

Saturday, 14 January

8:00-9:00 Registration

9:00-10:30 Cultures and World-Building (James Buhler, Chair)

Kate Galloway, Digital Storytelling and the Spatiality and Sonic Cartography of *Never Alone*'s Indigenous Modernity

Danielle Wulf, Topical Compatibility and Expressive Meaning in

Blizzard's *Overwatch* and *World of Warcraft*

Rose Bridges, What is the 'Hoenn Sound'? : Rearranging Music as World-Building in the *Pokémon* Game Remakes

10:30-10:45 Break

10:45-11:45 Immersion and the *Gesamtkunstwerk* (William Gibbons, Chair)

Kate Mancey, Warping Diegesis: The Evolving Role of the Soundtrack in Virtual Reality Gaming

Stefan Greenfield-Casas, The Operatic, the Cinematic, and the Ludic: Video Games as a neo-*Gesamtkunstwerk*

11:45-1:15 Lunch

1:15-2:30 Keynote: Penka Kouneva

2:30-2:45 Break

2:45-3:45 Creation, Composition, and Play I (Elizabeth Medina-Gray, Chair)

Mark Benis, Loops Within Loops: A Modular Approach to Mystery in *Pokémon Red* and *Blue*

Michael Austin, The History (and Future) of Automatic Mario Music Videos

3:45-4:00 Break

4:00-5:00 Creation, Composition, and Play II (Steven Reale, Chair)

Nathan Fleshner, The Ideas of Play and Game in Creative-Based Video Games

Mack Enns, Game Scoring: The Performance of Aleatoric Composition and *FEZ* (2012)

5:00 Adjourn

6:30 Banquet

Sunday, 15 January

9:00-10:30 Rhythm, Gameplay, and Mimesis (Elizabeth Medina-Gray, Chair)

Walton Alexander Lott, A Multimodal Interpretation of Mimesis in Video Game Sound

Jesse Kinne, Groove Mediates Ludo and Diegetic Temporalities in *Heroes of Might and Magic*

Ryan Thompson, Timing is Everything: Relationships Between Ludic and Musical Rhythm in Modern Video Games

10:30-10:45 Break

10:45-12:15 Nostalgia, Film, and Television (Karen M. Cook, Chair)

Pete Smucker, Appalachian Folk Music and the Supernatural: Tracing Social Encounters in *Kentucky Route Zero*

Reba Wissner, You Unlock This Game With The Key of Imagination: *The Twilight Zone: The Game* (2014), Musical Parody, and the Sound of Nostalgia

Matthew Neil, Sound Stone Memories: The Intersection of Music, Technology, and Nostalgia in *EarthBound*

12:15-2:00 Lunch

2:00-3:00 NES/Famicom Technology and Composition (Neil Lerner, Chair)

Kevin R. Burke, Pushing the Envelope: Distinct Sound Drivers for the Common Famicom (NES)

Alan Elkins, "Too Many (Or Not Enough?) Notes": Contrasting Approaches in Polyphony and Texture in Japanese and American Nintendo Games

3:00-3:15 Break

3:15-4:45 Terror, Madness, and Sadness (William Gibbons, Chair)

James Deaville, Game of Terror: Music/Sound and Videogame Aesthetics in ISIS Recruiting Videos

Dana M. Plank, Frightful Energy: Musical Madness in *Final Fantasy VI*

Karen M. Cook, Narrative, Sound, and Resolution in *The Whispered World*