



Ludo2021

23 – 25 April, Online

Conference on Video Game Music and Sound

The organizers of Ludo2021 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 **‘Where in the world is video game music? Geographies, Cultures, and Regions of Game Music’**. Papers on this topic may include:

- Transculturality in game soundtracks
- Game audio production between the local and the global
- Game sound and its others
- Exoticism and orientalism in game scoring
- Postcolonial perspectives on video game music
- Interactions across game-musical and cultural contexts

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** by **January 8th 2021**. We aim to communicate the programme decisions by January 22nd 2021. If you require more information, please email the organizers.

We encourage **practitioners and composers** to submit proposals for showcasing practice as research, bearing in mind the limits and possibilities of an online environment.

There will be no charges for attendees or presenters.

Keynote Speakers

Prof. Hillegonda Rietveld, Professor of Sonic Culture at London South Bank University, musician and electronic music specialist, co-editor of the special issue ‘Hear the Music, Play the Game’ for *G/A/M/E: The Italian Journal of Games Studies*.

Markus Zierhofer, composer of *The Wagadu Chronicles* and founder of AudioCreatures

www.ludomusicology.org | [#ludo2021](https://twitter.com/ludo2021)

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

