

# JAMES DENIS MC GLYNN

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Application for the role of

**Visiting Assistant Professor of Music**

*Ithaca College*

## 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.

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| <a href="#">"Radiohead's Impossible Museum: Representing Abstract Musical Phenomena and Ephemeral Listening Experiences in KID A MNESIA EXHIBITION (2021)"</a> 10th Annual North American Conference on Video Game Music, Stetson University, 4–5 February 2023. Transcript available <a href="#">here</a> .  | 4 Feb<br>2023  |
| <a href="#">"Musical Remakes': Re-envisioning the Rearrangement of Pre-Existing Music in Contemporary Screen Scoring."</a> 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, <i>British Audio-Visual Research Network Virtual Colloquia</i> , 3 March 2022 (held remotely due to COVID-19). | 3 Mar<br>2022  |
| <a href="#">"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 <a href="#">here</a>.</a>  | 3 Apr<br>2022  |
| <a href="#">"I am no longer afraid': a Case Study on the Musical Communication of Trauma in Narrative Film and Television."</a> <i>Music, Sound, and Trauma: Interdisciplinary Perspectives</i> , Indiana University, 13 February 2021 (held remotely due to COVID-19). Transcript available <a href="#">here</a> .   | 13 Feb<br>2021 |
| <a href="#">"Carraway, Kanye and 'Dubious Descendants of Beethoven': Narrative Functions of Rearrangement in Baz Luhrmann's The Great Gatsby (2013)." <i>Music and the Moving Image XVI</i>, NYU Steinhardt, New York, 29-31 May 2020 (held remotely due to COVID-19).</a>  | 29 May<br>2020 |