



# Ludo2020

24<sup>th</sup> – 25<sup>th</sup> April, University of Malta

## Conference on Video Game Music and Sound

The organizers of Ludo2020 are accepting proposals for research presentations.

We welcome **proposals on all aspects of sound and music in games.**

This year, we are particularly interested in papers that support the conference theme of **‘Participation, Performance, and the Body’**. Papers on this topic may include:

- Representations of the body through sound and music in games
- Performance of gender/sexuality and game sound
- Physical interactivity with music and games
- Dance and drama as lenses for conceptualizing game audio
- Voice and game sound
- Game music and accessibility

Presentations should last twenty minutes and will be followed by questions. Please submit your paper proposal (c.250 words) with a short provisional bibliography by email to [ludomusicology@gmail.com](mailto:ludomusicology@gmail.com) by **January 6<sup>th</sup> 2020**. We aim to communicate the programme decisions by January 20<sup>th</sup> 2020. If you require more information, please email the organizers.

We encourage **practitioners and composers** to submit proposals for showcasing practice as research.

### Keynote Speaker

**Prof. Hillegonda Rietveld**, Professor of Sonic Culture at London South Bank University, musician and electronic music specialist, editor of *Hear the Music, Play the Game*.

And more to be announced...

[www.ludomusicology.org](http://www.ludomusicology.org) | [#ludo2020](https://twitter.com/ludo2020)

Hosted by Costantino Oliva, Institute of Digital Games, University of Malta.

Organized by Melanie Fritsch, Michiel Kamp, Tim Summers & Mark Sweeney.



**L-Università  
ta' Malta**

