



Ludo2017

April 20th – 22nd, Bath Spa University

Sixth Easter Conference on Video Game Music and Sound

Call for Papers

The organizers of Ludo2017 are accepting proposals for research presentations at the sixth annual Easter conference. While we welcome all proposals on sound and music in games, we are particularly interested in papers that support the theme of ‘**Performance**’, understood in the broadest sense. Possible topics on this theme include:

- Chips and sonic outputs,
- Playing with, and within, technological audio constructs,
- Sound and ludic interaction,
- Histories of developing techniques and tools,
- Game audio aesthetics and approaches,
- Composition with game technologies (chips, engines, etc.).

Presentations should last twenty minutes, to be followed by questions. Please submit your paper proposal (c.250 words) by email to ludomusicology@gmail.com by **January 31st 2017**.

Composers and **practitioners** may also submit a proposal to present work at the conference.

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.

The conference will feature a keynote address by **Kenneth McAlpine** (Abertay University), author of *Bits and Pieces: A History of Chiptunes* (OUP, 2017), with further keynote speakers and guests to be announced shortly.

www.ludomusicology.org | [#ludo2017](https://twitter.com/ludo2017)

Hosted by Professor James Newman, Bath Spa University.
Organized by Melanie Fritsch, Michiel Kamp,
Tim Summers, Mark Sweeney.

