



Call for Papers: Royal Musical Association Study Day

Ludomusicology: Game Music Research – Approaches and Aesthetics

The Ludomusicology research group will be hosting a study day on video game music to take place on the 16th April, 2012 at St Catherine's College, Oxford. This will be the first UK musicology symposium dedicated to video game music. The study day will include research papers and discussion workshops.

The confirmed speakers include: **Anahid Kassabian** (University of Liverpool), **Nimrod Productions** (game audio production company) and **Isabella van Elferen** (Utrecht University).

We are seeking papers for the Royal Musical Association Study Day on video game music. Paper proposals are welcome from both academic musicologists and those working in the video game industry.

We gladly accept proposals on any topic of video game music, and papers may contain interdisciplinary import of any type. Discussion is particularly welcome on subjects such as:

- Interactivity and music
- Popular music and video games
- Pre-existing music in video games
- Immersion and music
- Narrative strategies
- Realism and music
- Dynamic music
- History of video game music
- Game music fandom (including game music outside the game)
- Sound design
- Game music technology
- Approaches to analyzing and creating game music
- Game music aesthetics

Following the study day, the papers will be edited into a volume of collected proceedings and posted on the www.ludomusicology.org website. Papers should be a maximum of 20 minutes in length, with 10 minutes allowed for discussion. Shorter papers will also be considered for inclusion. Proposals should be no more than 250 words in length and sent as an attachment to ludomusicology@gmail.com.

DEADLINE FOR PROPOSAL SUBMISSION: 15 FEBRUARY 2012.

For more information, visit www.ludomusicology.org, or e-mail ludomusicology@gmail.com.

Organizers: Michiel Kamp, Tim Summers, Mark Sweeney and Huw Catchpole-Davies.