Ludo2018

13th – 15th April, HMT Leipzig

Conference on Video Game Music and Sound
Soundscapes and Interfaces

The organizers of Ludo2018 are accepting proposals for research presentations. This year, we are particularly interested in papers that support the conference theme of **'Soundscapes and Interfaces'**. We also welcome **all proposals on sound and music in games**.

Proposed papers might be presented as part of planned sessions on:

➢ Auditory Interfaces
➢ Crossmedia Soundscapes
➢ Soundscapes in AR/VR
➢ Arcade Soundscapes
➢ Interfacing with Other Cultures in Video Game Music
➢ Soundscapes and Class in Games
➢ Sound in Casual Games

Presentations should last twenty minutes, to be followed by questions. The conference language is English. Please submit your paper proposal (c.250 words) plus provisional bibliography by email to **ludomusicology@gmail.com** by **February 14th 2018**. **Practitioners and composers** may submit proposals to present work. 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.

Keynote Speakers

Michael Austin (Howard University), editor of *Music Video Games* (Bloomsbury, 2016)
Adele Cutting, BAFTA-winning audio professional, credits include *Quantum Break* (2016)
Kristine Jørgensen (University of Bergen), author of *Gameworld Interfaces* (MIT, 2013)

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Hosted by Christoph Hust (HMT Leipzig, Department of Musicology)
and Martin Roth (Leipzig University, Department for Japanese Studies)
Organized by Melanie Fritsch, Michiel Kamp, Tim Summers & Mark Sweeney

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FÜR MUSIK UND THEATER
»FELIX MENDELSSOHN
BARTHOLDY«
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