



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.

GSO Officers

President: Zoë DiGiorgio
Vice-President: Jasmine Marcelo
Treasurer: Adam Marinelli
Secretary: Tori Buckshaw
Conductors: Kevin Mok
Bryan Doyle
Choral Director: Daniel Hopkins
Music Director: Dakota Sparks
Orchestra Manager: Tatiana Bravo
Social Director: Kellie Tappan
Webmaster: Julia Eng
Fundraising Director: Jesse Halpern
Officer-at-Large: Jon Seibert
Matthew Chin

GSO Founder: Michelle Eng
Faculty Advisor: Dr. Derek Richardson
Department of Astronomy
GSO Logo: Matt Maiatico, Katie Noble

Emeritus Members:

Michelle Eng: Founder and President
Greg Cox: Conductor
Peter Fontana: Conductor
Rob Garner: President
Chris Apple: Music Director
Kira Levitzky: Conductor
Alexander Ryan: President

Chorus Roster

Soprano

Rebecca Brown*
Sarah Buchanan
Tori Buckshaw
Zoë DiGiorgio*
Nicole Grap*
Jasmine Marcelo*
Nikki Schoenbrun*
Shelby Smith

Alto

Nicole Butterworth
Sarah Caudill
Suzie DeMeritte
Jennifer Johnson
Tess Krimchansky
Madison Potter
Michelle Sloan

Tenor

Ben Cha
Jonathan Hansford
Daniel Hopkins
Michael Michalik*
Dave Pilachowski
Marshall Tyers

Bass

Simeon Anfinrud*
Scott DeHart
Chase Frederick*
Jesse Halpern
Luke Johnston
Adam Marinelli*
Ben Phillip
Jacob Siegel
Elliott Weinberg
Rober Zimmerman

* indicates featured performer

Orchestra Roster

Alto Saxophone

Julia Eng
Zachary Frey
Kellie Tappan
Alex Yu

Tenor Saxophone

William Combs
Mitchell Kennedy

Baritone Saxophone

Sean Jones

Bass Clarinet

Leanne Cetorelli
Michael Mitchell

Bass Guitar

Kane Wade

Bassoon

Douglas Eber
Elizabeth Green
Michael Younkin

Clarinet

Kyle Carruthers
Felix Lee
Travis Mudd
Timothy Spillman
Ryan Zelinsky

Contra-Alto Clarinet

Zoe Ladwig

Flute

Tatiana Bravo
Marie Sterba
Marissa Tonkay
LeAnne Young

Horn in F

Nathan Caudill
Kristian Koeser
Chun Mun Loke

Trumpet

Nicholas Arnold-Medabalimi
Ethan Berg
Sean Jurado
Joe Kozlowski
Alex Measday
Amanda Modica
Dakota Sparks

Trombone

Marlin Ballard
Drew Star

Tuba

Ben Ames
Andrew Jones

Guitar

Brendan Lawler

Oboe

Elizabeth Lavin
Griffin Moskowitz

Euphonium

Chris Hawkins
Ang Li
Tia Vafeas

Piano

Eileen Liu
Kathleen Metz
Roger Singh

Percussion

Matthew Chin
Daniel Ganton
Patrick Musselman
Jon Seibert

Violin I

Zadamarie Alfeche
Sailunsi Chen
Kevin Chou
Jenny Luo
Liangcheng Tao
Reed Trevelyan
Joan Tsai
Sandy Wan
Jeffrey Yang
Emily Yee

Violin II

Julia Belenky
Bo Chen
Austin Feng
Alexandra Fincannon
Adrian Kahaner
Maria Koelbel
Gladys Ruiz-Malca
Paola Sola
David Wang
Jessica Yau

Viola

Brooke Groff
Alana Hamann
Katie Hergenreder
Danny Hoffman
David Pfeiffer

Cello

Andrea Beaty
Austin Hope

Contrabass

Christian Larsen
Michael Mahoney
Isabel Martinez

Concert Program

Infinite Color

Mario Kart Series

Composers: Various Artists

Arranger: Matthew Chin

Featuring: Chris Hawkins, Kevin Mok, Drew Star, Marlin Ballard, Matthew Chin, Andrew Jones

Since 1992, Mario Karters everywhere have feared the unbounded tracks of the iconic Rainbow Roads. Hop aboard the Hype Train as we take you on a vivid journey, encapsulating all 8 Rainbow Road themes and some other colorful songs (while trying not to fall off the map of course.) Watch out for banana peels and shells of red, green, and the dreaded blue. Race you back down to the Earth!!



Kid Icarus

Kid Icarus (1986)

Composer: Hirokazu Tanaka

Arranger: A.C. Menes

Skyworld has been plunged into chaos! The evil Goddess Medusa has launched a massive attack, kidnapped the benevolent Goddess Palutena, and turned many brave warriors into stone. It's up to the angelic warrior Pit to save the day and rescue Palutena, ruler of Skyworld. But this will be no easy task for our young hero. The four themes heard in this medley each come from a stage in *Kid Icarus*. In order to rescue Palutena, Pit must climb out of the treacherous depths of the Underworld, navigate the harsh terrain of the Overworld, ascend the dizzying heights of Skyworld, and lead the attack on Medusa at the Palace in the Sky. To victory!

Concert Program (cont.)

The Dark Future of Maplestory

MapleStory (2003)

Composers: Joe Hisaishi, Wizet

Arranger: Christopher Lee

The world of Maplestory was a simple one where adventurers would spend hours upon hours grinding for experience and doing little else. Suddenly, with a Big Bang, the Black Mage is released onto the Maple world and everything is changed. Empress Cygnus, leader of the Cygnus Knights felt that her knights were lacking in power, so she went to search for the World Tree. But this was a trap set up by the Black Mage and it corrupted Cygnus and her knights to evil. Meanwhile, a brainy boy researches robots in Tokyo in 2021. In 2099, a missile hits Odiaba, releasing an army of robots that destroy the city and take over until 2503, when the air battleship is destroyed by the heroes. The Black Mage has darkened the future of Maplestory...or did he just make it easier for the adventurers?

200X

Mega Man (1987)

Composers: Takashi Tateisi, Maname Mamtsumeo

Arrangers: Jason Troiano, Laura Peregoy

His six robot masters are destroyed, and his fortress lies in ruins. “Forgive me”, he cries, “I was wrong to try to conquer the world.” With a smile and a nod, our hero grants him his forgiveness and departs to enjoy the newly created peace. He watches him go, and begins to smile. “How naïve”, he says as he begins to laugh aloud. “Enjoy it while it lasts, my friend. Next time, the world will be mine and not even you will stop me!” The year is 200X, and mankind is once again threatened by the machinations of Dr. Wily and his robot masters. Is evil destined to triumph, or will Megaman defeat Dr. Wily and restore peace to the world? Join us for the thrilling conclusion!

Terra’s Resolve

Final Fantasy VI (1994)

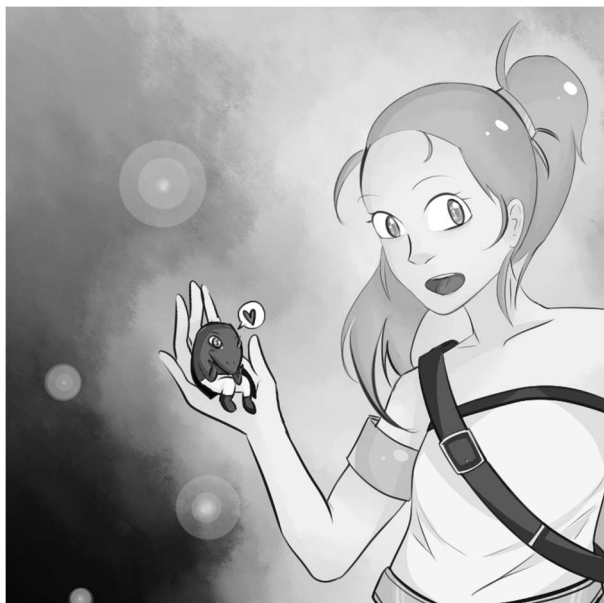
Composer: Nobuo Uematsu

Arranger: Chad Seiter

The theme “Terra” serves both as the main theme of *Final Fantasy VI* and its eponymous heroine. This orchestral arrangement originally appeared in the tribute album, *Final Fantasy VI: Balance and Ruin*, arranged by Chad Seiter. Regarding the piece, Chad says:

“To this day, Uematsu-san’s “Terra” has remained one of my favorite themes of all time. I have been enamored with it since I was young. I wanted to musically capture Terra’s strife and make sure my omage told her story accurately. I felt I could only do it with an orchestra, so I recorded ‘Terra’s Resolve’ with an absolutely gigantic 120 piece orchestral ensemble.”

Concert Program (cont.)



Art by Griffin Moskowitz

Chrono Cross & Chrono Trigger Medley

Chrono Trigger/Cross (1995, 1999)

Composer: Yasunori Mitsuda

Arranger: Alex Song

The medley combines four different songs from two of the most popular role-playing games in video game history. The four songs are “Reminiscence”, “Chrono Trigger Theme”, “Scars of Time”, and “To Far Away Times”. Both of these games involved characters using time travel in order to achieve their ultimate goals.

Symphony for the Hero of Time Mvmt. I

The Legend of Zelda Series (1986-2015)

Composer: Koji Kondo

Arranger: Douglas Eber

Long ago, there was a prophecy.

This prophecy told of a small child who would throw down the evil king who reigned for generations using an ancient and forbidden power. His journey would not be easy, and it would be fraught with danger.

He would meet valuable friends, and make dangerous enemies, but would retrieve the Blade of Evil's Bane from its ancient temple. Using its power, he would defeat its guardian and meet a powerful ally who holds the key to defeating the Gerudo King. He then would brave the King's Fortress, fighting through waves and waves of minions, before meeting the King in battle and defeating him. But the King can never be truly defeated, for the cycle will continue, no matter what actions are taken. The King will always return, and a hero will always rise to vanquish him.

Such is the Prophecy of the Triforce.

Movement One opens with the ever-nostalgic Great Deku Tree, guardian of the forest, who explains this prophecy in his booming baritone and soaring tenor. He then presents the first trial to the chosen Hero: retrieve the Blade of Evil's Bane from within the ancient castle, long lost to time.

Concert Program (cont.)

Coronation/Baba Yetu

Civilization IV (2005)

Composer: Christopher Tin

Arranger: Alex Song

Composed by Christopher Tin in 2005, Baba Yetu has been performed and praised in venues such as the Kennedy Center, the Royal Festival Hall, and the Hollywood Bowl. It was performed at the New Year's Concert of the sixty-seventh session of the United Nations General Assembly. It was nominated for "Best Instrumental Arrangement Accompanying Vocalist" category for the 53rd Annual Grammy Awards, making it the first theme from a video game to be nominated for a Grammy. Baba Yetu represents the *Civilization* series well, with its sweeping, emotional melodies and powerful Swahili lyrics.

Clock Town

The Legend of Zelda: Majora's Mask (2000, 2015)

Composer: Koji Kondo

The Legend of Zelda: Majora's Mask, the dark and twisted sequel to The Legend of Zelda: Ocarina of Time, is probably one of the most unique games in the series. You play as Link, a hero determined to save the land of Termina from an eminent doom: the moon will fall in three days and end the world. Despite the doom and gloom, Link has the ocarina of time to go back to the beginning of the three days as much as he needs to stop this apocalypse. Among some of the creepiest and saddest music themes in the series, Clock Town stands out

as one of the happiest tunes found in the game. However, it's your reminder of all the love and life you are fighting to save as you travel through time. Although this emotional and memorable game was released in the N64 in 2000, we hope Clock Town will be a great reminder of all the great times had in the game, and we celebrate its recent remake on the Nintendo 3ds.



Concert Program (cont.)

Reset the Credits

Ōkami (2006)

Composer: Masami Ueda

Arranger: Matthew Chin

Featuring: Nicole Grap, Rebecca Brown, David Wang

The goddess of the sun, Amaterasu, travels around Nippon (Japan from folklore) with help from other gods and goddesses to restore the Guardian Saplings, sacred trees that have been cursed by the evil Orochi, an 8-headed demonic serpent. This choral arrangement of the 'Thank You' version of the credits features 3 soloists who encapsulate a love story between a man and a woman that has since passed. The 2 female soloists represent the woman's current self and her distant past self and the male soloist represents the man's distant past self. In the end, they are separated and neither of them knows where the other is, but they mutually desire to reset their sadness.



Art by Marissa Tonkay

Symphony for the Hero of Time Mvmt. II

The Legend of Zelda Series (1986-2015)

Composer: Koji Kondo

Arranger: Douglas Eber

In the second movement, Link has found the Master Sword, and ventures into Gerudo itself to collect more information on Ganondorf, to learn his weak points, his fighting style, and to hone his skills with the Master Sword. The Gerudos point him to a desert temple, a Colossus that contains a monster. However, it only responds to strength, and will have to be subdued before it will recognize any challengers other than Ganondorf himself. Link confronts this monstrosity, but is easily overpowered. On the verge of collapse, Link has a vision of his childhood friend, Zelda, who is somewhere in Ganondorf's Tower waiting for him. He realizes that despite his shortcomings and weaknesses, he cannot stop fighting for those who believe in him and finds the courage to overcome his powerful foe.

Concert Program (cont.)

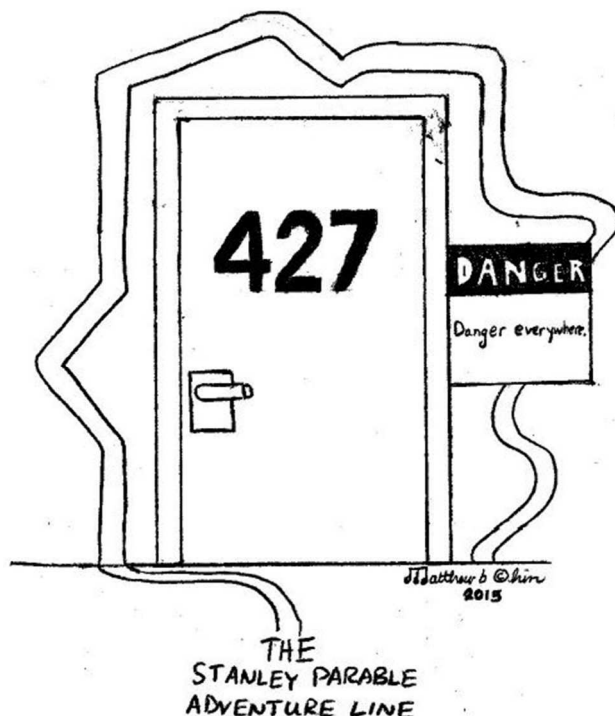
Stanley's Meddling

The Stanley Parable (2013)

Composers: Blake Robinson, Yiannis Ioannides, Christiaan Bakker

Arranger: Matthew Chin

You play as Stanley, who is employee 427 in a big office building. One day, something goes wrong, actually nothing happens, so you have to go adventure and find out what's going on along with the help of the Narrator. At one point in the game, the Narrator employs the services of the Stanley Parable Adventure Line to help you on your merry way. Fortunately, things result in a happy ending.



Art by Matthew Chin

Halo

Halo: Combat Evolved (2001)

Composers: Martin O'Donnell, Michael Salvatori

Arranger: Chris Apple

Humanity is under attack by a fanatical coalition of aliens known only as the Covenant. Despite the courage of the human military, system after system falls, culminating in the loss of the planet Reach. Escaping the carnage, a military vessel containing the genetically engineered super soldier known as Master Chief makes a blind jump in an attempt to draw the Covenant away from Earth. The return to real space with the Covenant hot on their heels, only to find Halo: a mysterious ring world alien to humans and Covenant alike. Join Master Chief in his race against the Covenant to discover the mysteries of the ring.

Katamari Groove

Katamari Damacy (2004)

Composers: Yu Miyake

Arranger: Greg Cox

Listen to the lyrics in the song! Are they in English or Japanese? Neither, it's Engrish, a hybrid of Japanese and English used by the Prince in the game Katamari Damacy. After accidentally destroying all the heavenly bodies in the sky, the King of All the Cosmos sends his son, the Prince, to fix the mess. With a katamari with magical adhesive powers, the Prince rolls over all kinds of things to make the katamari grow large enough to replace the planets. Want to "play along" while you listen? See how many English words you recognize.

Beyond the GSO

The GSO has also fostered the creation of a multitude of other collegiate GSOs at California State University-Northridge, Ithaca College, Montclair State University, University of California-Los Angeles, the University of Delaware, and West Chester University. There is also a local high school GSO at Magruder High School.

Additionally, two GSOs exist beyond academic circles. The Washington Metropolitan and the Baltimore GSOs are nonprofit organizations dedicated to playing video game music, just like their academic counterparts. These GSOs are open to new members on an as-needed basis, and anyone who is interested in learning more about either group can request information from the points of contact below.

WMGSO: metro@wmgso.org

[@WMGSO](#) | [fb/MetroGSO](#) | [WMGSO.org](#)

Baltimore GSO: info@baltimoregso.org

[@BaltimoreGSO](#) | [fb/BaltimoreGamerSymphonyOrchestra](#) | [BaltimoreGSO.org](#)

Interested in forming your own GSO? Contact umd@gamersymphony.org for more info!

How are we doing?

We love getting feedback from our fans! Please feel free to fill out this form and drop it in the “Treasure Boxes” on your way out.

The GSO is partially funded by the Student Government Association, but most of our operating costs are covered by donations by members and fans. Please consider enclosing a donation with your feedback to help us continue providing our free concerts.

Tax deductible donations can also be made through the “Giving to Maryland” program at the GSO’s website: UMD.GamerSymphony.org. Checks made out to UMD College Park Foundation (with “Gamer Symphony Orchestra” in the memo line) qualify as tax deductible charitable gifts!*

*Gifts in support of the University of Maryland are accepted and managed by the University of Maryland College Park Foundation, Inc., an affiliated 501c(3) organization authorized by the Board of Regents. Contributions to the University of Maryland are tax deductible as allowed by law. Please see your tax adviser for details.

How did you hear about the Gamer Symphony Orchestra?

What arrangements would you like to hear from GSO? Do you have other comments about our performance?

Please legibly write down your e-mail address if you would like to receive messages about future GSO concerts and events. (About three e-mails per semester)

Are you a UMCP student interested in joining the GSO? If so, please write your name and e-mail address below and we’ll be sure to get in touch!