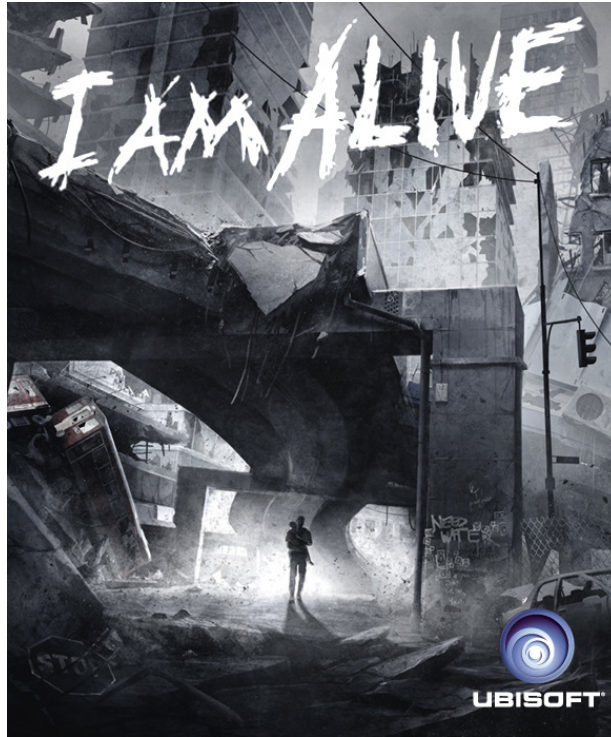


# I AM ALIVE

**Publisher/Developer:** Ubisoft

*Original score composed by Jeff Broadbent*



**I Am Alive** is a survival game taking place in the aftermath of the devastating Event. Facing environmental and social chaos, the Man must struggle to survive, find his family, and protect the little girl Mei who has become his reason to go on.

*Sergei Titarenko, Producer at Ubisoft Shanghai*, relates: “Jeff is an amazing composer and a pleasure to work with. He produced a stunning product for us with very few iterations. Jeff’s music composition for **I Am Alive** captured the essence of atmosphere and emotion of the game. The music is totally matching the creative direction, and it’s the first time when the writing of the whole audio score of my game went so smooth and so fast. I recommend Jeff highly!”

Jeff Broadbent comments: “Creating the score for **I Am Alive** was an exciting undertaking. The unique nature of the game allowed for a very creative and experimental approach to scoring.”

"A sense of environmental desolation was essential to crafting the aural landscapes of **I Am Alive**. Because of this, the music often takes on ethereal and sound-design inspired approaches, blending organic elements and synths to create the sonic imagery of devastation and abandonment within a crumbling city. The quest of the Man to survive and protect the young Mei allowed for the use of poignant emotional themes and moments as well. **I Am Alive** is the story of the will to carry on and overcome in a world where hope is but a memory, and it is my hope that the music carries forth this vision."