

CONFERENCE PROGRAM



LYNN BUSINESS CENTER, RINKER AUDITORIUM
AND
PRESSER HALL, THE TINSLEY ROOM

STETSON UNIVERSITY SCHOOL OF MUSIC
DELAND, FLORIDA

ABOUT THE CONFERENCE

Now in its tenth year, the North American Conference on Video Game Music brings together composers, performers, designers, game-players, fans, and scholars in numerous fields to discuss aspects of music in video games. Topics at past conferences have included case studies of influential games, genres, and composers, game audio history, technology and its impact on game music, game audio analysis, the cultural contexts of video game music, and game music pedagogy.

2014: Youngstown State University

Steven Reale, lead organizer
Karen Collins, keynote

2015: Texas Christian University

William Gibbons, lead organizer
Winifred Phillips, keynote

2016: Davidson College

Neil Lerner, lead organizer
Kiri Miller, keynote

2017: University of Texas, Austin

James Buhler, lead organizer
Penka Kouneva, keynote

2018: University of Michigan

Matthew Thompson, lead organizer
Martin O'Donnell & William Gibbons,
keynotes

2019: The Hartt School, University of Hartford

Karen Cook, lead organizer
Wilbert Roget II, keynote

2020: Virtual Conference

Elizabeth Medina-Gray, lead organizer
Ryan Thompson, virtual conference planning
Enongo Lumumba-Kasongo (SAMMUS),
keynote

2021: Virtual Conference

Peter Smucker, lead organizer
Ryan Thompson, virtual conference planning
Austin Wintory, keynote

2022: Louisiana Tech University & Virtual

Michael Austin & Jesse Kinne, lead
organizers
Karen Cook, program chair
Mega Ran, keynote

2023: Stetson University & Virtual

Peter Smucker, lead organizer
Dana Plank, program chair
Neil Lerner, keynote

2024: Michigan State University

Ryan Thompson, lead organizer
(TBA), keynote

NORTH AMERICAN CONFERENCE ON VIDEO GAME MUSIC
Tenth Annual Conference, February 4–5, 2023
Stetson University School of Music, DeLand, Florida

STEERING COMMITTEE

Dana Plank (Independent scholar, program committee chair)
James Buhler (UT Austin)
Karen Cook (University of Hartford)
Julianne Grasso (Florida State University)
Neil Lerner (Davidson College)
Elizabeth Medina-Gray (Ithaca College)
Pete Smucker (Stetson University)
Matthew Thompson (University of Michigan)
Ryan Thompson (Michigan State University)

ORGANIZING COMMITTEE

Pete Smucker (Stetson University)

WITH SPECIAL THANKS TO

Washington Garcia, Dean, Stetson School of Music
Andrew Larson, Associate Dean, Stetson School Music
Chris Griffin, Brown Center for Faculty Innovation and Excellence, Stetson University
Jeanne Peterson, Maddie Bryant, and Christina Pyburn, administrative staff, Stetson School of Music
Dana Plank, Program committee chair
Tim Rosenberg, Sara Scarpelli, Jesús Alfonzo, Jamie Clark, Chaz Underriner, and students in the Stetson University
sound and concert crews
Captain Dee Carpenter and Public Safety, Stetson University
David Maisel and the Office of Information Technology, Stetson University
Julie Hunter, Executive Director of University Events, Stetson University
Elise Paulson, Director of Risk Management, Stetson University
The faculty and students from Stetson who assisted in logistics, promotion, and execution of the conference

WIFI NETWORK for guest access to the internet for in-person participants: *Stetson_Guest* (no password necessary)

VIRTUAL ATTENDANCE

Guests who are attending virtually must be registered for the conference on the [NACVGM website](#).

Once registered for the conference, virtual guests will receive information so that they can then sign up for the Zoom Events platform hosted by the Brown Center for Faculty Innovation and Excellence and attend the conference.

To facilitate virtual conversations about the topics raised at this year's conference, we encourage you to post on social media using the hashtag **#NACVGM**.

NORTH AMERICAN CONFERENCE ON VIDEO GAME MUSIC
Tenth Annual Conference, February 4–5, 2023
Conference Schedule

Abstracts are available on the [NACVGM website](https://nacvgm.org/)

Saturday February 4, 2023

Lynn Business Center, Room 108 (Rinker Auditorium)

EST	GMT	
8:00 a.m.	1:00 p.m.	Opening Remarks, Peter Smucker
8:15 a.m.	1:15 p.m.	Session 1: <i>Celeste</i> , Dana Plank, Chair
8:15 a.m.	1:15 p.m.	Madeline, Music, and the Mountain: Music, Narrative, and Anxiety in <i>Celeste</i> (Adam Rizzo)
8:45 a.m.	1:45 p.m.	Musical Representations of Journey in <i>Celeste</i> (Stephanie Lind)
9:00 a.m.	2:00 p.m.	Session 2: Being Ludic , Julianne Grasso, Chair
9:00 a.m.	2:00 p.m.	Radiohead’s Impossible Museum: Representing Abstract Musical Phenomena and Ephemeral Listening Experiences in <i>KID A MNESIA EXHIBITION</i> (2021) (James McGlynn)
9:15 a.m.	2:15 p.m.	A Magical Moment Made Just for You: Playful Design and Sensations of Wonderment in the Looping Music of Walt Disney World Attractions (Will Ayers)
9:45 a.m.	2:45 p.m.	Break
9:55 a.m.	2:55 p.m.	Welcome to Stetson, Washington Garcia, Dean, Stetson School of Music
10:00 a.m.	3:00 p.m.	Bonus Level 1, Matthew Thompson, Chair
10:00 a.m.	3:00 p.m.	“Emotion and Narrative in Sport Games?” An analysis of Kris Bowers’ score for <i>Madden 21</i> (Calvin Evans Jr.)
10:30 a.m.	3:30 p.m.	Session 3: Gender and Sexuality Looking at the Past , Matthew Thompson, Chair
10:30 a.m.	3:30 p.m.	Chiptune Nostalgia through a Queer Perspective: Counter Memory, Chrononormativity, and Liminality (George Reid)
11:00 a.m.	4:00 p.m.	Retro Games, Retro Values: Gendered Musical Stereotypes in <i>Octopath Traveler</i> (Jasmin Limqueco)
11:30 a.m.	4:30 p.m.	Into the Dragon’s Lair: A Sonic Tapestry of Medievalism, Gender, and Sexuality (Dana Plank)
12:00 p.m.	5:00 p.m.	Meal Break

2:15 p.m.	7:15 p.m.	Session 4: Gender and Sexuality Present and Future , Dana Plank, Chair
2:15 p.m.	7:15 p.m.	Karaoke Nights: Performing Masculinity in <i>Yakuza 0</i> (Rayna Bell)
2:45 p.m.	7:45 p.m.	Pink Empowerment: Music and Meaning in <i>Super Princess Peach</i> (Brooke McCorkle Okazaki)
3:15 p.m.	8:00 p.m.	Bonus Level 2 , Dana Plank, Chair
3:15 p.m.	8:15 p.m.	Abstract and Realistic Representations of Voices in Video Games (Elizabeth Medina-Gray)
3:45 p.m.	8:45 p.m.	Break
4:00 p.m.	9:00 p.m.	Keynote: Pinball's Voices (Neil Lerner) , Introduction by Peter Smucker
5:00 p.m.	8:00 p.m.	Meal Break
7:30 p.m.	12:30 a.m.	NACVGM Concert Presser Hall, Room 132 (Tinsley)

Sunday February 5, 2023

Lynn Business Center, Room 108 (Rinker Auditorium)

8:00 a.m.	1:00 p.m.	Session 5: Game Music Outside of Games , Ryan Thompson, Chair
8:00 a.m.	1:00 p.m.	Notes from the Gaming Prom: Video game music concerts as professionalised fan practice (Morgan Hale)
8:30 a.m.	1:30 p.m.	Video Game Concerts and the Affect of Liveness (Nic Vigilante)
9:00 a.m.	2:00 p.m.	The (sound)World of the Musical <i>Sekaikan</i> or, Square Enix and the Media Mix (Stefan Greenfield-Casas)
9:30 a.m.	2:30 p.m.	Break
9:45 a.m.	2:45 p.m.	Bonus Level 3 , Julianne Grasso, Chair
9:45 a.m.	2:45 p.m.	"The Manor in the Corner of the Southern Plains Is a Right Creepy Place": Music, Landscape, and Katabasis in Emil's Manor from <i>NieR Replicant ver. 1.22474487139...</i> (Marina Gallagher)
10:15 a.m.	3:15 p.m.	Session 6: Sound Design , Julianne Grasso, Chair
10:15 a.m.	3:15 p.m.	<i>Coffee Talk</i> and the Architectonics of Game Worlds of the Everyday: Playful Ubiquity and the Sounds of "Coffitivity" (Kate Galloway)
10:45 a.m.	3:45 p.m.	Ear Candy - A Theory of Sonic Addiction in Gacha Sound Design Content (Thomas Yee)

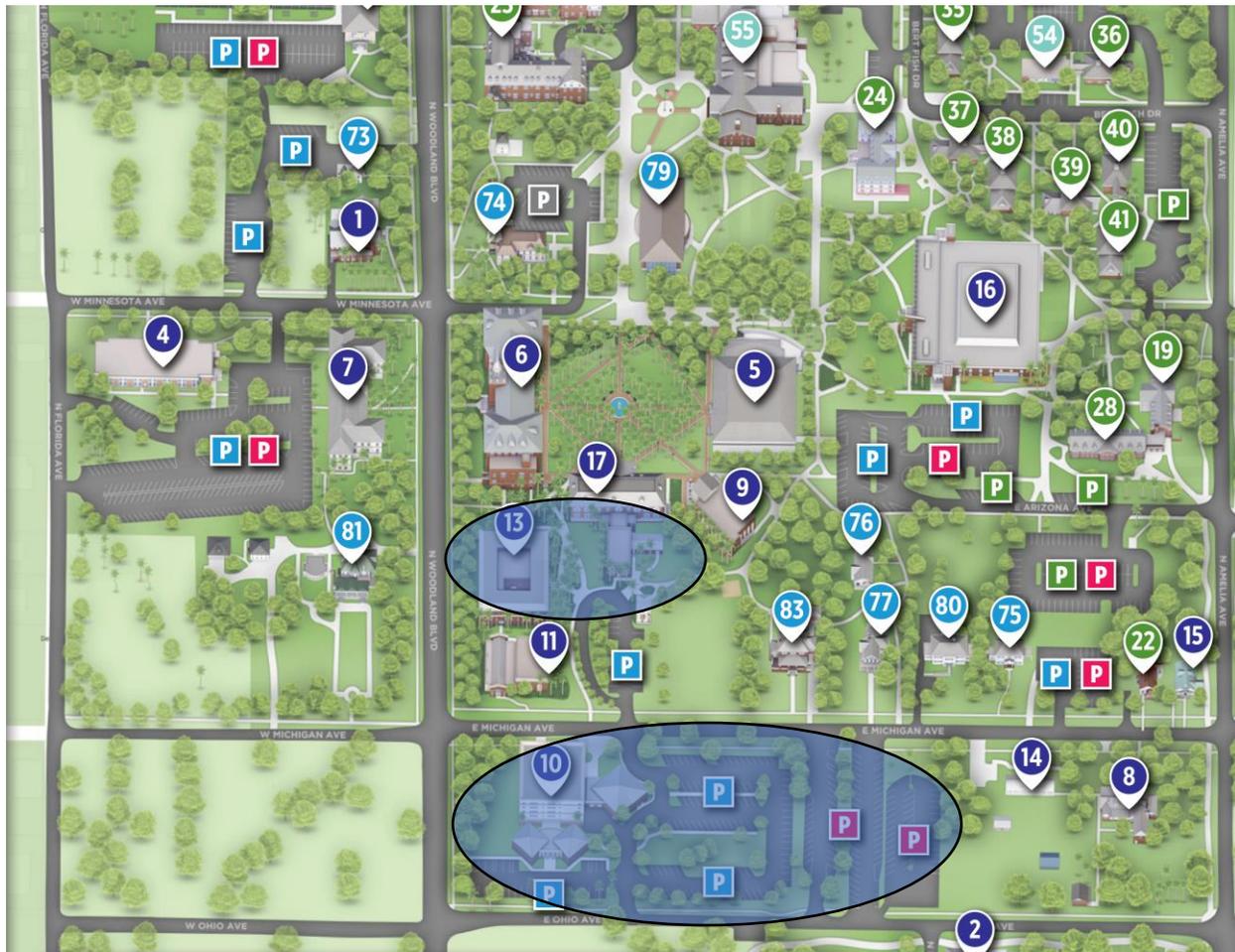
11:00 a.m.	4:00 p.m.	Session 7: Rhythm Games and Pedagogy , Peter Smucker, Chair
11:00 a.m.	4:00 p.m.	“I Know That One!”: Teaching Meter and Hypermeter Using Video Game Music (Chandler Blount and Jordan Lenchitz)
11:15 a.m.	4:15 p.m.	Rhythm Games and the Theory Classroom (Clair Nguyen)
11:30 a.m.	4:30 p.m.	What Makes <i>Trombone Champ</i> So Funny? Ironic Juxtaposition of the Continuous with the Discrete (Jeremy W. Smith)
11:45 a.m.	4:45 p.m.	Meal Break
1:45 p.m.	6:45 p.m.	Session 8: Your Composer is in Another Castle! , Ryan Thompson, Chair
1:45 p.m.	6:45 p.m.	An examination of the role of music in the articulation of dramatic ludonarratives: Navigating existential vertigo and despair through <i>The Legend of Zelda: Link’s Awakening</i> (Nintendo, 1993), <i>Majora’s Mask</i> (Nintendo, 2000), and <i>Twilight Princess</i> (Nintendo, 2006). (Cristina Guzmán Anaya)
2:15 p.m.	7:15 p.m.	One or Several Dungeon Themes? The Music of <i>A Link Between Worlds</i> (Jordan Stokes)
2:30 p.m.	7:30 p.m.	A Koji Kondo Corpus: Comparing Macroharmony in Nintendo’s <i>Super Mario Brothers</i> and <i>The Legend of Zelda</i> Franchises (Lukas Perry & Matt Chiu)
2:45 p.m.	7:45 p.m.	Bonus Level 4 , Ryan Thompson, Chair
2:45 p.m.	7:45 p.m.	Providing Historically-Informed Music for a 16th-Century Murder Mystery Narrative RPG: A Case Study (Tracy Cowart & Sian Ricketts)
3:15 p.m.	8:15 p.m.	Break
3:30 p.m.	8:30 p.m.	Session 9: Tourism , Matthew Thompson, Chair
3:30 p.m.	8:30 p.m.	Track maintenance: ekimelo, authenticity, and participatory fan culture in <i>Densha de Go!</i> (Morgan Sleeper)
3:45 p.m.	8:45 p.m.	The Edge of Emptiness: Sound, Space, and Disembodiment in VR Tourism (Stephen Armstrong)
4:15 p.m.	5:15 p.m.	Session 10: Genres , Peter Smucker, Chair
4:15 p.m.	9:15 p.m.	Why Jazz Musicians Prefer Nintendo: Ludic Systems, Playful Standards, and The Great Video Game Songbook (James Heazlewood-Dale)
4:45 p.m.	9:45 p.m.	(Chip)songs without words: Hearing Four-Part Rock Form in 8-bit NES Chiptunes (Richard Anatone & Gregg Rossetti)
5:15 p.m.	10:15 p.m.	Demons, Distortion, and the Double Tresillo: Evoking Heavy Metal in the music of <i>DOOM</i> (1993) (Holly Bergeron-Dumaine)
5:45 p.m.	10:45 p.m.	Concluding Remarks , Peter Smucker

Campus Map, Parking, and Dining

Presentations will take place in room 108 (Rinker Auditorium) of the Lynn Business Center
Building #10: 345 N. Woodland Blvd., DeLand, FL 32723

The NACVGM Recital will take place in room 132 (Tinsley) of Presser Hall
Building #13: 419 N. Woodland Blvd., DeLand, FL 32723

Parking is free on the weekend. Recommended parking lots are near #10 on Michigan Avenue.



A full Stetson University campus map is available [HERE](#).

For local dining options just south of campus, see [THIS INFORMATION](#) from the Downtown DeLand Association.