

NACVGM 2024 Conference Program

Saturday March 16

- 9:00am-9:15am** **Introductory Remarks**
- 9:15am-10:45am** **Session 1: Listening to Early Game Audio**
- 9:15am Beyond Modularity: Listening to Early Minimalist Music and First-Generation Video Game Sound in the Long 1970s (David Chapman)
- 9:45am Harmonic Function in NES Music (Andrew Schartmann)
- 10:15am Fanfare for the Unreal Symphony – 8-Bit Orchestration and Imaginary Timbres (Thomas B. Yee)
- 10:45am-11:00am** **Coffee Break**
- 11:00am-12:00pm** **Session 2: Nostalgia?**
- 11:00am Virtual Acousmatics: Video Games’ Practice of Remix (Logan H.G. Davis)
- 11:30am Arranged Music and Manifold Memory: Beauty and Nostalgia in the Soundtrack of *Final Fantasy X/X-2 HD Remaster* (David Munro)
- 12:00pm-1:30pm** **Lunch**
- 1:30pm-2:00pm** **Bonus Level: A Mystery is Afoot**
- 1:30pm Forking Paths and Ludomusical Form in John Morris’s Score for *Clue* (1985) (William R. Ayers)
- 2:00pm-2:30pm** **Bonus Level: Fighting About Games**
- 2:00pm “Ludology Meets Narratology” at 25: A “Duel” Approach

(Julianne Grasso & Andrew Powell)

2:30pm-3:30pm Session 3: The Power of the Voice

2:30pm Playing Games, Playing Music, Playing God: Listening and Voicing in *My Singing Monsters* (Jordan Good)

3:00pm Singing to Save the World: Voice and Identity in *Transistor* (2014) and *Wandersong* (2018) (Madison Drace)

3:30pm-4:00pm Break

4:00pm-5:00pm Keynote: Laura Intravia

5:00pm-8:00pm Dinner Break

8:00pm-9:30pm Concert

Sunday March 17, 2024

9:00am-10:00am Session 4: Mega Men

9:00am Unique Timbral Effects in 8-Bit NES: Technological Affordances in *Mega Man 1-3* (Matthew Ferrandino)

9:30am Rhythmic Stereo Panning: Disruptive Combat Music of the *Mega Man Battle Network* Series (Morgan Weeks)

10:00am-11:00am Session 5: Design and Interface

10:00am Nuclear Sound Design: Analyzing Immersive Audio Techniques in *Fallout 4* (Alex Sallade)

10:30am Play While Play (Jorge Variago)

11:00-11:15 Coffee Break

11:15am-11:45am Bonus Level: "I Feel it...I Feel the Cosmos"

11:15am	Exploring the Cosmos Through Sound: The Soundtrack of <i>Stellaris</i> and Its Cosmist Influences (Joseph Chang)
11:45am-1:15pm	Lunch
1:15pm-2:45pm	Session 6: (Un)Comfortable Sounds
1:15pm	Tracing Timbre and Horror Troping in Monolith Productions' <i>Blood</i> (1997) (Holly Bergeron-Dumaine)
1:45pm	Humor and Horror: Immersive Functions of Glissandi in Video Game Music (Jeremy W. Smith)
2:15pm	Conceptualizing Coziness: Unearthing Iyashikei and the Pastoral in Cozy Video Game Music (Adriana Ezekiel)
2:45pm-3:00pm	Break
3:00pm-4:00pm	Session 7: Dance and Ethnography
3:00pm	Just Dance (Taylor's Version): Embodied Intertextual Listening and Gameplay Fandom (Kate Galloway)
3:15pm	"Where Did You Learn Those Moves?": A Choreomusical Approach to Movement-Oriented Rhythm Games" (Drake Eshleman)
3:30pm	Gathering and Listening on Twitch: A Brief Ethnographic Study (Molly Hennig)
4:00pm-5:00pm	Session 8: Topics and Tropes
4:00pm	Exploring Player Affect and Worldbuilding Through the Music of <i>Pokémon Mystery Dungeon</i> (Eileen Snyder)
4:30pm	This Sounds Familiar...: A Model for Tropes in Video Games (Ben Major)
5:00pm	Closing Remarks