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Game Sound has two underlying themes: how and why games are different from or similar to film or other linear audiovisual media; and technology and the constraints it has placed on the production of game audio. Collins focuses first on the historical development of game audio, from penny arcades through the rise of home games and the recent rapid developments in the industry.

Game Sound: An Introduction to the History, Theory, and ...
Game Sound. : An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design. Karen Collins is Canada Research Chair in Interactive Audio at the University of Waterloo. She is the author of Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design (MIT Press).

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Summary. An examination of the many complex aspects of game audio, from the perspectives of both sound design and music composition. A distinguishing feature of video games is their interactivity, and sound plays an important role in this: a player's actions can trigger dialogue, sound effects, ambient sound, and music.

Game Sound | The MIT Press

Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design (The MIT Press)

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This accessible textbook gives students the tools they need to analyze games using strategies borrowed from textual analysis. As the field of game studies grows, videogame writing is evolving from the mere evaluation of gameplay, graphics, sound, and replayablity, to more reflective writing that manages to convey the complexity of a game and the way it is played in a cultural context.

Introduction to Game Analysis | Taylor & Francis Group

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The perfect mix of music and history , What's That Sound?, An Introduction to Rock and Its History, John Covach, Andrew Flory, 9780393624144

What's That Sound? | John Covach, Andrew Flory | W. W ...

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Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design. An examination of the many complex aspects of game audio, from the perspectives of both sound design and music composition.A distinguishing feature of video games is their interactivity, and sound plays an important role in this: a player's actions can trigger dialogue, sound effects, ambient sound, and music.

Game Sound: An Introduction to the History, Theory, and ...

In Game Sound, Karen Collins draws on a range of sources--including composers, sound designers, voice-over actors and other industry professionals, Internet articles, fan sites, industry

conferences, magazines, patent documents, and, of course, the games themselves--to offer a broad overview of the history, theory, and production practice of video game audio. Game Sound has two underlying themes: how and why games are different from or similar to film or other linear audiovisual media; and ...

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Game Audio 101 - What You Need to Know - YouTube
In Playing with Sound, Karen Collins examines video game sound from the player's perspective. She explores the many ways that players interact with a game's sonic aspects—which include not only music but also sound effects, ambient sound, dialogue, and interface sounds—both within and outside of the game. She investigates the ways that meaning is found, embodied, created, evoked, hacked, remixed, negotiated, and renegotiated by players in the space of

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Game sound technology and player interaction : concepts and development / Mark Grimshaw, editor. p. cm. Summary: "This book researches both how game sound affects a player psychologically, emotionally, and physiologically, and how this relationship itself impacts the design of computer game sound and the development of technology"-- Provided by

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