

PREMIER REFERENCE SOURCE

Game Sound Technology and Player Interaction

Concepts and Developments



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Table of Contents

Foreword	xii
Preface	xiv
Acknowledgment	xx

Section 1 **Interactive Practice**

Chapter 1

Sound in Electronic Gambling Machines: A Review of the Literature and its Relevance to Game Sound.....	1
<i>Karen Collins, University of Waterloo, Canada</i>	
<i>Holly Tessler, University of East London, UK</i>	
<i>Kevin Harrigan, University of Waterloo, Canada</i>	
<i>Michael J. Dixon, University of Waterloo, Canada</i>	
<i>Jonathan Fugelsang University of Waterloo, Canada</i>	

Chapter 2

Sound for Fantasy and Freedom.....	22
<i>Mats Liljedahl, Interactive Institute, Sonic Studio, Sweden</i>	

Chapter 3

Sound is Not a Simulation: Methodologies for Examining the Experience of Soundscapes.....	44
<i>Linda O'Keeffe, National University of Ireland, Maynooth, Ireland</i>	

Chapter 4

Diegetic Music: New Interactive Experiences.....	60
<i>Axel Berndt, Otto-von-Guericke University, Germany</i>	

Section 2 Frameworks & Models

Chapter 5

- Time for New Terminology? Diegetic and Non-Diegetic Sounds in Computer Games Revisited..... 78
Kristine Jørgensen, University of Bergen, Norway

Chapter 6

- A Combined Model for the Structuring of Computer Game Audio..... 98
Ulf Wilhelmsson, University of Skövde, Sweden
Jacob Wallén, Freelance Game Audio Designer, Sweden

Chapter 7

- An Acoustic Communication Framework for Game Sound: Fidelity, Verisimilitude, Ecology 131
Milena Droumeva, Simon Fraser University, Canada

Chapter 8

- Perceived Quality in Game Audio 153
Ulrich Reiter, Norwegian University of Science and Technology, Norway

Section 3 Emotion & Affect

Chapter 9

- Causing Fear, Suspense, and Anxiety Using Sound Design in Computer Games..... 176
Paul Toprac, Southern Methodist University, USA
Ahmed Abdel-Meguid, Southern Methodist University, USA

Chapter 10

- Listening to Fear: A Study of Sound in Horror Computer Games..... 192
Guillaume Roux-Girard, University of Montréal, Canada

Chapter 11

- Uncanny Speech..... 213
Angela Tinwell, University of Bolton, UK
Mark Grimshaw, University of Bolton, UK
Andrew Williams, University of Bolton, UK

Chapter 12

- Emotion, Content, and Context in Sound and Music..... 235
Stuart Cunningham, Glyndŵr University, UK
Vic Grout, Glyndŵr University, UK
Richard Picking, Glyndŵr University, UK

Chapter 13	
Player-Game Interaction Through Affective Sound.....	264
<i>Lennart E. Nacke, University of Saskatchewan, Canada</i>	
<i>Mark Grimshaw, University of Bolton, UK</i>	

**Section 4
Technology**

Chapter 14	
Spatial Sound for Computer Games and Virtual Reality.....	287
<i>David Murphy, University College Cork, Ireland</i>	
<i>Flaithrí Neff, Limerick Institute of Technology, Ireland</i>	

Chapter 15	
Behaviour, Structure and Causality in Procedural Audio.....	313
<i>Andy Farnell, Computer Scientist, UK</i>	

Chapter 16	
Physical Modelling for Sound Synthesis.....	340
<i>Eoin Mullan, Queen's University Belfast, N. Ireland</i>	

**Section 5
Current & Future Design**

Chapter 17	
Guidelines for Sound Design in Computer Games.....	362
<i>Valter Alves, University of Coimbra, Portugal & Polytechnic Institute of Viseu, Portugal</i>	
<i>Licínio Roque, University of Coimbra, Portugal</i>	

Chapter 18	
New Wine in New Skins: Sketching the Future of Game Sound Design.....	384
<i>Daniel Hug, Zurich University of the Arts, Switzerland</i>	

Appendix.....	416
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Compilation of References	427
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About the Contributors	467
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Index.....	473
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