<u>2014 North American Conference on Video Game Music</u>
Youngstown State University

Conference Program

Saturday, January 18

8:00am   **Registration begins**

9:00am   **Welcome**

9:15am   **Session 1**   **Chair: Neil Lerner**

"From the Concert Hall to the Console: The 8-bit Translation of BWV 565"
Dana Plank-Blasko (The Ohio State University)

"Recomposition of Chopin and Narrative Design in Double Fine's *Stacking*"
William R. Ayers (University of Cincinnati College-Conservatory of Music)

"Classical/Klassical: Music and Duality in *Catherine* (2011)"
William Gibbons (Texas Christian University)

10:45am   **Break**

11:00am   **Session 2**   **Chair: Steven Beverburg Reale**

"There's Always a Lighthouse: Commentary and Foreshadowing in the Diegetic Music of *Bioshock Infinite*"
Enoch Jacobus (Berea, KY)

"Breaking the Circle: Analyzing the Narrative Function of Music Manipulation in *Bioshock Infinite*"
Sarah Pozderac-Chenevey (University of Cincinnati College-Conservatory of Music)

"Garry Schyman's Music for *Destroy All Humans!* (2005) and the Hybridity of Cinema and Video Game Scoring"
Neil Lerner (Davidson College)

12:30pm   Lunch

2:15pm   Session 3   Chair: William Gibbons

"Audio in Competitive 'eSports' Video Games."
Ryan Thompson (University of Minnesota)

"Teaching Music Appreciation Through the Lens of Video Game Music: a retrospect"
Matthew Thompson (University of Michigan)

"Variations on a Theme by a Rogue A.I."
Steven B. Reale (Youngstown State University)

3:45pm   Break

4:00pm   Keynote Address: "Game Sound Studies, 10 Years On," Karen Collins
(University of Waterloo)

5:30pm   Conference Banquet

Sunday, January 19

9:00am   Session 4   Chair: Karen Collins

"Analyzing Modular Smoothness in Video Game Music"
Elizabeth Medina-Gray (Yale University)

"Mapping Sound: Play, Performance, and Analysis in *Proteus*"
William O'Hara (Harvard University)

"An Exploration of Zelda's Lullaby"
Nick Exler (The Eastman School of Music)

10:30am   Break

10:45am   Session 5   Chair: Neil Lerner

"Hard-boiled music: The case of *L.A. Noire*"
Iain Hart (Sydney Conservatorium of Music)

"'When is a Leitmotif not a Leitmotif?': Theme, Structure and Narrative in the Soundtrack for *Final Fantasy Tactics*"
Ryan Ross (Mississippi State University)

Discussion with the organizers: where do we go from here?
Steven Reale (Youngstown State University), William Gibbons (Texas Christian University), Neil Lerner (Davidson College)

12:15pm   Lunch

2:00pm   Session 6   Chair: Steven Beverburg Reale

"Playing with Music: Building Soundcastles in the Sandbox"
Jesse Kinne (University of Cincinnati College-Conservatory of Music)

"Interactive Music in Video Games, and 'Taking Advantage of the Medium' "
Peter Shultz (University of Chicago)

"A study of the iMUSE transition matrix music system in the Woodtick location of *Monkey Island 2: LeChuck's Revenge*"
Eugene Belianski (York University)