NACVGM 2024 Conference Program

Saturday March 16

9:00am-9:15am Introductory Remarks

9:15am-10:45am Session 1: Listening to Early Game Audio

  9:15am Beyond Modularity: Listening to Early Minimalist Music and First-Generation Video Game Sound in the Long 1970s (David Chapman)

  9:45am Harmonic Function in NES Music (Andrew Schartmann)

  10:15am Fanfare for the Unreal Symphony – 8-Bit Orchestration and Imaginary Timbres (Thomas B. Yee)

10:45am-11:00am Coffee Break

11:00am-12:00pm Session 2: Nostalgia?

  11:00am Virtual Acousmatics: Video Games’ Practice of Remix (Logan H.G. Davis)

  11:30am Arranged Music and Manifold Memory: Beauty and Nostalgia in the Soundtrack of Final Fantasy X/X-2 HD Remaster (David Munro)

12:00pm-1:30pm Lunch

1:30pm-2:00pm Bonus Level: A Mystery is Afoot

  1:30pm Forking Paths and Ludomusical Form in John Morris’s Score for Clue (1985) (William R. Ayers)

2:00pm-2:30pm Bonus Level: Fighting About Games

  2:00pm “Ludology Meets Narratology” at 25: A “Duel” Approach
(Julianne Grasso & Andrew Powell)

2:30pm-3:30pm  **Session 3: The Power of the Voice**

2:30pm  Playing Games, Playing Music, Playing God: Listening and Voicing in *My Singing Monsters* (Jordan Good)

3:00pm  Singing to Save the World: Voice and Identity in *Transistor* (2014) and *Wandersong* (2018) (Madison Drace)

3:30pm-4:00pm  **Break**

4:00pm-5:00pm  **Keynote: Laura Intravia**

5:00pm-8:00pm  **Dinner Break**

8:00pm-9:30pm  **Concert**

**Sunday March 17, 2024**

9:00am-10:00am  **Session 4: Mega Men**

9:00am  Unique Timbral Effects in 8-Bit NES: Technological Affordances in *Mega Man 1-3* (Matthew Ferrandino)

9:30am  Rhythmic Stereo Panning: Disruptive Combat Music of the *Mega Man Battle Network* Series (Morgan Weeks)

10:00am-11:00am  **Session 5: Design and Interface**

10:00am  Nuclear Sound Design: Analyzing Immersive Audio Techniques in *Fallout 4* (Alex Sallade)

10:30am  Play While Play (Jorge Variego)

11:00-11:15  **Coffee Break**

11:15am-11:45am  **Bonus Level: “I Feel it…I Feel the Cosmos”**
11:15am Exploring the Cosmos Through Sound: The Soundtrack of *Stellaris* and Its Cosmist Influences (Joseph Chang)

11:45am-1:15pm Lunch

1:15pm-2:45pm Session 6: (Un)Comfortable Sounds

1:15pm Tracing Timbre and Horror Troping in Monolith Productions’ *Blood* (1997) (Holly Bergeron-Dumaine)

1:45pm Humor and Horror: Immersive Functions of Glissandi in Video Game Music (Jeremy W. Smith)

2:15pm Conceptualizing Coziness: Unearthing Iyashikei and the Pastoral in Cozy Video Game Music (Adriana Ezekiel)

2:45pm-3:00pm Break

3:00pm-4:00pm Session 7: Dance and Ethnography

3:00pm Just Dance (Taylor’s Version): Embodied Intertextual Listening and Gameplay Fandom (Kate Galloway)

3:15pm “Where Did You Learn Those Moves?”: A Choreomusical Approach to Movement-Oriented Rhythm Games” (Drake Eshleman)

3:30pm Gathering and Listening on Twitch: A Brief Ethnographic Study (Molly Hennig)

4:00pm-5:00pm Session 8: Topics and Tropes

4:00pm Exploring Player Affect and Worldbuilding Through the Music of *Pokémon Mystery Dungeon* (Eileen Snyder)

4:30pm This Sounds Familiar….: A Model for Tropes in Video Games (Ben Major)

5:00pm Closing Remarks