The Experimental Music Studio (xMUSE)

Presents

USC Computer Music Concert

Reginald Bain, director

*Games Composers Play*

Tuesday, April 2, 2013
USC School of Music
Recital Hall, 7:30 pm

**PROGRAM**

*Endless September* (2013)  
Matthew Fink
for alto saxophone and electronic sound

Andrew J. Allen, *alto saxophone*

*Immunity* (2012)  
David Moody
for electronic media

*Phone Call* (2012)  
Ari Lindenbaum
for electronic media

*Hornshift* (2013)  
Luke Nemitz
for horn and electronic sound

Rachel Romero, *horn*

*ChipQuest* (2013)  
Zachary Cotton
for electronic media emulating classic game soundchips

I. Fresh Batteries  
II. World Maps Not To Scale  
III. Final Form

*One Shift Two Shift, Red Shift Blue Shift* (2013)  
David “Clay” Mettens
for electronic media

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Apophenia (2013)  Chris Johnson
a real-time interactive improvisation for Wiimote ensemble

Zachary Cotton, Chris Johnson and Ari Lindenbaum, performers

Sonification Studies (2012-13)  Reginald Bain
for electronic media

I. When Particles Collide
II. Quantum Noise
III. String Theory
IV. Time Warp
V. Radiant Energy

Go Forth (2013)  George Fetner
for soprano and electronic sound

I. You left me speechless
II. I dreamt
III. But now I have awoken

Rebecca Elizabeth Wood, soprano

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Special thanks to Jeff Francis and his audio engineering students for the concert’s sound design.