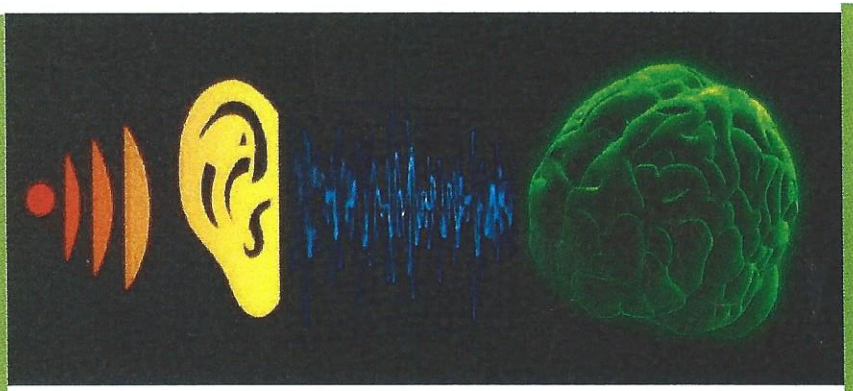
MANIPULATING SONIC PERCEPTIONS IN COMPUTER GAMES

Introduction

This poster explores some theories of the perception of sounds and music in computer games.

In this case computer games can be a term for games on any platform mobile, online, games console and so on.



Dynamic Audio Material

Oldenberg (2013) defines the two main types of dynamic audio events as interactive audio, these are a response to a players immediate actions and are diegetic (coming from within a fictional world) and adaptive audio, these events are usually non – diegetic and respond to the game platform in anticipating or reacting to events indirectly controlled by players actions.

Musical Score Considerations

Music can evoke a wide range of emotions and moods, for example music which uses the major pentatonic scale can provide audible reward cues in response to positive events Collins & Kapralos (2014), whereas negative events could be reinforced by the use of a minor pentatonic scale. Musical modes can also be effective in implying a mood for example the Phrygian mode conjures up an exotic mood.

Non – Linear Audio

Amplifon (2015), describes non-linear audio as "Sounds are classed as non-linear when they exceed the normal musical range of an instrument, or the vocal chords of a living creature"

Conclusion

The perception of sound and music in computer games can be affected in many ways.

Computer game soundtracks usually use a combination of diegetic and non-diegetic audio events.

Additional considerations are the placement sound in the environment and digital signal processing.

References:

Amplifon
Playing with your mind: The psychology of sounds in video games
(www.amplifon.co.uk/resouces/playing -with-your-mind/ ...) (electronically accessed 23 July 2015)

Collins, K. & Kapralos, B. (January 2014), 'SOUND DESIGN FOR MEDIA: INTRODUCING STUDENTS TO SOUND' in Journal of Sonic Studies, volume 6, nr.1, a04

Oldenberg, A. (September 2013), 'Sonic Mechanics: Audio as Gameplay' in the international journal of computer games volume 13, issue 1