

The Gamer Symphony Orchestra

at the University of Maryland

umd.gamersymphony.org



Fall 2015 Concert

Saturday, December 12th, 2015, 8:00 PM

**Dekelbom Concert Hall
Clarice Smith Performing Arts Center**

Elizabeth Green, Conductress

About the Gamer Symphony Orchestra

In the Fall of 2005, student violist Michelle Eng sought to create an orchestral group that played the music of video games. 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 Spring 2006, its size had quadrupled.

Today, the GSO provides a musical and social outlet to 108 members. It is the world's first college-level ensemble to draw its repertoire exclusively from the soundtracks of video games. The ensemble is entirely student run, which includes conducting and musical arranging.

In May 2012 and 2015, as a part of the Art of Video Games Exhibit, the GSO performed at the American Art Museum in Washington, D.C. Here, the GSO performed video game music to a packed performance hall in the central atrium.

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

The UMGSO has also fostered the creation of many more video game orchestras around the country, including the Washington Metropolitan GSO, the Magruder High School GSO, the Damascus High School GSO, the Baltimore GSO, the 8-Bit Orchestra, the Ithaca College GSO, PXL8, the Video Game Orchestra, G.A.M.E., the Seattle Video Game Orchestra & Choir, the Reno Video Game Symphony, the CSUN GSO, and the Game Music Ensemble at UCLA.

GSO Officers

President: Douglas Eber

GSO Founder: Michelle Eng

Vice President: Dakota Sparks *Logo Design:* Zada Alfeche

Treasurer: Jesse Halpern

Secretary: Tatiana Bravo

Music Director: Ben Ames

Choral Directors: Marshall Tyres and Jonathan Hansford

Conductress: Elizabeth Green

Assistant Conductress: Leanne Cetorelli

Officers-at-Large: Chase Frederick and Dave Pilachowski

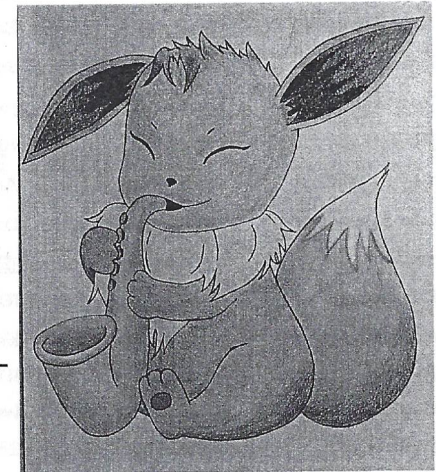
Advertising Director: Marissa Tonkay

Fundraising Director: Ben Philip

Social Director: Kellie Tappan *Program Layout:* Ben Ames

Webmaster: Austin Hope

Program Art by: Zada Alfeche, Zev Shields, Matthew Chin, Emma Holmes



Gamer Symphony Orchestra Roster

<u>Violin I</u>	<u>Piccolo</u>	<u>Tenor Saxophone</u>	<u>Piano</u>
Zadamarie Alfeche	Katie Faulkner	Alex Acuna	Eileen Liu
Sailunsi Chen * **	<u>Flute</u>	William Combs *	Katie Metz
Kevin Chou	Tatiana Bravo	Simon Lahn	Roger Singh*
Megan George	Marie Sterba	<u>Bari Saxophone</u>	<u>Guitar</u>
Julia Lechliter	Marissa Tonkay	Sean Jones	Daniel Bae
Benjamin Sela	LeAnne Young *	<u>Trumpet</u>	Brenden Caffey
Liangcheng Tao	<u>Clarinet</u>	Ethan Berg	Brendan Lawler
Reed Trevelyan	Kyle Carruthers	Sean Jurado	<u>Electric Bass</u>
Joan Tsai	Jonathan Gligorovir	Joe Kozlowski	Zev Shields
Jeffrey Yang	Felix Lee *	Alex Measday	<u>Percussion</u>
<u>Violin II</u>	Travis Mudd	Amanda Modica	Matthew Chin
Julia Belenky	Timothy Spillman	Dakota Sparks *	Patrick Musselman
Bo Chen	Ryan Zelinsky	<u>French Horn</u>	Charlotte Racioppo
Erin Estes	<u>Bass Clarinet</u>	Nathan Caudill *	Jon Seibert*
Allison Grabowski	Leanne Cetorelli *	Kristian Koeser	
Arden Qiu	Austin Hom	Chun Mun Loke	
Gladys Ruiz-Malca *	AJ Layton	Ivan Reimers	
Paola Sola	Michael Mitchell	Evan Zhang	
<u>Viola</u>	<u>Oboe</u>	<u>Trombone</u>	
Brooke Groff	Elizabeth Lavin	Patrick Dwyer	
Alana Hamann	Griffin Moskowitz	Tom Fowler	
Danny Hoffman	<u>Bassoon</u>	<u>Euphonium</u>	
Andrew Lazara	Tim Barry	Matthew Heide	
Bethany Riege	Douglas Eber *	<u>Contra Alto Clarinet</u>	
<u>Cello</u>	<u>Alto Saxophone</u>	Zoe Ladwig	
Andrea Beaty	Devin Brown	Daniel Xing	
Austin Hope*	Robbie Stevenson	<u>Tuba</u>	
<u>Contrabass</u>	Kellie Tappan	Ben Ames *	** concertmistress
Isabel Martinez	Alex Yu	Andrew Jones	* section leader

Chorus Roster

<u>Soprano</u>	<u>Alto</u>	<u>Tenor</u>	<u>Bass</u>
Sarah Buchanan	Suzie DeMeritte *	Jonathan Hansford	Charley Bein
Nicole Crap *	Evangelina Hakes	Ryan Hunter	Charles Fleming
Jasmine Hawkins	Melissa Hauprich	Jose Lamas	Joshua Fleming
Julia Peigh	Emma Holmes	Mickey Michalik	Chase Frederick *
Nikki Schoenbrun	Anna Kraft	Dave Pilachowski	Jesse Halpern
Shelby Smith	Aki Stephens	Rohith Sebastian	Sean Maguire
			Ben Philip
			Marshall Tyres
			Elliott Weinberg

Emeritus Members

<u>Name</u>	<u>Position</u>
Michelle Eng	Founder and President, 2005-2007
Greg Cox	Conductor, 2006-2009
Peter Fontana	Conductor, 2010-2011
Rob Garner	President, 2008-2011
Chris Apple	Music Director, 2007-2010
Kira Levitzky	Conductor, 2009-2013
Alexander Ryan	President, 2012-2013
Kyle Jamolin	Choral Conductor, 2012-2014
Kevin Mok	Conductor, 2013-2015
Joel Guttman	President, 2013-2014
Jasmine Marcelo	Vice President, Choral Conductor 2014-2015

Concert Program

Super Smash Bros. GSfOurth Installment

Composed by Junichi Nakatsuru, Kumi Tanioka, Hirokazu Ando

Super Smash Bros. 4 (2014), Punch-Out!! (1983), Super Smash Bros. Melee (2001)

Arranged by Matthew Chin

The thrilling 4th installment of the highly acclaimed Super Smash Brothers series has finally arrived! Exclusive to Nintendo consoles, Super Smash Bros. pits everyone's favorite videogame characters, such as Mario, Link, Mega Man, and Pikachu against one another in a battle royale for supreme glory. The arrangement of this game's music, by percussionist Matthew Chin, includes themes from the title screen, the jogging theme from Punch-Out!!, and the menu music from Smash 4's predecessor, Melee.

Objection!

Composed by Noriyuki Iwadare

Phoenix Wright: Ace Attorney (2001, 2005)

Arranged by Alexander Ryan

The Phoenix Wright, Ace Attorney game series takes a very different spin on video gaming. This visual novel adventure game series follows Phoenix Wright, an uprising defense attorney, and his journeys to solve the most challenging and hopeless court cases, and to convince the judge to declare his clientele "not guilty."

Oh No You Didn't!

Composed by Chris Tilton

Mercenaries 2 (2008)

Arranged by Alex Yu

Released in 2008, Mercenaries 2 follows the intense and destructive story of the main player, who is on a quest for revenge against the wealthy Venezuelan businessman, Solano, for betraying him/her. This arrangement of the main theme of Mercenaries 2 is performed tonight by William Combs and Jesse Halpern on vocal duet and Alex Yu on piano.

Skyward Symphony

Composed by Koji Kondo, Hajime Wakai, Shiho Fujii, Mahito Yokota, Takeshi Hama

The Legend of Zelda: Skyward Sword (2011)

Arranged by Jason Troiano

The sixteenth installment of the Legend of Zelda series chronicles the earliest story of the protagonist, Link. In this tale, Link is a villager of the airborne town of Skyloft. His closest friend, Zelda, gets swept away and cast down to the sinister lands below by a demonic force from the evil lord Ghirahim. Link then embarks on a heroic quest to rescue Zelda at any cost.



Themes from Chrono Cross

Composed by Yasunori Mitsuda

Chrono Cross (1999)

Arranged by Michael Wellen

Chrono Cross is the critically acclaimed successor to the equally famous Chrono Trigger. Serge, a teenage boy who died as a child in an alternate timeline, seeks to find the origins of the timeline split. Assisted by the thief Kid, the army leader Norris, and many others, Serge fights against the dark forces of Lynx to find the truth about the parallel worlds.

Nostalgia Red and Blue

Composed by Junichi Masuda

Pokémon Green/Red/Blue/Yellow (1995, 1996, 1998)

Arranged by Jacob Coppage-Gross

The world of Pokémon is a wide, expansive realm filled with wild and wonderful creatures that are caught and raised by human beings to be trained as companions, pets, or battling partners. In this world, the player follows the story of Red, a young boy from the quiet Pallet Town, in the Kanto region, as he journeys to become the greatest Pokémon trainer of all time. This arrangement utilizes music from the title screen, the Pokécenter, Gyms, Professor Oak's lab, and more!

Kiseki

Composed by Junichi Masuda

Pokémon XY (2013)

Arranged by Kageyama Shota and Jasmine Marcelo

Kiseki is from the first installment of the most recent generation of Pokémon games, Pokémon X and Y. These two games take place in the beautiful Kalos region, a land inspired by France. Some of the major themes of these games include fashion, beauty, and unity. The idea of unity is reinforced in the end credits, when Kiseki plays in the game with both English and French subtitles. The primary purpose of this song is to reflect the connection between players around the world. Despite the geographical and cultural barriers, when it comes to Pokémon, we all speak the same language. This arrangement of Kiseki is performed by Dave Pilachowski, with Emeritus Member Jasmine Marcelo on piano accompaniment.

Ring in the Dawn

Composed by Trevor Morris, David Gaider

Dragon Age: Inquisition (2014)

Arranged by Matthew Chin

Featured Soloists: Jesse Halpern, Ben Philip

Inquisition is the third installment of the Dragon Age game series. On the continent of Thedas, the Inquisitor, the player character must attempt to settle civil unrest while under the threat of a mysterious tear in the sky known as "The Breach." The Inquisitor, known as the chosen one for the mark on their hand, has the ability to seal the Breach and defeat the dark-spawn Corypheus, who seeks to conquer Thedas. "Ring in the Dawn" is an important chant to the people of Thedas, as it is used to carry them through dark times.

Hikari

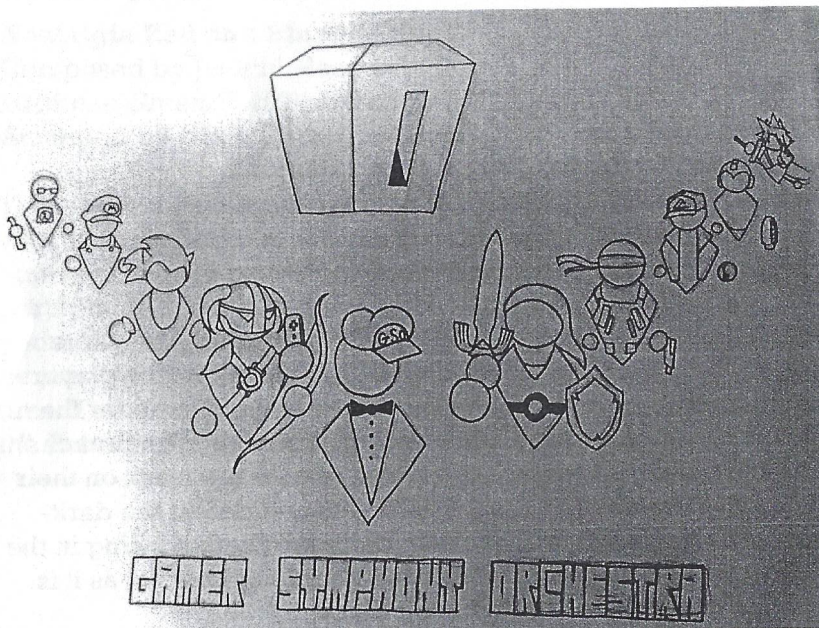
Composed by Utadu Hikaru, Yoko Shimomura

Kingdom Hearts (2002)

Arranged by Alex Song

Translating to "Simple & Clean," Hikari is the title track to the famous game, Kingdom Hearts. Set in a galaxy of worlds featuring characters from Disney films and the Final Fantasy universe, the young and charismatic Sora, with the help of Donald Duck and Goofy, must rescue his friends, Kairi and Riku, and prevent the destruction of worlds by thwarting the hordes of Heartless, and by sealing the worlds' Doors with the Keyblade.

15 Minute Intermission



Outset Island

Composed by Kenta Nagata, Hajime Wakai, Toru Minegishi, Koji Kondo

The Legend of Zelda: Wind Waker (2002)

Arranged by Michael Mitchell

The tenth installment of The Legend of Zelda series, Wind Waker follows the story of Link once more. In this reincarnation, Link sails around a series of islands, gathering the power necessary to defeat the evil lord Ganondorf, prevent the Triforce from being lost to evil, and to search for his missing younger sister, Aryll. Outset Island is the isle in which Link lives, and begins his quest.

Super Mario 3D World Credits

Composed by Mahito Yokota, Toru Minegishi, Koji Kondo, Yasuaki Iwata

Super Mario 3D World (2013)

Arranged by Douglas Eber

Featured Soloists: Sean Jones, Ben Ames, Ethan Berg

Super Mario 3D World begins with Mario, Luigi, Toad, and Peach exploring the Mushroom Kingdom. When they come across a tilted Warp Pipe, a mysterious green pixie-like creature appears. This creature, called a Sprixie, begs the party for help, as Bowser has kidnapped all of the other Sprixies (and shockingly, not Peach). The party then embarks on an adventure to defeat Bowser once again, and save the Sprixies. This arrangement is of the ending credits, originally performed by the critically acclaimed Mario 3D World Big Band, and now played by the UMGSO's own big band, The Doug Eber Experience.

Sephiroth and Sadness

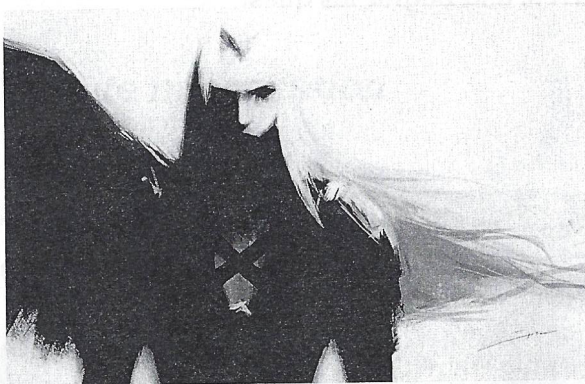
Composed by Nobuo Uematsu

Final Fantasy VII (1997)

Arranged by Matthew Chin

One of the most popular JRPGs of all time, and one of the most popular installments within its own series, *Final Fantasy VII* features the epic story of Cloud Strife, a mercenary who joins an eco-terrorist rebel group to stop a mega corporation from siphoning the world's life to use as consumable energy. As the story progresses, Cloud and his allies delve into a larger world-threatening crisis, as they fight Sephiroth, the main antagonist and an elite soldier that was presumed dead for years.

This arrangement features the themes of Sephiroth and of Aerith Gainsborough, an ally with a mysterious and age-old ancestry.



The World of fLOW

Composed by Austin Wintory

fLOW (2006)

fLOW is an atmospheric, ambient, peaceful, and simple game in which the player controls an aquatic microorganism that grows and evolves by consuming other, smaller organisms. This arrangement of fLOW is from the original score, given to us by fLOW's composer, Grammy-nominated Austin Wintory. This score emulates the attitude of the game, as it is peaceful, ethereal, and mysterious, enveloping the listener in a vast, blue, and ambient universe.

Fear Not This Night

Composed by Jeremy Soule

Guild Wars 2 (2012)

Arranged by Douglas Eber

Featured Soloist: Nicole Grap

In the world of Tyria, the Elder Dragons, massive primordial beings of destruction, have awakened, sending the world into chaos and ruin. The player's character is thrown into the midst of this. The player creates a biography for their character, choosing elements such as race, class, upbringing, mortal flaw, bonds, and faiths. As the character levels up and explores the world, their personal story, personally tailored to them, develops as well as they journey to defeat Zhaitan, the Elder Dragon of Shadows and Death and restore balance to Tyria. "Fear Not This Night" is the title track to *Guild Wars 2*, featuring beautiful themes of courage, resilience, and defiance.

World of Warcraft Medley

Composed by David Arkenstone,

World of Warcraft (2004)

Arranged by David Arkenstone, Nathan Gulla

World of Warcraft is the top selling MMORPG of all time, reaching over 12 million subscribers. In the world of Azeroth, lives are in danger as new troubles arise to conquer or end the world. The Alliance and the Horde fight against one another for control over Azeroth, and against greater threats such as Illidan the Betrayer, The Lich King, Deathwing, the Sha, the Iron Horde, and the Burning Legion. This arrangement, given to the GSO by composer David Arkenstone, features themes from Nordrassil, the Trial of the Crusader, the Bloodsail Pirates, and the corrupted reef of Vashj'ir.

Shachimaru's Theme

Composed by Masami Ueda, Hiroshi Yamaguchi, Rei Kondoh, Akari Groves

Okami (2006)

Arranged by Austin Hope

Okami takes you on a mystical, visually spectacular adventure through Nippon as the sun goddess Amaterasu, painting your way across the landscape. The Okami soundtrack is similarly gorgeous, painting aural landscapes to accompany gameplay and set the mood. Shachimaru's Theme plays as the eponymous emissary of the Dragon Palace takes you riding across the ocean on his back, with the rolling, almost bouncing music invoking the surf and the waves and the fresh sea air.

I Challenge My Fate!

Composed by Hiroki Morishita, Rei Kondoh, Yuka Tsujiyoko

Fire Emblem: Awakening (2012)

Arranged by Douglas Eber

Featured Soloists: Chase Frederick, Sarah Buchanan

The fourteenth installment of the Fire Emblem series, the critically acclaimed real time strategy games, *Awakening* features the story of the player customized Avatar, who has amnesia, as they assist the prince of Ylisse, Chrom, in the battle against the monstrous Risen and the country of Plegia. This powerful arrangement finishes up the concert tonight.



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The GSO is partially funded by the Student Government Association (SGA), but much of our operating costs are donated to us by members and supporters. Please consider enclosing a donation with your feedback to help us continue providing our completely free concerts. Donations can also be made through the Student Affairs office program, located at our website, umd.gamersymphony.org.

Checks made out to UMD College Park Foundation (with Gamer Symphony Orchestra written on the memo line) qualify as tax-deductible charitable gifts!*

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