

# Index

- 3D audio *see* surround sound  
50 Cent 18, 32, 50
- acousmatic sound 168, 172–4  
adaptability *see* adaptive audio  
adaptive audio 8, 9, 55, 83–4, 95–102,  
122, 137, 145, 158, 193  
adventure genre 93, 94  
Ahlroth, Jussi 42*n* 63  
algorithmic generation *see* generative audio  
Alkio, Jyrki 43*n* 69  
Altman, Rick 6, 6*n*4, 35  
amplitude *see* volume  
ancillary rights *see* copyright  
Ascott, Roy 111*n*24  
Atari 2, 3, 14, 18, 154, 155, 156, 190–191  
audience statistics 9, 14, 17  
*Audiomulch* 144, 146–7  
Auerbach, Brent 180, 180*n*6,  
181, 181*n*8, 188  
avant-garde music 8, 81–6, 91, 105–  
108; *see also* mobile form
- Bailey, Derek 105*n*6, 106*n*11, 107*n*14  
Baker, C. 107*n*15, 107*n*16  
Banjeree, Scott 15, 15*n*13, 17*n*22, 17*n*28  
Banks, Jack 15, 15*n*10, 15*n*14, 16,  
16*n*21, 18, 19*n*32, 23, 23*n*49  
Barron, Lee 30*n*14  
Bates, Bob 23*n*48  
Bell, Catherine 22, 22*n*44, 22*n*45  
Bencina, Ross 146, 146*n*6  
Benedict, Ruth 31*n*17  
Berschewsky, Tapio 43*n*67  
Bessell, Davis 85–6, 85*n*32, 86*n*33, 190  
Bisgaard, Lars 81–2, 81*n*21, 81*n*22  
bithop *see* chip music  
Borgo, David 106, 106*n*13  
Boxer, Steve 119*n*47  
Boztas, Senay 15*n*16, 17*n*24, 17*n*25  
Brandon, Alexander 103*n*4, 190  
Bridgett, Rob 9  
Brown, Earle 105–106  
Brown, Mark 16*n*18  
Burnett, Robert 29, 29*n*7, 29*n*78,  
37*n*46, 37*n*49, 37*n*51
- Cage, John 81, 105–106, 106*n*9  
Caillois, Roger 183, 183*n*10  
Calder, Alexander 105  
Carlsson, Anders 10  
cartridges *see* storage medium  
CD-ROMs *see* storage medium  
cellular phone games *see* mobile games  
Chen, Jenova 178, 178*n*3  
Chilvers, Peter 120, 120*n*51,  
120*n*52, 121, 121*n*53  
Chion, Michel 164, 164*n*1, 167,  
170*n*16, 172*n*26  
chip music 7, 9–10, 153–62  
chip-tune *see* chip music  
Christensen, Jørgen Riber 77*n*7  
chunks *see* sequences  
cinematic *see* cut-scene  
clipping *see* dynamic range  
Cohen, Annabel J. 90*n*43  
Collins, Karen 2*n*1, 8*n*6, 28*n*4, 32, 32*n*23,  
32*n*24, 33, 33*n*28, 33*n*29, 33*n*30,  
35*n*40, 42, 42*n*66, 57*n*3, 86–7,  
87*n*35, 94*n*2, 156*n*25, 157, 164,  
165*n*6, 169*n*13, 174*n*31, 190–91  
Commodore 64 3, 153–60, 191  
compression 127 *see also* DSP  
Consalvo, Mia 36  
Cook, Nicholas 89, 89*n*38  
copyright *see* intellectual property  
Cox, Christopher 107*n*17  
*Creatures* 120–121  
Csikszentmihalyi, Mihaly 178, 178*n*2, 184  
Culshaw, Peter 161*n*26  
cut-scenes 2, 33
- D’Inverno, Mark 113, 113*n*32, 113*n*33  
*Dance Dance Revolution* 5, 30, 46, 36*n*45,  
43, 112*n*27, 176, 177, 180–183, 188  
Dauriac, Maissa 16  
*DDR see* *Dance Dance Revolution*  
delay *see* DSP

- Deltour, R. 63n10, 67n12  
 demoscene *see* chip music  
 Deutsch, Stephen 191  
 dialogue 142–3  
 diegesis 19, 30, 94, 95, 130,  
 165, 166, 176, 191  
 digital signal processing *see* DSP  
 distribution format *see* storage medium  
 Dolby 129; *see also* surround sound  
 Donaton, Scott 13, 13n1, 25n56  
 Doornbusch, Paul 156n14  
 Drescher, Peter 7  
 DSP 55, 57, 60, 62, 63, 65, 66, 69, 72,  
 89–90, 127, 132, 135, 142  
 ducking *see* mixing; dynamic range  
 DVD-ROMs *see* storage medium  
 Dyer-Witheyford, Nick 20, 20n37,  
 20n38, 21n42, 24n54  
 dynamic range 9, 127–33  
 Dyndahl, Petter 78, 78n8, 78n9, 81n20
- EA *see* Electronic Arts  
 EA Trax 19, 21, 25, 32  
 Eacott, John 113, 113n32, 113n33  
 Eberhart, R. 118n40  
*Eden* 112  
 effects *see* DSP  
 Electronic Arts 6, 13–25, 31, 119n42  
*Electroplankton* 8, 111–112  
 Eno, Brian 108–9, 108n19,  
 120, 120n50, 121  
 equalization *see* DSP  
 Evens, Aden 116, 116n38, 116n39
- Farrell, Nick 36n43  
 Fatman *see* Sanger, George  
 Faye, Jan 76n2  
 FIFA series 15, 31, 32  
 filters *see* DSP  
*Final Fantasy* series 5, 18  
 first person shooters genre 27, 93, 130  
 Fitzgerald, Kate 17n27  
 floppy disks *see* storage medium  
 flow 179–80  
 Fluck, Zsuzsanna 31n16  
*Fmod* 63  
 Fox, Mark 35n39  
 FPS *see* first person shooter genre  
 Freeman, David 189  
 Frith, Simon 33n27  
*Frogger* 1, 3, 13
- Frost, Lawrence 21, 21n40, 24n51
- Gabor, Dennis 136  
 Game audio and learning 179–88  
 Game audio functions of game  
 audio 163–76, 189, 191, 192  
 Game audio  
 and film/television 1, 4, 6, 8, 9, 14,  
 19, 22, 23, 25, 28, 29, 30, 31,  
 34, 35, 37, 41, 42, 43, 44, 48,  
 51, 75, 84, 85, 86, 89, 90, 91,  
 94, 95, 101, 104, 128–33, 155,  
 163–4, 189, 191  
 history of 2–7, 71–2, 154–9, 182, 189,  
 190  
 and industry/business 1, 6, 7, 9, 13–25,  
 27–45, 47, 49, 50, 52, 55, 56,  
 68, 86, 154, 156, 158, 162, 163,  
 189, 190, 192  
 standards in format 7, 8, 55  
 Game Audio Network Guild *see* GANG  
 GameBoy 159, 161 *see also* Nintendo  
 GameCube *see* Nintendo  
 GANG xv, 27, 193  
 Gee, James Paul 177, 177n1, 179n4, 184  
 generative audio 56, 84, 88, 96–101,  
 104–123 155, 156–7, 185  
 gimmick songs 2  
 Gomes, Pericles 164n3, 173n30,  
 174n32, 175n34, 176n36  
 Gorbman, Claudia, 30, 30n11, 30n13,  
 31n20, 85n32, 176n37  
*Grand Theft Auto* series 20, 24, 95, 163  
 Grand, Steve 120  
 granular synthesis 9, 135–49  
 granulation *see* granular synthesis  
 Green, Jo-Anne 114n34  
 Guerrez, Agnès 7  
*Guitar Hero* series 30, 112n27, 177, 184–7
- Hakulinen, Silja 30n12, 34n35, 38  
 Hamman, Michael 109n22, 120n56, 121  
 Harland, Kurt 103n2  
 Hawkins, Trip 24, 55n1  
 Hayden, Porter 61n7  
 Heeter, Carrie 164n3, 170n15, 170n17,  
 173n30, 174n32, 175n34, 176n36  
 Herber, Norbert 8  
 Hesmondhalgh, David 29, 29n9  
 High, Kamau 17, 17n29, 18, 18n30,  
 18n31, 22n43, 24n53, 24n55

- Hitman Contracts* 165–76  
 Hoffert, Paul 190  
 Honing, Henkjan 88n36  
 Honingmann, John J. 31n17  
 horror genre 86,130  
 Hubbard, Rob 157  
 Hull, Geoffrey 29n7, 39n58, 37n46  
 Hülsbeck, Chris 157
- IAsig xv, 59–60, 59n4, 62, 103, 103n3, 193  
 IBM PC 1, 3, 153, 156  
 Inglis, Sam 109n20, 109n21  
 intellectual property 13, 22, 23, 25,  
     28, 31, 32, 33, 35, 39–42,  
     44, 50, 51, 154, 155, 162  
 Interactive Audio Special Interest  
     Group *see* IAsig  
 internet games *see* online games  
 internet music *see* online music  
 iTunes 5, 7, 20, 50, 53,  
 Iwai, Toshio 111  
 iXMF 59–60, 62, 193
- Jackendoff, Ray 185, 186n15  
 Java 55, 56, 57, 61, 62, 63, 67, 68  
 Jensen, Jens F. 77n6  
 Johnson, Steven 104n5  
 Jones, Steve 37, 37n48  
 Jørgensen, Kristine 8, 165n7
- Kärjä, Anti-Ville 6–7  
 Kaae, Jesper 8  
 karaoke 21, 43, 61, 177, 181; *see*  
     *also* rhythm-action games  
 Kassabian, Anahid 30n11, 191  
 Kennedy, James 118n40  
 Kent, Stephen 189  
 Klepek, Patrick 16n19, 24n52  
 Kline, Stephen 20, 20n37, 20n38,  
     21n42, 24n54  
 Kohler, Chris 189  
 Koistinen, Olavi 36n42  
 Kondo, Koji 4, 94  
 Kramer, G.B. 167n8, 168n11,  
     169, 174n33, 175  
 Kramer, Jonathan D. 78–83  
 Kudisch, Erica 6
- Lacy, Steve 107  
 Lakoff, George 183, 183n11  
 Laske, Otto 110n23
- Lemordant, Jacques 7  
 Lerdahl, Fred 185, 186n15  
 Lokki, Tapio 59, 59n6, 61n8  
 loops 2, 4, 5, 59, 66, 70, 71, 86, 137,  
     138, 140, 144, 148, 158,  
     160; *see also* repetition  
 Lörstad, Henrik 113, 113n32,  
     113n33, 114n34  
 Lübcke, Poul 75, 75n1, 76n2, 76n5  
 Luukka, Teemu 44n71  
 Lynch, Anthony W. 31n16
- Madden* series 15, 17  
 Mander, Jonathan 30n12, 34n31, 34n36  
 Manning, Peter 156n13  
 Markov chains 79–81, 96, 100  
 Marks, Aaron 190  
 Marks, Lawrence 89, 89n37, 89n39,  
     89n40, 90, 90n42  
 Marshall, Sandra K. 90, 90n43  
 Maslow, Abraham 31n17  
 Maturana, Humberto 114–115, 114n36  
*Max Payne* 2 6–7, 27–44  
 McCormack, John 112, 112n28,  
     112n29, 112n30, 112n31  
 McCutchan, Anne 107n15, 107n16  
 McLaren, Malcolm 154n3, 161  
 McMahan, Alison 171n19, 171n20,  
     171n21, 172n25  
 McTaggart, J.M.E. 76  
 memory *see* RAM  
 micromusic *see* chip music  
 Microsoft 5, 9, 18, 21, 27, 35, 36,  
     83, 127, 128, 131, 139,  
     147, 148, 156, 163, 193  
 middleware 131; *see also* *WWise*; *Fmod*  
 MIDI 4, 5, 47, 50, 53, 56, 62, 84n26, 89n41,  
     145, 159, 181, 192, 193, 194  
 Miles, Stuart 15n16  
 mixing 4, 9, 29, 36, 56, 60, 61, 63, 64,  
     95, 103, 127–33, 145, 190, 191  
 Mizuguchi, Tetsuya 112  
 mobile form 102–125; *see also* *avant-garde*,  
     random sequencing, variability  
 mobile games 7–8, 18, 20–1, 25, 39,  
     47–73, 103, 105, 113, 138, 159  
 Moore, Catherine 28n5, 34n37, 35n41  
 Morris, Robert 186n16  
 MP3 7, 18, 20, 21, 27, 50, 52, 53,  
     56, 62, 156, 158, 192; *see*  
     *also* storage medium

- Muikku, Jari 38*n*53, 40*n*59  
Musical Instrument Digital Interface *see* MIDI
- NES *see* Nintendo  
Next Level Music 19–21, 25  
Nintendo 3, 4, 5, 8, 9, 18, 94, 111, 122, 155, 156, 180  
Non-diegetic sound *see* diegesis notation 180, 181, 186–8  
Nyman, Michael 105, 105*n*7
- Öhman, Tiia 34*n*32  
Øhrstrøm, Peter 76*n*3, 76*n*4  
O'Connor, Alan 153*n*2  
Obarski, Karsten 157  
online games 7, 18, 99, 119  
online music 7, 8, 20, 21, 25, 27, 32, 35, 39, 47, 49, 50, 51, 114, 116, 118, 120, 122, 153, 158, 160, 161  
orchestral music in games 5, 18, 20, 30, 84, 99, 102, 127
- Paoletta, Michael 15*n*16, 15*n*17  
parallel composing 97–100  
Park, Andrew 119*n*42  
Paul, Leonard 9  
Petersen, Thomas Egeskov 157*n*20  
Peuter, Greig de 20, 20*n*37, 20*n*38, 21*n*42, 24*n*54  
Pihkala, Kari 59, 59*n*6, 61*n*8  
Pimentel, Sergio 22–3, 23*n*47  
platforms *see* individual manufacturers, e.g. Sony  
Poets of the Fall 6, 27, 28, 30, 33–42  
Pohflepp, Sascha 120*n*49  
Polgár, Tamas 155*n*8, 155*n*9, 156*n*11, 157*n*17  
Popp, Markus 109–110  
Price, Simon 146*n*6  
programming 1, 2, 3, 9, 40, 56–72, 111, 154, 155, 156, 157, 158, 160  
*Pure Data* 148–9  
puzzle genre 183*n*9
- racing genre 24, 93, 95, 130  
RAM 1, 5, 9, 51, 53, 55, 56, 84, 96, 97, 101, 131, 132, 138, 139, 143, 155, 156, 157, 158, 193
- random sequencing 8, 64, 69, 77–84, 96, 103–123; *see also* mobile form; variability  
real time parameters 88–90, 141–2  
real-time strategy genre 166  
repetition 1, 8, 9, 63, 97, 102, 103, 104, 137, 138, 139, 142, 143, 144, 163; *see also* variability  
reverberation *see* DSP  
*Rez* 112, 112*n*27  
rhythm 3, 80, 81, 82, 83, 85, 86, 90, 93, 94, 95, 97, 98, 100, 106, 111, 154, 176, 180, 184, 185, 186–9  
rhythm-action genre 5, 6, 10, 21, 36, 112, 112*n*27, 177–87  
Riel, M. 114*n*34  
Riley, Terry 81, 105–108, 106*n*8, 106*n*10  
ringtones 7, 20, 25, 47–53; *see also* mobile games  
Roads, Curtis 136, 137, 137*n*1, 146*n*6  
Roisin, C. 63*n*10, 67*n*12  
Rona, Jeff 86, 86*n*34  
Rosmarin, Rachel 40*n*61  
royalties *see* intellectual property  
RPCs *see* real time parameters  
run time parameters *see* real time parameters  
Ryan, Marie-Laure 171*n*18
- Sabaneev, Leonid 85, 85*n*29, 85*n*30, 85*n*31, 85*n*32, 171*n*18  
Sadoff, Ronald H. 6, 6*n*4  
Salen, Katie 189  
Sanger, George Alistair 47*n*1, 190  
Schaeffer, Pierre 168  
Schenker, Heinrich 185, 185*n*13, 187  
Schnur, Steve 6, 13, 13*n*1, 13*n*3, 13*n*4, 14, 14*n*5, 14*n*6, 14*n*7, 14*n*8, 15, 15*n*15, 15*n*17, 16, 17*n*23, 17*n*25, 17*n*26, 18, 21, 22, 23*n*46, 24, 25  
Schwarz, Diemo 137*n*32  
Selfon, Scott 83*n*25, 84*n*27  
sequencers *see* sequencing software  
sequences 56, 64–5, 103  
sequencing software 4, 96, 114, 136, 139–40, 157, 159, 161, 181, 185, 194  
Shepard Scale 88–9  
Sherwin, Adam 15*n*16  
Shultz, Peter 10  
Smith, Jacob 36*n*45, 43, 43*n*68  
Smith, Jeff 29*n*6, 31, 31*n*18, 31*n*19, 35, 35*n*38, 39*n*56

- Sony 5, 18, 21, 22, 29, 32, 112,  
127, 131, 139, 193
- Soule, Jeremy 99–100
- Sound Garden* 117–19, 122
- Space Invaders* 2, 3
- Spore* 119–21
- sports genre 19, 20, 31, 86
- Stanley, T.L. 16
- stealth genre 165–6
- Stockburger, Axel 164, 164n2, 164n4,  
167n9, 169n14, 171n22, 171n23,  
172n27, 172n29, 191
- Stockhausen, Karlheinz 78, 80, 84
- storage medium 1, 4, 5, 39
- Super Mario Bros* series 3, 8,  
14, 122, 182, 192
- surround sound 5, 55, 56, 57, 58,  
59, 60–4, 66, 67, 70–2,  
122, 129, 141, 145, 148
- Tanaka, Hirokazu 4
- Tasajärvi, Lassi 154n5, 155n7,  
155n10, 156n12, 159n21
- tempo 8, 56, 65, 78–81, 85, 86, 88, 89,  
90–1, 97, 98, 106, 143, 144, 148
- Teosto 39, 40, 41, 44
- Tessler, Holly 6
- Thayer, Palle 114, 114n35
- The Sims* series 15–16, 108, 119, 179
- Thorington, H. 114n34
- THX 129, 132
- Tolonen, Jussi 33n26, 34n34, 40n60, 42n64
- Toop, David 108n18
- Träskbäck, Jocka. 27–8, 28n3, 38n55
- Truax, Barry 136, 142, 142n4, 146n6
- twentieth century music *see*  
avant-garde music
- Van Geelen, Timothy 8
- Varela, Francisco 114–115, 114n36
- variability 1, 4, 8, 9, 76, 83–4, 86,  
89, 90, 96, 101, 143
- Varinini, Giancarlo 20n36
- voice *see* dialogue
- volume 4, 5, 56, 63, 89, 90, 91, 99,  
100, 131, 132, 137, 138, 158  
*see also* dynamic range
- Walker, Rob 50
- Wall, Tim 19n34, 37n47
- Walleij, Linus 154n4, 154n6, 155n7
- Warburton, Dan 106n12
- Warner, Daniel 107n17
- web games *see* online games
- web music *see* online music
- Weidenbaum, Marc 56n2
- Weiss, Aaron 14n9, 21n41, 21
- Whalen, Zach 166, 171n24,  
172n28, 175n35, 192
- Wikström, Patrick 37n49
- Windows* *see* Microsoft
- World of Warcraft* 165–76
- Wright, Will 108, 108n19, 119, 119n42,  
119n44, 119n45, 119n46, 120
- WWise* 144, 193, 194
- Xbox *see* Microsoft
- XMF *see* iXMF
- Zbikowski, Lawrence 180, 180n6, 184n12
- Zhang, Hao 31n16
- Zimmerman, Eric 189
- Zorn, John 107