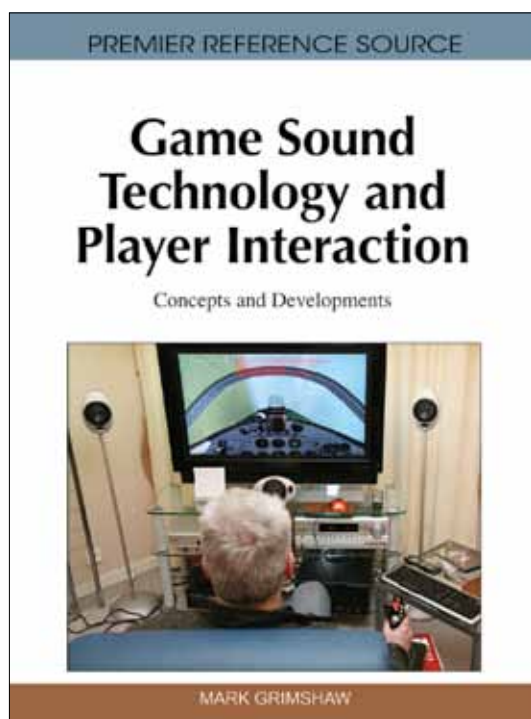


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Game Sound Technology and Player Interaction: Concepts and Developments



Mark Grimshaw (University of Bolton, UK)

The sounds that a player hears while immersed in a game can have dramatic effects on that person, opening up a considerable, far-reaching field of research.

Game Sound Technology and Player Interaction: Concepts and Developments researches both how game sound affects a player psychologically, emotionally, and physiologically, and how this relationship itself impacts the design of computer game sound and the development of technology. This compilation also applies beyond the realm of video games to other types of immersive sound, such as soundscape design, gambling machines, emotive and fantastical sound to name a few. The application for this research is wide-ranging, interdisciplinary, and of primary importance for academics and practitioners searching for the right sounds.

Topics Covered:

- Sound and fear
- Perceived quality
- Gambling machine sound
- Sound in games
- Soundscape design
- Natural to synthetic soundscape
- Sound for fantasy
- Procedural audio
- Emotion, content, context for sound
- Sound design

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Market: This premier publication is essential for all academic and research library reference collections. It is a crucial tool for academicians, researchers, and practitioners and is ideal for classroom use.

Mark Grimshaw is a Reader in Creative Technologies in the School of Business & Creative Technologies at the University of Bolton, United Kingdom, where he runs the Emotioneering Research Group. He possesses an honours degree in music, an MSc in music technology, and a PhD in computer game sound from South Africa, England, and New Zealand and is widely published in the area of computer games, particularly on the topics of immersion and sound. Mark's previous book was entitled *The Acoustic Ecology of the First-Person Shooter* and he is also the lead developer for WIKINDEX, an Open Source, Virtual Research Environment in wide use around the world.

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