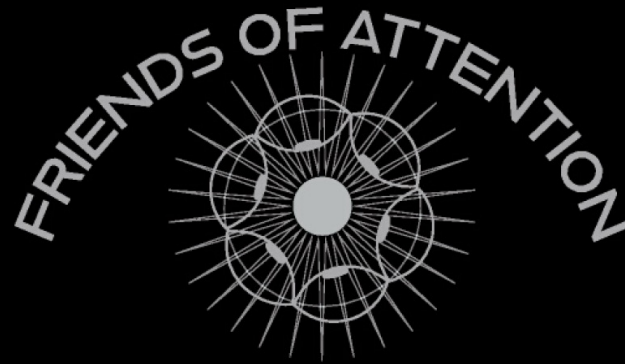# IMMERSION, MUSIC, GAMING

FRIENDS OF ATTENTION

MARCH 2024

FIRST FRIDAY

Guest: Natalie Miller

IMMERSION, MUSIC, GAMING

Opening Exercise

For this opening exercise, we are going to be exploring the attentional dynamics of music in relation to gaming environments. We are all going to watch a very short video with sound (it's an edit that navigates the world of the classic HALO CE videogame, which has the most popular soundtrack in the history of gaming). The clip has been configured to play initially with image & sound, a second time with just sound (blackout screen), and a third time again with image & sound. We will follow this "protocol" in the exercise:

I
Listen & Look

II
Listen Only
(and *Recall?*)

III
Listen & Look
(and *Be Reminded?*)

This will take about four minutes total; at the end, take a minute to jot some notes!

Link for the video:

https://drive.google.com/file/d/13SFs_sRx9hTtmQrE3S_nT44V4gYpAX2l/view?usp=drive_link