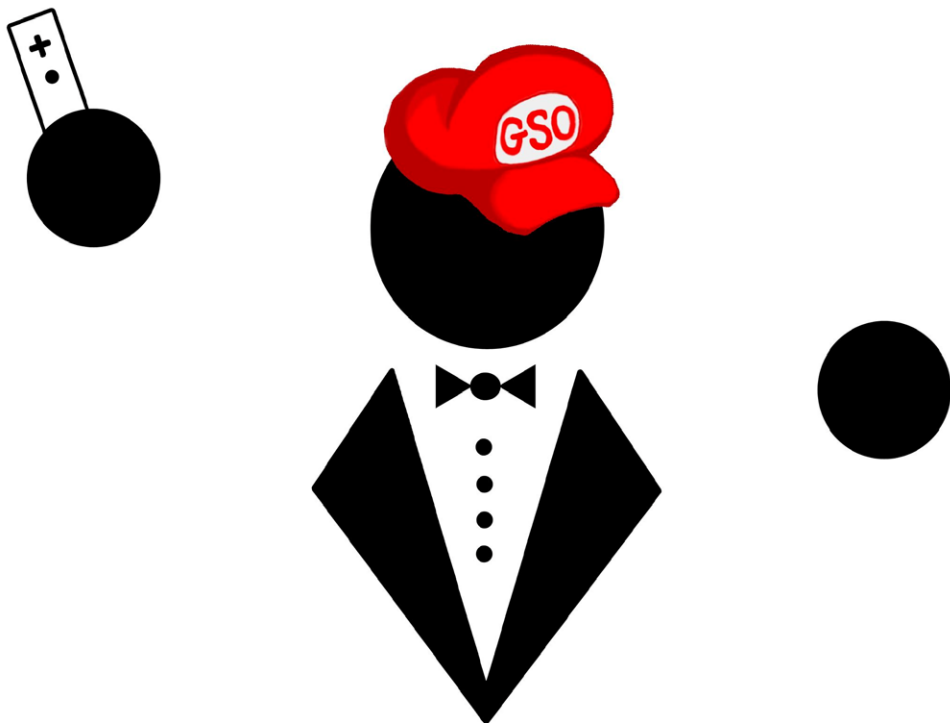


THE GAMER SYMPHONY ORCHESTRA

at the University of Maryland



Spring 2018 Concerts
Friday, April 20, 2018
Saturday, April 21, 2018
7:00 PM

Dekelboum Concert Hall
Clarice Smith Performing Arts Center

Leanne Cetorelli, Conductress
Michael Mitchell, Conductor

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 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 130+ 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. In March 2018, the GSO performed at The John F. Kennedy Center for the Performing Arts on the Millennium Stage.

Aside from its concerts, the GSO also hosts a charity video game event at least once a year, called Gaming4Life. All proceeds from this multi-hour long video game tournament benefits 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. They include the Washington Metropolitan GSO, the Magruder High School GSO, the Damascus High School GSO, the Baltimore GSO, the 8-Bit Orchestra at the University of Delaware, 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 of the Gamer Symphony Orchestra's first public performance. Performers from the BGSO and WMGSO, as well as numerous other GSO alumni, came back to the University of Maryland to celebrate the special day.

GSO Officers

President

Alexander Yu

Vice President

Arden Qiu

Treasurer

Suzanne DeMeritte

Conductors

Leanne Cetorelli
Michael Mitchell

Assistant Conductor

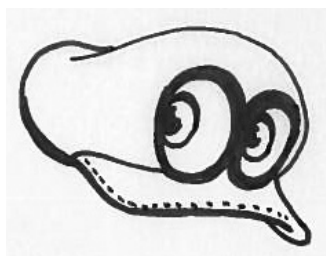
Samuel Harley

Choral Directors

Charles Frederick
Jessica Tsai

Music Director

Chun Mun Loke



Orchestra Manager

William Combs

Fundraising Directors

Cassandra Herman
Cindy Xie

Secretary

Hojin Yoon

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Vivian Ding
Lawrence Guloy

PR Director

Sarah Jackson

Web Master

Austin Hope

Social Director

Bethany Riege

Orchestra Members

Violin I	Viola	Harp	Alto Saxophone	Trombone
Ji Hyuk Bae**	Michelle Chan*	Kate Minker	Michael Lum	Kofi Annor
Tanner Barnett	Danny Hoffman	Piccolo	Ari Sporkin	Patrick Dwyer
Rachel Bittner	Varun Iyer	Jerry Lu	Hojin Yoon*	Samuel Harley*
Elizabeth Childs	Andrew Lazara	Flute	Tenor Saxophone	Austin Starnes
Emma Denlinger	Calvin Liu	Vivian Ding	Alexander Acuna	Piano
Saewon Kwak*	Bethany Riege	Cassandra Herman	William Combs	Connor Belman
Meigan McManus	AJ Saltzman	Min Suh Lee	Baritone Saxophone	Eileen Liu*
Alexia Owusu-Sakyi	Jenna Wollney	Marie Sterba	Hannah Stauffer	Roger Singh
Amanda Requa	Cello	Cindy Xie	French Horn	Guitar
Benjamin Sela	Wes Caldwell*	Kevin Zhou	Jackson Emery	Albert Chu*
Preston Tong	Matthew Evanusa	Clarinet	Kristian Koeser	Ian Florang
Jeong-Yoon Wu	Jonathan Keegan	Jason Berger*	Chun Mun Loke*	Brendan Lawler
Violin II	John Nolan	Lena Boyer	Michael Shultz	Bass Guitar
Vivian Belenky	Zachary Parikj	Joseph R. L. Fong	Trumpet	Victor Eichenwald
Bo Chen*	Matthew Patrick	Donald Smith	Amanda Modica	Jack McGrath
Brian Lin	Cecelia Vetter*	Michael Placanica	Chris Summers	Percussion
Erin Estes	Ben Wade	Bass Clarinet	Eric Stigliano*	Joshua Estrada*
Esther Garcia	Michael Yang	AJ Layton*	Everest Liu	Devan Kumar
Sarah Jackson	Contrabass	Austin Hom	Euphonium	Quinn Morris
Eli Litwack	Daphne Henderson	Daniel Xing	Jason Campanella	Patrick Musselman
Krystal Nguyen	Teddy Hersey	Contra Alto Clarinet	Matthew Heide	Jeffrey Wan
Arden Qiu	Oboe	Zoe Ladwig	Tuba	
Anais Roche	Lawrence Guloy*	Bassoon	Sudeep Behera	<i>Concertmaster = **</i>
Paola Sola	Jess Huang	Alexander Yu	Jamal Zheng	<i>Section Leader = *</i>

Chorus Members

Soprano	Alto	Tenor	Bass
Rosemary Bingei	Jasmine Dill	Ryan Hunter*	Andrew Cho
Kaitlyn Davey	Jessica Tsai*	Neel Sanghvi	Nicholas DeGraba*
Suzanne DeMeritte	Zakiyah Wada		Charles Frederick
Katherine Okada*			Jason Kuo*
IJ Wittenberg			David Liang
			Clark Nguyen
<i>Section Leader</i> = *			James Via

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
Jonathan Hansford - Choral Director, 2015- 2017	Matthew Chin - Music Director, 2016-2017

Proof of a Hero

Monster Hunter

Masato Kohda

Arr. Jacob Zeleny



HANNAH STAUFFER

This is the popular heroic theme from the Monster Hunter franchise. Within this adventure game series, what you do is (you guessed it) hunt monsters. We now celebrate the series' triumphant return to home consoles in the recently released game "Monster Hunter: World" through this piece, which was inspired by the Monster Hunter 5th Anniversary Concert series.

Kirby's Return

Kirby Franchise

Jun Ishikawa

Arr. Nicholas DeGraba

He's pink. He's round. He swallows up his enemies and absorbs their powers. That's right, we're talking about Kirby. With the recently released game "Kirby: Star Allies," there's no better time to be a fan of the little fluff ball. "Kirby's Return" celebrates some of the best music from the Kirby franchise in a fun and upbeat melody.



KATHERINE OKADA

L6: Lunatic

Deemo

Ice

Arr. Tom Zong

Ft. Connor Belman, Lena Boyer

Deemo is a Taiwanese rhythm-tapping game originally developed for mobile platforms and it was recently adapted to consoles. The story follows a little girl named Alice who falls through a trap door in the sky into another realm, where she meets Deemo, a mysterious shadowy figure. Deemo tries to help Alice return to her world by playing his piano, causing a tree to sprout upwards, which Alice begins to climb. As the tree grows, levels in the game unlock, each with its own song. L6:Lunatic is one of the many songs in the game by Hong Kong composer Ice.

Your Reality

Doki Doki Literature Club

Dan Salvato

Arr. Lena Boyer

Ft. Lena Boyer, Andrew Cho, Cassandra Herman, Quinn Morris,
Arden Qiu, IJ Wittenberg

Welcome to Doki Doki Literature Club! You're the newest member in the club featured in this most adorable and entirely wholesome dating simulator! Monika, the president of the Literature Club, hints that she is working on a song to perform on the piano, just for you! Isn't that sweet! "Your Reality," which plays during the ending credits of this lighthearted game, is that song.



Suite from Katamari Damacy, Mvt. III

Katamari Damacy

Yu Miyake

Arr. Greg Cox

Ft. Rosemary Bingei, Hannah Stauffer, James Via

Listen to the lyrics in this song! Are they in English or Japanese? Neither, it's 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. Using 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.



SARAH JACKSON

City Trial

Kirby Air Ride

Shogo Sakai, Jun Ishikawa, Hirokazu Ando, Tadashi Ikegami

Arr. Austin Hope

While Kirby Air Ride is largely a racing game, the City Trial mode instead offer players a (small) open-world environment. Here they can collect power-ups and better racing/battle sleds in a certain time frame before playing a minigame at the end of their time in the city. These minigames can either be a race, a battle, or a skills test. The city features many areas and random events for the players to slide through, and the City Trial main theme reflects all these varied experiences with a fun, party-like sound that blasts through multiple quick themes.



SARAH JACKSON



NICHOLAS DEGRABA

Heart of Thorns

Guild Wars 2

Maclaine Diemer

Arr. Lawrence Guloy

After saving the world of Tyria from the undead onslaught of the Elder Dragon of Death and Shadow Zhaitan, the world has finally entered an era of peace; however, that peace did not last long enough. The death of Zhaitan had unforeseen consequences by disrupting the balance of energy in the world. This resulted in the awakening of the Elder Dragon of the Jungle, Mordremoth, whose threat has reached further than Zhaitan ever has. Heart of Thorns, Guild Wars 2's first expansion, has you traverse the treacherous jungle and slay Mordremoth to once again bring peace to the world of Tyria.

Apotheosis

Journey

Austin Wintory

Ft. Michael Yang

In Journey, players traverse through a vast desert, approaching a mountain in the distance. On the way, the player can join one other player to make the journey together. The players cannot see each other's names or communicate using words or text; instead, players communicate through musical chimes. As the story continues, the music builds and responds to the character's actions, creating a moving and emotional experience. It's no surprise, then, that Journey's soundtrack was the first video game soundtrack to receive a Grammy nomination in 2012.



MEIGAN MCMANUS

OG Maplestory, Mvt. I

Maplestory

CODA Sound

Arr. Chun Mun Loke

This suite is a tribute to the classic themes in the MMORPG Maplestory before the “Big Bang.” Each movement combines traditional sounds of the OST with orchestral development inspired by the Asteria Maplestory Symphony Orchestra. Performances of the suite are intended to consist of a few selected movements, each serving as vignettes of the original Maple World.



HANNAH STAUFFER

Korobeniki

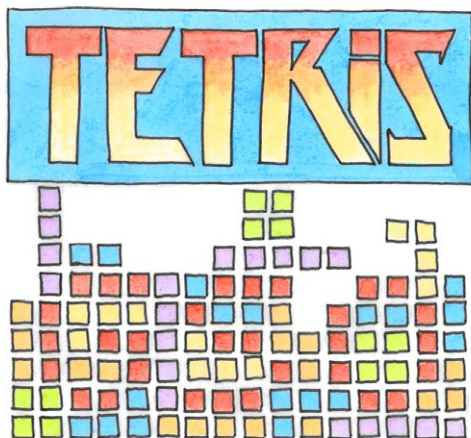
Tetris

Traditional

Arr. Greg Cox

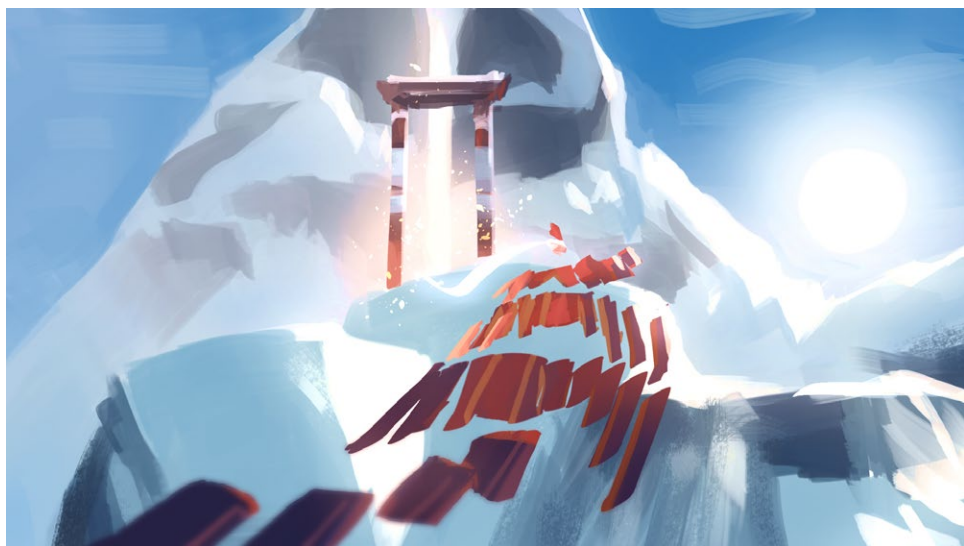
Ft. Matthew Evanusa, Katherine Okada

Though it has its origins as a Russian Folk Song, Korobeiniki is most commonly known throughout the world as the theme to the tile stacking game Tetris. More than 30 years after its release, this song remains as one of the tunes most associated with video games and their music. Arranged by GSO member Greg Cox and performed by the National Philharmonic at Video Games Live in 2012, the GSO once again presents its rendition of “Korobeiniki.”



HANNAH STAUFFER

— — — INTERMISSION — — —



Journey

CINDY XIE



Final Fantasy VI

ARDEN QIU

Counterattack!

Xenoblade Chronicles 2

ACE+

Arr. Alexander Yu

Ft. Alexander Acuna, Kofi Annor, William Combs, Joshua Estrada, Everest Liu, Michael Lum, Austin Starnes, Hannah Stauffer, Eric Stigliano, Hojin Yoon, Alexander Yu

From the role-playing series Xenoblade Chronicles, Counterattack! is the story driving plot theme of the second game in the series, capturing the initial defeat, repeated struggle, and ultimate triumph of the main character through his soul searching journey. As the main character and friends rush to save a dying world, they learn of the true nature of the cycle of life, and must find their individual purposes and goals, all while combatting foes with seemingly opposite goals. This slow but energetic piece juxtaposes dense and sparse sections that reflect the competing feelings of hope and despair in the face of adversity.



SUZANNE DEMERITTE

Another Part of Time

Chrono Trigger, Chrono Cross

Yasunori Mitsuda

Arr. Matthew Chin

Ft. Connor Belman, Kate Minker

This arrangement consists of some of the more ethereal and ambient themes from the two Chrono games that weave in and out of each other as you travel through time (as such is the premise of these games) and across different timelines. We begin with “Corridors of Time” and “Voyage - Home World” from our original timeline. Towards the end of the piece, “Yearnings of the Wind” and “On the Banks of Another Dream -Another World” are converted from common 4/4 to a 6/8 waltz, as we traverse to an alternate timeline where these themes are played differently, but yet have a familiar feeling to them.

Sephiroth and Sadness

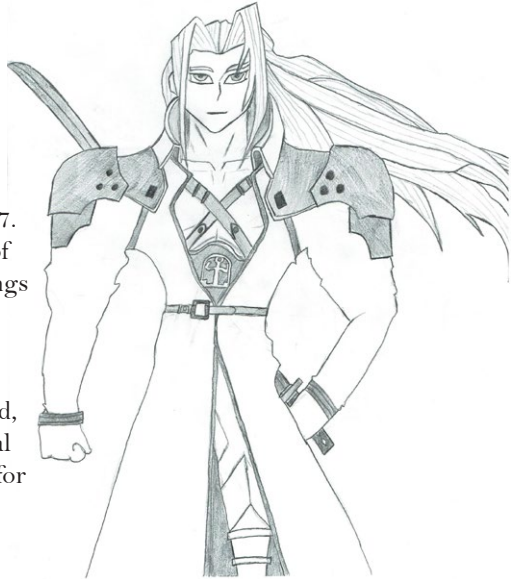
Final Fantasy VII

Nobuo Uematsu

Arr. Matthew Chin

Ft. Connor Belman

Final Fantasy VII is considered to be one of the greatest video games of all time, combining stunning graphics, music, and storyline for gamers since its release in 1997. This arrangement takes the iconic themes of “One-Winged Angel” and “Aerith” and strings them together to retell one of the most heartbreaking moments of the game when Aerith is seemingly murdered by Sephiroth while praying at the altar. Afterwards, Cloud, Aerith’s friend, sets her into her water burial and FFXVII fans everywhere have mourned for their fallen heroine ever since.



ERIC STIGLIANO

Cygnus Garden

Maplestory

Studio EIM

Arr. digodoom197

Ft. Jess Huang



HANNAH STAUFFER

The Gate to the Future has seemingly opened, showing an apocalyptic future where the Empress of Ereve — and by extension her knights — was corrupted by the Black Mage, stripping her of her divine power. The Empress, Cygnus, must be stopped at all costs in order to restore peace to Maple World. This OST plays when you enter Cygnus’s Chamber, where the battle between malice and hope takes place.

I Don't Want to Say Goodbye

Pokemon Mystery Dungeon Explorers of Time/Darkness/Sky

Arata Iiyoshi

Arr. Jonathan Hansford

Ft. Lawrence Guloy, Hojin Yoon

-- MAJOR SPOILERS AHEAD --



SARAH JACKSON

After a fierce final battle at the top of Temporal Tower, the player and their partner complete their mission to prevent a horrible future where time is frozen and the sun never rises. But the pair's victory does not come without sacrifice. Unbeknownst to the partner as they begin their journey home, the player, who is from the future they just prevented, is to be erased from existence. I Don't Want To Say Goodbye plays as the player says a tearful farewell to their partner and disappears in a golden light. The game's conclusion shows the partner, several months later, still crying over the loss of the player. Then credits roll and the triumphant march which concludes this arrangement begins to play, to ring in the sound of the victory won, but with a great cost.

Maria and Draco, Mvt. III

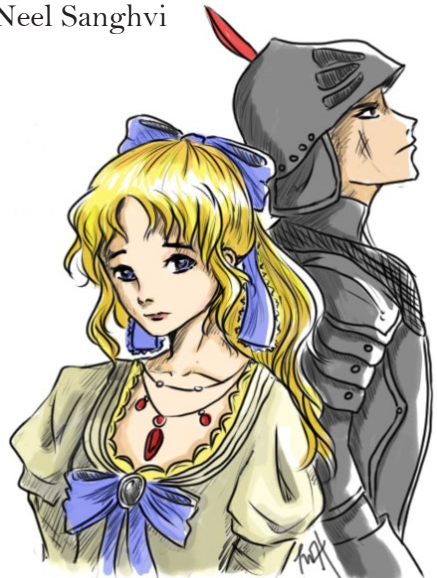
Final Fantasy VI

Nobuo Uematsu

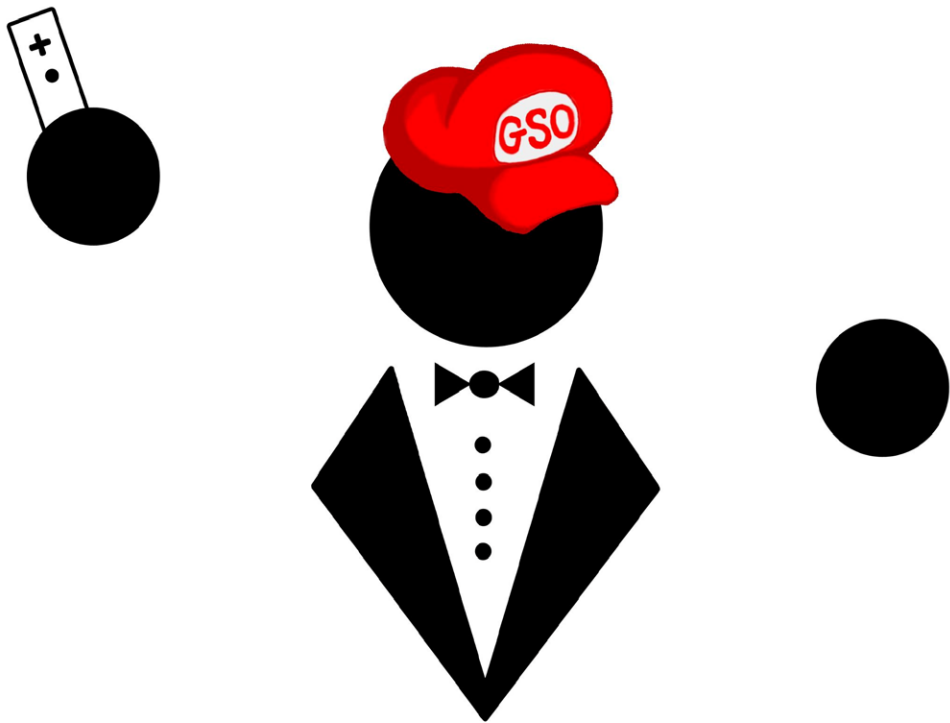
Arr. Greg Cox

Ft. William Combs, Katherine Okada, Neel Sanghvi

In Final Fantasy VI, the player must impersonate an opera singer in a performance of "Maria and Draco." Although we never see the conclusion of the opera in the game, composer Nobuo Uematsu prepared a complete version. "Maria and Draco" tells an appropriate melodramatic tale of love lost and found: The West and East have been at war for many years, and the Western soldier Draco is feared lost. His love, Maria, is captured by the Eastern prince, Ralse, who intends to marry her. Draco, however, breaks into the wedding and forces Ralse to a duel. Whose love for Maria is strong enough to win the day?



TINGWEI HSU



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...AND OUR FRIENDS, FAMILY, AND FANS!

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 Donation Boxes 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 a large portion of our operating costs depend on the generous donations of our friends, families, and fans. Please consider enclosing a donation with your feedback to help us continue providing our completely free concerts.

Checks made out to the University of Maryland College Park Foundation (with Gamer Symphony Orchestra written on the memo line) and donations made through our website (umd.gamersymphony.org) 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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