LUDO 2014
Game Audio Conference

April 10th – 12th 2014
University of Chichester, UK
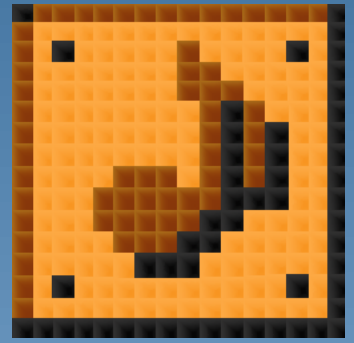
The Ludomusicology research group is pleased to announce the third annual conference on video game sound and music, featuring:

- Keynote address by **Kevin J. Donnelly** (Southampton University)
  author of *The Spectre of Sound: Music in Film and Television* (2005)

- Keynote address by **William Cheng** (Harvard University)
  author of *Sound Play: Video Games and the Musical Imagination* (forthcoming)

- Industry sessions with game audio professionals

- More speakers and events to be confirmed

We are currently accepting proposals for 20-minute research papers. The main conference themes this year are:

- Canons and curating game music

- Simulation, immersion and "the real" in sound and audio

- Game audio outside games

> Please submit your paper proposal (c.200 words) to ludomusicology@gmail.com **by January 31st 2014**.

- We also welcome <u>session proposals</u> from organizers representing two to four individuals; the organizer should submit an introduction to the theme and c.200 word proposals for each paper.

- Proposals for papers in alternative formats, such as performances or demonstrations, should be discussed with the conference organizers before the abstract is submitted.

University of Chichester

www.ludomusicology.org

Organized by Michiel Kamp (Cambridge University), Tim Summers (Oxford University) and Mark Sweeney (Oxford University). Hosted by Stephen Baysted (Chichester University and Composer/ Audio Director, Slightly Mad Studios).