"Variations on a Theme by a Rogue A.I.: Music, Gameplay, and Storytelling in Portal 2" (Part 2 of 2)"

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Steven Reale (Youngstown University)

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This file includes the abstract, and extensive keyword list, acknowledgements, and bibliography for the video essay, "The Influence of Clara Schumann's Lieder on Declamation in Robert Schumann's Late Songs," by Harald Krebs with Sharon Krebs, *SMT-V* 2.1 (2016). This essay may be found at https://vimeo.com/societymusictheory/videocast23reale.

SMT-V is the open-access, peer-reviewed video journal of the Society for Music Theory. Founded in 2014, SMT-V publishes video essays that showcase the latest research in music theory in a dynamic, audiovisual format. The journal features a supportive and collaborative production process, and publishes three to four videos per year. The videos may be found at www.smt-v.org.

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Those wishing to publish a video on *SMT-V* should first submit a written proposal summarizing the proposed project. If the proposed project is deemed appropriate, the author will be invited to submit a draft of a storyboard or script. Upon acceptance of the script, the author will be invited to produce a full video in conjunction with guidance and assessment from selected members of the Editorial Board. Details regarding the submission process are found at https://societymusictheory.org/smt-v/submission guidelines.

Abstract for "Variations on a Theme by a Rogue A.I.: Music, Gameplay, and

Storytelling in Portal 2" (Part 2 of 2)," SMT-V 2.2 (2016).

This is the second part of a two-video series that explores how the scoring to the video

game Portal 2, published by Valve Corporation, not only helps tell the game's story, but

also comments on the game developers' philosophy of puzzle design. The first video

explores how the game's title theme 9999999, including its texture, voice leadings, and

chord qualities, musically enacts dual aspects of the character of the game's central

antagonist GlaDOS: once human, her personality was uploaded into a computer

mainframe where she has become a sociopathic, homicidal artificial intelligence who

takes delight in subjecting humans to hazardous scientific experimentation. The second

video demonstrates that 9999999 serves as the theme for a set of double variations in the

game's middle act. Since Valve's philosophy of player training centers on iterative puzzle-

design that systematically increase in complexity, and the musical accompaniments for

these puzzles feature coordinated developments in musical complexity, the scoring here

lets us parse the puzzle design into a kind of set of gameplay theme-and-variations.

Keyword List

Video game music, Portal, theme and variation, Mike Morasky, dualism, voice leading,

gameplay, triadic transformation

Links:

9999999 transcription by Steven Reale:

https://societymusictheory.org/files/smtv/9999999.pdf

9999999 audio:

https://societymusictheory.org/files/smtv/999999.mp3

Vertigo audio: https://societymusictheory.org/files/smtv/vertigotheme.mp3

2

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