Gamer Symphony Orchestra

Fall 2014 Concert
Saturday, December 6th, 2014

Dekelboum Concert Hall
Clarice Smith Performing Arts Center

Kevin Mok, Conductor
Bryan Doyle, Conductor
Daniel Hopkins, Choral Director

About the GSO

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 the GSO to achieve that dream. By the time of the ensemble's first public performance in the spring of 2006, its size had quadrupled.

Today, the GSO provides a musical and social outlet to 120 members. It is the world's first collegiate ensemble to draw its repertoire exclusively from the soundtracks of video games. The ensemble is entirely student run, including the conducting and arranging of the pieces performed.

In February of 2012 the GSO collaborated with Video Games Live!, for their performances at The Strathmore in Bethesda, Md. The National Philharmonic performed the GSO's arrangement of "Korobeiniki" as featured in this evening's concert. In May of 2012 the GSO was invited to perform as part of the Smithsonian Art Museum's "The Art of Video Games" exhibit.

Aside from its concerts, the GSO also holds the "Deathmatch for Charity" video game tournament every spring. All proceeds benefit Children's National Medical Center in Washington D.C.

Find the GSO online at UMD.GamerSymphony.org.

GSO Officers

President: Zoë DiGiorgio
Vice-President: Jasmine Marcelo
Treasurer: Adam Marinelli
Secretary: Tori Buckshaw
Conductors: Kevin Mok
                  Bryan Doyle
Choral Director: Daniel Hopkins
Music Director: Dakota Sparks
Orchestra Manager: Kevin Mok (temp.)
Social Director: Kellie Tappan
Webmaster: Julia Eng
Fundraising Director: Jesse Halpern
Officer-at-Large: Jon Seibert
                  Matthew Chin

GSO Founder: Michelle Eng
Faculty Advisor: Dr. Derek Richardson
                  Department of Astronomy
GSO Logo: Matt Maiatico, Katie Noble

Emeritus Members:
Michelle Eng: Founder and President
Greg Cox: Conductor
Peter Fontana: Conductor
Rob Garner: President
Chris Apple: Music Director
Kira Levitzky: Conductor
Alexander Ryan: President

Chorus Roster

Soprano
Rebecca Brown
Sarah Buchanan
Tori Buckshaw
Zoë DiGiorgio
Nicole Grap
Jasmine Marcelo
Arisa Percival
Nikki Schoenbrun
Shelby Smith

Alto
Alana Hulse
Jennifer Johnson
Tess Krimchansky
Michelle Sloan
Nicole Butterworth

Tenor
Ben Cha
Jonathan Hansford
Daniel Hopkins
Luke Johnston
Michael Michalik
Dave Pilachowski
Marshall Tyers

Bass
Ben Phillip
Simeon Anfinrud
Scott DeHart
Chase Frederick
Jesse Halpern
Adam Marinelli
Jacob Siegel
Elliott Weinberg
Rober Zimmerman
Charley Bein

Orchestra Roster

Alto Saxophone
Julia Eng
Zachary Frey
Kellie Tappan

Tenor Saxophone
Elizabeth Green
Mitchell Kennedy

Baritone Saxophone
Sean Jones

Bass Clarinet
Leanne Cetorelli
Sylvester Gates
Michael Mitchell

Bass Guitar
Kane Wade

Bassoon
Douglas Eber
Michael Younkin

Clarinet
Felix Lee
Jimyo Lin
Travis Mudd
Timothy Spillman
Ryan Zelinsky

Contra-Alto Clarinet
Nathan Cloeter
Zoe Ladwig

Piccolo
Jessica Kerns

Flute
Tatiana Bravo
Marie Sterba
Marissa Tonkay
LeAnne Young

Horn in F
Nathan Caudill
Kristian Koeser
Chun Mun Loke

Trumpet
Nicholas Arnold-Medabalimi
Joe Kozlowski
Alex Measday
Amanda Modica
Dakota Sparks

Trombone
Marlin Ballard
Peter English
Drew Star

Tuba
Myles Hill
Andrew Jones

Guitar
Hyun Jin Cho
Matt Koenig

Oboe
Elizabeth Lavin
Griffin Moskowitz

Euphonium
Chris Hawkins

Piano
Ben Cannon
Eileen Liu
Roger Singh

Percussion
Matthew Chin
Patrick Musselman
Jon Seibert

Violin I
Zadamarie Alfeche
Sailunsi Chen
Kevin Chou
Jenny Luo
Liangcheng Tao
Reed Trevelyan
Joan Tsai
Sandy Wan
Jeffrey Yang
Emily Yee

Violin II
Julia Belenky
Bo Chen
Austin Feng
Alexandra Fincannon
Maria Koelbel
Gladys Ruiz-Malca
Paola Sola
David Wang
Alexander Zhang

Viola
Danielle Daines
Alana Hamann
Katie Hergenreder

Cello
Andrea Beaty
Austin Hope

Contrabass
Isabel Martinez

Concert Program

Fighting of the Spirit

Tales of Symphonia (2003)

Composed by Motoi Sakuraba, Et. Al.

Arranged by Michael Wellen

     In Tales of Symphonia, Lloyd Irving and his companions work to save the twin worlds of Sylvarant and Tethe'alle. Experience their journey with this energetic arrangement containing the themes Fighting of the Spirit, Hidden Sorrow, and Fatalize.

Civilization V Medley

Civilization V (2010)

Composed by Michael Curran, Et. Al.

Arranged by Geoff Knorr, Chris Apple

From humble beginnings to the present day and beyond, Civilization's soundtrack navigates thousands of years of human history. The game features dozens of songs which celebrate numerous cultures, many of the melodies and themes based on real traditional music. This arrangement is a reflection of that incredible diversity. Sung in four languages, this piece follows the peoples of the world through times of peace and conquest, and tells the story of how we are connected.

Korobeiniki

Tetris (1984)

Russian Folk Song

Arranged by Greg Cox

Feat. Jasmine Marcelo

Though it has its origins as a Russian Folk Song, Korobeiniki is most commonly known throughout the world as the theme to the tile stacking game *Tetris*. More than 30 years after its release, this song remains as one of the tunes most associated with video games and their music. Arranged by GSO member Greg Cox and performed by the National Philharmonic at Video Games Live in 2012, the GSO once again presents its rendition of "Korobeiniki".

Concert Program (cont.)

Hyrulian Highlands

The Legend of Zelda: The Wind Waker (2002)

Composed by Koji Kondo, Et. Al.

Arranged by Robert Garner

Link uses his mystic (and musical) control of the winds to sail from island to island in the Great Sea. Each landing brings him one step closer to defeating his nemesis, Ganondorf, who has kidnapped his sister. This arrangement elaborates on the Celtic themes in the "Wind Waker" soundtrack. The orchestra imitates the drone of bagpipes and lit of the chanter throughout.

Art by Marissa Tonkay

Maria and Draco

Final Fantasy VI (1994)

Composed by Nobuo Uematsu

Arranged by Greg Cox

Featuring: Tori Buckshaw

Simeon Anfinrud

Adam Marinelli

In Final Fantasy VI, the player must impersonate an opera singer in a performance of "Maria and Draco". Although we never see the conclusion of the opera in the game, composer Nobuo Uematsu prepared a complete version, which he performed with the Black Mages and on which this arrangement is based. "Maria and Draco" tells an appropriately melodramatic tale of love lost and found: The West and the East have been at war for many years; the Western soldier Draco is feared lost. His love, Maria, is captured by the Eastern prince, Ralse, who intends marry her. Draco, however, breaks into the wedding and forces Ralse to a duel. Whose love for Maria is strong enough to win the day? Will Maria and Draco finally be able to live out their lives in peace? (Hint: It's an opera.)

~ 15 Minute Intermission ~

Concert Program (cont.)

Welcome Back!

The Doug Eber Experience Part II

Super Mario World Overworld Theme (1990)

Composed by Koji Kondo

Arranged by Douglas Eber

The last Doug Eber Experience brought you "Big Band Bob-omb Battlefield". Now, the Doug Eber Experience is back with the overworld theme to *Super Mario World*. Prepare for the experience.
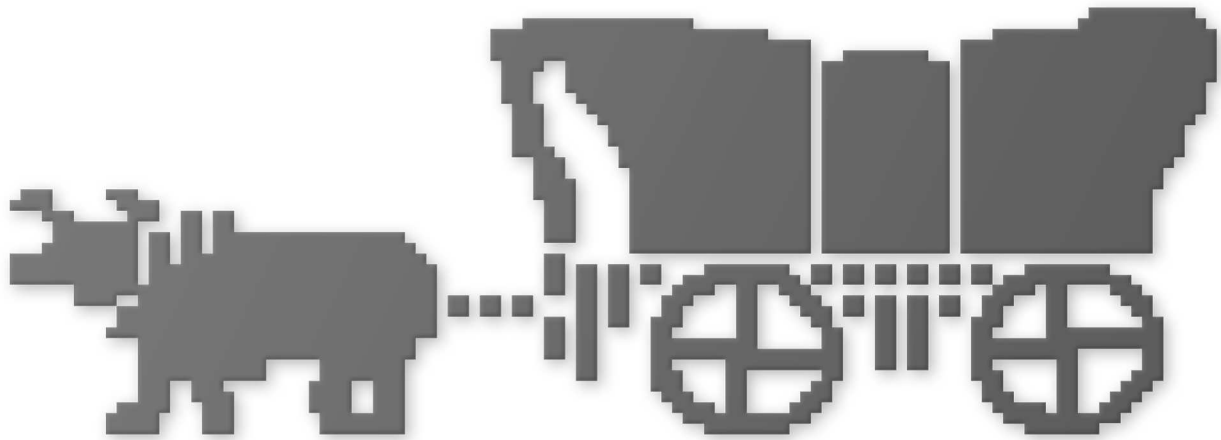
You Have Died of Dysentery

Oregon Trail Deluxe (1992)

Composed by Lon Koenig, Larry Phenow, Et. Al.

Arranged by Robert Garner

If you were in grade school after the mid-1970s, you are likely familiar with one of the many versions of MECC's educational classic. This arrangement tells the story of our Oregon-bound wagon party in four parts. An opening fanfare and moderato bridge herald the westward opportunities. A flowing andante cradles the solemn beauty of the prairie. The allegro captures the excitement of the Rockies (and the fun we had with the hunting mini-game!). Then the party is beset by drownings snake bites, and cattle rustlers, until, ultimately the forlorn final message appears on the screen: "You have died of dysentery." (That's about the point at which we all gave up and went out to play Four Square at recess.)

      This heavily adapted piece expands drastically on only a few measures of the sparse themes from the game's 1992 edition. The song borrows from Aaron Copland's "Fanfare for the Common Man" and "Hoedown". Inspiration also came from *The Good, The Bad, and The Ugly* and *Back to the Future: Part III*.

YOU HAVE DIED OF DYSENTERY

Concert Program (cont.)

Art by Matthew Chin

Don't Speak Her Name!

Fire Emblem: Awakening (2012)

Composed by Yuka Tsujiyoko, Et. Al.

Arranged by Simeon Anfinrud

In the aftermath of a shocking sacrifice, the Shepherds of Ylisse press forward through the hostile nation of Plegia. Innocents on both sides of the war are dying, but no loss is as heartbreaking as that of the beloved Exalt, who gave her life in the name of peace. This piece evokes the sadness and loss as the heroes reluctantly fight a war nobody wanted, as hope seems to crumble around them. But perhaps the sacrifice was not for nothing. With the resolve, courage, and bonds between friends that the heroes share, it's time to tip the scales in this war.

I Was Born for This

Journey (2012)

Composed by Austin Wintory

Arranged by Kira Levitzky, Mary Beck

In *Journey*, players traverse through a vast desert, approaching a mountain in the distance. On the way, the player can join one other player to make the journey together. The players cannot see each other's names or communicate using words or text; instead, players communicate through musical chimes. As the story continues, the music builds and responds to the character's actions, creating a moving and emotional experience. It's no surprise, then, that *Journey's* soundtrack was the first video game soundtrack to receive a Grammy nomination in 2012. Join the GSO on our journey through our interpretation of "I Was Born for This".

Concert Program (cont.)

Pokémedlée: Tour de Kalos

Pokémon X/Y (2013)

Composed by Shota Kageyama

Arranged by Christopher Lee, Alexander Ryan

Welcome to the Kalos region! Pokémon trainers come from around the world to take a lap around this majestic land, with the hope of gaining the strength to challenge the champion of the Kalos Pokémon League. This tour will take us through scenic garden paths, dazzling cities, grand seaside cliffs, lush woods and grasslands, cozy villages, and imposing mountains and caves. Be sure to keep your eyes peeled for the many wondrous and exotic Pokémon species native to the region. Perhaps you may even catch a glimpse of the awesome and terrifying power of a Pokémon of legend, for even the wildest legends have a basis in reality...

1000 Words ~A Wish That Spans the Ages~

Final Fantasy X-2(2003)
Composers: Noriko Matsueda, Takahito Eguchi

Performed by Jasmine Marcelo

Final Fantasy X-2, released in 2004, was the first direct sequel to a Final Fantasy game. Set two years after the events of Final Fantasy X, the people of Spira are attempting to come to terms with a world without Sin, along with political conflicts that mirror those from 1000 years before. This is a piano rendition of one of the main vocal themes of the game, performed in a concert where Yuna—and eventually Lenne—sing to their lost lovers. After all, love transcends all things. "A thousand words/Call out through the ages/They'll fly to you/Even though I can't see/I know they're reaching you/Suspended on silver wings."

Arthas, My Son

World of Warcraft: Wrath of the Lich King (2008)

Composed by Russell Brower, Et. Al.

Arranged by Dakota Sparks

As the World of Warcraft celebrates its 10th anniversary and the Warcraft franchise celebrates its 20th anniversary., the GSO debuts its rendition of "Arthas, My Son". This piece, taken from the opening cinematic to the series' second expansion chronicles the story and reawakening of the expansion's primary protagonist Arthas Menethil. Athas, once a proud young paladin prince of the kingdom of Lordaeron was corrupted by the cursed blade Frostmourne while attempting to find to power to save his kingdom from the undead armies of the Scourge. As Frostmourne's weilder, Arthas received whispers from the leader of the Scourge, Ner'zhul. Arthas's corruption becomes complete when he assassinates his father, king of Lordaeron and fuses with the soul of the Lich King, becoming the lord of the undead which he had dedicated his life to fighting. This piece is mixed with equal parts emotion and savage power. Join the GSO in entering the realm of the Lich King.

Beyond the GSO

   The GSO has also fostered the creation of a multitude of other collegiate GSOs at California State University-Northridge, Ithaca College, Montclair State University, University of California-Los Angeles, the University of Deleware, and West Chester University. There is also a local high school GSO at Magruder High School.

   Additionally, two GSOs exist beyond academic circles. The Washington Metropolitan and the Baltimore GSOs are nonprofit organizations dedicated to playing video game music, just like their academic counterparts. These GSOs are open to new members on an as-needed basis, and any-one who is interested in learning more about either group can request information from the points of contact below.

WMGSO: metrogso@gmail.com

@WMGSO | fb/MetroGSO | WMGSO.org

Baltimore GSO: info@baltimoregso.org

@BaltimoreGSO | fb/BaltimoreGamerSymphonyOrchestra | BaltimoreGSO.org

Interested in forming your own GSO? Contact umd@gamersymphony.org for more info!

How are we doing?

We love getting feedback from our fans! Please feel free to fill out this form and drop it in the "Treasure Boxes" on your way out.

The GSO is partially funded by the Student Government Association, but most of our operating costs are covered by donations by members and fans. Please consider enclosing a donation with your feedback to help us continue providing our free concerts.

Tax deductible donations can also be made through the "Giving to Maryland" program at the GSO's website: UMD.GamerSymphony.org. Checks made out to UMD College Park Foundation (with "Gamer Symphony Orchestra" in the memo line) qualify as tax deductible charitable gifts!*

*Gifts in support of the University of Maryland are accepted and managed by the University of Maryland College Park Foundation, Inc., an affiliated 501c(3) organization authorized by the Board of Reagents. Contributions to the University of Maryland are tax deductible as allowed by law. Please see your tax adviser for details.

How did you hear about the Gamer Symphony Orchestra?

What arrangements would you like to hear from GSO? Do you have other comments about our performance?

Please legibly write down your e-mail address if you would like to receive messages about future GSO concerts and events. (About three e-mails per semester)

Are you a UMCP student interested in joining the GSO? If so, please write your name and e-mail address below and we'll be sure to get in touch!

January 23-26, 2015
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