

THE GAMER SYMPHONY ORCHESTRA
at the University of Maryland



Delayed Fall 2021 Concert

Dekelboun Concert Hall
Clarice Smith Performing Arts Center

Sunday February 27th, 2022
3:00 PM

Monday February 28th, 2022
7:00 PM

Emily Hossom, Conductor
Rachel Wattanarungsikajorn, Conductor
umd.gamersymphony.org

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 100+ 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 "Gaming 4 Life" 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.

2021–22 GSO Officers

President Quinn Dang

Vice President Zachary Calcagno

Treasurer Ben Cho

Conductors Emily Hossom
Rachel Wattanarungsikajorn

Conductor Emeritus Matthew Evanusa

Choral Director Neel Sanghvi

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PR Directors Erika Holdren
Jason Woods

Webmaster Eva Ginns

Social Director Dominic Manzella

Tech Directors Michele Imamura
Amelia Pasquino

Officers-At-Large Erin Lea
Christine Zhou

Orchestra Members

**Section Leader **Concertmaster*

Violin I

Ethan Chou
Stephanie Do
Fang Du**
Erika Holdren
Michele Imamura
Katriel Kasayan
Jim Kong
Michael Kwan
Sami Louguit
Chris Lu
Rafa Mondal
Deborah Omotoso
Garrett Peters*
Isaac Thomas

Thomas Chung*
Meredith Embrey
Olivia Rosen
Molly Schreier
Rebecca Taylor
Fletcher Tracy
Jenna Wollney

Cello

Saima Ahmad
Sarah Blaufuss
Ben Cho*
Matthew Evanusa
Dominic Marcinelli
Jay Rana
Ian Wang
Michael Yang

Hannah (Anya) Yocum

Guitar

Victor Eichenwald*

Flute

Sankara Ganesh
Jeffrey Luo
Jason Tang
Mary Wang
Christine Zhou
Grace Zimmerman*

Viola

Elizabeth Barski
Siddharth Bhatnagar
Emma Brown

Oboe

Zander Barrow
Jess Huang*

Clarinet

Quinn Dang*
Matthew Doyle
Annette Eldo
Valerie Hsieh
Seyong Park
Michael Reed
Emily Schultz
Kyle Wasserman

Alto Saxophone

Maegan Blake
Noah Goldberg
Blaise Ryan
Zack Smith*
Davis Xu

Tenor Saxophone

Katelyn Kelly*
Dominic Manzella
Braidon Saelens

Bass Clarinet

Brock Ryan
Daniel Xing*

Bassoon

Lurr Ragen

Trumpet

Brian Glover
Michael Johannesson
Abel Solomon*

Chris Summers

Julia Tsuchiya-Mayhew

French Horn

Pranoy Basu
Aboli Dahiwadkar
Jackson Emery
Sara Riso*
Matthew Tremba

Trombone

Sam Harley
Isaac Kim*
Michael Shanny

Euphonium

Viswanath Malapaka

Tuba

Sudeep Behera

Percussion

Philip Gelsingier
Daniel Liu
Aidan McLoughlin*
Wren Poremba
Steven Zhang

Piano

Eirena Li*
Cassandra Meyer
Christopher Zhou

Chorus Members

**Section Leader **Choir Director*

Soprano	Alto	Tenor	Bass
Jillian Diamond	Ciara Donegan	Noah Bennison	Jayden Andrews
Karena Foley	Noha Elzaree	Peter Brandt	Francesco Barrett
Eva Ginns	Jacqueline Pezzicola*	Alexander Goyal	Christopher Bollinger
Erin Lea*	Nina St. Hillaire	Nikhil Pateel	Joshua Harman
Amy Zhong	Michelle Sung	Benjamin Tran*	Alexander Miller
		Neel Sanghvi**	Logan Swaisgood
			Jason Woods*

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 Conductor, 2009–2013
Alexander Ryan President, 2011–2013	Kyle Jamolin Choral Director, 2012–2014	Kevin Mok Conductor, 2013–2015
Joel Guttman President, 2013–2014	Jasmine Marcelo Vice President, 2013–2015	Jesse Halpern Treasurer, 2015–2016
Jonathan Hansford Choral Director, 2015–2017	Marin Chin Music Director, 2016–2017	Austin Hope Webmaster, 2015–2018
Suzie DeMeritte Treasurer, 2016–2018	Michael Mitchell Conductor, 2016–2018	Leanne Cetorelli Conductor, 2015–2018
Alex Yu President, 2017–2018	Erin Estes Webmaster, 2018–2019	Bethany Riege Secretary, 2018–2019
Hojin Yoon President, 2019–2020	Sami Louguit Member, 2018–2020	Samuel Harley Conductor, 2018–2020
Matthew Evanusa Conductor, 2018–2020	Nicole Benner Social Director, 2018–2020	Austin Starnes Treasurer, 2018–2020

Cianwood City & Sandgem Town

Pokémon Gold/Silver & Diamond/Pearl

Go Ichinose, Shinji Miyazaki, Masayoshi Soken

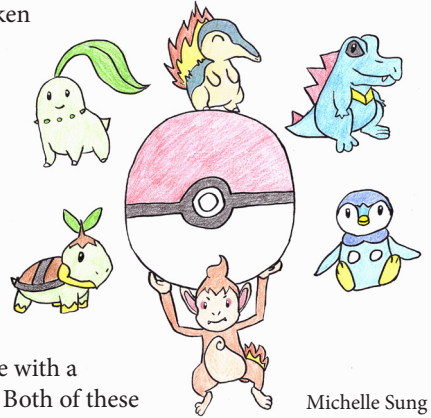
Arr. Sami Louguit

Ft. Cassandra Meyer

Cianwood City and Sandgem Town are two beautiful waterside municipalities in the *Pokémon* world. While both of their musical themes share similar melodies, their musical arrangements demonstrate stark contrast. “Cianwood City” features a tranquil presentation of the melody that builds into grand fanfare with lush orchestration.

“Sandgem Town” offers a fresh and jazzy vibe with a colorful chord progression and playful runs. Both of these themes are connected via a unique transition from

Final Fantasy XIV entitled “Where the Hearth Is” with a bright bossa nova samba that plays as nighttime music in the game’s residential maps. With these three themes reborn, the two critically-acclaimed game series come together in this arrangement.



Stickerbush Symphony

Smash Ultimate/Kirby Star Allies

David Wise

Arr. Nicholas DeGraba, Bethany Riege

“Stickerbush Symphony” originally appeared in *Donkey Kong Country 2: Diddy Kong’s Quest*, and it was later popularized by its arrangement for *Super Smash Bros. Brawl*. This ambient theme was especially prominent in the game’s single player adventure mode: Subspace Emissary.

Gerudo Valley

The Legend of Zelda: Ocarina of Time

Koji Kondo

Original arrangement by Chad Seiter

Adapted for the GSO by Ciara Donegan

Ft. Fang Du, Katriel Kasayan, Jeffrey Luo (Sun.), and Mary Wang (Mon.)

An arrangement created for its 25th anniversary, this rendition is of one of the most iconic and memorable themes in the *Legend of Zelda* series, “Gerudo Valley.” In *Ocarina of Time*, this infamous guitar-centered theme plays in the desert area of the same name and has been adapted for a full symphonic orchestra, featuring energetic and dramatic brass parts for an exciting performance.

Plants vs Zombies Suite

Plants vs Zombies

Laura Shigihara

Arr. Tom Zong

Ft. Eirena Li

Plants vs Zombies is a tower defense game in which zombies are invading your house to eat your brains, and you the player must repel their relentless advances by defending your lawn with garden plants. Consisting of tunes from the original game soundtrack of the 2009 classic, this arrangement includes

“Crazy Dave,” “Choose Your Seeds,” “Grasswalk,” “Graze the Roof,” and “Brainiac Maniac.” Through the gameplay references heard throughout the piece, you’ll find yourself on a trip through the various stages of the game. Whether you’re a franchise veteran with a zombie pile that reaches outer space, or a newcomer who has yet to seed their first peashooter, this piece will be a jam. **READY, SET, PLANT!**



Kaitlyn Won

Frogger

Frogger

Andrew Barnabas, Paul Arnold, Peter Murphy

Arr. Nicholas DeGraba



Why did the frog cross the road?

Developed by Konami in 1981,

Frogger is a beloved, classic video game about a frog who wants to navigate a busy street without becoming roadkill. The original arcade version of the game was praised for its cute graphics, responsive controls, and catchy theme. Music tracks for *Frogger* and its sequels are expectedly fun and bouncy. Hop to it!

Christine Zhou

Forest/Nature Area

Smash Ultimate/Kirby & The Amazing Mirror

Hironobu Inagaki, Atsuyoshi Isemura

Arr. Nicholas DeGraba

The Forest/Nature Area theme was first introduced in *Kirby & The Amazing Mirror* where it plays as you traverse the green fields and forests of the Rainbow Route, Olive Ocean, and Carrot Castle levels. This theme also appears in other games such as *Kirby Squeak Squad* and as a battle arrangement for the *Super Smash Bros.* series.



Abigail Shirima

Battle I

Octopath Traveler

Yasunori Nishiki

Arr. Rachel Wattanarungsikajorn

Octopath Traveler is a turn-based JRPG in which you follow the stories of eight characters as they come together and each embark on their own quest. “Battle I” is the first of many exciting battle themes you hear throughout the game, as you begin your journey through Orsterra and fight against various foes.

Weight of the World

NieR:Automata

Music by Keiichi Okabe

Lyrics by J’Nique Nicole

Arr. Sami Louguit

Ft. Thomas Chung, Fang Du, Jess Huang, Sami Louguit, Aidan McLoughlin, Henry Reineck, Fletcher Tracy, Rachel Wattanarungsikajorn, and Michael Yang

NieR:Automata is a sequel to the *Drakengard* and *NieR* series, whose plot offers a philosophical exploration of existentialism as the mysterious disappearance of humanity gives rise to a war between androids and robots. The two main android characters of the game, 2B and 9S, endure a variety of turmoil as they fervently search for the truth of humanity and their existence. The game’s ending anthem pays homage to their relationship and chase for each other through a post-apocalyptic world.

Light & Shadow

League of Legends

Hiroiyuki Sawano

Lyrics by cAnON

Arr. Nicole Benner, edited by Nicholas DeGraba

Ft. Nicole Benner

“In a vast and dark universe, young warriors are chosen by fate to protect the light of the stars. They are destined to burn bright, but collapse as furiously as they burn.”

“Light & Shadow” was released in early fall 2019 alongside a new cinematic for the *League of Legends* Star Guardian storyline. The Star Guardians are a group of Sailor Moon-esque warriors that fight monsters in space. Some of the guardians become “corrupted,” turning against their former comrades. The lyrics and tone of the song align with the arc of the story in the cinematic. Starting from a place of despair at her former guardians turning against her, Guardian Neeko struggles to remain uncorrupted and is eventually saved by one of her allies, signified in the somber beginning and triumphant ending of the song.

Intermission!

The Champion of Hyrule

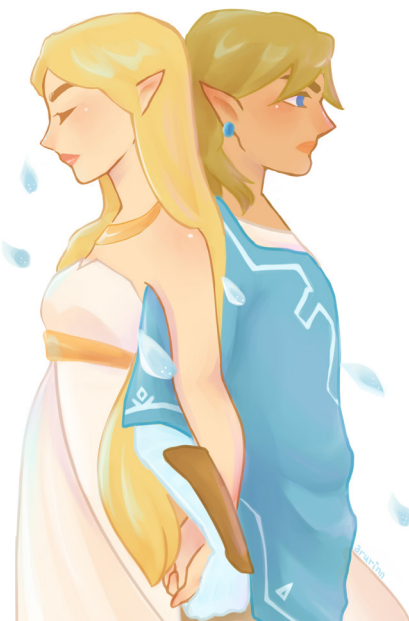
The Legend of Zelda: Breath of the Wild

Kosuke Yamashita, Natsumi Kameoka, Tomomichi Takeoka, Ryo Nagamatsu

Arr. Ciara Donegan

Ft. Zander Barrow, Karennia Foley, Sara Riso,
and Christopher Zhou

One hundred years have passed since Calamity Ganon awoke, defeating the champions tasked with protecting Hyrule and ravaging the land. Only Link, the Hylian champion, remains, newly awakened after a century of rest in the Shrine of Resurrection. “The Champion of Hyrule,” adapted from the theme played for the Nintendo Switch Presentation 2017, tells the tale of our amnesiac hero who must defeat Calamity Ganon and save Hyrule once and for all.



Rafa Mondal

Parasailing

The Legend of Zelda: Breath of the Wild

Manaka Kataoka, Yasuaki Iwata, Hajime Wakai

Arr. Ciara Donegan

Ft. Julia Tsuchiya-Mayhew

In *The Legend of Zelda: Breath of the Wild*, two of the many minigames you can find throughout Hyrule make use of your paraglider. Whether you're showing a researcher just how far you can fly or completing the obstacle course on Eventide Island (or even cheating at the shield surfing minigame), you can enjoy the upbeat sounds of “Parasailing.”

Mii Channel Theme

Nintendo

Kazumi Totaka

Arr. Michael Lowenstern

Ft. Quinn Dang, Seyong Park, Michael Reed, Brock Ryan, Kyle Wasserman, and Daniel Xing

Introduced with the original Wii console from Nintendo in 2006, the Mii Channel allowed users to create custom 3D caricatures for use as avatars in various games like *Wii Sports* and *Mario Kart Wii*. Originally composed by Kazumi Totaka, the Mii Channel theme from the original Wii is perhaps one of its most iconic themes. This refreshing performance brings the theme to the clarinet sextet for the first time.

So Let Us Melt

So Let Us Melt

Jessica Curry

Arr. Jonathan Hansford

So Let Us Melt is an on-rails virtual reality game developed exclusively for the now-discontinued Google Daydream platform. The main plot places the player in the role of Custodian 98, one of many anthropomorphic robots tasked with preparing a planet for habitation by cryogenically frozen humans over a period of several million years. The robots communicate with each other primarily through singing, which is accomplished by pointing the hand controller at an interactable object and holding a button. The frame story, which depicts a woman telling Custodian 98's story to a group of children around a campfire at night, and the cartoon-like art style give the game a fairy-tale atmosphere.

This song, which bears the same title as the game, is not heard during the gameplay until the credits. The lyrics quote portions of the poem "A Valediction: Forbidding Mourning," written in the early seventeenth century by English poet John Donne. Writing to his wife, Donne assures her while they will be apart for some time, because their love is already strong, the separation will strengthen it further.

2 Nate

Uncharted 2/Final Fantasy II

Greg Edmonson, Nobuo Uematsu

Arr. Marin Chin

Ft. Quinn Dang, Brock Ryan, and Daniel Xing

This piece is dedicated to Nathan Cloeter, a former GSO member who played all types of clarinets. Though I didn't know him too well personally, he helped teach me the valuable lesson of being myself and doing things that I love to do. Since his last concert back in Fall 2014, I've wanted to play "Nate's Theme" again, but I wanted to do something more creative. After listening to Blake Robinson's beautiful rendition of "Nate's Theme" and a symphonic version of "Rebel Army" from *Final Fantasy II*, I was inspired to mash these themes together to create this arrangement. This one's for you, Nate.

Journey

Journey

Austin Wintory

Arr. Elizabeth Swanson

Adapted for the GSO by Ben Cho

Ft. Ben Cho, Ian Wang, Dominic Marcinelli, and Michael Yang

A medley of different themes from the game *Journey*, namely “Nascence,” “Apotheosis,” and “I Was Born for This.” *Journey* is about you, the traveler, making your way through a vast desert towards the final destination, a large mountain. You can make the expedition by yourself, or with the help of other anonymous travelers who you meet along the way. This piece gives a sense of the “Journey” ahead and the mysteries you will uncover.

Rose Thorns

Ikenfell

aivi & surasshu

Arr. Nicole Benner

Ft. Karena Foley,

Sankara Ganesh (Sun.),

and Jason Tang (Mon.)

As the player character in the indie RPG *Ikenfell*, you travel to a mysterious academy in search of your missing sister, Safina, a young witch-in-training. Along the way, you’ll meet a variety of witches and warlocks, creating fierce friendships and rivalries, and discover

the secrets behind Safina’s disappearance. Baudovina Aeldra, the current headmistress of Ikenfell, may have more to do with the mystery than she says, and her dark past, marred by survivor’s guilt and self-loathing, paints a multi-layered portrait for the player to contend with. “Rose Thorns” combines Aeldra’s character and battle themes, and features confessional lyrics that explore her tragic past and the person she used to be.



Christine Zhou

Vector to the Heavens

Kingdom Hearts III

Yoko Shimomura

Arr. Kofi Annor

Ft. Valerie Hsieh, Jess Huang, Mary Wang (Sun.), and Jeffrey Luo (MoSn.)

The *Kingdom Hearts* series follows the journey of 14-year-old Sora who is separated from his friends Riku and Kairi when their world, Destiny Islands, is invaded by the Heartless. This song is centered on Xion's theme, a bittersweet melody that tells the tale of the character Xion's self-discovery and sacrifice.

Apocalypsis Somnus

Final Fantasy XV

Yoko Shimomura

Arr. Matthew Evanusa

The latest installment of the beloved *Final Fantasy* series, *Final Fantasy XV* takes us on a journey across the land of Eos as the protagonist, Noctis, a fallen prince from Lucis, aims to restore his kingdom and find his beloved Lunafreya. This arrangement features two themes intertwined, both composed by the critically acclaimed Yoko Shimomura: that of "Somnus," the main theme of the game, a somber tone of longing and hope, juxtaposed with "Apocalypsis Noctis," an epic battle between gods and humans.

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Hiroshi Amano

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Dr. Laura Schnitker

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 contact us on 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?

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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