

ICARUS: A Game/Performance for Drum-Kit and Live Electronics

Christos Michalakos

© Owner/Author 2019. This is the author's version of the work. It is posted here for your personal use. Not for redistribution. The definitive Version of Record was published in *C&C '19 Proceedings of the 2019 n Creativity and Cognition*, available from:
<http://dx.doi.org/10.1145/3325480.3329180>

ICARUS is a game/performance for drum-kit and live electronics. The work explores improvised musical structures within a game setting, where the player navigates between five musical chapters. Each of these levels defines a particular set of musical interactions, sonorities, and performance possibilities through distinct mappings and level design. The performer is free to improvise, fail, explore, and through trial and error understand what the game rules are and complete each chapter. This results into a dynamic audio-visual performance, where while the rules are fixed, each level can be completed in multitude of ways

The game is designed specifically for the augmented drum-kit and the instrument's affordances; performance minutiae, digital electronics and musical parameters are analyzed and used as control input to the game. As the musical instrument offers a much wider range of expressive possibilities compared to a conventional game controller, the result is a musically expressive game play performance where the game acts as the mediator to the improvised drum-kit performance, while the musical output becomes the live soundtrack of the game.

Keywords

Games; Music game; Game audio; Improvisation.