

FMIG-related Talks at SMT 2015 (St. Louis)

“Temporal and Psychological Aspects of Wondrous Chromaticism in Film”
(Frank Lehman, Tufts University)

“Tonal Design in Film Music”
(Tahirih Motazedian, Yale University)

“Large-Scale Dramatic Irony in Carter Burwell’s Score to Barton Fink”
(Brian Jarvis, Florida State University)

“When You Wish Upon A Star Your Melody Ascends: Aspirational Disney Songs and the Ascending Urlinie”
(Michael Buchler, Florida State University)

“A Musical Atlas of Hyrule: Video Games and Spatial Listening”
(Steven Beverburg Reale, Youngstown State University)

“Music in the Time of Video Games: An Approach to Musically Mediated Gameplay”
(Julianne Grasso, University of Chicago)

“Sound Effects as Music (or Not): Earcons and Auditory Icons in Video Games”
(Elizabeth Medina-Gray, Humboldt State University)

“Analyzing Narrative in Video Game Music: Topic Theory and Modular Design”
(William R. Ayers, University of Cincinnati, College-Conservatory of Music)