



Gamer Symphony Orchestra

Smithsonian Exhibition
Saturday, May 9th 2015

Smithsonian American Art Museum

Kevin Mok, Conductor
Bryan Doyle, Conductor
Elizabeth Green, Assistant Conductor
Daniel Hopkins, Choral Director

About the GSO

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

Today, the GSO provides a musical and social outlet to 120 members. It is the world's first collegiate ensemble to draw its repertoire exclusively from the soundtracks of video games. The ensemble is entirely student run, including the conducting and arranging of the pieces performed.

In February of 2012 the GSO collaborated with Video Games Live!, for their performances at The Strathmore in Bethesda, Md. The National Philharmonic performed the GSO's arrangement of "Korobeiniki". In May of 2012 the GSO was invited to perform as part of the Smithsonian Art Museum's "The Art of Video Games" exhibit.

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

Find the GSO online at UMD.GamerSymphony.org.

Concert Program

Infinite Color

Kid Icarus

The Dark Future of Maplestory

200X

Terra's Resolve

Chrono Cross & Chrono Trigger Medley

Symphony for the Hero of Time Mvmt. I

Coronation/Baba Yetu

-Intermission-

Clock Town

Reset the Credits

Symphony for the Hero of Time Mvmt. II

Stanley's Meddling

Halo

Katamari Grove