

Contents

List of Figures [page xii]

List of Tables [xiv]

List of Musical Examples [xv]

List of Contributors [xvi]

Preface [xxi]

A Landmark Timeline of Video Game Music [xxii]

Foreword: The Collaborative Art of Game Music [xxxiii]

LYDIA ANDREW

Introduction [1]

MELANIE FRITSCH AND TIM SUMMERS

PART I CHIPTUNES

Introduction [5]

MELANIE FRITSCH AND TIM SUMMERS

1 Before Red Book: Early Video Game Music and Technology [12]

JAMES NEWMAN

2 Chiptune, Ownership and the Digital Underground [33]

KENNETH B. MCALPINE

3 Waveform Wizard: An Interview with Composer Junko Ozawa [52]

JUNKO OZAWA, TRANS. LYMAN GAMBERTON

PART II CREATING AND PROGRAMMING GAME MUSIC

Introduction [59]

MELANIE FRITSCH AND TIM SUMMERS

4 Building Relationships: The Process of Creating Game Music [64]

GUY MICHELMORE

5 The Inherent Conflicts of Musical Interactivity in Video Games [74]

RICHARD STEVENS

- 6 The Triple Lock of Synchronization [94]
K. J. DONNELLY
- 7 'Less Music, Now!' New Contextual Approaches to Video
Game Scoring [110]
ROB BRIDGETT
- 8 Composing for Independent Games: The Music of *Kentucky
Route Zero* [120]
BEN BABBITT
- PART III ANALYTICAL APPROACHES TO VIDEO GAME MUSIC
- Introduction [131]
MELANIE FRITSCH AND TIM SUMMERS
- 9 Music Games [140]
MICHAEL L. AUSTIN
- 10 Autoethnography, Phenomenology and Hermeneutics [159]
MICHIEL KAMP
- 11 Interacting with Soundscapes: Music, Sound Effects and Dialogue
in Video Games [176]
ELIZABETH MEDINA-GRAY
- 12 Analytical Traditions and Game Music: *Super Mario Galaxy* as
a Case Study [193]
STEVEN REALE
- 13 Semiotics in Game Music [220]
IAIN HART
- 14 Game – Music – Performance: Introducing a Ludomusicological
Theory and Framework [238]
MELANIE FRITSCH
- PART IV REALITIES, PERCEPTION AND PSYCHOLOGY
- Introduction [263]
MELANIE FRITSCH AND TIM SUMMERS
- 15 A Step Back from Reality: Sound and Presence in Computer
Games and Other Worlds [269]
MARK GRIMSHAW-AAGAARD
- 16 Audio and the Experience of Gaming: A Cognitive-Emotional
Approach to Video Game Sound [284]
DANA PLANK

- 17 Psychophysiological Approaches to Sound and Music
in Games [302]
DUNCAN WILLIAMS

PART V GAME MUSIC, CONTEXTS AND IDENTITIES

- Introduction [319]
MELANIE FRITSCH AND TIM SUMMERS
- 18 Game Music and Identity [327]
CHRIS TONELLI
- 19 Game Music and History [343]
JAMES COOK
- 20 Open Worlds: Globalization, Localization and Video Game
Music [359]
WILLIAM GIBBONS
- 21 Female Credit: Excavating Recognition for the Capcom Sound
Team [376]
ANDREW LEMON AND HILLEGONDA C. RIETVELD

PART VI BEYOND THE GAME

- Introduction [389]
MELANIE FRITSCH AND TIM SUMMERS
- 22 Pop Music, Economics and Marketing [395]
ANDRA IVĂNESCU
- 23 Game Music Beyond the Games [409]
RYAN THOMPSON
- 24 Producing Game Music Concerts [424]
THOMAS BÖCKER, WITH MELANIE FRITSCH AND
TIM SUMMERS

Select Bibliography [433]

Index [436]