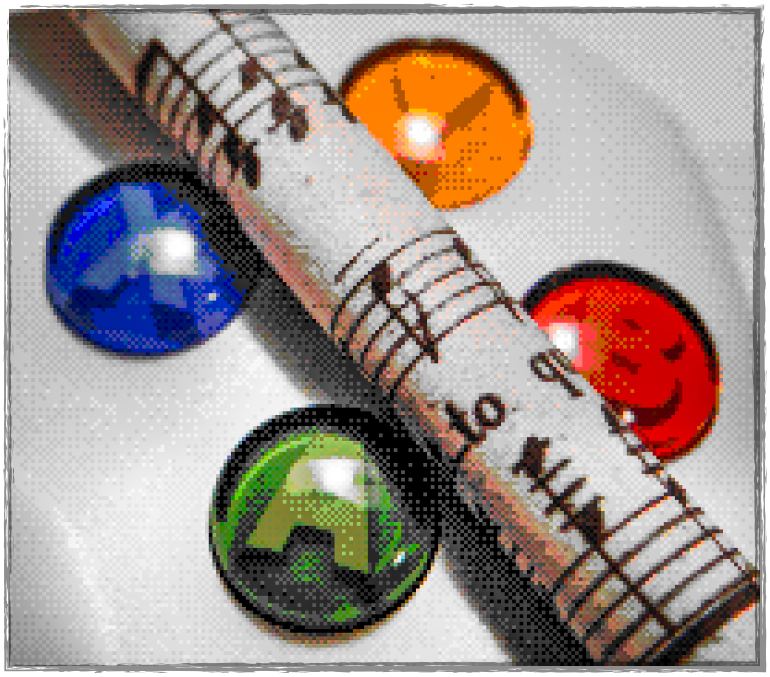
The Ludomusicology Society of Australia

Inaugural Winter Symposium



Models, Theories and Approaches

Saturday 21—Sunday 22, July, 2018

G. M. Badger Laboratories (The University of Adelaide)

Adelaide, South Australia

#lsa2018

facebook.com/ludomusicaus **@ludomusicaus**

ludomusicologysociety.com.au

- A proud group member of the SSSMG -

The Ludomusicology Society of Australia

Symposium Programme — Day 1, July 21st

9:00-9:45	**Registration, Tea & Coffee**
9:45-10:00	**President's Welcome**
10:00-11:30	**Session 1 - "Case Studies"** 1. 'Musical Narratives: Cutscenes and Evolving Themes in *Final Fantasy X*' *Sebastian Diaz-Gasca* 2 'TBC' 3 'Embodied Musical Performative Acts Involving Real and Virtual Worlds: A Case Study of a Participatory Music Video Game' *Mary C. Broughton, Jane W. Davidson*
11:30-13:00	**Break 1 - Lunch**
13:00-14:00	**Keynote** - Composer in Residence
14:00-15:00	2018 Winter Symposium Quiz
15:00-15:30	**Break 2 - Tea and Coffee**
15:30-17:00	**Session 2 - "Diversifying Approaches"** 1. 'Processes for analysing and studying chiptune music outside of traditional western notation' *Callum Kennedy* 2 'Search for a Foundation of the Music-Play Relationship' *Barnabas Smith* 3 'TBC'
17:00-17:30	LSA Annual General Meeting
19:00	Symposium Dinner

The Ludomusicology Society of Australia

Symposium Programme — Day 2, July 22nd

9:00-9:30	**Tea & Coffee**
9:30-10:30	Web Keynote**: Neal Acree** (composer)
10:30-11:00	**Break 3 - Tea and Coffe**
11:00-12:30pm	**Session 3 - "Perception and Perspectives"** 1. 'Icarus the zombie: The death and reanimation of *Microsoft Flight* and the inadequacy of nostalgia' *Iain Hart* 2 'From Skyrim to Skellige: Music Delineating Environment in Fantasy Video Games' *Barnabas Smith, Brendan Lamb* 3 'Delegate Round Table - future Models, Theories and Approaches within ludomusicology and the LSA'
12:30-13:00	**Symposium Conclusion** Debrief, thank you's, final housekeeping, AOB