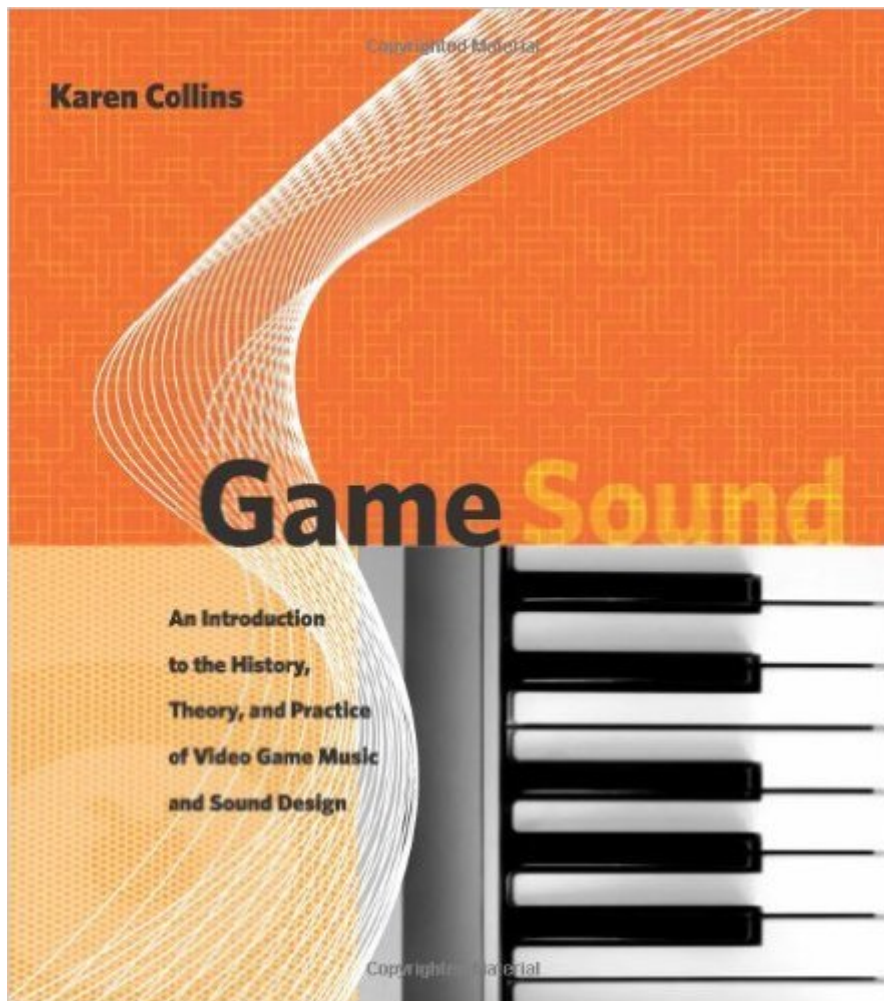# Game Sound: An Introduction To The History, Theory, And Practice Of Video Game Music And Sound Design (MIT Press)

## Synopsis

A distinguishing feature of video games is their interactivity, and sound plays an important role in this: a player's actions can trigger dialogue, sound effects, ambient sound, and music. And yet game sound has been neglected in the growing literature on game studies. This book fills that gap, introducing readers to the many complex aspects of game audio, from its development in early games to theoretical discussions of immersion and realism. In Game Sound, Karen Collins draws on a range of sources -- including composers, sound designers, voice-over actors and other industry professionals, Internet articles, fan sites, industry conferences, magazines, patent documents, and, of course, the games themselves -- to offer a broad overview of the history, theory, and production practice of video game audio. Game Sound has two underlying themes: how and why games are different from or similar to film or other linear audiovisual media; and technology and the constraints it has placed on the production of game audio. Collins focuses first on the historical development of game audio, from penny arcades through the rise of home games and the recent rapid developments in the industry. She then examines the production process for a contemporary game at a large game company, discussing the roles of composers, sound designers, voice talent, and audio programmers; considers the growing presence of licensed intellectual property (particularly popular music and films) in games; and explores the function of audio in games in theoretical terms. Finally, she discusses the difficulties posed by nonlinearity and interactivity for the composer of game music.

## Book Information

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## Customer Reviews

"Game Sound" is an incredibly informative and interesting book. Why do I say: "not quite what I was looking for"? I was under the impressiom that it would be more instructive, more of a "How to" if you will. The title does say "History" and "Theory" though, so I am to blame for that misconception, though I could see others making a similar mistake.If are looking for a more instructive journey into game sound I would check out the "Game Audio Tutorial" its quite good for a more hands on experience.

Very interesting analysis of how technological limitations and innovations have shaped video game music, how video game music has affected other sorts of music, how video game music is similar or different from a film score, and other interesting tidbits. I was hoping for more advice that might be useful to somebody hoping to score video games, which isn't what I got here, but I was so interested in what I was presented with that it didn't bother me.

Excellent writing. Very thorough research and insightful discussion. This book is appropriate to working game audio professionals and students alike. Also, if you are a game designer/producer and want to understand more about how to best leverage the power of music and sound design to improve the quality of your product - or are interested in learning more about how your audio contractors think, and how to communicate with them more effectively - insert quarter, press start, and prepare yourself for a powerful learning experience!Read this first!

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