

Joseph Chang

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Education

September 2023 – Present | Schulich School of Music (McGill University).

Doctor of Music, Performance Studies (Doctoral Candidate)

Doctoral Committee: Fabrice Marandola (Primary Advisor),
Philippe Depalle (Research Co-Advisor),
Matthew Thompson (External Advisor: University of Michigan).

August 2021 – May 2023 | Bob Cole Conservatory of Music (California State University: Long Beach)

Master of Music Performance (Concentration in Percussion)

September 2017 - April 2021 | Schulich School of Music (McGill University)

Bachelor of Music Performance (Orchestral Instruments - Percussion)

Minor in Jazz Performance (Drum Set)

Research Grants

2025-2028 Vanier Canada Graduate Scholarship (Vanier-CGS D) | \$150 000
Social Sciences and Humanities Research Council of Canada (SSHRC)

2025-2029 Bourses de Doctorat en Recherche (Doctoral Training Scholarship) | \$83 334
Fonds de la Recherche de Québec – Société et Culture
*Declined due to regulations (Acceptance of Vanier-CGS D)

Research Interests

- Emerging interactive technologies in the late 20th century.
- Interdisciplinary analysis including FFT-based and traditional note-based analysis.
- 20th century musical aesthetics within technological materialism and constraint.
- Developmental trajectory of Iannis Xenakis: intersections between mathematics, music, and his Greek identity.

Publications

Chang, Joseph. "Motives, Ideas, and Conceptions: Two Case Studies of Hirokazu Tanaka's *Metroid* (1986) and Koji Kondo's *Super Mario Bros.*" *Journal of Sound and Music in Games* 7.2/7.3 (July 2026).

(Forthcoming).

Chang, Joseph. "Symmetrical Structures in Xenakis's *Okho*: At the Intersection of Mathematics and Literature." *Music Theory Online* 31, no. 3 (September 2025).

<https://www.mtosmt.org/issues/mto.25.31.3/mto.25.31.3.chang.html>.

Chang, Joseph. "L'Esthétique Percussifs de la Famicom et de la Nintendo Entertainment System de 1983 à 1987 [Percussive Aesthetics of the Famicom and the Nintendo Entertainment System from 1983 to 1987]." *Sciences du Jeu* 23, no. 1 (2025): 1-29. <https://doi.org/10.4000/14ole>.

Chang, Joseph, William Boivin, Grace Hendrickson-Jones, and Mari-Lou Plante. "Life as a Wildcat: The 438 Tactical Helicopter Squadron Band." *Canadian Winds* 21, no. 1 (Spring 2023): 8-11.

In Review

Chang, Joseph. "Spatialization as Formal Ontology: Rotational Distributions of Sonic Entities in Xenakis's Acoustic Works." *Music Theory Spectrum*. (Submitted)

Conferences

(Poster) Reconfiguring 8-bit Percussion: Histogram Analysis from *Mega Man* to *Shovel Knight*

- (Forthcoming) August 7, 2026 – Ludo2026: Ormskirk, UK.

Prony Informed Percussion Orchestration: A Case Study for *Elements of Adventure*

- (Forthcoming) July 2, 2026 – Timbre 2026: Montreal, QC.

Formalizing Music: Timbre, Space, and Sieves as Structural Elements in Xenakis's Percussion Compositions

- May 30, 2026 – The Space Between V (Canadian Percussion Network): Hamilton, ON.

Tracing Percussion Orchestration in Early NES Soundtracks: Understanding Coded Parameters Through FFT Analysis

- November 7, 2025 – AMS/SMT Joint Annual Meeting: Minneapolis, MN, USA.

Elements of Adventure: Transitioning from an Arranger to a Composer.

- August 10, 2025 – The Space Between IV (Canadian Percussion Network): Winnipeg, MB.

Observing Hip's Disco Drums: Tracing Hirokazu Tanaka's Percussion Orchestration for the NES (Famicom: JPN) from 1984-1986.

- July 12, 2025 – Ludo2025: London, UK.

Koji Kondo's *Super Mario Bros*: Ideas, Motives, and Conceptions

- October 29, 2024 – GameSoundCon 2024: Burbank, CA, USA.

Symmetrical Structures in Xenakis's *Okho*: At the Intersection of Mathematics and Literature

- November 9, 2024 – Society for Music Theory Annual Meeting (2024): Jacksonville, FL, USA.
- October 18, 2024 – The Space Between III (Canadian Percussion Network): Acadia, NS.

(Poster) Percussive Aesthetics in Video Games: Their Evolution of Timbre and Function

- January 28, 2024 – The Space Between II (Canadian Percussion Network): Montreal, QC.

Exploring the Cosmos Through Sound: The Soundtrack of *Stellaris* and Its Cosmist Influences.

- March 17, 2024 – North American Conference on Video Game Music: East Lansing, MI, USA.
- October 17, 2023 – GameSoundCon 2023: Burbank, CA, USA.

Performances (Practice)

August 2025 | The Space Between IV (Canadian Percussion Network)

Désautels Faculty of Music, University of Manitoba, Winnipeg, MB.

- August 9 – CPN Orchestra Percussion Ensemble.
- August 10 – Critical Beats!

April 10, 2025 | Composer-Performer Orchestration Research Ensemble (CORE)

Analysis, Creation, and Teaching of Orchestration Research (ACTOR)

Music Multimedia Room, McGill University, Montreal, QC.

October 2024 | The Space Between III (Canadian Percussion Network)

Festival Theatre, Acadia University, Wolfville, NS.

- October 18 – McGill Percussion Ensemble.
- October 19 – CPN Orchestra Percussion Ensemble.

January 2024 | The Space Between II (Canadian Percussion Network)

Schulich School of Music, McGill University, Montreal, QC.

- January 25 – McGill Percussion Ensemble: “Summons.”
- January 26 – CPN Festival Marimba Orchestra.
Arranger, for medley “Video Game Medley” based on *Super Mario Galaxy 2*.
- January 27 – Canadian Percussion Network Gala Concert.

September 2023 | Rhythm in Music Since 1900

- September 22, 2023 – Prof. Fabrice Marandola (McGill Percussion Ensemble) Lecture Recital.

September 2022 | College Music Society Conference 2022 (65th National Convention)

- September 21 – Well Change: Andrew Hannon, and Jindo: Hyekyung Lee.

Professional Positions

January 2019 – Present | 438 Tactical Helicopter Squadron Band (Royal Canadian Air Force)

- Percussionist and Music Librarian.

Teaching | Assistantships

April 2025 – June 2025 | Canadian Forces Music Training Centre (CFB Borden, Ontario)

- Percussion Instructor: rank qualifications courses in percussion (Pte, Cpl, MCpl).

September 2021-May 2022 | California State University: Long Beach

January 2022 - May 2023 | Teaching Associate - Instrument Methods: Percussion (MUS 125D)

- Lecturer - Percussion Methods for Bachelor of Music Education Students.

January – May 2023 | Teaching Assistant - Musicianship for Studio Musician (MUS 595)

- Audio assistant/recording engineer for studio recording class, open to music students.

September 2021 – May 2023 | Teaching Assistant - Listener's Approach to Music (MUS 190)

- A survey of western music history for non-music majors.

Other Research Activities

2024- ResonatorTube Contributor Funding – Creative Team Leader
Center for Interdisciplinary Research in Music, Media and Technology (CIRMMT)
Montreal, QC.

2024-2025 Composer-Performer Orchestration Research Ensemble (CORE)
Analysis, Creation, and Teaching of Orchestration Project (ACTOR)
Performer

Travel Grants

2026

- CIRMMT Student Travel Award (Ludo2026 – Ormskirk, UK)
- McGill Graduate Travel Award (Ludomusicologie – Liège, Belgium)
- McGill Supervisor Stipend (The Space Between V – Hamilton, ON)

2025

- Ludo 2025 Student Travel Bursary (Ludo2025 – London, UK)
- CIRMMT Student Travel Award (AMS|SMT Joint Annual Meeting – Minneapolis MN)

2024

- CIRMMT Student Travel Award (TSB III – Acadia)
- McGill Graduate Travel Award (SMT Annual Meeting – Jacksonville FL).
- McGill Supervisor Stipend (The Space Between III – Acadia)
- McGill Supervisor Stipend (The Space Between II – Montreal)
- Society for Music Theory Minority Grant (SMT Annual Meeting – Jacksonville FL).

2023

- Canada Council of the Arts Travel Abroad Fellowship (GameSoundCon 2023)
- Game Audio Diversity Alliance (GADA) Speaker Scholarship (GameSoundCon 2023)
- McGill Graduate Travel Award (Music, GameSoundCon 2023)