



Ludo2022

21 – 23 April, Royal Holloway, University
of London

Conference on Video Game Music and Sound

The organizers of Ludo2022 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 ‘**Music, Myth, and Magic in Video Games**’. Papers on this topic may include:

- Narrative and storytelling in soundtracks
- Medievalism, folklorism, and other forms of musical representation
- Performativity, performance, and spectacle
- Game music and the fantastical
- Sound and music and/as magical interaction
- Power, control, and ability in games and audio
- Negotiating realism with games and sound

Presentations should last twenty minutes and will be followed by questions. Please submit your paper proposal (c.250 words) with a short provisional list of literature by email to ludomusicology@gmail.com by **January 14th, 2022**. We aim to communicate the programme decisions by January 28th, 2022. If you require more information, please email the organizers.

We encourage **practitioners and composers** to submit proposals for showcasing practice as research. The conference will be held in person, but with remote access options available.

Keynote Speakers to be announced soon

www.ludomusicology.org | [#ludo2022](https://twitter.com/ludo2022)

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

