

IN MEMORIAM JOHN CAGE (1912-1992)

"wherever we are, what we hear is mostly noise. when we ignore it, it disturbs us. when we listen to it, we find it fascinating. ... we want to capture and control these sounds, to use them not as sound effects but as musical instruments."  
john cage, "the future of music: credo"

PROGRAM

imaginary john cage no. 1 (for 12 video games)

- i. benediction
- ii. her people speechless
- iii. to see beauty even in

david baker, vocals and soundboard

john russell, vocals and soundboard

think.players:

rebecca tobe, "portal 2" on a mac

tessa freeland and david davoodi, "soulcalibur iv" on xbox 360

jennifer appleby, "osmose" on a pc

iris bull, "modern warfare 3" on xbox 360

thor loutzenhiser, "phantasy star online: episode i+ii" on gamecube

greg mcdonald, "super mario 3d land," 3ds

jon paull, "final fantasy iii" on nintendo ds

christopher thomson, "starcraft 2" on a pc

jordan blaisdell, "dragon ball z: budokai 3" on playstation 2

jacob blakely, "golden sun" on nintendo ds

nik falck, "dark souls," on xbox 360

edward ly, "wario land 4," 3ds

PATRONS: University of Oregon Libraries; Think.Play at the University of Oregon; Ms. Katie Moss

180 prince lucien campbell hall  
friday, april 20<sup>th</sup> .....2:00 pm  
free admission