

JOURNAL OF  
SOUND  
AND MUSIC IN  
GAMES

VOLUME 1 NUMBER 1 WINTER 2020

---

THE EDITOR

- Editorial Introduction **1**

STEPHEN BAYSTED

---

ARTICLES

- Battle Hymn of the God-Slayers: Troping Rock and Sacred Music  
Topics in *Xenoblade Chronicles* **2**

THOMAS B. YEE

- Gray Areas: Analyzing Navigable Narratives in the Not-So-Uncanny  
Valley Between Soundwalks, Video Games, and Literary  
Computer Games **20**

ELIZABETH HAMBLETON

- The 1-Bit Instrument: The Fundamentals of 1-Bit Synthesis,  
Their Implementational Implications, and Instrumental Possibilities **44**

BLAKE TROISE

---

COLLOQUY: CANONS OF GAME MUSIC AND SOUND

- Rewritable Memory: Concerts, Canons, and Game Music History **75**

WILLIAM GIBBONS

- On Canons as Music and Muse **82**

JULIANNE GRASSO

- The Difficult, Uncomfortable, and Imperative Conversations  
Needed in Game Music and Sound Studies **87**

HYEONJIN PARK

- Canon Anxiety? **95**

KAREN M. COOK

---

INVITED CONTRIBUTIONS

- Game Sound: Reverberations **100**

KAREN COLLINS

- Ludomusicology and the New Drastic **103**

ISABELLA VAN ELFEREN

---

BOOK REVIEWS

*Unlimited Replays: Video Games and Classical Music*, by William Gibbons,  
review by Jonathan Godsall **113**

The Problem with Players: A Response to Jonathan Godsall,  
by William Gibbons **116**

*Bits and Pieces: A History of Chiptunes*, by Kenneth B. McAlpine,  
review by Peter Smucker **119**

A Response to Peter Smucker, by Kenneth McAlpine **124**

A Ludomusicologist Goes to the Museum: A Review of *Videogames:*

*Design/Play/Disrupt* at the Victoria and Albert Museum, review by Martine Mussies **125**