20 Terms from Text

Music
Soundscape
Illusion
Play
Radio
Apocalyptic Imagination
Ideologic Rupture
Sonic Violence
Transcendent
Blame Displacement
Virtual Evils
Commonsensical Claims
Sentimental
Aesthetic Disjunction
Simulations of Reality
Ambient Noise
Conscientious Listener
Focused Listening
Double Oral Consciousness
Historical
Diegetic Radio Station

5 Major Concepts

1. Repetition of music/sound to exemplify the barrenness of the post-apocalyptic world.
2. How the soundscape affects gameplay
3. How geography affects the soundscape
4. The illusionary effects of sound
5. Influences of radio
Sonic Violence

Music as torture

Music influencing racial tension

Radio as war propaganda

Calming music not matching with the violence of the gameplay

Soundscape not matching with the landscape (i.e. traffic in the country)

Aesthetic Disjunction

Radio voices not matching with their looks/personality/life/beliefs

Focused Listening

Rockband/guitar hero requires focused listening

The character dialogue/plot/instructions

Music when enemy is near indicates to player danger and abruptly enforces focused listening