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Nota di contenuto	Music in The twilight zone / James Wierzbicki -- Time warp : sonic retro-futurism in The Jetsons / Rebecca Coyle and Alex Mesker -- The monumental, the profound, and the hyperbolic in John Williams' music to Lost in space / Ron Rodman -- Hearing the boldly goings : tracking the title themes of the Star Trek television franchise, 1966-2005 / Neil Lerner -- Whimsical complexity : music and sound design in The Clangers / Philip Hayward -- Schizophrenic chords and warm shivers in the stomach : the "new astronautic sound" of Raumpatrouille / Guido Heldt -- Television's musical imagination : Space: 1999 / K.J. Donnelly -- The sound of civilisation : music in Terry Nation's Survivors / Derek Johnson -- Rematerialization : musical engagements with the British TV series Doctor Who / Jon Fitzgerald and Philip Hayward -- Babylon 5 : science fiction, melodrama and musical style / Louis Niebur -- The work of music in The age of steel : themes, leitmotifs and stock music in the new Doctor Who / David Butler -- Lost in music : Heidegger, the glissando and otherness / Isabella van Elferen -- Visual effects in the Sanctuary : the reparative function of sound in low budget science fiction series / Lisa Schmidt.

Sommario/riassunto

The music for science fiction television programs, like music for science fiction films, is often highly distinctive, introducing cutting-edge electronic music and soundscapes. There is a highly particular role for sound and music in science fiction, because it regularly has to expand the vistas and imagination of the shows and plays a crucial role in setting up the time and place. Notable for its adoption of electronic instruments and integration of music and effects, science fiction programs explore sonic capabilities offered through the evolution of sound technology and design, which has
