

Keynote Speakers



Kasson Crooker
Audio Director, Harmonix Music Systems

Kasson Crooker has been active in the game industry for nearly 8 years. The last 6 of these have been at Harmonix, with the last 3 spent as Audio Director.

Previously he worked for Papyrus Games where he was the main audio person working on their Nascar/Autoracing PC titles. He has also worked at Lexicon working on their fx processors. At HMX He has been directly involved in the all the released titles from FreQuency up to Guitar Hero. He has been instrumental in helping define the audio systems, tools, techniques, and game designs for bringing the best audio and gaming experience to the public. Kasson Crooker has also written music for many games, including titles for Harmonix, DDR, and Downhill Domination. He is in the process currently of transitioning out of audio specifically and becoming the producer for a Harmonix title currently under development.

Kasson Crooker also has a wide ranging musical history; having been in, and still currently playing for several bands, such as Freezepop, Splash-down, and Symbion Project.



Holger Grossmann
Head of Semantic Metadata Systems, Fraunhofer IDMT, Metadata Department

Holger Grossmann graduated in Information Technologies at the University of Ilmenau/ Germany in 1993. During the following years he worked as a software engineer and project manager, mainly in the product development for digital musical instruments

but also for extensive client/server IT-systems. In the year 2001 Holger Grossmann joined Fraunhofer where he was significantly involved in the development of the audio-fingerprinting technology AudioID. In 2004 AudioID was successfully introduced into the market. At the same time he took over the management of the Semantic Metadata Systems research group within the newly founded Fraunhofer Institute for Digital Media Technology in Ilmenau/Germany.



Nigel Papworth
Content Designer, Interactive Institute, Sonic Studio

Nigel Papworth was trained in graphic design at the London College of Printing, graduated in 1982. He worked as a designer/illustrator in London until 1985, when he moved to Umeå, Sweden.

After working in Swedish Advertising for a number of years, Nigel Papworth co-founded one of Sweden's first major computer games companies, Daydream Software, in 1994. After ten years and a number of successful games, on which he was principle designer, he left to pursue a more specific vision of what he thought made good games. Nigel papworth still hold the position of Chairman of the Board in 258 Productions. His main area of interest is the study of user response to interactive media and how the design process can make this more intuitive and interesting. Nigel Papworth is now working with the investigation of new methodologies in regard to Artificial intelligence, user perception and the utilization of unusual interface solutions.

 **INTERACTIVE INSTITUTE**
SONIC STUDIO PITEÅ

In collaboration with:



PROGRAMME

Audio Mostly 2006

OCTOBER 11-12

A CONFERENCE ON SOUND IN GAMES

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October 11

- 08.30 Coffee and registration, Acusticum
- 09.15 Conference opening, Welcome, *School of Music, Room L 165*
- 09.30 **Kasson Crooker**, Harmonix Music Systems
- **Music as the Central Focus in Video-games - Making videogames about making music: the Harmonix approach**, *School of Music, Room L 165*
- 10.30 Coffee
- 11.00 Paper session, *School of Music, Room L 165*:
Music Videogames: the inception, progression and future of the music videogame, *Lyall Williams, Keele University, UK*
Computer Game Audio: The Unappreciated Scholar of the Half-Life Generation, *Stuart Cunningham, University of Wales, UK*
Authoring of 3D virtual auditory Environments, *Niklas Roeber, Eva C. Deutschmann, Maic Masuch, Otto-von-Guericke University of Magdeburg, Germany*
- 12.15 Lunch, Restaurant Stämgaßeln
- 13.15 Keynote: **Holger Grossmann**, Fraunhofer IDMT, Metadata Department - **Computers Study Music to Teach Humans - Applied Music Information Retrieval in an interactive, e-Learning Environment**, *School of Music, Room L 165*
- 14.00 Paper session, *School of Music, Room L 165*:
From Heartland Values to Killing Prostitutes: An Overview of Sound in the Video Game Grand Theft Auto Liberty City Stories, *Juan M.Garcia, New York, USA*
Physically based sonic interaction synthesis for computer games, *Stefania Serafin and Rolf Nordahl, Aalborg University Copenhagen, Denmark*
The Composition-Instrument: musical emergence and interaction - *Norbert Herber, Indiana University Bloomington, USA*
- 15.15 Coffee
- 15.45 Workshop - Audio mostly
- 18.00 Demos
- 19.00 Dinner, Restaurant Stämgaßeln

October 12

- 09.00 **Nigel Papworth**, Interactive Institute, Sonic Studio - **'Scary Shadow Syndrome' and triggering Auto-visualization through audio stimuli**, *School of Music, Room L 165*
- 09.45 Paper session, *School of Music, Room L 165*:
Investigating the effects of music on emotions in games - *Katharina Kiegler, David C Moffat, Glasgow Caledonian University, UK*
REMUPP - a tool for investigating musical narrative functions - *Johnny Wingstedt, Interactive Institute, Sonic Studio, Piteå, Sweden*
- 10.45 Coffee
- 11.15 Paper session, *School of Music, Room L 165*:
On the Functional Aspects of Computer Game Audio - *Kristine Jørgensen, Copenhagen University, Denmark*
Composition and Arrangement Techniques for Music in Interactive Immersive Environments - *Axel Berndt, Knut Hartmann, Niklas Röber, and Maic Masuch, Otto-von-Guericke University of Magdeburg*
- 12.15 Lunch, Restaurant Stämgaßeln
- 13.15 Paper session, *School of Music, Room L 165*:
The drum pants - *Søren Holme Hansen, University of Copenhagen, Alexander Refsum Jensenius, University of Oslo*
Backseat Playground - *Liselott Brunnberg, Oskar Jublin, Interactive Institute, Mobility, Stockholm*
- 14.15 Summary
- 15.00 Conference closing

Moderators: Nigel Papworth and Mats Liljedahl

”I want to thank you for making this day necessary.”

Yogi Berra day in St Louis 1947