

NACVGM 2020

Saturday, June 13, 2020

9:00-9:15 Welcome and Announcements

9:15-10:45 Session 1: Player Experience

- A Theory of Music as Distraction in Video Games (William Ayers)
- Surrender to the Flow: Psychedelia in Videogame Music (Eli Badra)
- Meter as Mechanic: Audio-Visual Coordination and Beat Difficulty in Crypt of the Necrodancer (Joseph Jakubowski)

10:45-11:00 Break

11:00-12:45 Session 2: Japanese Game Audio

- Musical Form and Gameplay Context in the Japanese Role-Playing Game (Alan Elkins)
- Traditional Japanese Modes in Video Game Soundtracks (Liam Hynes-Tawa)
- From Grinding to Grooving: An Investigation of Motoi Sakuraba's RPG Combat Music (Aaron Price)
- Lightning Talk: Jun Chikuma's Soundtrack for Faxanadu (1987) (Karen Cook)

12:45-2:15 Lunch

2:15-3:45 Session 3: Technical Game Audio

- Lightning Talk: Sound Chips and Video Game Music, Beyond Hardware and Software: The Research-Creation Process Behind the Aesthetics of Chipmetal and the VRC666 Mindware (Dominic Arsenault)
- New Textures for 1-Bit Audio Effects and Synths (Kurt Werner)
- Konami's 8-bit Shadow: The MSX Team and the Sound Creative Chip (SCC) (Kevin Burke)
- Lightning Talk: Keeping Up with the Commodore: SID Music in the Demoscene and Contemporary Commodore 64 Game Development (Michael Philip Bridgewater)

3:45-4:00 Break

4:00-5:00 Keynote: Enongo Lumumba-Kasongo (SAMMUS)

8:15 NACVGM Concert

- Featuring performances by:
- 88bit
- Isaac Schankler
- Sarah Chang
- R41ÑB0W TR4\$H (Dominique Pelletier)
- Simon Hutchinson
- Elizabeth Hambleton
- SAMMUS (Enongo Lumumba-Kasongo)
- Tentative: Ithaca College Gamer Symphony Orchestra

Sunday, June 14, 2020

8:30-10:00 Session 4: Interpreting Game Audio

- Lightning Talk: What Does Early Video Game Dialogue Sound Like? (Elizabeth Medina-Gray)
- Listening to Pac-Man's Maze of Melancholy (Neil Lerner)
- Lightning Talk: Musical and Narrative Transformation in Nier and Nier: Automata (Christopher Greene)
- Idols of Mass Destruction: Music as a Weaponizing force in Omega Quintet (2014) (Brent Ferguson and TJ Laws-Nicola)

10:00-10:15 Break

10:15-11:15 Session 5: Gendering and Representations

- Beeps, Boops, and Boyz: Sonic Representations of Gay Men in Video Games (Michael Austin)
- Feminine Themings: The Construction of Musical Gendering in the Final Fantasy Franchise (Thomas Yee)

11:15-11:30 Break

11:30-12:45 Session 6: Contexts and Histories

- Currencies, Values, and Exchanges of Game Sounds (Pete Smucker)
- Lightning Talk: Serendipitous Intertextuality: Video Games and Royalty-Free Music (Steven Reale)

- Sed Non Eodem Modo: The Origins of Ludomusicology Compared to Musikwissenschaft (John Vinzant)

12:45-2:15 Lunch

2:15-4:00 Session 7: Musical Adaptations

- Lightning Talk: Taking a Gander at the Use of Debussy in Untitled Goose Game (2019) (Dana Plank)
- Collaboration, Communication, Cancellation: Sound and Music Development in Atari's Film-to-Arcade Adaptations (William O'Hara)
- "Wear People's Faces": Semiotic Awareness in Fan Adaptations of the Music from The Legend of Zelda: Majora's Mask (Jeremy Smith)
- Interpreting the Music of (8-)Bit Brigade: Speed Runs and Speed Metal (Dickie Lee)

4:00-4:15 Break

4:15-5:45 Session 8: Queer Aesthetics

- Musically Queering Love in the Monstrous World of Undertale (Hyeonjin Park)
- Queer Aesthetics and Game Music, or, Has Video Game Music Always Been Queer? (Tim Summers)
- Stand By Me: Sounds of Queer Utopias and Homosexual Panic in Final Fantasy XV (Jordan Hugh Sam)

Program Committee:

Elizabeth Medina-Gray (Lead Organizer)

Matthew Thompson (Program Committee Chair)

Neil Lerner

James Buhler

Karen Cook

Dana Plank

Pete Smucker

Ryan Thompson (virtual conference planning)