

NACVGM 2019

Saturday, 30 March 2019

8:00-9:00 Registration & Refreshments

9:00-9:15 Welcome and Announcements

- The Hartt School Dean Larry Alan Smith; Karen M. Cook; Elizabeth Medina-Gray & Tim Summers)

9:15-10:45 Session 1: Early Game Sound (panel chair: Dana Plank)

- Silver Stars and Silver Screens: Song and the Transition to “Part-Talkie” Role-Playing Games (William Gibbons)
- 8-bit Sound/Music/Voice: An Analysis of the Multi-Category Dialogue Sound in *Dragon Quest* (Elizabeth Medina-Gray)
- Advancing the Chiptune Narrative: The Syndrum, TR-808, and SDS-V as Forebears of 8-bit Drums (Kevin Burke)

10:45-11:00 Break (with Meet the Editors: Elizabeth Medina-Gray & Tim Summers, *Journal of Sound and Music in Games*)

11:00-12:30 Session 2: Approaches to RPGS (panel chair: Matthew Thompson)

- *Lightning Talk*: Music and Time Perception in *The Legend of Zelda: Breath of the Wild* (2017) (Kaitlin Saari)
- Sounding the Grind: Musicospatial Stasis in Classic RPG Battle Themes (Stephen Armstrong)
- Battle Hymn of the God-Slayers: Troping Rock and Sacred Music Topics in *Xenoblade Chronicles* (2010) (Thomas B. Yee)
- *Lightning Talk*: Thus Spake Uematsu: Satirical Parody & Structural Unity in the Opening Sequence of *Final Fantasy VI* (Richard Anatone)

12:30-2:00 Lunch (Options listed on the Travel/Housing Tab)

2:00-3:45 Session 3: The Voice (panel chair: Dana Plank)

- Inhuman Music and the Monstrous Feminine (Andra Ivănescu)

- The Lament(s) of the Posthuman: Existential Voice and/in *Nier: Automata* (2017) (Stefan Greenfield-Casas)
- The Textless Voice: Range, Vibrato, and Gender in Video Game Soundtracks (Karen M. Cook)
- *Lightning Talk*: The Solo Female Voice as Destiny Topos in Fantasy Media (Jesse Kinne)

3:45-4:00 Break

4:00-5:30 Keynote: Wilbert Roget II

6:00-8:00 Conference Dinner at City Steam Brewery (Tickets Required)

Sunday, 31 March 2019

7:15-8 Registration & Refreshments

8:00-9:15 Session 4: Transmedia Adaptation (panel chair: Neil Lerner)

- Nostalgia for What Never Was: The Pseudo-1930s World of *Cuphead* (Lisa Scoggin)
- The Quest for the Video Game Musical: Issues of Transmedial Adaptation from Screen to Stage (James Deaville)
- *Lightning Talk*: Giving Video Games Music a Bad Rap: Hip Hop and the Abject Sublime in *The Super Mario Bros. Super Show!* (Michael Austin)

9:15-9:30 Break (Second Meet the Editor with Elizabeth Medina-Gray & Tim Summers)

9:30-11:00 Session 5: Identity (panel chair: Steven Reale)

- Musical Depictions of Impairment and Disability Fetishism in *Katawa Shoujo* (2012) (Dana Plank)
- Social Class Representation and Ludic Agency in Video Game Music (Peter Smucker)
- The Shropshire Shuffle: The Sound of Faith and Science in *Everybody's Gone to the Rapture* (Elizabeth Hambleton)

11:00-11:15 Break

11:15-12:45 Session 6: Creating the Experience (panel chair: Elizabeth Medina-Gray)

- A Framework for Project-Based Game Music Composition Lessons (Steven Reale and Isaac Hraga)
- Adaptive Music in *Civilization VI* (Sam Jones)
- What is it Like to be a Dolphin? Echolocation and Subjectivity in Video Games (William Ayers)

12:45-2:15 Lunch (Options listed on the Travel/Housing Tab)

2:15-3:30 Session 7: Affect (panel chair: James Buhler)

- Music, Narrative, and Affect in *Journey* (2012) (Julianne Grasso)
- *Lightning Talk*: ‘I’m Having That Dream Again’: Hauntology and Ludomusicological Affects (William Bennett)
- Weaving a Narrative Web: Music and the Butterfly Effect in *Until Dawn* (Andrew Powell)

3:30-3:45 Break

3:45-4:30 Session 8: War and Shooters (panel chair: Matthew Thompson)

- “Epic” Orchestration in First-Person Shooters (Andrew Bennett)
- *Lightning Talk*: A Musical Identity Crisis: Communicating Morality and Humanity in War Games (Stephanie Lind)

4:30-4:45 Break

4:45-6:00 Session 9: Cultures and Imperialism (panel chair: Karen M. Cook)

- Indigenized Pixels of Invaders: Self-Determination, Indigenous Ways of Knowing, and Decolonizing Game Sound (Kate Galloway)
- *Lightning Talk*: Putting the “E” in Esports: Analyzing Music Videos from *League of Legends* (Ryan Thompson)