

THE GAMER SYMPHONY ORCHESTRA
at the University of Maryland



Fall 2019 Concert

Dekelboum Concert Hall
Monday November 18, 2019
Sunday November 24, 2019
7:00 PM

Matthew Evanusa, Conductor
Samuel Harley, 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 who shared a love of video game music, 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 120+ 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 addition to semesterly concerts at the University of Maryland campus, the GSO has performed in a number of special concerts throughout the years. 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. Most recently, in March 2018, the GSO performed on the Millennium Stage of the Kennedy Center in a concert titled "From Bits to Brass: A Symphonic Adventure Through Video Game Music," as a part of the Kennedy Center's "Direct Current" event. The concert was played to a packed house, and served as a celebration of musical masterpieces across the video game repertoire for gamers, musicians, and enthusiasts alike.

Aside from its concerts, the GSO also holds the charity gaming tournament "Gaming4Life" twice a year. All proceeds from this multi-hour long video game tournament and social event benefit the Children's National Medical Center in Washington, D.C.

2019-20 GSO Officers

President Hojin Yoon

Vice President IJ Wittenberg

Treasurer Austin Starnes

Conductors Samuel Harley
Matthew Evanusa

Choral Directors Jessica Tsai
Rachel Wattanarungsikajorn

Music Director Nicholas DeGraba

Fundraising Director Cassandra Herman

Secretary Quinn Dang

Orchestra Manager Anais Roche

PR Directors John Nolan
Cindy Xie

Web Master Jason Kuo

Social Director Nicole Benner

Tech Director Matt Pasquino
Bethany Riege (Interim)

Officers-At-Large Esther Martinez Garcia
Joshua Estrada

Gamer Symphony Orchestra at UMD

Orchestra Members

*Section Leader **Concertmaster

Violin I

Ji Hyuk Bae** *
Elizabeth Childs
Emma Denlinger
Nathan Hayes
Jim Kong
John Li
Sami Louguit
Garrett Peters
Joshua Qiu
Tony Yao

Violin II

Nicole Benner
Zachary Calcagno
Rose Anne Dela Cerna
Esther Martinez Garcia
Anton Van De Motter
Matt Pasquino*
Anais Roche
Aminah Yizar

Viola

Vinnie Caprarola
Michelle Chan
Emily Hossom
Bethany Riege*
Rebecca Taylor
Jenna Wollney

Cello

Ben Cho
Viktor Murray
John Nolan
David Singer
Benjamin Wade*
Michael Yan

Bass

Marek Mikuta

Guitar

Albert Chu
Victor Eichenwald
Ian Fogarty Florang*

Flute/Piccolo

Morgan Grizzle
Cassandra Herman*
Stephanie Qie
Cindy Xie
Kevin Zhao
Jessica Kerry

Oboe

Jess Huang

Bassoon

Lurr Ragen

Clarinet

Jason Berger*
Quinn Dang
Valerie Hsieh
Michael Placanica
Michael Reed
Miguel Virador
Edward Yan

Alto Saxophone

Michael Lum*
Adam Wright
Hojin Yoon
Jessica Zhang

Tenor Saxophone

Matthew Ponce

Bass Clarinet

Austin Hom
Brock Ryan
Daniel Xing*

Trumpet

Samuel Allgaier*
James Bates
Aravind Kavuturu
Chris Summers
Matt Walters

French Horn

Jackson Emery
Cole Molloy
Michael Shultz*

Trombone

Kofi Annor*
Edmund Horsch
Erik Melone
Austin Starnes

Euphonium

Jason Campanella

Tuba

Sudeep Behera
Matthew Killian

Percussion

Joshua Estrada*
Philip Gelsinger
Aidan McLoughlin
Ethan McNulty
Quinn Morris

Piano

Connor Belman*
Hannah Hwang
Eirena Li

Harp

Kate Minker*

Chorus Members

*Section Leader **Choir Director

Soprano

Isabela Cannon
Teresa Miller
Erin Lea
Amy Zhong
Annie Choi
Karena Foley
Premvanti Patel
IJ Wittenberg*

Alto

Caroline Augelli
Jacqueline Pezzicola
Victoria Airapetian
Abigail Ciach
Ciara Donegan*
Rachel Wattanarungsikajorn**

Tenor

Nicholas DeGraba
Jermaine Piper
Jessica Tsai**
Neel Sanghvi*

Bass

Chris Bollinger
Charles Frederick
Matthew Kirby
Jason Woods
Josh Harman
Jason Kuo
James Shen
James Via*

Emeritus Members

Michelle Eng - Founder
President, 2005-2007

Kyle Jamolin
Choral Director, 2011-2014

Austin Hope
Webmaster, 2015-2018

Greg Cox
Conductor 2006-2009

Kevin Mok
Conductor, 2012-2015

Suzie DeMeritte
Treasurer, 2016-2018

Peter Fontana
Conductor, 2009-2011

Joel Guttman
President, 2013-2014

Michael Mitchell
Conductor, 2016-2018

Rob Garner
President, 2007-2011

Jasmine Marcelo
Vice President, 2014-2015

Leanne Cetorelli
Conductor, 2015-2018

Chris Apple
Music Director, 2007-2010

Jesse Halpern
Treasurer, 2015-2016

Alex Yu
President, 2017-2018

Kira Levitzsky
Conductor, 2009-2013

Jonathan Hansford
Choral Director, 2015-2017

Erin Estes
Webmaster, 2018-2019

Alexander Ryan
President, 2011-2013

Matthew Chin
Music Director, 2016-2017

Theme of Sonic Colors

Sonic Colors

Composed by Tomoya Ohtani

Arr. Matthew Evanusa

Ft. Ji Hyuk Bae

Sonic Colors brings us back to our favorite blue hedgehog, Sonic, as he fights another battle against his long-time nemesis, Dr. Eggman, to save an alien race under Eggman's domination. This fantastical orchestral arrangement of the main theme, composed by Tomoya Ohtani, is the final song that plays during the ending credits of the game, reminding us of the magic of Sonic.

Battle Royale!

Kirby Battle Royale

Composed by Megumi Ohara and Shogo Sakai

Arr. Nicholas DeGraba

Kirby Battle Royale is a top-down arena brawler packed with a plethora of fun mini-games. The game's story mode features the King Dedede-sponsored "Cake Royale." Kirby and Bandana Dee must band together to challenge leagues of Dedede's Kirby clones, as well as Meta Knight and the King himself. Does Kirby have what it takes to bring home the magnificent cake?

Dangerous Dinner

Kirby's Return to Dream Land

Composed by Jun Ishikawa

Arr. Nicholas DeGraba, Thomas DeGraba

This arrangement features the Dangerous Dinner map theme from *Kirby's Return to Dream Land* mashed up with different versions of the King Dedede boss theme. This exciting combination contributes to a dinner of the highest intensity. Feel free to leave behind your safe breakfast and nonchalant lunch, because things are about to get *dangerous*.

A Super Mystery Dungeon Adventure

Pokémon Super Mystery Dungeon

Composed by Keisuke Ito, Yasuhiro Kawagoe, and Noriko Murakami
Arr. Jonathan Hansford

Just above Earth's atmosphere, the alien Pokémon Deoxys zooms towards the planet, but suddenly stops as the draconic Rayquaza races by and continues into space. Deoxys muses on its strange encounter, not knowing why Rayquaza has left the Earth. It concludes "something strange must be afoot... here on this planet." And now, your adventure as a Pokémon begins.

Rito Village

The Legend of Zelda, Breath of the Wild

Composed by Manaka Kataoka
Arr. Nicole Benner

Ft. Quinn Dang, Bethany Riege, Ian Fogarty Florang, Matt Pasquino, Ciara Donegan, Nicole Benner, Caroline Augelli, Garrett Peters, Ben Cho, Sami Louguit, Jason Kuo

In a world full of Guardians, Lynels, and Thunderblight Ganons, Rito Village is the perfect place to put your feet up and unwind before taking flight on your next adventure. Relax and enjoy the dazzling views and soft stylings of the bird-like Rito. You may even notice a familiar tune...

Symphony for the Hero of Time, Movement 4: The End

The Legend of Zelda Series

Composed by Koji Kondo
Arr. Douglas Eber

Ft. Lurr Ragen

This final movement of the "Symphony for the Hero of Time" brings the orchestral tale of Link, the protagonist of the *Zelda* series, to a soothing and majestic finale. Yet the story is never truly over - evil will always be reborn, and Link will arise to stop it, for such is the Prophecy of the Triforce.

Off to Sleep

Child of Light

Composed by Cœur de pirate

Arr. Samuel Harley

Ft. Rachel Wattanarungsikajorn, Jessica Tsai, Sami Louguit, Bethany Riege, Michael Yang

Child of Light tells the story of a young princess, Aurora, who goes on a journey to recover the sun, moon, and stars being held captive by the Queen of Night. The game features an original soundtrack composed by Cœur de pirate, Quebecoise singer and songwriter. The song "Off to Sleep," sung by Cœur herself, plays at the end of the game to finish off Aurora's grand adventure, signifying the hope and love held for her by her kingdom and the friends she's made along her journey.

Gusty Garden Galaxy

Super Mario Galaxy

Composed by Mahito Yokota

Arr. Shota Nakama, adapted for GSO by Rob Garner

Ft. James Bates

Bowser has captured Princess Peach (again), and Mario must travel through the stars to rescue her and stop Bowser's plan to conquer the universe. "Gusty Garden Galaxy" captures the whimsical feel of Mario's cosmic adventures. 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.



Michael Lum

Super Smash Bros. Brawl

Super Smash Bros. Brawl

Composed by Nobuo Uematsu

Arr. CTL, Choral Adapt. Nicholas DeGraba

Ft. Karenna Foley, Nicholas DeGraba

Nintendo's all-star cast comes together to smash in a side-view platform brawler. Players can pit their favorite characters from many franchises against each other, making battles both epic and chaotic. *Super Smash Bros. Brawl* brought more characters and more fun to the franchise. This main theme exhibits iconic vocal features that contribute to a nostalgic and grand symphonic experience.

Intermission

The Gamer Symphony Orchestra depends on donations to help cover the costs of rehearsals and concerts. Please consider making a donation at the donation table in the lobby during intermission or after the concert. Ask our Treasurer about making your donation tax-deductible.



Cindy Xie

Hikari

Kingdom Hearts

Composed by Utada Hikaru, Yoko Shimomura

Arr. Alex Song

Ft. Jess Huang

“Hikari” is the main theme for the Japanese release of *Kingdom Hearts*, *Kingdom Hearts: Chain of Memories*, *Kingdom Hearts Birth by Sleep*, and *Kingdom Hearts Re:coded*. Originally sung by Hikaru Utada, “Hikari” was arranged for orchestra by Yoko Shimomura.



Michelle Chan

The Hollow Knight

Hollow Knight

Composed by Christopher YOUNG

Arr. Samuel Harley

Ft. Ji Hyuk Bae

Hollow Knight is an atmospheric adventure through the beautiful world of Hallownest, an abandoned insect kingdom whose haunted depths draw in the adventurous and brave with promises of treasures and answers to ancient mysteries. The game tells the story of an insect-like, silent, nameless knight on a quest to uncover the land's secrets. Wielding only a nail and the power of Soul magic, players must uncover the mystery of what happened to this lost civilization.



Michelle Chan

The Maiden of Hræsvelgr

Fire Emblem: Three Houses

Composed by Takeru Kanazaki, lyrics by Toshiyuki Kusakihara

Arr. Rachel Wattanarungsikajorn, Sami Louguit

Ft. Rachel Wattanarungsikajorn

For decades, Fódlan has prospered under the Church of Seiros, exerting its influence to assure the cooperation between the three rival countries: the Adrestian Empire, the Holy Kingdom of Faerghus, and the Leicester Alliance. Yet underlying tensions cause unrest for the heiress to the Adrestian throne, Princess Edelgard von Hresvelg, and she believes in her heart that she must take action.



Rachel Wattanarungsikajorn

Friends and Miracles

Mother Series

Composed by Keiichi Suzuki, Hirokazu Tanaka

Arr. Matthew Chin, Michelle Heafy

Ft. Chris Bollinger

“Pollyanna” is the first overworld theme of *Mother* and recurs throughout the series. The theme takes its name from a children’s book, referring to people who are optimistic against all odds. This arrangement takes inspiration from covers and rearrangements by Michelle Heafy and DonutDrums as well as Chronomad’s arrangement.

Eternal Love

Final Fantasy XIII

Composed by Sayuri Sugawara

Arr. Matthew Evanusa

Ft. Matthew Evanusa, Sami Louguit, Rachel Wattanarungsikajorn, Michael Yang, Anais Roche, Joshua Estrada

Final Fantasy XIII, one of the main-series Final Fantasy games, follows Lightning as she and her team try to uncover the mysteries of the planet of which they are now fugitives. Their journey is a search for hope, healing, and the future of humanity. “Eternal Love” plays in a cutscene as Lightning and her compatriot Snow watch a fireworks show, a brief moment of respite before the battles ahead.

Bombing Mission

Final Fantasy VII

Composed by Nobuo Uematsu

Arr. BPJ

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 it appeared in the recent *Final Fantasy VII* remake.



Anais Roche

A Beautiful Song

NieR:Automata

Composed by Keigo Hoashi and Keiichi Okabe, lyrics by Emi Evans

Arr. Sami Louguit

Ft. Nicole Benner, Tory Airapetian

“A Beautiful Song” is the theme of the machine lifeform Simone, whose unrequited love caused her to go berserk, killing scores of androids in pursuit of beauty and affection. All of the vocal music in *NieR* OSTs features lyrics in a “Chaos” language developed by Emi Evans, meant to represent what the merging of languages might sound like in thousands of years. The majority of the lyrics in “A Beautiful Song” contain elements of English, Italian, German, Latin, and French. This arrangement also features an a cappella introduction of the heart wrenching track, “Mourning.”



Cindy Xie

Gamer Symphony Orchestra at UMD

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We owe a special thank-you to...

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The Memorial Chapel
The UMD Student Government Association
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Ken Rubin
Jesse Halpern
Hiroshi Amano
Prof. Derek Richardson
Dr. Laura Schnitker
Jason Filippou

and

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.

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) qualify as tax-deductible charitable gifts!*

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?

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