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OT05: Your 2010 and 2011 Album and EP's artwork emphasize the live experience. Has Ninjaspark played live since getting back together?

JK: We haven't played live since 2011 but when we rehearsed for the reunion gig that we will do at 29th of June at Subkult Festival in Sweden it was both scary and fun that some of the songs were still in the muscle memory since we often didn't even have memories from the shows back then because of heavy partying in the mid and late 00's. I have turned down some offers for a reunion before but this time around I couldn't say no when the date for the gig is also my birthday. So I thought it's a sign that I should use this opportunity to give myself the audiences love as my best birthday gift ever. To play a festival at that day was also to guarantee that someone would turn up to celebrate me now that I'm old and lonely.

OT05: How is your local Chip Music scene?

JK: I used to run a chip music club called Club 64 in my hometown Helsingborg way back in the late 00's. There was a lot of buzz around the genre in certain crowds back then and I actually think Sweden had and has some of the best artists like Covox, Boy Vs. Bacteria, Random etc. Now I live in Gothenburg where artists like Zabutom and Goto80 resides but I actually had a break from the scene during our hiatus. Many artists unfortunately put down the Gameboys on their shelves during this time instead of stealing the throne which we left wide open for thirteen years. Maybe they didn't want it because it was full of blood, puke and other stuff that our liveshows provided. One time when we played an indoor show I thought it was weird that it was raining inside when some wet stuff fell down on the synthezier keys, I soon realized it was actually blood from my head which had been cut open from headbanging into the edge of the stage after stagediving. Maybe that concussion is the reason why I couldn't answer your question now and just talk about everything else instead. What was the question again?

OT05: What can you tell me about the respective tools, programs, and toys used in Ninjaspark?

JK: We use LSDj for GameBoy a lot for the melodies. That has the best sound of all consoles. But it's also very limited so we use other stuff like Reason to make the sound bigger and more exciting. One of the ideas for the reunion is actually to bring LSDj into electronic dance music that could top the charts. Right now I feel there's a gap that needs to be filled. Lot's of artists that use LSDj or other programs as such is often purists that make it pure for the 8-bit community and I wanna broaden the horizon for when you can use those sounds and bring down the barriers. But mostly I just want to do it to become filthy rich. So I can feed the poor. Like myself.

OT05: How do find your balance of traditional video game music homage and electronic dance music influence?

JK: You can say that we try to do a melodic pop version of video game music for the dance floors. It's funny how you could listen to those melodies of games like Zelda and Mario for hours and hours when playing and still never get tired of hearing them. So we wanna bring that simple and naive feeling to make grown ups feel and behave like children again even if it's just for an hour at a live gig. We try to make almost irritatingly catchy melodies that are so dumb that they can only connect with your stone age brain. So we never know if a song is good enough until it has passed the test of listening to it while really drunk and enjoying it. It's only then we behave like the grown up kids that we try to reach with our blend of video game music and electronic dance music that will take the retro sound back to the future. I don't even know what I mean by the last part, but it sounded cool and I want to be down with the kids. Is cool even a cool word anymore?

