



Ludo 2016

April 8th–10th, University of Southampton

Fifth Anniversary Conference on Video Game Music and Sound

Call for Papers

The organizers of Ludo2016 are accepting proposals for research presentations at the fifth annual Easter conference. While we welcome all proposals, we are particularly interested in papers that support the theme of '**Video Game Audio and History**'. Possible topics on this theme include:

- ▶ Factors in the history and development of game audio,
- ▶ The changing relationships between music in games and in other media,
- ▶ Challenges and approaches to game audio historiography,
- ▶ Canonicity and the curation of game audio,
- ▶ Video game music and other music histories.

Presentations should last twenty minutes, to be followed by questions. Please submit your paper proposal (c.200 words) by email to ludomusicology@gmail.com by **January 31st 2016**.

We also welcome session proposals 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.

The conference will feature a keynote addresses by:

- ▶ **Neil Lerner** (Davidson College), co-editor of *Music in Video Games: Studying Play* (Routledge, 2014)
- ▶ **Andrew Barnabas** (Bob and Barn), composer of *Brink* (2011) and *MediEvil* (1998)

www.ludomusicology.org | [#ludo2016](https://twitter.com/ludo2016)

Hosted by Kevin Donnelly, the Music Department and the Film Department at the University of Southampton.

Sponsored by Thinkspace Education.

Organized by Michiel Kamp, Tim Summers, Mark Sweeney.

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