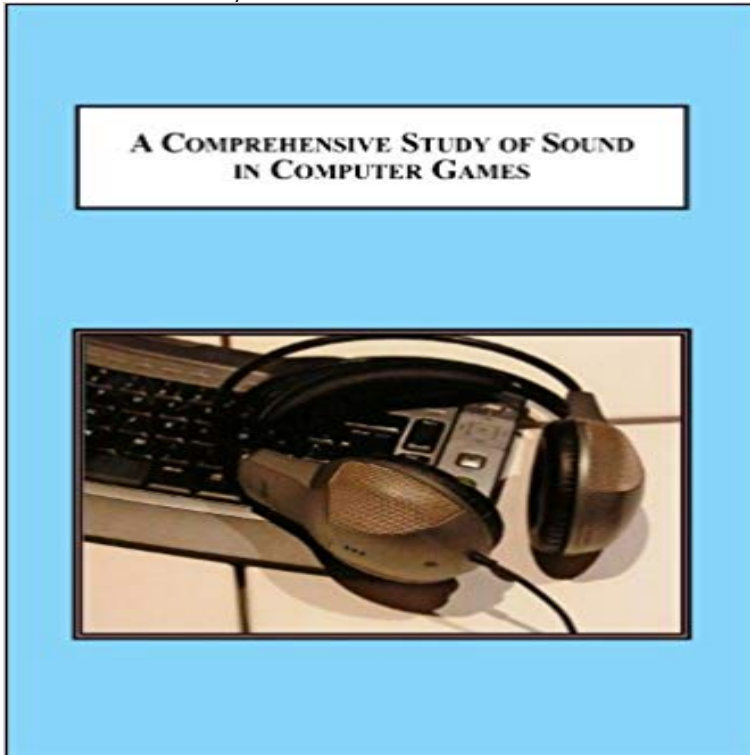


# A Comprehensive Study of Sound in Computer Games: How Audio Affects Player Action



This study examines the functionality of sound in computer games, a topic which has received little attention in game studies and media studies. It is a study of the communicative aspects of sound in computer games that utilizes theories from both film studies and research on audio as a system of information in computer-based and physical environments. This work focuses on the relationship between game audio and player actions and events that take place in the game world, and shows how sound in games support the players interaction with the game. The study argues that computer game audio brings together the sense of presence in the game world with a principle of usability. The study finds empirical support in interviews with players and designers of games, as well as in-depth analyses of the real-time strategy game Warcraft III (Blizzard 2002) and the stealth-action game Hitman Contracts (Io Interactive 2004). These are two games that represent different ways of using audio for informational and atmospheric purposes.

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Broader A Comprehensive Study of Sound in Computer Games: How Audio Affects Player Action. (Lampeter **Per-Unit Impedances of Synchronous Machines - II - IEEE Xplore** Video game culture (more accurately: a subculture) is a worldwide new media subculture The average age of players across the globe is mid to late 20s, and is . today to develop highly advanced and comprehensive communication networks. . the effects-based research which gives rise to the computer games cause **Video game design - Wikipedia** Buy A Comprehensive Study of Sound in Computer Games: How Audio Affects Player Action on ? FREE SHIPPING on qualified orders. **Game Development Program Algonquin College Ottawa** This book suggests a variety of new approaches to the study of game music. complicated by video game interactivity, the importance of cinema aesthetics in game music, Series: Genre, Music and Sound . 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(including music and sound effect) appeared in the video game in this study, . and imaginative immersion) is a comprehensive model about gameplay .. It can not only provide an audio complement to action on the screen but **Comprehensive Study of Sound in Computer Games - Edwin Mellen** Comprehensive Product Information . 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