

THE GAMER SYMPHONY ORCHESTRA

at the University of Maryland



Spring 2017 Concert
Saturday, April 22, 2017 @1:00pm

Dekelboum Concert Hall
Clarice Smith Performing Arts Center

Leanne Cetorelli, Conductress
Michael Mitchell, 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 from the University of Maryland Repertoire Orchestra, she founded the GSO to achieve that dream. By the ensemble's first public performance in Spring 2006, its size had quadrupled.

Today, the GSO provides a musical and social outlet to 110+ 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 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.

Aside from its concerts, the GSO had a special role at the Video Games Live also holds the "Deathmatch for Charity" event every spring. All proceeds from this hours long video game tournament benefit the Children's National Medical Center in Washington, D.C.

The Gamer Symphony Orchestra has also fostered the creation of many more video game orchestras around the country, including the Washington Metropolitan GSO, the Magruder High School GSO, the Damascus High School GSO, the Baltimore GSO, the 8-Bit Orchestra, the Ithaca College GSO, PXL8, the Video Game Orchestra, G.A.M.E., the Seattle Video Game Orchestra & Choir, the Reno Video Game Symphony, the CSUN GSO, the Montclair State University GSO, the Norwalk GSO, and the Game Music Ensemble at UCLA.

Spring 2016 marked the 10th anniversary from the GSO's first public performance. Performers from the BGSO and WMGSO as well as numerous other GSO alumni came back to UMD to celebrate the special day.

*GSO*fficers

President
Alexander Yu

Treasurer
Suzanne DeMeritte

Music Director
Matthew Chin

Secretary
Arden Qiu

Orchestra Manager
William Combs

PR Director
Marissa Tonkay

Conductors
Leanne Cetorelli
Michael Mitchell

Choral Directors
Jonathan Hansford
Marshall Tyers

Fundraising Directors
Tatiana Bravo
Ignacio Brown

Officer-at-Large
Jon Seibert

Social Director
Beth Riege

Webmaster
Austin Hope



Art by Michelle Chan

Orchestra Roster

Flute	Tenor Saxophone	Percussion	Violin II
Tatiana Bravo*	Alex Acuna	Matthew Chin	Vivian Belenky
Vivian Ding	William Combs*	Joshua Estrada	Bo Chen
Cassie Herman	Baritone Saxophone	Patrick Musselman	Erin Estes
Marie Sterba	Hannah Stauffer	Brady Sack	Sarah Jackson
Marissa Tonkay	Bassoon	Jon Seibert*	Benjamin Jones
Cindy Xie	Tim Barry	Jeffrey Wan	Brian Lin
Oboe	Harrison Cohn	Piano	Lena Meredith
Lawrence Guloy	French Horn	Connor Belman	Krystal Nguyen
Grant Lilly	Kristian Koeser	Eileen Liu*	Arden Qiu*
Eric Villanyi	Chun Mun Loke*	Roger Singh	Paola Sola
Clarinet	Ryan Shriver	Guitar	Viola
Jason Berger	Michael Shultz	Daniel Bae*	Michelle Chan
Lena Boyer	Trumpet	Brenden Caffey	Alana Hamann
Kyle Carruthers*	Ethan Berg*	Brendan Lawler	Andrew Lazara
Jee-Ny Choi	Amanda Modica	Bass Guitar	David Nguyen
Joseph Fong	Eric Stigliano	Albert Chu	Kamsi Okigbo
Travis Mudd	Rouchen Wang	Jack McGrath	Beth Riege
Michael Placanica	Trombone	Violin I	Jenna Wollney
Donald Smith	Kofi Annor	Ji Hyuk Bae	Cello
Bass Clarinet	Patrick Dwyer	Tanner Barnett	Austin Hope*
Austin Horn	Sam Harley*	Elizabeth Childs	John Nolan
AJ Layton*	Austin Starnes	Kevin Chou	Kerry O'Brien
Contra Alto Clarinet	Euphonium	Jonathan Lee	Matthew Patrick
Zoe Ladwig	Matthew Heide	Meigan McManus	Cecelia Vetter
Daniel Xing	Tuba	Alexia Owusu-Sakyi	Ben Wade
Alto Saxophone	Zak Khalil	Benjamin Sela	Contrabass
Robbie Stevenson		Reed Trevelyan*	Daphine Henderson
Hojin Yoon		Junie Wu	
Alexander Yu		Jeffrey Yang**	

** *Concertmaster*

* *Section Leader*

Chorus Roster

Soprano	Alto	Tenor	Bass
Sarah Buchanan	Ignacio Brown*	Ben Akman	Nicholas DeGraba
Suzanne DeMeritte	Steph Cyphers	Jonathan Hansford	Charles Frederick*
Nicole Grap	Isabel Idsardi	Ryan Hunter*	Jason Kuo
Katherine Okada*	Anna Kraft	Marshall Tyers	David Liang
Rachel Su	Michelle Sloan		James Shen
	Jessica Tsai		Jesse Szwed
	Ashley Yuen		Elliott Weinberg

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 - Conductress, 2009-2013

Alexander Ryan - President, 2011-2013

Kyle Jamolin - Choral Director, 2011-2014

Kevin Mok - Conductor, 2013-2015

Joel Guttman - President, 2013-2014

Jasmine Marcelo - Vice President,
Choral Director, 2014-2015

Jesse Halpern - Treasurer, 2015-2016



Art by Marissa Tonkay



Art by Kamsi Okigbo

Concert Program

Sogno di Volare (“The Dream of Flight”)

Civilization VI (2016)

Composer: Christopher Tin

Arranger: Jonathan Hansford

Performers: Orchestra and Chorus

Sogno di Volare is the main theme for *Civilization VI*. It plays underneath the opening movie, main menu, and some of the victory screens. The composer, Christopher Tin (who is also notable for being the composer of *Baba Yetu*, the main theme of *Civilization IV*), drew inspiration for the Italian lyrics from this quote, which is recited upon researching flight in *Civilization IV*:

"For once you have tasted flight, you will walk the earth with your eyes turned skywards, for there you have been and there you will long to return."

-Leonardo da Vinci

This arrangement of the piece is based on the main menu variant of the theme, but a portion of the opening movie variant is also included.



Art by Hannah Stauffer

The Hero of Time Suite: Mvmt. II - The Desert Temple

The Legend of Zelda: Ocarina of Time (1998)

Composer: Koji Kondo

Arranger: Douglas Eber

Performers: Orchestra ft.

Tatiana Bravo, Cassie Herman

The Hero of Time Suite (previous known as Symphony for the Hero of Time) was played in its entirety back in Spring 2015, with “The Desert Temple” being its second movement out of four. This piece features selections from “Gerudo Valley” and the main theme from the Legend of Zelda franchise, taking inspiration from the Symphony of the Goddesses travelling concert tour version.



Art by Marissa Tonkay

Orca's Theme

Okami (2006)

Composer: Rei Kendo

Arranger: Austin Hope

Performers: Michelle Chan, Alana Hamann, Daphine Henderson,
David Nguyen, John Nolan, Jenna Wollney

Orca's Theme plays as you, the sun goddess Amaterasu in wolf form, rides on the back of Shachimaru (Orca in the English version) over the rolling waves of the sea around Nippon.

Midnight Petroleum

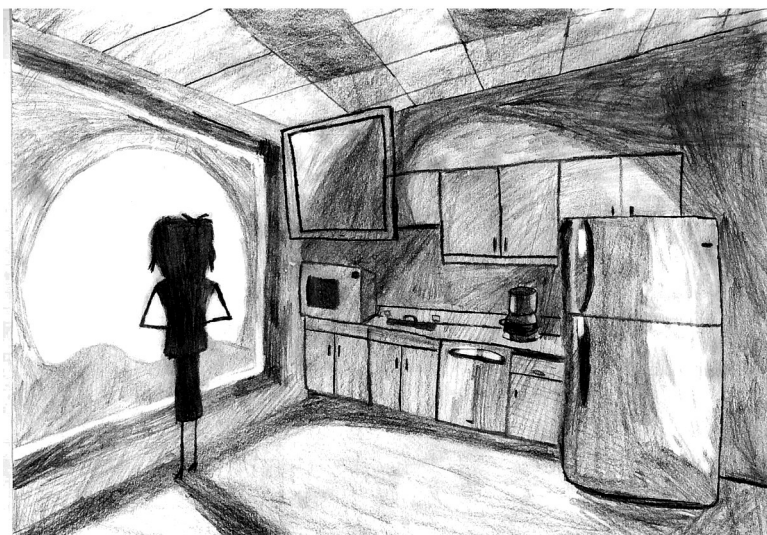
Human Resource Machine (2015)

Composer: Kyle Gabler

Arranger: Charles Frederick

Performers: Chorus ft. Austin Hope

Picture an office breakroom at midnight. You're standing at the window, holding a cup of coffee. A full moon begins to rise above the building. You take a sip of coffee. You leave the breakroom to go back to your overtime. The moon hangs outside the window of the breakroom. The moon blinks. It was an eye the whole time. The machines are coming. They've been amassing outside the city for months, and now they're outside your office building. Why are they here? What do they want? It doesn't matter. You have a job to do. Tasks to perform. Tiles to take from the inbox and put into the outbox. There's nobody who can do your job better than you can. So, you get back to work.



Art by Charles Frederick

New Bark Town

Pokémon Gold, Silver, and Crystal Versions (1999, 2000)

Composer: Junichi Masuda

Arranger: Michael Mitchell

Performers: Kyle Carruthers, Leanne Cetorelli, AJ Layton, Michael Mitchell

New Bark Town is the home theme from Pokémon Gold, Silver and Crystal. It gives you that same homey feel just like Pallet Town, but lets you know a new exciting adventure awaits you.

Escape

Pony Island (2016)

Composer: Jonah Senzel

Arranger: Charles Frederick

Performers: Matthew Chin, Charles Frederick, Jonathan Hansford,
Austin Hope, Arden Qiu

Pony Island is not the colorful, happy game you probably envisioned upon reading its name. Escape is the song that plays during the game's final moments. You have successfully deleted all of the CORE files and are performing the system dump on Lucifer's computer. Now, it is time for you to escape from his videogame and free your soul and the souls of the rest of the crusaders who died alongside you. But Satan isn't going down without a fight. Pony Island is not the colorful, happy game you probably envisioned upon reading its name.

Don't Speak Her Name!

Fire Emblem: Awakening (2012)

Composers: Yuka Tsujiyoko et al.

Arranger: Simeon Anfinrud

Performers: Orchestra ft. Eileen Liu

***** SPOILER ALERT *****

In the aftermath of a shocking sacrifice, the Shepherds of Ylisse press forward through the hostile nation of Plegia. Innocents on both sides are dying, but no loss is as heartbreaking as that of the beloved Exalt, who gave her life in the name of peace. This piece evokes the sadness and loss as the heroes reluctantly fight a war nobody wanted, as hope seems to crumble around them. With the resolve, courage, and bonds between friends that the heroes share, it's time to tip the scales in this war.



Art by Matthew Chin

Megalovania

Undertale (2015)

Composer: Toby Fox

Arranger: Alexander Yu

Performers: Daniel Bae, Jack McGrath, Jon Seibert, Alexander Yu

you're gonna have a bad time

The Parting Glass

Assassin's Creed IV: Black Flag (2013)

Traditional Scottish / Irish Folk Song

Arrangers: Ignacio Brown, Matthew Chin

Performers: Ignacio Brown, Arden Qiu, Marshall Tyers

Sung by Anne Bonny during the final cutscene of the game, The Parting Glass is a bittersweet song often sung as a goodbye in Ireland and Scotland. The song captures the emotions that Edward Kenway feels as he says farewell to his pirate friends and crew to return to a stable life in England.

League of Legends Symphonic Suite

League of Legends (2009)

Composer: Christian Linke

Arranger: Chun Mun Loke

Performers: Orchestra and Chorus ft. Nicole Grap, Eric Villanyi, Eileen Liu, Hojin Yoon, Tim Barry, Lawrence Guloy, Tatiana Bravo, Katherine Okada, Ben Akman, Sam Harley

League of Legends Symphonic Suite, features themes from the titular game, currently one of the most popular MOBAs and PC games. The most prominent themes from 2012-2014 were selected to be presented in this suite, appearing in a continuous, sequential fashion. Commencing with the well recognized "Diana's" theme, the piece employs themes from several champions released in that period as progression towards its major sections, which feature the classic "league theme". Unifying these themes is the recurring league motif, most naturally present in Riot's compositions, and some new to this arrangement. The piece also features cameo appearances of themes that have become attributed to the League community, and culminates in the Season 2 World Championship theme, the first of Riot's works that has gained significant recognition as an orchestral work. A huge thanks to the musicians at Riot Games and those from the League community who worked on transcriptions.

15 Minute Intermission

Fallout 4 Main Theme

Fallout 4 (2015)

Composer: Inon Zur

Arranger: Eric Zeng

Performer: Lena Boyer

Fallout 4 follows the journey of the Sole Survivor, a civilian from before the Great War of 2077, after they awake from cryogenic slumber two hundred years after nuclear warfare reduced the landscape to an irradiated wasteland. The main theme captures both the desperation and the determination of the Sole Survivor as they search for their kidnapped son and, along the way, try to unite the inhabitants of the wasteland formerly known as the Commonwealth of Massachusetts.

That Person's Name Is Jeffrey Yang, bearer of the Soloist Asterisk!

Bravely Default (2012)

Composer: Revo

Arranger: Chris "CTL" Lee

Performers: Orchestra ft. Jeffrey Yang

The asterisks are small gems that allow any wielder to immediately obtain the skills of the job contained within it. They were created to control the spread of professions as those who wanted the jobs had to get high ranking officials' permission (or take an asterisk from a bearer by force).



Art by Cindy Xie

The Council of Eternia appointed dozens of official asterisk bearers to oversee the spread of anticrystalism across the land of Luxendarc. When you engage an asterisk bearer, the fighters are placed in a technicolor battlefield where (supposedly) no one can get in or out until the conflict is resolved.

The Promised Land

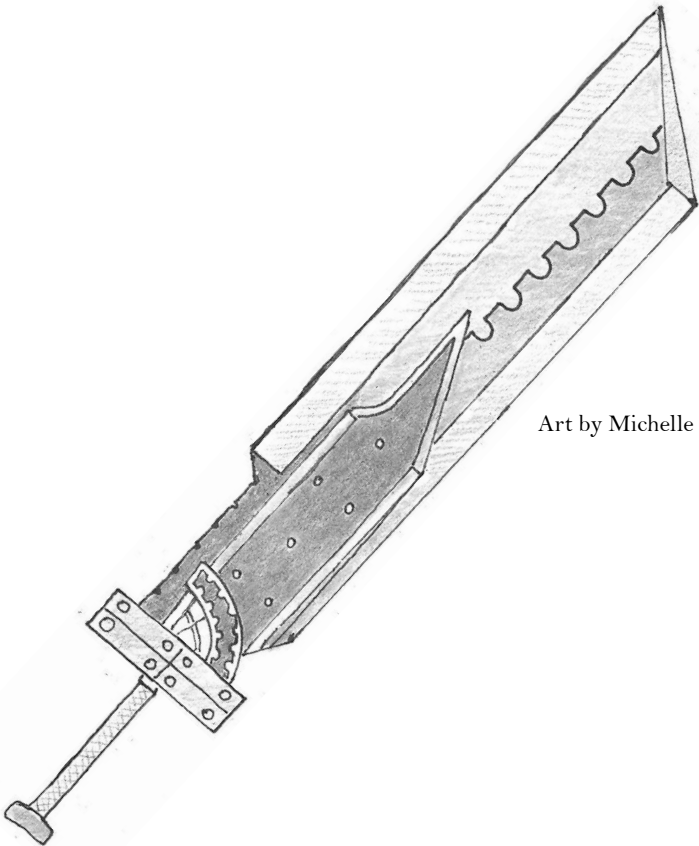
Final Fantasy VII: Advent Children (2005)

Composer: Nobuo Uematsu

Arranger: Chris Apple

Performers: Chorus

Final Fantasy VII: Advent Children dealt with the aftermath of the original *Final Fantasy VII*. Gaia, still reeling from the devastation wrought by Sephiroth, struggles in the face of an epidemic known as the “Geostigma.” This disease was the result of the inflection of the Lifestream, the life force of the planet. Our hero Cloud also wrestles with the disease, while at the same time grappling with his personal demons. “The Promised Land” deals with the forces of nature and the peoples’ pleading to the planet, imploring to understand why nature has wrought such a terrible fate upon the land, and begging for absolution.



Art by Michelle Chan

Let's Dance Boys

Bayonetta (2009)

Composer: Hiroshi Yamaguchi

Arranger: Alexander Yu

Performers: Alex Acuna, William Combs, Hannah Stauffer,
Robbie Stevenson, Hojin Yoon, Alexander Yu

Bayonetta is a series known in part for its very unique music style, fusing modern elements and popular classics. Let's Dance Boys is featured as both a Climax theme and the ending credits theme of the game, and as the name suggests, encourages everyone to dance along!

Heavens Divide

Metal Gear Solid: Peace Walker (2010)

Composer: Akihiro Honda

Lyricist: Nobuko Toda

Arrangers: Jonathan Hansford, Alexander Yu

Performers: Daniel Bae, Ignacio Brown, Sarah Buchanan, Matthew Chin,
Albert Chu, Jonathan Hansford, Jack McGrath, Alexander Yu

Faced with truth, Snake, the protagonist of the Metal Gear series, must kill the woman he's considered a mother figure in order to bring a halt to impending nuclear war; yet it would be years before Snake would learn the whole truth. Heavens Divide captures the rawness of the scene - an ineffable heaven-splitting sorrow that he would forever carry on his shoulders.

The Moon

DuckTales (1989)

Composer: Hiroshige Tonomura

Arranger: Travis Mudd

Performers: Orchestra

"Life is like a hurricane here in Duckburg." We join Scrooge McDuck in his quest for treasure as he sets his sights on the Moon. There's adventure abound even in such a serene place and the Moon isn't exactly the lifeless place you think it is. In search of the Green Cheese of Longevity, Scrooge explores the surface, rescues his friend Fenton from an alien spaceship and with some super help, continues the search beneath the surface. Get ready for some tales of derring-do, bad and good luck tales! (Woo-oo!)

N's Farewell

Pokémon Black and White Versions (2010)

Composer: Shota Kageyama

Arrangers: Bespinben and mysterioso

Performer: Jonathan Hansford

***** SPOILER ALERT *****

N is the unusual, good-natured antagonist of Pokémon Black and White. He believed that Pokémon could not reach their full potential in human captivity and aspired to create separate worlds for people and Pokémon. However, in the game's conclusion, it is revealed that N had been misled his entire life and he was used in Team Plasma's scheme to control the world. N's Farewell plays as N says goodbye to the player, before hopping aboard his legendary Pokémon and flying off, leaving no clue as to where he would go or what he would do.

Symphony of the Fallen Child: Mvmt. I - DETERMINATION

Undertale (2015)

Composer: Toby Fox

Arrangers: Kyle Carruthers, Matthew Chin, Charles Frederick, Travis Mudd

Performers: Orchestra and Chorus

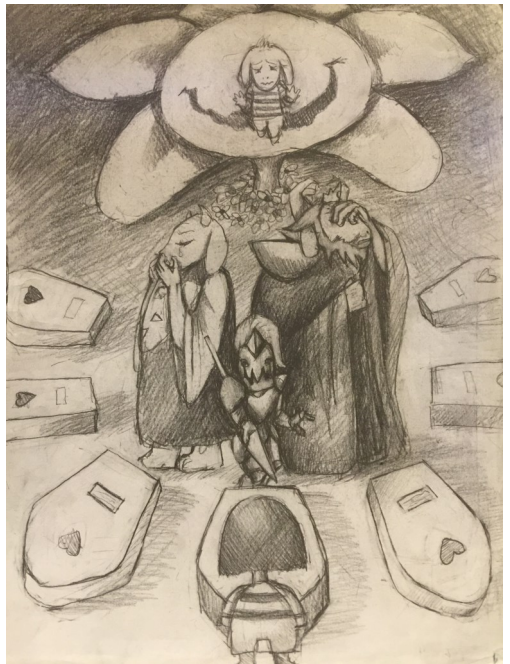
ft. Chun Mun Loke, Grant Lilly,

Eric Villanyi, Lawrence Guloy,

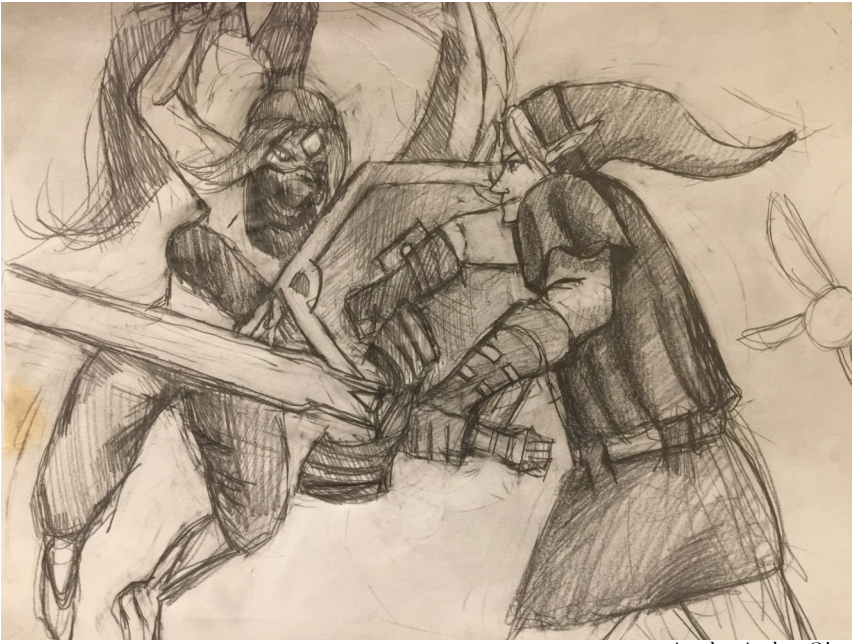
Charles Frederick,

Daniel Bae, Connor Belman

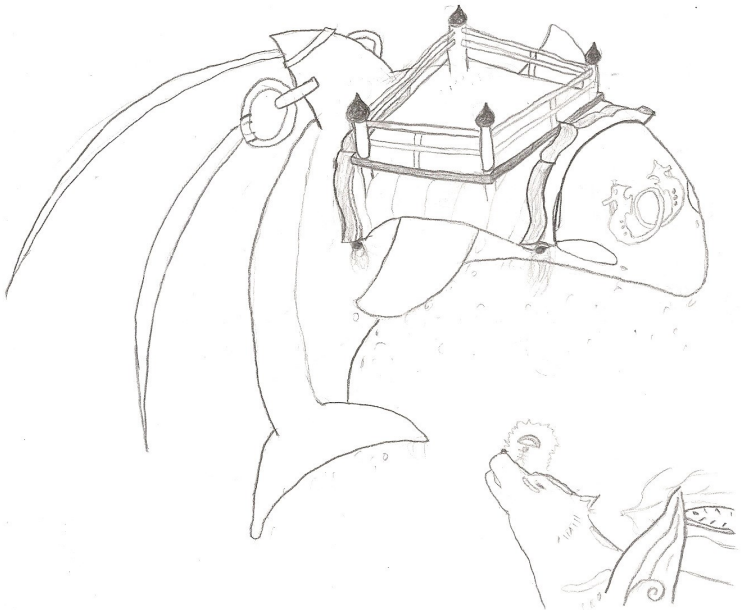
Undertale is a game about a small child who has fallen into a world of monsters. This is the first part of what will be a full-length symphony. This movement focuses on three of the game's main characters. Toriel, the loving goat mom, Undyne, the head of the Royal Guard who never gives up, and Asgore, the king of all monsters. We hope that listening to this piece fills you with... well, you get the idea.



Art by Arden Qiu



Art by Arden Qiu



Art by Austin Hope

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 Question Box on your way out after the concert, or email us at *umd@gamersymphony.org*.

The GSO is partially funded by the Student Government Association (SGA), but much of our operating costs are donated to us by members and supporters. Please consider enclosing a donation with your feedback to help us continue providing our completely free concerts. Donations can also be made through the Student Affairs office program, located at our website, *umd.gamersymphony.org*.

Checks made out to UMD College Park Foundation (with Gamer Symphony Orchestra written on the memo line) 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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