

FMIG Meeting at SMT 2015 (St. Louis)

Juan opens meeting.

Frank announces election results:

- Mark Richards = chair
- Tahirih Motazedian = vice-chair

Mark and Tahirih discuss plans for the future:

- main goal is to increase visibility/status of film music & video game music to theorists, with three main initiatives for achieving this goal:
- 1. start an e-mail listserv to encourage more discussion
 - Alex notes he doesn't typically use or check his Google+ account (with murmurs of assent from other members)
 - perhaps we may also create a sub-forum on SMT Discuss
 - Sean (chair of networking committee) notes that it is very easy to create a sub-forum within SMT Discuss
 - SMT Discuss can be set up to give specific notifications (so you don't have to receive every notification about every topic on SMT Discuss)
- 2. increase film- and video game-related submissions to SMT conference
 - special sessions and group sessions, in addition to individual submissions (we should collaborate with one another as much as possible)
 - inundate programming committee with proposals! (the more we submit, the more talks potentially accepted, and the better for all of us, as film/game music theory gains a higher profile amongst the broader theory community)
- 3. create a virtual conference dedicated specifically to film & video game music theory
 - with the goal of eventually turning it into a physical conference
 - tailor our presentations *specifically* towards music theorists (not just film theorists or film musicologists, since they are already dedicated conferences)
 - Juan offers UMiami as a potential venue for a physical conference (and there was much rejoicing over the prospect of Florida in January)

Juan introduces FMIG 2015 Lightning Talks:

- Sean Atkinson - *Topics In Video Game Music: The Sky In Recent Nintendo Franchise Games*
- David Bashwiner - *Casino Royale's First Chase Sequence In "Multi-Score": Music, Drama, Camerawork*
- Juan Chattah - *Temporality And Embodiment In Film Music*
- Enoch Jacobus - *Choose Your Own Adventure — Sort Of: Soundtrack Choices In Beat Hazard Ultra*
- Jason Jedlicka - *Theatrical Time Through Audio Technology: Steve Reich And Beryl Korot's Three Tales*
- Tim Koozin - *Musical Irony And Political Resistance In Toru Takemitsu's Film Collaborations With Masahiro Shinoda*
- Greg Mccandless - *A Proposal For Integrated Commercial Musicianship Training*
- Alex Newton - *"Can You Hear Me Now?": Audiovisual Branding And The Sonic Logo*
- Peter Smucker - *Changing Musical Functions Of The Moonlight Sonata In Computer Games*
- Caitlyn Trevor - *Doubled Tragic Affect: The Emotional Transferability Of Vesper's Theme In The Film Casino Royale*

Juan closes meeting.