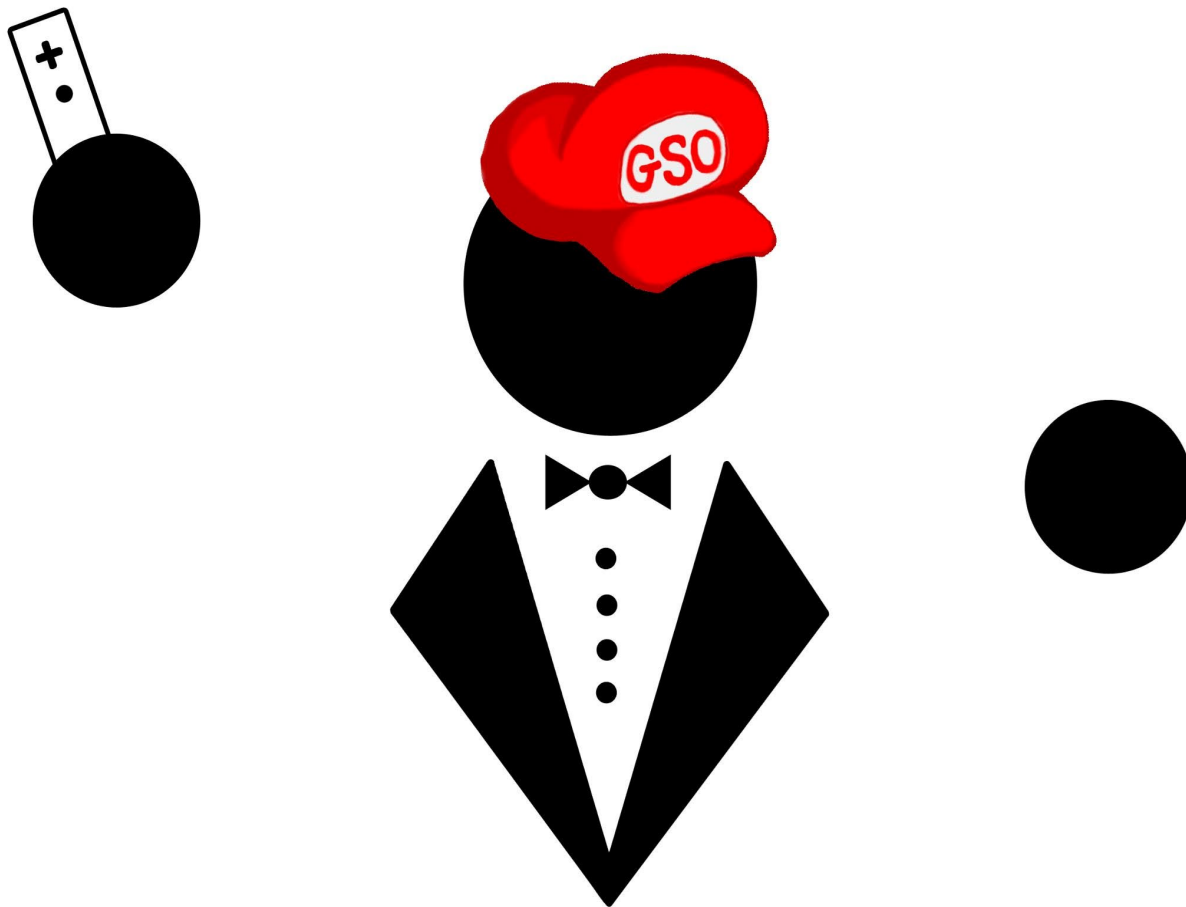


# THE GAMER SYMPHONY ORCHESTRA

at the University of Maryland



Fall 2017 Concert  
Saturday, December 2, 2017  
12:30 PM

Dekelboum Concert Hall  
Clarice Smith Performing Arts Center

Leanne Cetorelli, Conductress  
Michael Mitchell, Conductor

# *About the Gamer Symphony Orchestra*

In Fall 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 Gamer Symphony Orchestra to achieve that dream. By the ensemble's first public performance in Spring 2006, its size had quadrupled.

Today, the Gamer Symphony Orchestra provides a musical and social outlet to 130+ 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 February 2011, the GSO's arrangement of "Korobeiniki" from Tetris was performed in collaboration with Video Games Live and The National Philharmonic to two sold-out houses at the Strathmore in Bethesda, MD. 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. in the central atrium.

Aside from its concerts, the GSO also holds a charity video game event at least once a year. All proceeds from this multi-hour long video game tournaments benefit the Children's National Medical Center in Washington, D.C.

The Gamer Symphony Orchestra has also fostered the creation of many more video game orchestras around the country. They include the Washington Metropolitan GSO, the Magruder High School GSO, the Damascus High School GSO, the Baltimore GSO, the 8-Bit Orchestra at the University of Delaware, 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, the Montclair State University GSO, the Norwalk GSO, and the Game Music Ensemble at UCLA.

Spring 2016 marked the 10th anniversary of the Gamer Symphony Orchestra's first public performance. Performers from the BGSO and WMGSO, as well as numerous other GSO alumni, came back to the University of Maryland to celebrate the special day.

# *GSO Officers*

## **President**

Alexander Yu

## **Vice President**

Arden Qiu

## **Treasurer**

Suzanne DeMeritte

## **Orchestra Conductors**

Leanne Cetorelli

Michael Mitchell

## **Secretary**

Hojin Yoon

## **Choral Directors**

Charles Frederick

Jessica Tsai

## **Music Director**

Chun Mun Loke

## **Orchestra Manager**

William Combs

## **PR Director**

Sarah Jackson

## **Fundraising Directors**

Cassandra Herman

Cindy Xie

## **Social Director**

Bethany Riege

## **Officers-At-Large**

Vivian Ding

Lawrence Guloy

## **Web Master**

Austin Hope

# Orchestra Members

<b>Violin I</b>	<b>Cello</b>	<b>Bass Clarinet</b>	<b>Tuba</b>
Ji Hyuk Bae**	Wes Caldwell*	AJ Layton*	Sudeep Behera
Tanner Barnett	Matthew Evanusa	Austin Horn	<b>Piano</b>
Rachel Bittner	Jonathan Keegan	Daniel Xing	Connor Belman
Elizabeth Childs	John Nolan	<b>Contra Alto Clarinet</b>	Eileen Liu*
Emma Denlinger	Zachary Parikj	Zoe Ladwig	Roger Singh
Saewon Kwak*	Matthew Patrick	<b>Alto Saxophone</b>	<b>Guitar</b>
Meigan McManus	Cecelia Vetter*	Ari Sporkin	Albert Chu*
Alexia Owusu-Sakyi	Ben Wade	Hojin Yoon*	Ian Florang
Amanda Requa	Michael Yang	Alexander Yu	Brendan Lawler
Benjamin Sela	<b>Contrabass</b>	<b>Tenor Saxophone</b>	<b>Bass Guitar</b>
Preston Tong	Daphine Henderson	Alexander Acuna	Victor Eichenwald
Jeong-Yoon Wu	Teddy Hersey	William Combs	Jack McGrath
<b>Violin II</b>	<b>Piccolo</b>	<b>Baritone Saxophone</b>	<b>Percussion</b>
Vivian Belenky	Jerry Lu	Hannah Stauffer	Matthew Chin*
Bo Chen*	<b>Flute</b>	<b>French Horn</b>	Joshua Estrada
Brian Lin	Vivian Ding	Jackson Emery	Devan Kumar
Erin Estes	Cassandra Herman	Kristian Koeser	Quinn Morris
Esther Garcia	Min Suh Lee	Chun Mun Loke*	Patrick Musselman
Sarah Jackson	Marie Sterba	Michael Shultz	Jeffrey Wan
Eli Litwack	Cindy Xie	<b>Trumpet</b>	
Krystal Nguyen	Kevin Zhou	Amanda Modica	
Arden Qiu	<b>Oboe</b>	Chris Summers	
Anais Roche	Lawrence Guloy*	Ruochen Wang	
Paola Sola	Grant Lilly	Eric Stigliano*	
<b>Viola</b>	Eric Villanyi	<b>Trombone</b>	
Michelle Chan*	<b>Clarinet</b>	Kofi Annor	
Danny Hoffman	Jason Berger*	Patrick Dwyer	
Varun Iyer	Lena Boyer	Samuel Harley*	
Calvin Liu	Joseph R. L. Fong	Austin Starnes	
Bethany Riege	Donald Smith	<b>Euphonium</b>	
AJ Saltzman	Michael Placanica	Jason Campanella	<i>Concertmaster = **</i>
Jenna Wollney		Matthew Heide	<i>Section Leader = *</i>

# *Chorus Members*

<b>Soprano</b>	<b>Alto</b>	<b>Tenor</b>	<b>Bass</b>
Rosemary Bingei	Stephanie Cyphers	Austin Hope	Andrew Cho
Suzanne DeMeritte	Jess Huang	Ryan Hunter*	Matt Davis
Katherine Okada*	Isabel Idsardi	Neel Sanghvi	Nicholas DeGraba*
IJ Wittenberg	Abby Kramer		Charles Frederick
	Jemies Saratis*		Huu Ho
	Jessica Tsai		Jason Kuo*
	Zakiyah Wada		David Liang
			Clark Nguyen
			Cameron Perrie
			James Via

*Section Leader = \**

# *Emeritus Members*

Michelle Eng - Founder, 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 - Conductress, 2009-2013

Alexander Ryan - President, 2011-2013

Kyle Jamolin - Choral Director, 2011-2014

Kevin Mok - Conductor, 2013-2015

Joel Guttman - President, 2013-2014

Jasmine Marcelo - Vice President,  
Choral Director, 2014-2015

Jesse Halpern - Treasurer, 2015-2016

Jonathan Hansford - Choral Director, 2015-2017

# FFVII: Bombing Mission

*Final Fantasy VII*

Nobuo Uematsu

Arr. Chun Mun Loke

The iconic opening music and background music for the first mission in the original 1997 FFVII game have been revamped by composer Nobuo Uematsu into a full symphonic arrangement of high intensity and energy. The music has appeared on several Final Fantasy concert tours in Japan and around the world, and will appear in the upcoming Final Fantasy VII Remake.



*Alexia Orwusu-Sakya*

# Dragon Roost Island

*The Legend of Zelda: The Wind Waker*

Koji Kondo

Arr. Jerome Landingin



*Sarah Jackson*

Dragon Roost Island is a programmatic work depicting the island in its entirety. The adventure starts with the mysterious, primal air of an island unfamiliar to the main characters, proceeds to the introduction to the Rito tribe and the Sky Spirit, and ends with a tribal welcome party.



# The One Who Gets In Our Way

*Xenoblade Chronicles*

ACE

Arr. Alexander Yu

The boss introduction music for the critically acclaimed *Xenoblade Chronicles* for Wii, *The One Who Gets In Our Way*, captures the adrenaline and tension of encountering a powerful foe and fighting on in the face of uncertainty. The arrangement of this powerful piece epitomizes the “rockestra” genre, featuring a fusion of concert strings and rock band for a unique, high-energy sound.



*Suzanne DeMeritte*

## Lullaby For You

*The World Ends With You*

Jyongri

Arr. Jerome Landingin

Ft. Jess Huang

*Lullaby For You* is an intimate pop song that centers itself on loneliness, yearning for love and a sense that we would never have to go through life alone. All manners of love and family are embedded in this arrangement as our reminder of what we ultimately have.

From the arranger: This piece is dedicated in loving memories to Colette Nguyen, my best friend and “sister”. The world premiere took place at Saturday May 5th, 2012 by a group of friends and family closest to Colette; Jerome Landingin, conductor. No other performance took place afterwards.

# Runescape: Scape Main

*Runescape*

I. Taylor

Arr. Bethany Riege

Scape Main is an orchestra piece featuring one of the opening themes to Runescape, a popular MMORPG. Although this version of the login theme was replaced upon the release of Runescape 3, this song remains one of the most well known songs from the game, and is the theme for Old School Runescape, an older version of the game dating back to around 2007



*Arden Qiu*

## Supporting Me

*Sonic Adventure 2*

Everett Bradley, Fumie Kumatani, Hiego Tani, Shinobu Shindo

Arr. Charles Frederick

Ft: Albert Chu, Matthew Chin, Charles Frederick, Sarah Jackson, Jack McGrath, Arden Qiu, Michael Shultz, Jeffrey Wan, Alexander Yu

“I’ll take care of this, while you run to get the Chaos Emeralds!”

Sonic and Knuckles ran off, hot off of Shadow’s command. Shadow walks up slowly, starting into the eyes of his prototype as the Biolizard shrieks out a deafening cry.

There can only be one Ultimate Lifeform.



# Suite From The Legend of Zelda: Majora's Mask

*The Legend of Zelda: Majora's Mask*

Koji Kondo

Arr. Michael T. Samson

Ft: Lawrence Guloy, Cassandra Herman, Eileen Liu, Jerry Lu

The Legend of Zelda: Majora's Mask was released in 2000 on the Nintendo 64 as the sequel to The Legend of Zelda: Ocarina of Time. This game is known for harboring some of the darker themes of the series, including death, fear, and regret.



*Dan Cushen*

Majora's Mask tells the story of Link, a boy who finds himself in a land called Termina, where the dastardly Skull Kid wants to crush the world with the moon itself. This medley captures themes from across the game, including "Clock Town," and the famous "Song of Healing." This work was arranged by Michael T. Samson for the Ithaca College Gamer Symphony Orchestra.

## Nella Fantasia (Gabriel's Oboe)

*Endless Ocean: Blue World*

Ennio Morricone

Ft: Lena Boyer, Eric Villanyi

*Blue World* is a game about appreciating the beauty of marine life and scuba diving across the globe. Nella Fantasia is heard when the player is exploring the sea off the coast of Egypt, where one can observe wildlife like whale sharks and coral reefs. This song, based off of the melody Gabriel's Oboe, provides a gentle beauty which serves as a fitting complement to the marine life witnessed in Endless Ocean.

# Overwatch

*Overwatch*

Derek Duke, Neal Acree, Erik Scerri

Arr. Kofi Annor

This piece is a collection of some of the main themes and motifs from the Overwatch franchise. It is an attempt to capture the feeling that playing the game brings to fans.



*Anais Roche*

■ ■ ■ INTERMISSION ■ ■ ■

# The Best Is Yet To Come

*Metal Gear Solid 4*

Rika Muranakam

Arr. Alexander Yu

Ft: Connor Belman, James Via



*Hannah Stauffer*

A somber tune sung in Gaelic, *The Best is Yet to Come* mourns the golden bygone days. The piece plays as the main character Solid Snake arrives at the cold and desolate ruins of Shadow Moses Island, reminiscing upon the quiet days now but a myth. Reimagined as a choral arrangement from an Irish jig, the piece tells of an emotional journey from mourning to acceptance of the dark and cold present to lifting our heads to see the light tomorrow brings. “Tell me we are not alone in this world fighting the wind. Life can be simple if you can only see the best is yet to come.”

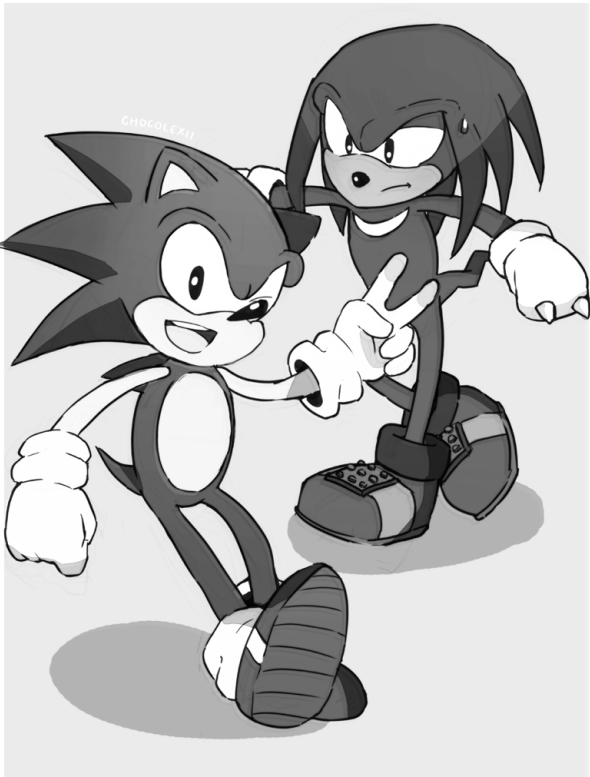
# Big Arms

*Sonic the Hedgehog 3 & Knuckles*

B. Buxer, B. Brooks, H. Drossin, G. Grace, D. Grigsby III, M. Jackson, C. Jones, D. Ross

Arr. Charles Frederick

Ft: Ji Hyuk Bae, Bo Chen



*Alexia Orwusu-Sakyi*

Blast off at the Launch Base Zone! Sonic's got all of the Chaos Emeralds and has boarded Eggman's rocket to the Death Egg. But Eggman has one last machine to do away with Sonic, Big Arms! The machine powerful enough to damage even Super Sonic himself! As the rocket blasts off into the atmosphere, will Big Arms lock-on to Sonic and crush him in his iron grip? Or will Super Sonic trash this mech like all the rest?

Big Arms is the final boss of *Sonic the Hedgehog 3*, and the Big Arms boss theme is also used for the penultimate final boss of the combined *Sonic the Hedgehog 3 & Knuckles*, the Great Eggman Robo.



# Objection!

*Phoenix Wright Franchise*

Masakazu Sugimori, Akemi Kimura, Noriyuki Iwadare

Arr. Alexander Ryan

Known originally as Gyakuten Saiban (“Turnabout Trial”) in Japan, the Ace Attorney series tells the story of Phoenix Wright, a young upstart defense attorney. Using outside-the-box thinking, supernatural aid, and sometimes just sheer dumb luck, Phoenix tirelessly defends the innocence of his clients, often exposing the true criminals in the process. This piece, named after the ubiquitous catchphrase of the series, aims to capture the thoughtful, energetic nature of Phoenix’s courtroom antics, culminating in a dramatic battle of wits against a witness that knows more than they’re letting on.

## Jump Up Super Star

*Super Mario Odyssey*

Koji Kondo

Arr. Alexander Yu, Matthew Chin

Ft: Alexander Acuna, Matthew Chin, William Combs, Charles Frederick, Jess Huang, Ryan Hunter, Jack McGrath, Ari Sporkin, Hannah Stauffer, IJ Wittenberg, Hojin Yoon, Alexander Yu

Everyone’s favorite plumber Mario is back, along with the villainous Bowser and yet another journey to save Princess Peach, in Super Mario Odyssey, one of the most popular games for the Nintendo Switch to date. This time, our high-jumping, ground-pounding, and coin-nabbing hero is joined by Pauline, the original Super Mario damsel in distress from the Donkey Kong days, now lead singer of a jazz ensemble. It’s time to jump on out of your seats, embrace your inner superstar, and dance along with the music!



*Hannah Stauffer*

# Hero

*Super Bomberman R*

Seima Iwahashi, Daisuke Kikuta, Hitomi Harada

Arr. Austin Hope, Jasmine Marcelo

Ft: Katherine Okada, Jessica Tsai, Hojin Yoon, Brendan Lawler

HERO is a high-energy J-Pop-y piece in the style of many video game and anime closing themes. The song is sung by “Pretty Bomber”, one of the Five Dastardly Bombers after the player has beaten story mode and freed the Five Dastardly Bombers from the control of the true big bad of the game.



*Hannah Stauffer*

The lyrics reminisce over several instances of a kind, quiet, and sometimes awkward young man being there to save the singer from the simple, unlucky problems of everyday life and how, unassuming as he is, he means the world to her. This is a piece meant to be enjoyable and infectiously happy!

# Fragrance of Dark Coffee

*Phoenix Wright: Ace Attorney*

Noriyuki Iwadare

Arr. Albert Chu

Ft: Matthew Chin, Albert Chu, Daphine Henderson, Hojin Yoon

“Blacker than a moonless night, hotter and more bitter than Hell itself... that is coffee.”

- Godot

And thanks to Ruel Michelin for lending his Tenor Sax to this performance.



# Mario's Musical Mayhem

*Super Mario Franchise*

Y. Hirano, K. Kondo, N. Mitome, R. Nagamatsu, C. Sekigawa, Y. Tsujiiyoko, M. Yokota

Arr. Matthew Chin

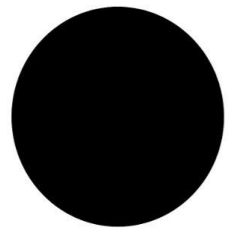
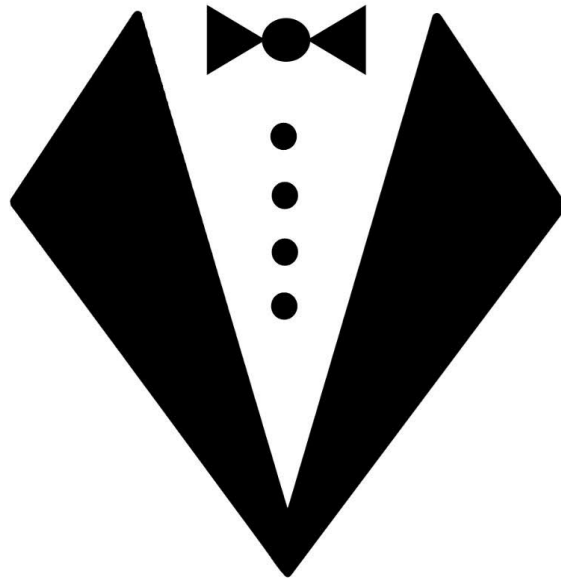
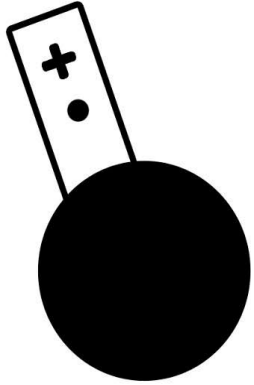
Ft: Ji Hyuk Bae, Bo Chen, Lawrence Guloy, Cassandra Herman, Grant Lilly, Eric Villanyi

Movement I opens with Mario waking up to a letter from Princess Toadstool, telling him that she is waiting in her castle with a cake she baked for him. With this invitation in hand, Mario strolls through Linneland Road, belly slides across Delfino Plaza, and takes a swim in the calm and soothing waters of Dire, Dire Docks. Our main character emerges from the water onto the shores of Peach's Castle, at the end of Movement I. However, something imminent is coming right away as we shift immediately to Movement II. Dark, ominous clouds and thumping timpani notify the entrance of Bowser's fleet of airships. Knowing that this can only mean trouble, Mario boards the airborne vessels and after traversing a lot of obstacles, he reaches Bowser's newly renovated fortress. While carrying Peach over his shoulder, King Koopa lures our Italian protagonist through a portal, transporting the three of them to a nefarious fiery planet. Here, the two enemies face off in an epic, multi-stage fight through the cosmos as Bowser's fiery creation collapses. Mario emerges victorious and finds Peach next to the Grand Star; the final star in the game and their way home. Transitioning to Movement III, it is time for the plumber and the princess to celebrate and eat the delicious cake she prepared earlier. Cue the ending and credits sequence. Thank you so much for playing my game.

This performance is particularly special because it marks the 10th anniversary of Super Mario Galaxy, which houses my favorite VGM soundtrack. Super Mario Galaxy introduced me to the future of VGM as not only groups of bleeps and blips on chips, but also as fully orchestrated scores. I have loved every moment of immersion in this wonderful art form, and I hope you enjoy it a lot too.  
-Matthew Chin



Marissa Tonkay



**THANK YOU**

# *How are we doing?*

We love getting feedback from our fans and supporters! Please feel free to fill out this form and drop it in the Donation Boxes on your way out after the concert, or email us at [umd@gamersymphony.org](mailto:umd@gamersymphony.org).

The GSO is partially funded by the Student Government Association (SGA), but a large portion of our operating costs depend on the generous donations of our friends, families, and fans. Please consider enclosing a donation with your feedback to help us continue providing our completely free concerts.

Checks made out to the University of Maryland College Park Foundation (with Gamer Symphony Orchestra written on the memo line) and donations made through our website ([umd.gamersymphony.org](http://umd.gamersymphony.org)) qualify as tax-deductible charitable gifts!\*

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How did you hear about the Gamer Symphony Orchestra?

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

Please write down your email address if you would like to receive messages about future GSO concerts and events. Please print legibly!

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