

# JAMES DENIS MC GLYNN

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Application for the role of  
**Assistant Professor in Music**

*University of Rochester*

## VIDEOGRAPHIC WORKS

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Early in the COVID-19 pandemic, I began to take advantage of the shift to remote/hybrid events to create more stylised, pre-edited videographic works for conference meetings, in place of more conventional conference papers on uses of music in films and video games. Since then, I have become more and more interested in the nascent conversations exploring videographic criticism's rich potential as a vibrant and legitimate mode of scholarly expression, amassing a considerable portfolio of "video essays" that audio-visualise my screen music research in the process. As a result of my interactions with this international community of videographic criticism scholars, I was invited to peer-review for *[in]Transition: Journal of Videographic Film & Moving Image Studies*. I also delivered a masterclass on videographic approaches to the communication of research at Coventry University and published my first video essay in University of California Press's *Journal of Popular Music Studies* (33, no. 4).

The following hyperlinks lead to a representative selection of these videographic works, each of which illustrates a distinct aspect of my research on music/sound's role in film, TV, and videogames. For accessibility purposes, I have included links to written transcriptions wherever possible.

["Radiohead's Impossible Museum: Representing Abstract Musical Phenomena and Ephemeral Listening Experiences in \*KID A MNESIA EXHIBITION\* \(2021\)"](#) 10th Annual North American Conference on Video Game Music, Stetson University, 4–5 February 2023. Transcript available [here](#). 4 Feb 2023

["Musical Remakes': Re-envisioning the Rearrangement of Pre-Existing Music in Contemporary Screen Scoring."](#) Presented as part of the panel "'Play It Again: A Panel on Remaking Pre-existing Music in Screen Media,'" co-organised with Prof. James Deaville, *British Audio-Visual Research Network Virtual Colloquia*, 3 March 2022 (held remotely due to COVID-19). 3 Mar 2022

["Befriending Spirits": Jason Gallaty and Gamelan Çudamani's score for \*Kena: Bridge of Spirits\* \(2021\)."](#) 9th Annual North American Conference on Video Game Music, Louisiana Tech University, Ruston Louisiana, 2-3 April 2022 (held remotely due to COVID-19). Transcript available [here](#). 3 Apr 2022

["I am no longer afraid': a Case Study on the Musical Communication of Trauma in Narrative Film and Television."](#) *Music, Sound, and Trauma: Interdisciplinary Perspectives*, Indiana University, 13 February 2021 (held remotely due to COVID-19). Transcript available [here](#). 13 Feb 2021

["Carraway, Kanye and 'Dubious Descendants of Beethoven': Narrative Functions of Rearrangement in Baz Luhrmann's \*The Great Gatsby\* \(2013\)."](#) *Music and the Moving Image XVI*, NYU Steinhardt, New York, 29-31 May 2020 (held remotely due to COVID-19). 29 May 2020