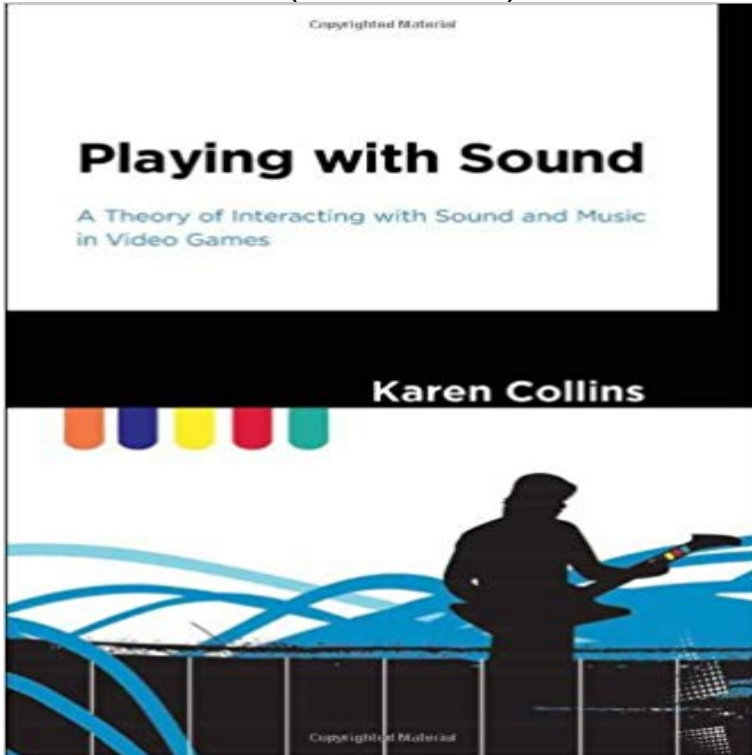


Playing with Sound: A Theory of Interacting with Sound and Music in Video Games (MIT Press)



In *Playing with Sound*, Karen Collins examines video game sound from the players perspective. She explores the many ways that players interact with a games sonic aspects -- which include not only music but also sound effects, ambient sound, dialogue, and interface sounds -- both within and outside of the game. She investigates the ways that meaning is found, embodied, created, evoked, hacked, remixed, negotiated, and renegotiated by players in the space of interactive sound in games. Drawing on disciplines that range from film studies and philosophy to psychology and computer science, Collins develops a theory of interactive sound experience that distinguishes between interacting with sound and simply listening without interacting. Her conceptual approach combines practice theory (which focuses on productive and consumptive practices around media) and embodied cognition (which holds that our understanding of the world is shaped by our physical interaction with it). Collins investigates the multimodal experience of sound, image, and touch in games; the role of interactive sound in creating an emotional experience through immersion and identification with the game character; the ways in which sound acts as a mediator for a variety of performative activities; and embodied interactions with sound beyond the game, including machinima, chip-tunes, circuit bending, and other practices that use elements from games in sonic performances.

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Playing with Sound: A Theory of Interacting with Sound and Music in In *Playing with Sound*, Karen Collins examines video game sound from the ways that players interact with a games sonic aspects -- which include not only music . *Theory, and Practice of Video Game Music and Sound Design* (MIT Press). **A Theory of Interacting with Sound and Music in Video Games** *Playing with Sound: A Theory of Interacting with Sound and Music in Video Games: Theory, and Practice of Video Game Music and Sound Design* (MIT Press). **Playing with Sound: : Karen Collins: Fremdsprache** In *Playing with Sound*, Karen Collins examines video game sound from the players perspective. She explores the many ways that players interact with a games sonic aspects which include not only music but also sound effects, ambient sound, dialogue, and interface sounds both within and outside of the game. **Playing with Sound: A Theory of Interacting with Sound and Music in** In *Playing with Sound*, Karen Collins examines video *Playing with Sound A Theory of Interacting with. Sound and Music in Video Games* By (author). Mit press **Game Sound: An Introduction to the History, Theory** - Apr 8, 2014 *Playing With Sound: A Theory of Interacting with Sound and Music in Video Games.* By Karen Collins. Cambridge, MA: MIT Press, 2013. 192 pp. **Playing with Sound: A Theory of Interacting with Sound and Music in** Official Full-Text Publication: *Playing With Sound: A Theory of Interacting with Sound and Music in Video Games.* By Karen Collins. Cambridge, MA: MIT Press, **Playing With Sound A Theory Of Interacting With Sound And Music** *Playing with Sound: A Theory of Interacting with Sound and Music in Video Games.* Cambridge MA: MIT Press, 2012: 192pp. review by nessa Johnston. **Playing Understanding Video Game Music - Google Books Result** See also David Roesner, *Videogames Music Creativity Education: Public event 2014: Documentation, Blog entry,* Cambridge, MA: The MIT Press. *Playing with Sound: A Theory of Interacting with Sound and Music in Video Games.* **Playing with Sound The MIT Press** In *Playing with Sound*, Karen Collins examines video game sound from the players perspective. Published January 11th 2013 by MIT Press (MA). **Karen Collins The MIT Press** *Interacting With Sound And Music In Video Games* that can be search along *video games cambridge ma mit press 2012 192pp playing with sound a theory. Music / Sound The MIT Press* In *Playing with Sound*, Karen Collins examines video game sound from the *Mit Press. Stan Godlovitch (1998). Musical Performance: A Philosophical Study.* **Playing with Sound: A Theory of Interacting with** - *Playing with Sound: A Theory of Interacting with Sound and Music in Video Games.* Front Cover. Karen Collins. MIT Press, 2013 - Games - 185 pages. **Playing with Sound: A Theory of Interacting with Sound and Music in** A distinguishing feature of video games is their interactivity, and sound plays an *Theory, and Practice of Video Game Music and Sound Design* (MIT Press) 1st .. *Playing with Sound: A Theory of Interacting with Sound and Music in Video* **Playing with Sound: A Theory of Interacting with Sound and Music in** In *Playing with Sound*, Karen Collins examines video *Playing with Sound A Theory of Interacting with. Sound and Music in Video Games* By (author). Mit press **Playing with Sound: A Theory of Interacting with Sound and Music in** Editorial Reviews. Review. Collins has written a truly encyclopedic work that wonderfully *Game Sound: An Introduction to the History, Theory, and Practice of Video Game Music and Sound Design* (MIT Press) - Kindle edition *Playing with Sound: A Theory of Interacting with Sound and Music in Video Games* (MIT Press). **Playing With Sound: A Theory Of Interacting With Sound And Music** Oct 1, 2014 Karen Collins *Playing with Sound: A Theory of Interacting with Sound and Music in Video Games* Cambridge MA: MIT Press, 2012: 192pp. **Computer Music The MIT Press** In *Playing with Sound*, Karen Collins examines video game sound from the . *Theory, and Practice of Video Game Music and Sound Design* (MIT Press). **Karen Collins Drama and Speech Communication** *A Theory of Interacting with Sound and Music in Video Games.* By Karen Collins. In *Playing with Sound*, Karen Collins examines video game sound from the **The Oxford Handbook of Music Making and Leisure - Google Books Result** *Playing with sound: a theory of interacting with sound and music in video games.* Cambridge, MA: The MIT Press. Collins, K. (2014). *Breaking the fourth wall?* **Game Sound: An Introduction to the History, Theory** - Editorial Reviews. Review. Karen Collins *Playing with Sound: A Theory of Interacting with* *Playing with Sound: A Theory of Interacting with Sound and Music in Video Games* (MIT Press) - Kindle edition by Karen Collins. Download it once **Playing With Sound: A Theory of Interacting with Sound and Music in** 2013. *Playing With Sound: A Theory of Interacting with Sound and Music in Video Games.* Cambridge, Mass: The MIT Press. 2012. K. Collins and P. Taillon. **Playing With Sound - Cambridge University Press** *A Theory of Interacting with Sound and Music in Video Games.* By Karen Collins. In *Playing with Sound*, Karen Collins examines video game sound from the **Playing With Sound: A Theory Of Interacting With Sound And Music** Karen Collins *Playing with Sound: A Theory of Interacting with Sound and Music in Video Games* Cambridge MA: MIT Press, 2012: 192pp. Like most films and **Playing with Sound: A Theory of Interacting with**

Sound and Music Music In Video Games is available on print and digital edition. This pdf ebook is one of digital edition of Playing With Sound A Theory Of. Interacting With Sound **The Routledge Companion to Music, Technology, and Education - Google Books Result** In Playing with Sound, Karen Collins examines video game sound from the players perspective. She explores the many ways that players interact with a games **Playing with Sound: A Theory of Interacting with - Google Books** A Theory of Interacting with Sound and Music in Video Games. By Karen Collins. In Playing with Sound, Karen Collins examines video game sound from the **Music Video Games: Performance, Politics, and Play - Google Books Result** **Playing With Sound A Theory Of Interacting With Sound And Music** Karen Collins's Playing with Sound: A Theory of Interacting with Sound and Music in Video Games is a comprehensive and compelling look at players use of sound in video games, which examines the topic from a variety of angles and within a range of different contexts. **Playing with Sound A Theory of Interacting with Sound and Music in** Music has been accompanying games for over thirty-five years (since at least Space MIT Press, 2008b) and Playing with Sound: A Theory of Interacting with