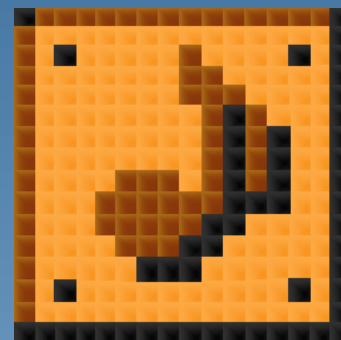


LUDO 2015

Learning from Video Game Music



April 9th – 10th 2015, Utrecht University

The Ludomusicology research group is pleased to announce the fourth annual conference on video game sound and music, featuring keynote addresses by:

 **Karen Collins** (University of Waterloo)

Author of *Playing with Sound: A Theory of Interacting with Sound and Music in Video games* (MIT Press, 2013)

 **David Roesner** (University of Munich)

Leader of the *Guitar Heroes in Music Education* AHRC research network

And a game audio programming demonstration by:

 **Richard Stevens** (Leeds Beckett University)

Co-author of *The Game Audio Tutorial: A Practical Guide to Sound and Music for Interactive Games* (Focal Press, 2011)

Early-bird registration now open at

www.ludomusicology.org

Full conference ticket

£37

Student conference ticket

£33.50

1-Day pass

£20



Supported by:

The Institute for Cultural Inquiry (ICON)

GAP: Center for the Study of Digital Games and Play

UU Focus Area Game Research

www.ludomusicology.org

Organized by Michiel Kamp (Utrecht University), Tim Summers (Cambridge University) and Mark Sweeney (Oxford University).