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Autore	Moseley Roger <1974->
Titolo	Keys to Play : Music as a Ludic Medium from Apollo to Nintendo / / Roger Moseley
Pubbl/distr/stampa	University of California Press, 2016 Berkeley, CA : , : University of California Press, , [2016] ©2016
ISBN	9780520965096 0520965094
Edizione	[1st ed.]
Descrizione fisica	1 online resource (xv, 452 pages) : illustrations, music
Collana	Open Access e-Books Knowledge Unlatched
Disciplina	786
Soggetti	Video games - Psychological aspects Play (Philosophy) Keyboards (Music) - History Music - Performance - History Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references (pages 365-418) and index.
Nota di contenuto	Prelude. Press any key to start -- Fields and interfaces of musical play. Ludomusicality. Orders of play ; Beyond work and play ; The sound of gunplay ; Bits and beats ; Playing undead -- Digital analogies. Apollo 1, Marsyas 0 ; Notes on keys ; Interface values ; (Key)board games and temperamental tactics ; Tristan's chord, Schoenberg's voice -- Play by play : improvisation, performance, recreation. The emergence of musical play. Unforeheard circumstances ; Pantomimes and partimenti ; From black box to glassy shell ; The case of Winkel's comonium ; The invisible thumb on the scale -- High scores : WAM vs. LVB. Unsettled scores ; Mozart's two-player games ; Concerted action ; Mozart and Mario play the field ; Beethoven's recursive feedback loops -- Play again? Nintendo's brand of ludomusicality ; Analogous digitalities ; The ludomusical emergence of Toshio Iwai ; High scores: Nodame cantabile ; Replay : a cento.

## Sommario/riassunto

"How do keyboards make music playable? Drawing on theories of media, systems, and cultural techniques, *Keys to play* spans Greek myth and contemporary Japanese digital games to chart an archaeology of musical play and its animation via improvisation, performance, and recreation. As a paradigmatic digital interface, the keyboard forms a field of play on which the book's diverse objects of inquiry--from clavichords to PCs and eighteenth-century musical dice games to the latest rhythm-action titles--enter into analogical relations. Remapping the keyboard's topography by way of Mozart and Super Mario, who head an expansive cast of historical and virtual actors, *Keys to play* invites readers to unlock ludic dimensions of music that are at once old and new."--Provided by publisher.

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