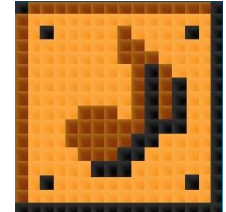




**Royal Musical Association Study Day**  
**Ludomusicology: Game Music Research**  
*Approaches and Aesthetics*



Programme

8:45–9:00	Welcome	JCR Theatre
9:00–10:00	<p><u>Session 1: Musical Structuring in Video Games</u></p> <p>‘Death and diegesis: music structuring gameplay in three platform games’  Michiel Kamp (Cambridge University)</p> <p>‘Palimpsest, pragmatism and the aesthetics of genre transformation: composing the hybrid score to Electronic Arts’ <i>Need for Speed Shift 2: Unleashed</i>’  Stephen Baysted (Chichester University)</p>	JCR Theatre
10:00–10:30	<b>Keynote Address:</b> Isabella van Elferen (Utrecht University)	JCR Theatre
10:30–11:00	Tea & Coffee	JCR
11:00–12:30	<p><u>Session 2: Musical Aesthetics and Dynamic Music</u></p> <p>‘Epic Texturing, the First-Person Shooter and Video Game Music Aesthetics’  Tim Summers (Bristol University)</p> <p>‘Isaac’s Silence: Delineating the Game Music Aesthetic’  Mark Sweeney (Oxford University)</p> <p>‘Re-Orchestrating Game Drama: The Experience of Dynamic Music in Videogames’  Hans-Peter Gasselseder (University of Salzburg) and Maria Kallionpää (Oxford University)</p>	JCR Theatre
12:30–13:00	<b>Keynote Address:</b> Anahid Kassabian (Liverpool University)	JCR Theatre
13:00–14:00	Lunch	Hall
14:00–15:00	<b>Game Industry Session:</b> Nimrod Productions	JCR Theatre
15:00–16:30	<p><u>Session 3: Analyzing Game Music</u></p> <p>‘Applying the ITPRA-theory to Videogame music analysis: interdisciplinary approach for videogame music analysis’  Petra van Henten (University of Utrecht)</p> <p>‘Ludorhizomusicology: The Interactive Musical Territory Between Player and Game’  Geert Bruinsma (Independent Game Researcher)</p> <p>‘Syntax error: Affective Prosody and Vocalization based Musical Icons in Game Sound Design’  Tom Langhorst (Fontys University of Applied Science)</p>	JCR Theatre

16:30–17:00	Tea & Coffee	JCR
17:00–18:00	<p>Session 4: <i>Histories and Game Music</i></p> <p>‘Playing With History: Music, Video Games, and Reverse Skeuomorphs’ Roger Moseley (Cornell University)</p> <p>‘Play it Again and Again and Again, Sam: “Looped” Music and the Cinematic Aesthetic in Videogame Audio’ James Barnaby (Liverpool University)</p>	JCR Theatre
18:00+	Conference dinner in Oxford centre (optional)	Restaurant
20:00+	Social evening	Worcester College

Book online at [www.ludomusicology.org](http://www.ludomusicology.org)

**REGISTRATION DEADLINE: 10 APRIL 2012.**

For more information, including a detailed programme, visit [www.ludomusicology.org](http://www.ludomusicology.org),  
or e-mail [ludomusicology@gmail.com](mailto:ludomusicology@gmail.com).

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

Advisory panel: Nicholas Cook (Cambridge University), Peter Franklin (University of Oxford),  
Guido Heldt (Bristol University) and Robert Saxton (University of Oxford).

