Soundtracks and audio feedback are crucial to gameplay, particularly regarding immersion, emotional reactions and satisfaction on part of the player. For instance, modern games often match dynamics of their musical score to the game’s current scene (e.g. fast music for fight scenes).

**Soundtrack dissonance** contrasts happy, upbeat music with sad or violent scenes (or vice versa) for emotional effect, and has a long history of application in cinematography. Game soundtracks have also used this method occasionally, for example *Fallout 3*. However, the field of games research has yet to fully investigate how this can affect the player experience.

This thesis will investigate how modern games use adaptive soundtracks to influence the player experience, with a focus on soundtrack dissonance. This also includes the implementation of a game prototype that creates game scenarios with soundtrack dissonance on demand. This can be followed by a technical evaluation of the prototype, or a user study to examine the effects of soundtrack dissonance on players.

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