The Society for Music Theory Podcast

Playing With Ghosts: Timbre and the Chiptuning of Canon in the *Bardcore* Video Game Project

Brent Ferguson

(Brunel University London)

ferguson music@yahoo.com

George Reid

(Kingston University and the University of Northampton) g.jcreid@gmail.com

Matthew Ferrandino

(Murray State University)

meferrandino@gmail.com

SMT-Pod 3.6 (Spring 2024)

Release Date: Thursday, February 29, 2024

Permalink: https://smt-pod.org/episodes/season03/#e3.6

Bibliography

Adorno, Theodor, and Hanns Eisler. 2005. *Composing for the Films*. Continuum. https://doi.org/10.1080/01439689800260341

Beckman, Karen. 2014. "Animating Film Theory: An Introduction." In *Animating Film Theory*, ed. Karen Beckman, 1-24. Duke University Press. https://doi.org/10.1215/9780822376811

Boym, Svetlana. 2001. The Future of Nostalgia. Basic Books.

Derrida, Jacques. 2006. Spectres of Marx: The State of the Dept, the Work of Mourning, and the New International. Routledge. https://doi.org/10.4324/9780203821619

Gibbons, William. 2018. *Unlimited Replays: Video Games and Classical Music*. Oxford University Press.

https://doi.org/10.1080/01411896.2019.1709386

- Kinder, Marsha. 1996. "Media Wars in Children's Electronic Culture: Domesticating the World with Carmen Sandiego and the Mighty Morphin Power Rangers."

 Proceedings of HICSS-29: 29th Hawaii International Conference on System Sciences 5.

 https://doi.org/10.1109/HICSS.1996.495328
- Polymeropoulou, Marilou. 2014. "Chiptune, Fakebit, and the Discourse of Authenticity in the Chipscene." *Widerscreen* 1 (2). http://widerscreen.fi/numerot/2014-1-2/chipmusic-fakebit-discourse-authenticity-chipscene/
- Taruskin, Richard. 1995. *Text & Act: Essays on Music and Performance*. Oxford University Press. https://doi.org/10.1093/oso/9780195094374.001.0001
- Tonelli, Chris. 2014. "The Chiptuning of the World: Game Boys, Imagined Travel, and Musical Meaning." In *The Oxford Handbook of Mobile Music Studies, Volume 2*, eds. Sumanth Gopinath and Jason Staynek, 402-426. Oxford University Press. https://doi.org/10.1093/oxfordhb/9780199913657.001.0001
- Van Elferen, Isabella. 2021. *Timbre: Paradox, Materialism, Vibrational Aesthetics*. Bloomsbury. https://www.bloomsbury.com/us/timbre-9781501365812/
- Van Elferen, Isabella. 2012. *Gothic Music: The Sounds of the Uncanny*. University of Wales Press. https://doi.org/10.4324/9781315867199
- Yabsley, Alex. 2007. "The Sound of Playing: A Study into the Music and Culture of Chiptunes." Undergraduate Thesis, Queensland Conservatorium Griffith University. http://www.tomgilmore.com.au/dotay/Thesis.pdf

Games Referenced (Japanese release dates)

Broderbund. 1985. Where in the World is Carmen Sandiego? PC.

- Fujita, Yasuaki, Mari Yamaguchi, Minae Fuji, Yoko Shimamura, and Tatsuya Nishimura, composers. 1993. *Breath of Fire*. Capcom, SNES.
- Ishimura, Shigeichi and Toshio Kai, composers. 1980. Pac-Man. Namco, arcade.

Kikuta, Hiroki, composer. 1993. *Seiken Densetsu 2* (North American release: *Secret of Mana*). Square, SNES.

Kondo, Koji, composer. 1985. Super Mario Bros. Nintendo, NES.

Koshiro, Yuzu, composer. 1990. ActRaiser. Quintet, SNES.

Nakamura, Masato, composer. 1991. Sonic the Hedgehog. Sonic Team, Sega Genesis.

Oguro, Haruyo and Tomoko Sasaki, composers. 1992. World of Illusion Starring Mickey Mouse and Donald Duck. Sega, Sega Genesis.

Sugiyama, Koichi, composer. 1986. *Dragon Quest* (North American release: *Dragon Warrior*). Chunsoft, NES.

Uematsu, Nobuo, composer. 1987. Final Fantasy. 1987. Square, NES.

Takekawa, Yukhide. composer. 1992. Soul Blazer. Enix, SNES.

Yamamoto, Setsuo, Mokota Tomozawa, Yuki Iwai, Yuko Takahara, and Toshihiko Horiyama, composers. 1993. *Mega Man X*. Capcom, SNES.