

Project to Improve Networking and Archival Infrastructure of Media Arts

# Ludo-Musica III

Music Created for Games

2022

1.29 *sat.* ⇒ 2.28 *mon.*

OPEN 14:00  
JST

CLOSE 17:00  
JST

VISIT the SITE →

<https://ludomusica.net/?en>



## EXHIBITION CONTENTS

- STAGE 00 Video Games from a Musical Perspective I
- STAGE 01 Video Games from a Musical Perspective II
- STAGE 02 Unique Musical Experience of Games
- STAGE 03 Music That Makes up The World

### What is Ludo-Musica?

The name 'Ludo-Musica' was coined by combining the words ludus (play) and musica (music) with the intention of presenting the 'characteristics of game music'—which are different from the various types of music that have existed since ancient times—from the perspective of 'play' in the broadest sense.

Organized by Agency for Cultural Affairs.

With the cooperation of Game Research Center, Ritsumeikan University; International Professional University of Technology in Osaka; Three Kingdoms "The water fish fellowship" Exhibition Executive Committee.

With the cooperation of Koel Tecmo Games; Laboratory of Beauty Cosmetics, Osaka Shoin Women's University; Consortium for Game Archive.

Since 2015 Ritsumeikan University has been entrusted with a project by the Agency for Cultural Affairs to promote cooperation between game archive holding museums.

The project includes research and practice on the use of game archives. In order to make the establishment of game archives self-sustaining both in principle and economically, it is necessary not only to collect and properly preserve game materials, but also to make effective use of them.

This year's Ludo-Musica II is an extension of last year's Ludo-Musica I and is intended to provide a starting point for 'problem solving' in the use of game archives.

The year 2021 was marked by a major event in the Japanese game music industry: the use of 'game music' in the opening ceremony of the 2021 Tokyo Olympics. This year also marked the death of Koichi Sugiyama, one of the greatest composers of video game music since the early days of the genre.

These events demonstrate the rapid increase of interest in the culture of game music, as well as remind us that the context of that culture can be lost forever. We have been forced to take seriously the challenge of archiving game music. It is with this in mind that the exhibition is organised in four stages.

We hope you enjoy the variety of game music along with the recommendations.

### RECOMMENDED ENVIRONMENT

\*Latest version of each

PC / Microsoft Edge, Google Chrome, Firefox, Safari

iOS and Android / Default Browser

### CONTACT

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Agency for Cultural Affairs,  
Government of Japan