

We love getting feedback from our fans! Please feel free to fill out this form and drop it in the "Question Block" on your way out, or e-mail us at umd@gamersymphony.org.

How did you hear about the Gamer Symphony Orchestra's concert?

What arrangements would you like to hear from GSO? Other comments?

Please write down your e-mail address if you would like to receive messages about future GSO concerts and events.

The University of Maryland's
Gamer Symphony Orchestra
<http://umd.gamersymphony.org/>



Fall Concert 2010

Dekelboum Concert Hall
Clarice Smith Performing Arts Center
Saturday, December 11, 2 p.m.

Peter Fontana, conductor
Kira Levitzky, conductress
Jeff Nickerson, choral director

About the Gamer Symphony Orchestra

In the fall of 2005, student violist Michelle Eng sought to create an orchestral group that played video game music. With a half-dozen others from the University of Maryland Repertoire Orchestra, she founded GSO to achieve that dream. By the time of the ensemble's first public performance in spring 2006, its size had quadrupled.

Today GSO provides a musical and social outlet to 120 members. It is the world's first college-level ensemble solely dedicated to performing orchestral arrangements of video game music.

Aside from its concerts, GSO also holds the "Deathmatch for Charity" every spring. All proceeds from this video game tournament benefit Children's National Medical Center in Washington, D.C., via the "Child's Play" charity. (<http://www.childsplaycharity.org/>) Deathmatch 2011 will be held in the University of Maryland's Stamp Student Union on Saturday, March 12.

Follow the GSO on Twitter for information about all of our future events!

<http://twitter.com/GamerSymphony>

Purchase GSO merchandise!

<http://www.zazzle.com/umdgso>

Save the date! GSO will celebrate its fifth anniversary at its spring concert on May 7, 2011, at 3 p.m. in the Clarice Smith Center's Dekelboum Concert Hall!

DKC Medley II: Son of DKC Medley

David Wise

Donkey Kong Country (1994), *Donkey Kong Country 2* (1995)

Arrangement and Lyrics by Steve O'Brien



One day, Diddy Kong, Nintendo's favorite monkey, happens upon a film shoot for a commercial for King K. Rool's insurance company, Kremco Industries. Thoroughly shaken by this experience, he decides to spend the rest of the day relaxing inside a volcano. Sipping banana juice, he quickly falls asleep to the soothing sounds of the magma.

No monkeys were burned in the making of this arrangement.

Castles

Koji Kondo and David Wise

Super Mario World (1990), *Donkey Kong Country 2* (1995), *Legend of Zelda: A Link to the Past* (1991)

Arrangement by Chris Apple

"Castles" is a medley of dungeon themes from classic Super Nintendo games. Previously featured by the GSO as a string chamber piece in 2007, this piece has been reincarnated to capture the pomp and circumstance of the full orchestra.

Aria di Mezzo Carattere

Nobuo Uematsu

Lyrics by Yoshinori Kitase

Final Fantasy VI

Arrangement by Greg Cox

Soprano Soloist: Diana Bestul-Taylor



One of the most innovative scenes in *Final Fantasy VI* involves the player taking part in a performance of an opera, "Maria and Draco." One of the player's characters, the general Celes, must impersonate a singer taking the role of Maria. In this "half-character" ("mezzo carattere") aria, Maria professes her love for the soldier Draco, and her despair that she may be forced to marry Ralse, a prince from an enemy kingdom. In the end, she resolves never to give up on Draco, and to save her love for his eventual return.

Still Alive

Amthor Birgisson and Rami Yacoub
Mirror's Edge (2007)
Lyrics by Lisa Miskovsky
Arrangement by Kyle Jamolin

Performed by Jen Johnston and Kyle Jamolin

“Still Alive” is the main theme from 2007’s “Mirror’s Edge,” the unique, first-person running game. The story of the game follows the actions of Faith, a rebel in a totalitarian society that has manufactured peace, but has removed all else. The song describes the spirit of the character, one who would rather live in danger, yet truly live, as opposed to living in peace, yet be a slave.

Hymn of the Fayth

Masashi Hamauzu, Nobuo Uematsu and Kazushige Nojima
Final Fantasy X (2001)
Arrangement by Michelle Eng and Christine Lau

The “Hymn of the Fayth” is a song that is sung throughout “Final Fantasy X” by the people of Spira. It is a scriptural song that is sung to soothe the souls of the dead. Each Fayth in the game has its own version of the hymn. This arrangement begins with a solemn presentation of the main theme and increases in complexity with each repetition before culminating in joyous praise.



Program

Termina Field
performed by Cynthia Xu

Koji Kondo
arr. Cynthia Xu

Gusty Garden Galaxy
arr. provided by VGO

Mahito Yokota
arr. Shota Nakama
adapted for GSO by Rob Garner

Emotional Skyscraper - Cosmic Mind

Jun'ya Ota
arr. Christopher Lee, Jasmin Hottle

Shades of Blue

Minae Fujii et. al.
arr. Chris Apple

Gnosis

Yasunori Mitsuda
adapted for GSO by Rob Garner

15 Minute Intermission

Still Alive
performed by Jen Johnston and Kyle Jamolin

Amthor Birgisson and Rami Yacoub
arr. Kyle Jamolin

Hymn of the Fayth

Masashi Hamauzu and Nobuo Uematsu
arr. M. Eng and C. Lau

DKC Medley II:
Son of DKC Medley

David Wise
arr. Steve O'Brien

Castles

Koji Kondo and David Wise
arr. Chris Apple

Aria di Mezzo Carattere
from *Maria and Draco* (Final Fantasy VI)
Soprano Soloist: Diana Bestul-Taylor

Nobuo Uematsu
arr. Greg Cox

Orchestra Members

Violin

Eric Borrero
Rohin Chand
Josh Chik
Christina deGraft-Johnson
Jess Gonzales
Julie Heffernan
Christopher Lee*
Shirin Majidi
Curtis Mitchell
Katie Noble
Patrick O'Donnell
Melissa Ou
Rebecca Parker
Jonathan Poplawski
Laura Stayman**
Alexa Stott
James Wissman
Diane Ye

Viola

Chia-Min "Jack" Chen
Stephanie Cross
Adrian Francisco
Tacy Lambiasi
Jason Li
Sonya Lu
Sam Metz
Victor Ontiveros
Carrie Quattlander*

Cello

Lauren Beasley
Alan Eng*
Carli Follett
Yvonne Shiau
Stephen Viola

Contrabass

Graham Shirley

Flute

Mary Beck
Samantha Kretschmer*
Jingyou Xu

Piccolo

Michelle Rosen

Clarinet

Andrew Bishop*
Kristi Licare
Scott Miller

Oboe

Jacob Coppage-Gross*
Kristi Engel

Alto Saxophone

Song Fu
Michael Powers
Joseph Wang

Tenor Saxophone

Hyeon "Matt" Kim
Philip Mastandrea

Bass Clarinet

Nathan Cloeter
Erin Grand

Bassoon

Randall Perrine*

Trumpet

Mike Charles
Sam Nassau
Matthew Phipps*
Alexander Ryan

Flugelhorn

Robert Garner

French Horn

Anna Costello*
Joe Cross
Sam Deschenaux
Sam Foo

Trombone

William Ardanuy
Bill Campbell
Peter English
Joel Guttman

Euphonium

Dvir Kafri*

Tuba

David Scherr

Guitar

Maryann Moses
James Tarkenton

Bass Guitar

Darrell Schaefer
Gerald Tagunicar

Piano

Andrew Baer
Jasmin Hottle*
Julius Verzosa
Cody Zhang

Percussion

Zara Simpson
Jeremy Ulrich

* denotes section leader

** denotes concert mistress

Emotional Skyscraper - Cosmic Mind

ZUN (Jun'ya Ota)

Touhou Seireisen - Undefined Fantastic Object (2009)

Arrangement by Jasmin Hottle and Christopher Lee



A pounding heart as the world of dharma is once again filled with light... After facing a tiny, tiny clever mouse, an umbrella that was left behind and forgotten, a traditional old man and a fashionable young lady, the captain of a ghostly passenger ship and a tiger-patterned Vaisravana, the heroine finds herself face-to-face with the great mind that was sealed away so long ago. For those familiar with the Touhou Project series, stay sharp! Several familiar and beloved themes are hidden throughout the piece.

Shades of Blue

Yasuaki Fujita, et al.

Mega Man 2 through Mega Man X3 (1989 - 1996)

Arrangement by Chris Apple

In AD 200X, household robot Rock was created by the master robot designer, Dr. Light, and was enjoying a peaceful life. Then one day, industrial robots all over the world went on a rampage, and the world fell into total chaos. Rock, having a strong sense of justice, volunteered to be converted into a fighting robot. The super-robot Mega Man was born. "Shades of Blue" paints the intense emotions that Mega Man, as a robot, can never feel: the sacrifice of choosing vigilance over comfort, the thrill of heroism, and the bittersweet joy of victories that never last.

Gnosis

Yasunori Mitsuda

Xenosaga Episode 1: Der Wille zur Macht (2003)

Adapted for the GSO by Rob Garner

"Gnosis" derives from "γνώσις," a Greek word for "knowledge," but a knowledge that extends far beyond material existence. In "Xenosaga," the Gnosis are an ethereal enemy; mere skin contact with them is enough to destroy human life. This song captures the driving relentlessness of the Gnosis, who attack spacefaring humans without cause or warning. GSO played a sparser version of this arrangement in 2007.

Chorus Members

Program Notes

Termina Field

Koji Kondo

Legend of Zelda: Majora's Mask

Arrangement by Cynthia Xu

Performed by Cynthia Xu



“The Legend of Zelda: Majora’s Mask” is set in Termina, a region divided into five pieces by the four magical giants living there. Termina Field is an alternate version of Hyrule Field that encircles Clock Town and connects all the other regions. Link falls into a parallel universe and is turned into a plant by the Skull Kid and must resolve the mystery of the powerful and dark Majora's Mask. He has only 72 hours to retrieve the mask, return to normal and go back home, and oh right, *save the world from a suicidal falling moon!*



Gusty Garden Galaxy

Mahito Yokota and Koji Kondo

Super Mario Galaxy (2007)

Arrangement by Shota Nakama, VGO

Adapted for the GSO by Rob Garner

Bowser has captured Princess Peach (again). Mario must travel through the stars to rescue her and stop Bowser’s plan to conquer the universe. “Gusty Garden” captures the whimsical, airy feel of Mario’s adventures through the galaxy of the same name. Like the original score, this piece has a light Latin flavor. The score for this piece was graciously provided to the GSO by the Video Game Orchestra (VGO), founded at Boston’s Berklee College of Music in 2008.

Soprano

Judy Al-Ahmary

Diana Bestul-Taylor*

Ayla Hurley

Jen Johnston

Elizabeth Kallgren

Amanda Laughlin

Christa Lee

Lucy Qian

Christi Rajnes

Jelila Walker

Alto

Jasmine Bestul-

Taylor

Denise Cross

Meg Eden

Farah Kahn

Fiona McNabb

Laura Peregoy*

Sasha Peterson

Holly Wu

Cynthia Xu

Tenor

Connor Davis

Kevin Hencke

Kyle G. Jamolin*

Steve O'Brien

Xiaobo “Michael”

Tang

Ben Walker

Benjamyn Ward

Bass

Alex Booth

ReVaughn Green

Brandon Hauk*

Hamza Husain

Brian Kwong

Michael Ohr

Peter Shi

Carlton Smith

Tevis Tsai

Bryan Vanek

* denotes section leader

Officers

President:

Rob Garner

Vice President:

Alex Booth

Treasurer:

Edd Tsao

Acting Secretary:

Katie Noble

Conductor:

Peter Fontana

Conductress:

Kira Levitzky

Music Director:

Bryan Vanek

Choral Director:

Jeff Nickerson

Orchestra Manager:

Michelle Rosen

At-Large Officer:

Elise Arao

At-Large Officer:

Alexander Ryan

Advertising Director:

Katie Noble

Social Director:

Samantha Kretschmer

Webmaster:

Brandon Hauk

Assistant Webmaster:

Elise Arao

Academic Advisor:

Dr. Derek Richardson, Department of Astronomy

Founder:

Michelle Eng

GSO Logo by:

Matt Maiatico and Katie Noble

Program Design by:

Jeff Nickerson

Program art by Meg Eden, Katie Noble, Jasmin Hottle and Gerald Tagunicar

Partners of the GSO

Magruder GSO

<http://magrudergergo.org/>

In December 2008 two students from Magruder High School in Rockville, Md., founded the Magruder Gamer Symphony Orchestra. Elliott Coleman and Joel Guttman had been inspired by the University of Maryland GSO, which provided administrative guidance and music to the new group. Completely student-administrated, the Magruder GSO performs regularly at Magruder High music concerts as the school's only non-classroom ensemble. Their next concert will be on December 16th.

Video Games Live

<http://videogameslive.com/>

This professional video game concert tour served as part of the inspiration behind the GSO. Be sure to purchase tickets for one of the two performances on Feb. 26, 2011, at nearby Strathmore in Bethesda!

Video Game Orchestra

<http://www.vgo-online.org/>

VGO, founded by Berklee College of Music alumnus Shota Nakama, is an orchestra that performs contemporary arrangements of video game music. As the first and only New England-based orchestra that focuses on showcasing interactive media compositions, VGO provides access and raises awareness of video game-related compositions.

A chamber orchestra, a five-piece rock band, and a choir comprise VGO. The ensemble's award-winning musicians come from more than 20 countries. This multi-cultural diversity background contributes to the unique sonic signature of VGO. VGO's debut concert was in July 2008 in front of about 200 people at a small Boston chapel. Since then, the success and audience number have been growing along the way. VGO's latest performance at PAX East 2010 garnered acclaim from the 7,500 in attendance.

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A poster for MAG FEST 9, a Music and Gaming Festival. The title "MAG FEST 9" is prominently displayed in a large, stylized font. Below the title, there is a list of activities: "Rock, man.", "Concerts", "Console games", "PC LAN", "Arcade games", "Tabletop games", "Videos", "Tournaments", and "Jamspace". The poster features a graphic of a building with a window and a small illustration of people. At the bottom, it says "Music and Gaming Festival", "24 hours a day from January 13 to 16, 2011 - DC area", and the website "www.magfest.org".

Music and Gaming Festival
24 hours a day from January 13 to 16, 2011 - DC area

www.magfest.org