# My Project Title: Adaptive Soundtracks in Games

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Lab Task for Week 1

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## Keywords

* Realistic
* Immersion
* Predicting events, current outlooks

## Technology

* Game Engines
* Digital Audio Workstation
* Meta Sound
* Generative Music (Look up Brian Eno)
* Bloom: 10 Worlds

## Prototyping

* Multiplayer PVP. These would be much difficult to predict events that will happen as it is all controlled by human player activity.
* Story games. These on the other hand will be more predictable, alongside being more effective due to story games having the intention of getting into the player’s emotions

## Literatures of Interest

### Literature One

Cale Plut, Philippe Pasquier,

Generative music in video games: State of the art, challenges, and prospects,

Entertainment Computing,

Volume 33,

2020,

100337,

ISSN 1875-9521,

https://doi.org/10.1016/j.entcom.2019.100337.

<https://www.sciencedirect.com/science/article/pii/S1875952119300795>

Keywords: Games; Ludology; Generative Music; Music; Audio; Game Music

### Literature Two

Gillespie, S. and Bown, O., 2017. Solving adaptive game music transitions from a composer centred perspective. In *Proceedings of the 5th International Workshop on Musical Metacreation* (p. 8). Atlanta, GA: Association for Computational Creativity.

<https://musicalmetacreation.org/mume2017/proceedings/Gillespie.pdf>

### Literature Three

C. Plut and P. Pasquier, "Music Matters: An empirical study on the effects of adaptive music on experienced and perceived player affect," 2019 IEEE Conference on Games (CoG), London, UK, 2019, pp. 1-8, doi: 10.1109/CIG.2019.8847951.

<https://ieeexplore.ieee.org/abstract/document/8847951>

### Literature Four

K. Reese, R. Yampolskiy and A. Elmaghraby, "A framework for interactive generation of music for games," 2012 17th International Conference on Computer Games (CGAMES), Louisville, KY, USA, 2012, pp. 131-137, doi: 10.1109/CGames.2012.6314564.

<https://ieeexplore.ieee.org/document/6314564>

# Literature Five

P. Thiparpakul, S. Mokekhaow and K. Supabanpot, "How Can Video Game Atmosphere Affect Audience Emotion with Sound," 2021 9th International Conference on Information and Education Technology (ICIET), Okayama, Japan, 2021, pp. 480-484, doi: 10.1109/ICIET51873.2021.9419652.

<https://ieeexplore.ieee.org/document/9419652>