

CONTENTS

KAREN M. COOK, WILLIAM GIBBONS, FANNY REBILLARD

Introduction. Local Vistas: Contemplating
Game Sound in a Globalized Industry

ix

PART I: TECHNOLOGICAL PERSPECTIVES

NEIL LERNER

Sounds and Music in Pinball's Transition from
Electromechanical to Solid State Machines, 1975-1982

3

ALAN ELKINS

The Influence of Optical Media on
Music and Sound Design in Video Games

27

JAMES NEWMAN

Fearful Harmonies: Composing (and Decomposing)
the PlayStation Startup Sound

47

MICKAEL BLUM

Composing Video Game Music Using FamiTracker:
A Case Study of *Shovel Knight*

67

MELANIE FRITSCH – STEFAN HÖLTGEN

Boing Boom Tschak: De/Scribing Sounds with BASIC

85

ALEX HABEEN CHANG

Rhythm Games: A Performance Practice of Play

109

PART II: REGIONAL PERSPECTIVES

LASSE LEHTONEN

- Histories of Video Game Music in Japan:
Technological Change, Creativity Under Constraints,
and Revaluation of Early Game Music 127

JUAN PABLO FERNÁNDEZ-CORTÉS

- Video Game Music Technology
in the Golden Age of Spanish Software 151

LIDIA LÓPEZ GÓMEZ

- The Technological Development of
Spanish Musical Tropes in *Street Fighter* 167

ARIEL GREZ

- Technological Negotiations and Shared Listening:
The Impact of the 1990s on Chilean Memory 185

BARNABAS SMITH

- Battle Hymn of the Republic or
Dixie, with Equal Enthusiasm 207

PART III: INDUSTRY PERSPECTIVES

EYRAM TAWIA INTERVIEWED BY RAVI KRISHNASWAMI

- Building an African Game Industry 233

CHASE BETHEA INTERVIEWED BY RYAN THOMPSON

- Music Mediating Technology 245

JÉRÉMIE KERMARREC INTERVIEWED BY FANNY REBILLARD

- From Squaremusic to Salle Cortot:
Birth and Rise of a French VGM Fan Base 257

YANN VAN DER CRUYSEN INTERVIEWED BY ANDRA IVĂNESCU	
Obsolete Sounds and Playful Futures	275
KINUYO YAMASHITA	
Looking Back: My Journey into Video Game Music	287
ABSTRACTS	299
BIOGRAPHIES	305
INDEX OF NAMES	309