



# Ludo2019

26<sup>th</sup> – 28<sup>th</sup> April, Leeds Beckett University

## Conference on Video Game Music and Sound *Implementation and Preservation*

The organizers of Ludo2019 are accepting proposals for research presentations. We welcome **all proposals on sound and music in games**. This year, we are particularly interested in papers that support the conference themes of **'Implementation and Preservation'**.

Proposed papers might be presented as part of planned sessions on:

- Archiving and preserving game sound
- Retro musical aesthetics in modern games
- Approaches, implications and effects of implementation systems for game audio
- Musical meanings: players' interpretations and perceptions of music during gameplay
- Playing (with) game music in game music cultures

Presentations should last twenty minutes and will be followed by questions. Please submit your paper proposal (c.250 words) plus provisional bibliography by email to [ludomusicology@gmail.com](mailto:ludomusicology@gmail.com) by **February 15<sup>th</sup> 2019**.

**Practitioners and composers** may submit proposals to present work. We also welcome session proposals from organizers representing two to four individuals; the organizer should submit an introduction to the theme and c.200 word proposals for each paper.

### Keynote Speaker

**Professor James Newman** (Bath Spa University), co-founder and curator, National Videogames Archive, author of *Videogames* (2004/2013), *Playing with Videogames* (2008), *100 Videogames* (2007), *Teaching Videogames* (2006) and *A History of Videogames* (2018).

And more to be announced...

[www.ludomusicology.org](http://www.ludomusicology.org) | [#ludo2019](https://twitter.com/ludo2019)

Hosted by Richard Stevens (Course Director, MSc. in Sound and Music for Interactive Games; School of Film, Music & Performing Arts)

Organized by Melanie Fritsch, Michiel Kamp, Tim Summers & Mark Sweeney.



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