



The Gamer Symphony Orchestra at the University of Maryland
MEDIA ADVISORY FOR IMMEDIATE RELEASE

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Gamer Symphony Orchestra to Perform Free Fall Concert

What: Gamer Symphony Orchestra Fall 2016 Concert

On the heels of its 10th anniversary, the Gamer Symphony Orchestra (GSO) will perform favorites from its repertoire of video game music for its Fall 2016 concert. The ensemble, made up of a full orchestra and 30- piece choir, will debut new arrangements including themes from “Pokémon,” “Legend of Zelda,” “Uncharted” and more. As always, the performance is free, family-friendly and open to the public.

Who: Gamer Symphony Orchestra at the University of Maryland (GSO)

Where: Dekelboum Concert Hall in the Clarice Smith Performing Arts Center, University of Maryland, College Park

When: 7:00 p.m. Saturday, November 19th, 2016

Founded in late 2005 by five University of Maryland students, the Gamer Symphony Orchestra (GSO) draws its repertoire exclusively from video games and works to establish video games as a serious art form and uses that music as a way to bring new and younger audiences to orchestral performances. The GSO, while inspired by professional acts such as *Video Games Live!*, is the first organization of its type at the college level. The group is entirely student-run and now boasts more than 120 members, including a 30-piece choir.

The GSO fills the College Park campus’s largest performing arts venue, Dekelboum, annually for concerts. Recently, the GSO celebrated its 10th anniversary in spring 2016 with a special commemorative concert that packed Dekelboum with fans and GSO alumni. The GSO has also performed to a full house at the Smithsonian American Art Museum twice: first, as part of “The Art of Video Games” exhibition in the spring of 2013, and once again in the spring of 2015 as part of the “Watch This! Revelations in Media Art” series.

The GSO has also worked with two Grammy-nominated composers on arrangements and have inspired several other collegiate and community level video game orchestras across the country, including The Washington Metropolitan Gamer Symphony Orchestra (WMGSO) and the Baltimore Gamer Symphony Orchestra (BGSO). These two Maryland groups have directly spawned from the GSO’s membership and mission. For more information and links to video and audio recordings, visit the GSO’s website at umd.gamersymphony.org