



Stockholms
universitet

Institutionen för kultur och estetik, Musikvetenskap

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Kurs: MVSPMU, Spelmusik GN 15 hp

- Cheng, William (2014) *Sound Play: Video Games and the Musical Imagination*. Oxford Scholarship Online [E-bok] Print ISBN-13: 9780199969968.

- Collins, Karen, Kapralos, Bill, Tessler, Holly (ed.) (2014) *The Oxford handbook of interactive audio*. New York: Oxford University Press [E-bok] print ISBN-13: 978-0199797226.

- Collins, Karen (2008) *Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design*. MIT Press [E-bok] print ISBN: 978-0262033787.

- Collins, Karen (2013) *Playing with Sound: A Theory of Interacting with Sound and Music in Video Games*. MIT Press [E-bok] print ISBN: 978-0-262-01867-8.

- Donnelly, KJ.; Gibbons, William; Lerner, Neil (ed.) (2014). *Music in video games: Studying play*. Routledge Music and Screen Media Series. [E-bok, sökbar som *Music in video games: all your bass are belong to us*] print ISBN-13: 978-0415634441.

- Philips, W. (2014). *A Composer's Guide to Game Music*. Cambridge MA: MIT Press. ISBN 9780262026642. Print ISBN: 978-0-262-02664-2.

- Summers, Tim (2016) *Understanding Video Game Music*. Cambridge: Cambridge University Press [E-bok tillgänglig via www.su.se/bibliotek]

Anvisade artiklar ur *Grove Music Online* och andra databaser tillgängliga via SUB. Anvisade notbilder.

Referenslitteratur

- Chion, M. (1994). *Audio-vision: sound on screen*. New York: Columbia University Press. ISBN 978-0-231-07898-6.

- Huber, D.M., & Runstein, E. R. (2013). *Modern Recording Techniques*. Amsterdam: Focal Press. ISBN-13: 9780240821573.