

THE GAMER SYMPHONY ORCHESTRA

at the University of Maryland



Fall 2022 Concert

Dekelboun Concert Hall
Clarice Smith Performing Arts Center

Sunday December 11th, 2022
2:00 PM & 7:00 PM

Emily Hossom, Conductor
Abel Solomon, 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.

2022–23 GSO Officers

President Zachary Calcagno

Vice President Isaac Kim

Treasurer Matthew Doyle

Conductors Emily Hossom
Abel Solomon

Choral Directors Francesco Berrett
Neel Sanghvi

Music Director Rodrigo Slone

Fundraising Directors Quinn Dang
Ian Wang

Secretary Eirena Li

Orchestra Manager Erin Lea

PR Directors Erika Holdren
Jason Woods

Webmasters Jay Rana
Christine Zhou

Social Director Eva Ginns

Tech Director Michele Imamura

Officers-At-Large Emma Brown
Stephanie Do

Orchestra Members

**Section Leader **Concertmaster*

Violin I

Ethan Chou
Stephanie Do **
Florian Grader-Beck
Erika Holdren
Michele Imamura
Gyuseok Kang
Katriel Kasayan
Anna Kelleher
Rafa Mondal
Deborah Omotoso
Garrett Peters
Isaac Thomas
Kevin Zhang

Olivia Rosen *
Jenna Wollney

Cello

Saima Ahmad
Serena Alamina
Sarah Blaufuss
Grace Cong
Nailah Harris
Dominic Marcinelli
Jay Rana
Benji Shin
Ian Wang *
Hannah Yan

Oscar Krug

Clarinet

Quinn Dang *
Matthew Doyle *
Marlene Esparza
Faith Pak
Emily Schultz
Meilin Yuan

Alto Saxophone

Maegan Blake
Nicole Cifuentes
Noah Goldberg
Blaise Ryan
Zack Smith *
Davis Xu

Tenor Saxophone

Rayn Carrillo
Tyler Goins
Peter Kozlov
Dominic Manzella

Baritone Saxophone

Braidon Saelens *

Bass Clarinet

Brock Ryan
Daniel Xing *

Bassoon

Will Duis
Jacob Keeley

Trumpet

Brian Glover *
Jackson Martin

Jake Rives
Rodrigo Slone
Landon Stone
Chris Varga

French Horn

Pranoy Basu
Aboli Dahiwadkar
Robert Morris
Sara Riso *
Matthew Tremba

Trombone

Isaac Kim *
Henry McCormack
Quinlan Ngo
Michael Shanny

Euphonium

Christopher Assiryani
Carlos Chen
Vish Malapaka

Tuba

Matthew Killian

Percussion

Anish Bhupalam
Wren Poremba *
Hayden Miller
Steven Zhang

Piano

Eirena Li *
Cassandra Meyer
Christopher Zhou

Violin 2

Zachary Calcagno
Sam Cassetta
Cai Diggs
Mariel Henriquez
Jena Ialongo
Michael Kwan
Sanna Moore
Abigail Shirima
Alex Shrestha
Anton Van De Motter
Caroline Tanner *
Aminah Yizar

Bass

Joey Yeoh
Victor Eichenwald *

Guitar

Adam Martinson

Flute/Piccolo

Sankara Ganesh
Chaitanya Garg
Larissa Hsu
Jeffrey Luo *
Jason Tang
Brittany Thomas
Mary Wang
Christine Zhou

Oboe

Jonathan Alonzo
Zander Barrow *
Jess Huang

Viola

Siddharth Bhatnagar
Emily Blake
Emma Brown
Elizabeth Barski
Meredith Embrey
Taegon Hibbits
Erin Hopper
Emma Roldan

Chorus Members

**Section Leader **Choral Director*

Soprano	Alto	Tenor	Bass
Karena Foley	Mikayla Durr	Sasha Goyal	Jayden Andrews
Eva Ginns	Jessica Greene	Jwoyal Ranjit	Francesco Berrett**
Erin Lea *	Marsh Hessler	Neel Sanghvi**	Josh Harman
Audrey Wiswakarma	Jackie Pezzicola *	Logan Swaisgood	Alex Miller
Amy Zhong	Nina St. Hillaire	Aidan Wilbur *	William Wegand
Lillian Zhou	Valerie Yen		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
Nicholas DeGraba Music Director, 2018–2020	Ciara Donegan Music Director, 2021–2022	

Snowball Park

Super Mario 3D World

Yasuaki Iwata, Koji Kondo, Toru Minegishi, Mahito Yokota

Arr. Abigail Shirima

After defeating the boss of the hot desert known as World 2, Mario is transported to the frigid icy plains of World 3. Here he encounters “Snowball Park,” a freezing yet serene snowy world filled with an abundance of snow pokies, biddy-buds, and goombas. This cheerful tune features the whimsical sounds of jingle bells, flute trills, and catchy string melodies that are sure to put anyone in the holiday spirit.



Abigail Shirima

Rowan's Theme, Route 209

Pokémon Diamond and Pearl

Go Ichinose, Junichi Masuda

Arr. Dominic Marcinelli

The fourth generation of Pokémon games, *Diamond and Pearl*, were released in 2007. They introduced fans young and old to the Sinnoh region, a mountainous island where players would encounter a whole new swathe of characters. A classic game that many of us grew up with, 2021 saw the release of newer, polished versions of these games, titled *Brilliant Diamond* and *Shining Pearl*. This piece is based upon the revamped soundtracks, consisting of a medley of two well-known themes. The first is Professor Rowan's theme, the first piece of music heard in the game, evoking feelings of burgeoning excitement at the start of a new adventure, followed by the beloved fanfare of Route 209's theme, heard on the iconic pathway located at the heart of the Sinnoh region.

A CYBER'S HEART

Undertale and Deltarune

Toby Fox

Lyrics by Laura Shighihara and Isaac Thomas

Arr. Sami Louguit and Isaac Thomas

Ft. Sankara Ganesh

Undertale and *Deltarune* are two RPG games created by Toby Fox. "A CYBER'S HEART" is a medley of two songs, one from each game. The first is "A CYBER'S WORLD?" from *Deltarune*. This song greets the player when they first enter a whimsical Cybernetic World. It features a bouncy and fun central rhythm, reflecting the upbeat atmosphere and possibilities this new world provides. In comparison, the second song, "Undertale," is much more somber and reflective. It plays near the end of the game as the characters you've encountered throughout your journey relate their hopes and dreams of finding freedom. The medley also features lyrics from Laura Shighihara's song, "Don't Forget" from *Deltarune*. Each song represents different phases our adventures can take. How your journey starts and ends is left in your hands, but no matter what, you can depend on the friends you've made to see it through with you till the end.

Loonboon

Plants vs. Zombies

Laura Shighihara

Arr. Zack Smith

Ft. Jonathan Alonzo, Stephanie Do, Oscar Krug, Braidon Saelens, Zack Smith, Christopher Zhou



Inspired by the zoomies of composer Laura Shighihara's cat Metroid, "Loonboon" is the minigame theme for the tower defense game *Plants vs. Zombies*. The first time you hear this bouncy tune is just after your neighbor Crazy Dave (who you've just met) tells you to dig up all the plants in your garden and defend your house from an incoming horde of zombies... by bowling walnuts at them. Normally I guess you wouldn't follow the lead of your rambling neighbor who wears a stainless steel saucepan to protect his brain, but the undead are shambling through your front yard, so walnut bowling it is!

Journey Into Sweet Dreams

Genshin Impact

Yu-Peng Chen@HOYO-MiX

Piano arr. ChaconneScott

Arr. DanimalCrossing

Ft. Emily Blake, Zander Barrow, Zachary Calcagno, Stephanie Do, Matthew Doyle, Erin Hopper, Michele Imamura, Gyuseok Kang, Garrett Peters, Isaac Thomas, Ian Wang, Daniel Xing, Christopher Zhou

Originally composed by Yu-Peng Chen, “Journey Into Sweet Dreams” is the nighttime Waverider sailing theme from *Genshin Impact*’s summer tropical paradise, the Golden Apple Archipelago. Sit back and relax as we set off for Broken Isle on our ship, the Miiotoboru (Onikumaru). Our journey begins from a white sand beach on Pudding Isle, just after sunset.

Ring in the Dawn

Dragon Age: Inquisition

Trevor Morris, David Gaider

Arr. Marin Chin

Ft. Logan Swaisgood

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.

Tearing Through Heaven

Fire Emblem: Three Houses

Hiroki Morishita

Arr. Nico Benner

Ft. Chaitanya Garg, Brian Glover, Larissa Hsu

Three rival kingdoms rule the land of Fodlan during a time of peace. As the player character in *Fire Emblem: Three Houses*, you must choose your alliances carefully to decide the fate of these kingdoms. As bonds are forged and secrets are revealed, the battle ensues to determine which faction will write history. “Tearing Through Heaven” is one of the game’s main battle themes, prominently featuring an energetic trumpet solo that soars over fierce staccato strings. This arrangement introduces a playful flute duet, culminating in a bombastic climax.



Christine Zhou

Suite from Dragon Quest

Dragon Quest Series

Arr. Wyland Stephenson

Ft. Jason Tang

Dragon Quest is a timeless series that has seen many versions across generations of Nintendo Platforms. You play as the aptly named “Hero” to defeat various monsters and dark forces to bring peace to the world. While the lore and stories can become rather confusing to keep track of throughout the games, one thing that is constant is the upbeat and quirky music. Consisting of tunes from the original *Dragon Quest* as well as *Dragon Quest VIII: Journey of the Cursed King* and *Dragon Quest IX: Sentinels of the Starry Skies*, this suite aims to capture the experience of playing *Dragon Quest* from its regal fanfares to devastating laments.

Intermission!

Bombing Mission

Final Fantasy VII

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.

Sanctuary Abandoned by the Gods

Monster Hunter: Rise

Satoshi Hori

Arr. Jayden Andrews, percussion by Colin Eng

Ft. Sankara Ganesh, Chaitanya Garg, Larissa Hsu, Christine Zhou

Monster Hunter Rise is an action role-playing game in which you, the hunter, are tasked by your Village Elder to investigate the Rampage, a mysterious phenomenon that causes hordes of monsters to spontaneously attack your village. When you aren't busy defending your village from the Rampage, you spend your time accepting quests that task you to hunt monsters that have been bothering the local village residents. "Sanctuary Abandoned by the Gods" is the battle theme that plays whenever hunting a monster at a locale known as the Shrine Ruins, a place where people once prayed for protection, but is now home to countless monsters. This engaging, invigorating theme helps convey the intense nature of the hunt and is sure to leave the listener pumped for an exciting hunt.



Fallen Down (Reprise)

Undertale

Toby Fox

Arr. Abigail Shirima

Ft. Will Duis, Larissa Hsu, Eirena Li, Meilin Yuan

After falling into the Underground, Frisk embarks on a journey to return to the surface. Once Frisk reaches the end, a final boss battle with Asgore, King of the Underground, ensues. However, Toriel, Frisk's maternal figure in the Underground, intervenes and protects Frisk. This emotional piece from *Undertale* is only played during the True Pacifist Route, the route in which you never kill any enemies, resulting in Frisk befriending a number of monsters who help throughout their journey. Like Frisk's journey through the Underground, the journey of life is hard to do alone. This piece is dedicated to a dear friend who makes this journey easier.

The Chosen Land

Xenoblade Chronicles 2

Yasunori Mitsuda

Arr. Neel Sanghvi

Ft. Jwoyal Ranjit, Valerie Yen

In the world of Alrest, where civilizations rest on the backs of dying Titans, one kingdom remains at the height of its power. The Indoline Praetorium, a nation of theocratic adherence, shines through the darkness that slowly decays Alrest. "The Chosen Land" is a mix of the day (called "Our Eternal Land") and night (called "We Are The Chosen Ones") themes of the Praetorium and serves as a holy anthem for the kingdom and its people. The mix features both themes interwoven to unify their best aspects – the exuberance of the day theme featuring bright, upper choral voices, and the calm reverence of the night theme, featuring darker, lower choral voices. May the Eternal Land forever keep you in a warm embrace.

Marble Zone

Sonic the Hedgehog

Masato Nakamura

Arr. Matthew Killian

Ft. Zander Barrow

Music from the second zone of *Sonic the Hedgehog* for the Sega Genesis, this arrangement takes the simple 16-bit source material and adds some drama in the form of a bombastic introduction, oboe solo, and full orchestral setting. The audience joins Sonic at his super speed as they feel like they are jumping across lava flows and dodging robot attacks in the ancient ruins!

Bad Piggies

Angry Birds

Ilmari Hakkola

Arr. Kiki Papageorgiou

Ft. Zachary Calcagno

From the makers of *Angry Birds*, *Bad Piggies* is a puzzle and sandbox game centered around building contraptions and safely transporting piggies and the stolen *Angry Birds*' eggs to a goal. In this mobile game, you collect scrap parts as you maneuver through the terrain, making planes, cars, rockets, and more. This piece includes the main theme from *Bad Piggies*, as well as themes from "The Courtroom."

Everything Goes On

League of Legends

Porter Robinson and Brendon Williams

Arr. Dominic Marcinelli

Ft. Francesco Berrett, Stephanie Do, Emily Hossom, Dominic Marcinelli, Cassandra Meyer, Caroline Tanner, Ian Wang

League of Legends is known for its massively competitive multiplayer battles. While the game is infamously challenging, it offers a softer side with the Star Guardians, an in-game alternate universe that draws on tropes from the magical girl genre of Japanese media. In the alternate universe's lore, the main playable characters become the Star Guardians, a group of high schoolers who transform into magical heroes who defend the universe against evil. "Everything Goes On" is an upbeat yet melancholic song created for the 2022 series of Star Guardian skins and illustrates the sacrifices the Star Guardians need to make in order to protect the ones they love. While the original song possesses more of an electronic-rock feel, this stripped-down version has been arranged for strings, piano, and a vocalist.

Super Smash Bros. Brawl

Super Smash Bros. Brawl

Nobuo Uematsu

Arr. CTL, Choral Adapt. by Nicholas DeGraba

Ft. Jwoyal Ranjit, Audrey Wiswakarma

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.

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We owe a special thank-you to...

The Clarice

The UMD School of Music

The Memorial Chapel

The UMD Student Government Association

Antonino d'Urzo

Ken Rubin

Jesse Halpern

Hiroshi Amano

Prof. Derek Richardson

Dr. Laura Schnitker

Prof. Marybeth Shea

and...

YOU!