# International Journal of Computer Games Technology

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## Audio Interaction in Computer Mediated Games

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## Abstract

The use of sound in an interactive media environment has not been advanced, as a technology, as far as graphics or artificial intelligence. This discussion will explore the use of sound as a way to influence the player of a computer game, will show ways that a game can use sound as input, and will describe ways that the player can influence sound in a game. The role of sound in computer games will be explored some practical design ideas that can be used to improve the current state of the art will be given.