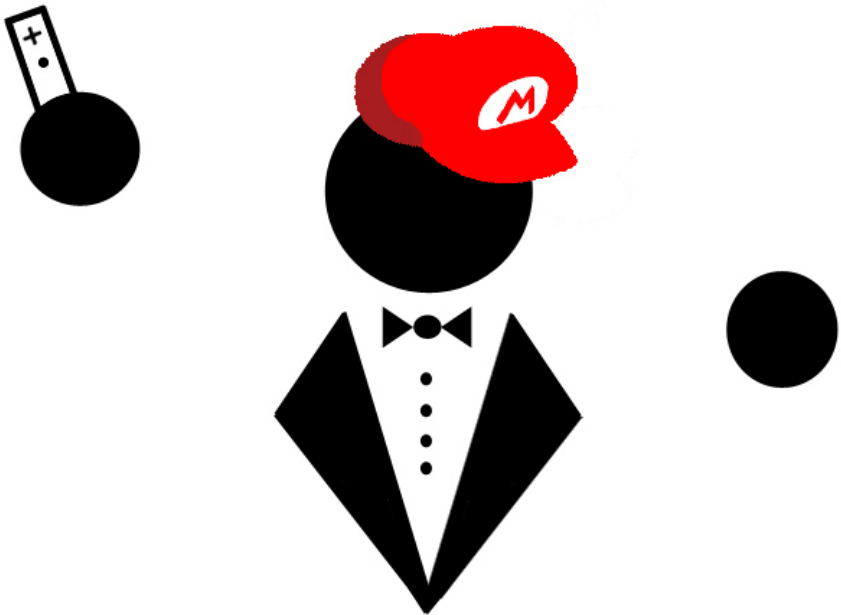


THE UNIVERSITY OF MARYLAND'S
**GAMER SYMPHONY
ORCHESTRA**

[HTTP://UMD.GAMERSYMPHONY.ORG/](http://umd.gamersymphony.org/)



SPRING CONCERT 2009

Dekelbom Concert Hall
Clarice Smith Performing Arts Center

Saturday, May 9th, 3PM

CONCERT PROGRAM

“Hikari”

Hikaru Utada, Yoko Shomomura

Kingdom Hearts

Arranger: Alex Song



“Hikari” is the main theme song of the Japanese release of Square’s Kingdom Hearts, an action role-playing game featuring characters from Disney films and from Square’s Final Fantasy games. The piece delicately opens with two phrases from the high and low voices, which are then joined by the entire orchestra for the main theme. After a brief interlude consisting of solos from the French horn, oboe, clarinet, and bassoon, the music takes on a march-like feel and later climaxes with a final, resonant chord.

“SSBM: Final Destination”

Tadashi Ikegami

Super Smash Brothers Melee

Arranger: Christopher Lee



The end stage of Super Smash Bros. Melee is just one big platform where the player fights Master Hand and Crazy Hand, the game’s “gods,” depicted as disembodied white gloves. This arrangement features Melee’s “Final Destination” theme, as well as the game’s menu music. A version of the Final Destination theme originally appeared as the credit music in “Super Smash Bros.” for the Nintendo 64. Both themes are remixed many times in Brawl, the sequel to Melee.

Metal Gear Solid Medley

Harry-Gregson Williams, et al.

Metal Gear Solid, MGS 2: Sons of Liberty,

MGS 3: Snake Eater

Arranger: Gerald Tagunicar



The main protagonist, Solid Snake, is a Special Forces stealth operative who repeatedly faces super-weapons of mass destruction, known as Metal Gear. Listen for heroic, sneaky and adrenalin-pumped themes throughout this arrangement. The composition starts with the “Metal Gear Solid 2” main music, followed by a theme played when enemy soldiers discover Solid Snake’s presence. The “Metal Gear Solid 3” main theme appears next, followed by a jazzy rendition of the main theme. The piece concludes with a James Bond-esque ending.

Final Fantasy Epic Battles

Nobuo Uematsu, Tsuyoshi Sekito,

Masashi Hamauzu, Hitoshi Sakimoto

Final Fantasy II, VII, VIII, X, XII

Arranger: Gerald Tagunicar



Final Fantasy is the ever-popular role-playing video game series made by Square Co. This medley exposes the audience to the sense of blood, sweat, and tears of battle the game heroes face every time they encounter their enemies. This arrangement features themes from FF8, FF2, FF7, and FF10, as well as the famous victory fanfare. These themes were chosen for this arrangement as some of Final Fantasy’s most notable, unique, and recognizable.

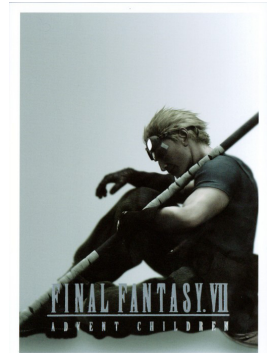
~INTERMISSION~



~RESUME PROGRAM~

“Aeris’ Theme” (Aerith’s Theme)
Nobuo Uematsu, Shirou Hamaguchi
Final Fantasy VII, FF VII Advent Children
Adapted by Peter Fontana and Greg Cox

Flute: Peter Fontana
Piano: Greg Cox



The theme heard here, adapted from the version performed in “Advent Children,” was originally played as a tribute to Aeris when she leaves the party in “Final Fantasy VII.” It highlights the sadness of her departure, the importance of the party’s mission, and triggers the recollection of fond memories and unforgettable moments, both of the game and of our lives.

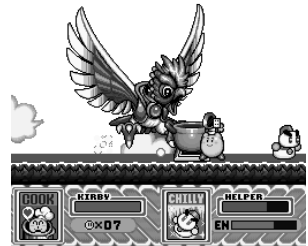
Castles

*(Being Formely a String Septet But Still
Featuring Strings in Prominent Regard)
Super Mario World,
Donkey Kong Country 2
Legend of Zelda: A Link to the Past
Arranger: Chris Apple*



“Castles” is a medley of dungeon themes from classic Super Nintendo games. Previously featured by the GSO as a string chamber piece in 2007, this piece has been reincarnated to capture the pomp and circumstance of the full orchestra.

Kirby Super Star
Jun Ishikawa, Dan Miyakawa
Kirby Super Star
Arranger: Steve O’Brien



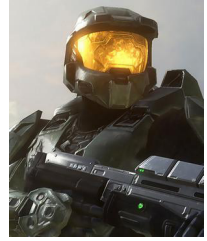
“Kirby Super Star” -- pretty much the best game ever made? No one knows Kirby’s backstory for certain, but this arranger thinks he once was a regular type of man. However, he was then bitten by a pink, radioactive marshmallow. Kirby ran for president in 1955, but he was beaten by Ron Paul because of the hackersphere. In Kirby Super Star, Kirby poaches endangered giant birds, then indulges in a power fantasy about being Indiana Jones. With the help of this song, so can you! In conclusion, as you can see, “Kirby Super Star” is pretty much the best game ever made.

Halo

Martin O'Donnell, Michael Salvatori

Halo, Halo 2

Arranger: Chris Apple



The “Halo” soundtrack focuses not just on the game’s players, but the characters and the environment around them as well. This rich tapestry of music tells many stories and describes many scenes: a soundscape of the heavens, a lament for fallen soldiers, and of course, an energetic ballad heralding our heroes.

Prelude, Fugue, and Groove

Katamari Damacy

Yu Miyake, Greg Cox

Arranger: Greg Cox



“Katamari Damacy” boasts some of the catchiest and most diverse music of any video game, to say nothing of its quirky premise: Using a magic ball called a “katamari,” the player must roll up various objects in order to recreate the stars, which have been destroyed accidentally by the King of All Cosmos during a night of drunken debauchery. This suite is intended to capture the odd but sincere mix of artistry and silliness on display in “Katamari Damacy.”

I. Prelude: An eerie, celestial introduction (“Lovely Angel”) gives way to a buoyant march (“Katamari March Damacy”).

II. Fugue: A fugue for the King of All Cosmos, recomposed from the original soundtrack (“Fugue #7777”) to actually be a fugue.

III. Groove: A rendition of the game’s main theme, endlessly energetic as a rolling katamari.

MEET OUR CONDUCTORS!

Greg Cox Head Conductor

Greg Cox has served as a conductor, arranger, and occasional composer for the GSO for three years. He will soon graduate from the University of Maryland with a B.S. in Psychology and a B.M. in Music Composition. He is going on to pursue his Ph.D. in Cognitive Psychology and Cognitive Science at Indiana University. Greg is sad to leave the GSO, and is immensely thankful for the opportunity to make music with such wonderful people. His goal in life is to become the answer to a crossword puzzle clue.

Peter Fontana Conductor

A flute player for 13 years, a piccolo player for 8, and a singer for 6, Peter has participated in numerous musical groups, including bands, choirs, orchestras, and chamber ensembles. His capstone musical experiences include providing vocal music for Pope Benedict XVI as a member of the 250-person choir at the Washington, D.C., Papal Mass in 2008. He has a B.S. in Computer Science from the University of Pennsylvania and is pursuing a Ph.D. in same at the University of Maryland. His teaching experience (for which he was awarded the College of Computer Mathematical and Physical Sciences 2009 Outstanding Graduate Teaching Assistant award) has been immensely helpful to the GSO.

Anna Costello Assistant Conductress

Anna Costello is a freshman Physical Sciences major with a minor in French horn performance. She also plays mellophone in the Mighty Sound of Maryland marching band, is a part of College Park Art Scholars, and loves video games.

Kira Levitzky Assistant Conductress

Kira Elizabeth Levitzky is a freshman pursuing a double degree in music performance and music education. She has been playing the piano since age 4 and flute since age 8. She started composing at 13, but only started conducting and teaching this semester. She basically eats, breathes, tastes, and dreams music on a daily basis. She also loves the GSO and everyone in it.

ORCHESTRA

Violins

Heather Bernardo
Diana Bestul-Taylor
Matt Costales
Julie Heffernan
Marilyn Joseph
Christopher Lee
Jessica Liu
Ting Liu
Curtis Mitchell
Katie Noble
Melissa Ou
Rebecca Parker
Clinton Rebello*
Laura Stayman
Sean Symon
James Wissman

Violas

Michelle Eng
Sonya Lu
Victor Ontiveros

Cello

Lauren Beasley
Alan Eng
Carli Follett
James Lynch

Flute/Piccolo

Peter Fontana
Erin Gilbert*
Samantha Kretschmer
Kira Levitzky
Vaidehi “Vai” Patel

Oboe

Michelle Eng
Jennifer Ganss

Clarinet

Andrew Bishop
Jessica Elmore
Erin Grand
Brett Holbert
Alex Song*

Alto Saxophone

Ga Young “Amy” Kim
Evelyn Sievert
Gerald Tagunicar
Anna Trejo

Tenor Saxophone

Benjamin Tousley*

Baritone Saxophone

Greg Comstock

Bassoon

Randall Perrine*

Trumpet

Greg Benjamin*
Mike Charles
Edward “JJ” Jefferson
Sam Nassau
Matthew Phipps

Horn

Grace Chang
 Anna Costello
 Rachel Kassman*

Flugelhorn

Chris Carlsen
 Robert Garner

Trombone

Will Ardanuy
 Bill Campbell
 Brian Kwong
 Steve O'Brien

Euphonium

Nadine Simpson

Tuba

Christopher Davis*

Electric Guitar

James Tarkenton

Guitar

Gerald Tagunicar

Bass Guitar

Brian Cohan
 Sammy Jo Hecox

Percussion

Evan Stottlemeyer
 Jeremy Ulrich

Piano

Ga Young "Amy" Kim
 Samantha Kretschmer

CHORUS**Soprano**

Diana Bestul-Taylor
 Ayla Hurley
 Elizabeth Kallgren
 Christine Lau*
 Amanda Laughlin
 Sabrina Snellings

Alto

Craig Abrom
 Erin Davis*
 Jen Johnston
 Brittany Klein
 Abigaill Malate
 Laura Peregoy
 Sasha Petersen
 Holly Wu

Tenor

Chris Apple*
 Brett Holbert
 Jeff Nickerson
 Xiaobo Tang

Bass

Will Ardanuy*
 Alexander Booth
 Brandon Hauk
 Steve O'Brien

*Denotes section leader

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GSO OFFICERS '08-09

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Chris Apple

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Will Ardanuy

Public Relations Director

Justin Johnston

Personnel Director

Erin Davis

Webmaster

Christopher Davis

Videography

Nick Piegari

GSO Logo

Matt Maiatico

About the Gamer Symphony Orchestra

Half-a-dozen members of the University of Maryland Repertoire Orchestra founded GSO in the fall of 2005 when they realized they had a shared interest in video game music. By the time of the ensemble's first public performance in the spring of 2006, its size had quadrupled.

Today, GSO provides a musical and social outlet to 90 members. It is the world's first college-level ensemble solely dedicated to video game music as an emerging art form. Aside from its concerts, the orchestra also runs "Deathmatch for Charity," a yearly video game tournament in the spring. All proceeds benefit Children's National Medical Center in Washington, D.C., via the "Child's Play" charity (www.childsplay.org).



We love getting feedback from our fans! Please feel free to fill out this form and drop it in the "Question Block" on your way out, or e-mail us at umd@gamersymphony.org.

How did you hear about the Gamer Symphony Orchestra?

What arrangements would you like to hear from GSO? Other comments?

Please write down your e-mail address if you would like to receive messages about future GSO concerts and events.