## a postmortem of game audio and music: how mindset and surrounding can shape creative processes

Eli Rainsberry they/them/their @elirainsberry

transcription + slides available soon at elirainsberry.com





Recommended listening:

Hiroshi Yoshimura, 'Green' (1986)

Ryuichi Sakamoto, 'Walker', from 'async' (2017)

Hiroshi Yoshimura, 'Music For Nine Postcards' (1982)

Satoshi Ashikawa, 'Still Way' (1982)



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E1

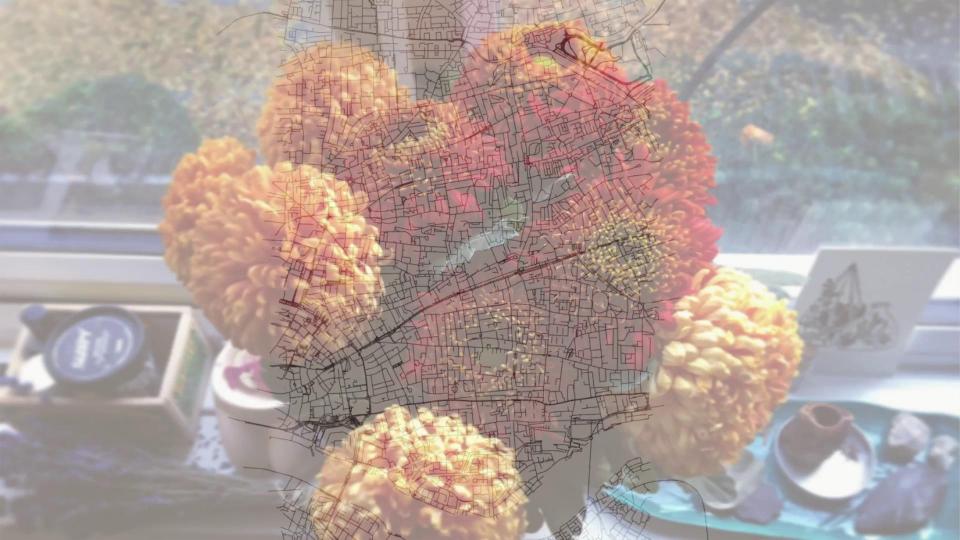


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HX7





HX7



## RESOURCES

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Hiroshi Yoshimura, <u>'Green'</u> (1986)
Ryuichi Sakamoto, <u>'async'</u> (2017)
Hiroshi Yoshimura, 'Music For Nine Post Cards' (1982)
Satoshi Ashikawa, <u>'Still Way'</u> (1982)
Lewis Gordon, 'Another Green World: How Japanese ambient music found a new audience' for Fact Magazine (2018)
Hannah Nicklin, 'A Psychogeography of Games' (2015)
The Gentle Author, <u>'Treves and Lister Houses are Saved'</u> for Spitalfields Life (2019)
The Gentle Author, <u>'Sophie Spielman, Victorious Campaigner'</u> for Spitalfields Life (2019)
Andrei Kashcha, <u>'City Roads'</u> (2020)
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