

**On the Development of an
Interface Framework in Chipmusic:
Theoretical Context, Case Studies
and Creative Outcomes**

by

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Abstract

The current study deals with the development, application and outcomes of an Interface Framework that can be applied to a range of video game systems in order to create real-time music. The Framework controls the internal sound chips of video game consoles from a host computer or external device in such a way as to greatly expand the artistic and technical choices available to composers and musicians. The submission comprises a written component, a data component (made up of timelines, source code and schematics) and a creative outcomes component (made up of approximately one hour of music).

Declaration

This work contains no material which has been accepted for the award of any other degree or diploma in any university or other tertiary institution to Sebastian Tomczak and, to the best of my knowledge and belief, contains no material previously published or written by another person, except where due reference has been made in the text.

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Sebastian Tomczak

Date:

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