

<b>Tuesday 1 Oct</b>		
9:00		<i>Registration</i>
9:30	Iain Hart	Introduction
Session 1		
9:45	James Wierzbicki	Revisiting the Ambient Sounds of <i>Tomb Raider</i>
10:15	Paul Ballam-Cross	Nostalgia, Gaming, and Self-reference: King Gizzard and the Lizard Wizard's <i>Doom Clone</i>
10:45		<i>Morning tea</i>
Session 2		
11:00	Kenny McAlpine	Keynote address
12:00		<i>Lunch</i>
Session 3		
1:30	Iain Hart	Drivers Don't Race to Music, Except When They Do: <i>Race Driver: Grid</i>
2:00	Barnabas Smith	TBC
2:30		<i>Afternoon tea</i>
Session 4		
2:45 - 4:15		Round table discussion
6:30		<i>Dinner</i>
<b>Wednesday 2 Oct</b>		
Session 5		
9:30	Craig Morgan	The Mental Health Of Australian Screen Composers: A Journey
10:00	Matthew Hindson	TBC
10:30		<i>Morning tea</i>
Session 6		
10:45	Andrew Powell	Who Crosses the Fantastical Gap? Traversing Diegetic Realms in Video Games
11:15	Bradley Kagan	Slave To The Rhythm: Examining the Transportational Effects of Immersion through the Music and Game Mechanics of <i>Crypt of the Necrodancer</i>
11:45	Iain Hart	Wrap up