

For immediate release: 22 Nov 2018

SSSMG partners with University of California Press to launch *Journal of Sound and Music in Games*

Chichester, UK: The Society for the Study of Sound and Music in Games is pleased to announce the launch of the *Journal of Sound and Music in Games (JSMG)*, to be published in partnership with the University of California Press (UC Press).

JSMG will be an academic peer-reviewed journal presenting high-quality research on video game music and sound. The journal will be an outward-looking publication that seeks to engage game audio practitioners and researchers from a range of disciplines, including anthropology, computer science, media studies, psychology and sociology, as well as musicology.

“With their strong pedigree in these fields, we are delighted to be partnering with UC Press for the launch of our journal”, said Mark Sweeney, Executive Director of the SSSMG. “We are grateful to SSSMG for this wonderful opportunity to work with them on developing and launching the *Journal of Sound and Music in Games*, which serves a unique, diverse, and growing area of scholarship and practice”, said David Famiano, Journals Publisher at UC Press.

The new journal features a world-class editorial board, led by Editor-in-Chief Professor Stephen Baysted. “Scholarly research in what has, until very recently, been considered an embryonic field of enquiry has grown exponentially in the past decade and a half and so today our discipline comes of age with the launch of the world’s first journal dedicated to the study of sound and music in games.” said Professor Baysted. “We are especially delighted to be working with the University of California Press whose vision and aims for this project are entirely aligned with our own.”

JSMG welcomes contributions from academics and industry professionals and aims to publish research from across the disciplinary spectrum. For more information, visit www.sssmg.org.

About SSSMG

SSSMG was founded in 2016 to bring together the emerging community devoted to the study of sound and music in games. The Society is a not-for-profit organization for members who primarily identify themselves as academic and professionals working in the video game audio industry.

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About University of California Press

University of California Press is one of the most forward-thinking scholarly publishers in the nation. For more than 120 years, it has championed work that influences public discourse and challenges the status quo in multiple fields of study. At a time of dramatic change for publishing and scholarship, UC Press collaborates with scholars, librarians, authors, and students to stay ahead of today’s knowledge demands and shape the future of publishing. www.ucpress.edu

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