

Cambridge University Press 978-1-108-47302-6 — The Cambridge Companion to Video Game Music Edited by Melanie Fritsch, Tim Summers Table of Contents More Information

Contents

List of Figures [page xii]
List of Tables [xiv]
List of Musical Examples [xv]
List of Contributors [xvi]
Preface [xxi]
A Landmark Timeline of Video Game Music [xxii]
Foreword: The Collaborative Art of Game Music [xxxiii]
LYDIA ANDREW

Introduction [1]
MELANIE FRITSCH AND TIM SUMMERS

PART I CHIPTUNES

Introduction [5]
MELANIE FRITSCH AND TIM SUMMERS

- 1 Before Red Book: Early Video Game Music and Technology [12] JAMES NEWMAN
- 2 Chiptune, Ownership and the Digital Underground [33] KENNETH B. MCALPINE
- 3 Waveform Wizard: An Interview with Composer Junko Ozawa [52]
 JUNKO OZAWA, TRANS. LYMAN GAMBERTON

PART II CREATING AND PROGRAMMING GAME MUSIC Introduction [59]
MELANIE FRITSCH AND TIM SUMMERS

- 4 Building Relationships: The Process of Creating Game Music [64] GUY MICHELMORE
- 5 The Inherent Conflicts of Musical Interactivity in Video Games [74] RICHARD STEVENS

ix



Cambridge University Press 978-1-108-47302-6 — The Cambridge Companion to Video Game Music Edited by Melanie Fritsch , Tim Summers Table of Contents More Information

x Contents

- 6 The Triple Lock of Synchronization [94] K. J. DONNELLY
- 7 'Less Music, Now!' New Contextual Approaches to Video Game Scoring [110]
- 8 Composing for Independent Games: The Music of *Kentucky**Route Zero [120]

 *BEN BABBITT

PART III ANALYTICAL APPROACHES TO VIDEO GAME MUSIC Introduction [131]
MELANIE FRITSCH AND TIM SUMMERS

- 9 Music Games [140]
 MICHAEL L. AUSTIN
- 10 Autoethnography, Phenomenology and Hermeneutics [159]
- 11 Interacting with Soundscapes: Music, Sound Effects and Dialogue in Video Games [176]
 ELIZABETH MEDINA-GRAY
- 12 Analytical Traditions and Game Music: Super Mario Galaxy as a Case Study [193]
 STEVEN REALE
- 13 Semiotics in Game Music [220]
- 14 Game Music Performance: Introducing a Ludomusicological Theory and Framework [238]

 MELANIE FRITSCH

PART IV REALITIES, PERCEPTION AND PSYCHOLOGY Introduction [263]
MELANIE FRITSCH AND TIM SUMMERS

- 15 A Step Back from Reality: Sound and Presence in Computer Games and Other Worlds [269]

 MARK GRIMSHAW-AAGAARD
- 16 Audio and the Experience of Gaming: A Cognitive-Emotional Approach to Video Game Sound [284]

 DANA PLANK



Cambridge University Press 978-1-108-47302-6 — The Cambridge Companion to Video Game Music Edited by Melanie Fritsch , Tim Summers Table of Contents More Information

Contents xi

17 Psychophysiological Approaches to Sound and Music in Games [302]

DUNCAN WILLIAMS

PART V GAME MUSIC, CONTEXTS AND IDENTITIES Introduction [319]
MELANIE FRITSCH AND TIM SUMMERS

- 18 Game Music and Identity [327] CHRIS TONELLI
- 19 Game Music and History [343] JAMES COOK
- 20 Open Worlds: Globalization, Localization and Video Game Music [359]
 WILLIAM GIBBONS
- 21 Female Credit: Excavating Recognition for the Capcom Sound
 Team [376]
 ANDREW LEMON AND HILLEGONDA C. RIETVELD

PART VI BEYOND THE GAME
Introduction [389]
MELANIE FRITSCH AND TIM SUMMERS

- 22 Pop Music, Economics and Marketing [395] ANDRA IVĂNESCU
- 23 Game Music Beyond the Games [409]
- 24 Producing Game Music Concerts [424]
 THOMAS BÖCKER, WITH MELANIE FRITSCH AND
 TIM SUMMERS

Select Bibliography [433] Index [436]