

JOHANNES GUTENBERG  
UNIVERSITÄT MAINZ



## Immersion in Video Games Online Speaker Series

# Immersed in Music Meaning?

*A ludomusicological perspective on music and  
immersion in digital game design*

21 January 2022; 14-15h (CET)

*Join us on Zoom*

Meeting ID: 817 6117 7105

Passcode: 502475



## Abstract



Similar to other areas in game studies concepts such as immersion, involvement and interactivity are at the core of many ludomusicological debates. How can music contribute to immersing the player in a game? How can designers create meaningful ways of interaction with a game's music that usefully contribute to the gameplay experience rather than disturbing or even destroying the desired effect of immersion? And which opportunities do games offer to create musical experiences that go beyond what audiences know from other media forms such as movies or TV?

Following a brief overview on the field of Ludomusicology, these questions will be discussed by outlining an approach for analysis that builds on the work of scholars and practitioners from the fields of ludomusicology, game studies and game design. This approach will then be applied within the frame of two short case studies on digital games from different genres that fruitfully make use of the medium's distinct opportunities to create an immersive experience.

## About

Dr. Melanie Fritsch is Junior Professor in Media and Cultural Studies with a focus on Game Studies and related fields at Heinrich-Heine-Universität Düsseldorf. She is the author of *Performing Bytes: Musikperformances der Computerspielkultur* (2018) and co-editor of *The Cambridge Companion to Video Game Music* (Cambridge University Press, 2021).

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