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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Why would you want to write music for games? -- A composer's creative skillset -- Immersion -- The importance of themes -- Music genres and game genres -- Roles and functions of music in games -- Preparation and workflow -- The development team -- Music needs of the game -- Linear music in games -- Interactive music in games -- Interactive music in games -- A game composer's technical skillset -- Acting like a business and finding work.