

**THE GAMER SYMPHONY ORCHESTRA**  
at the University of Maryland



**Spring 2022 Concert**

Dekelboun Concert Hall  
Clarice Smith Performing Arts Center

Sunday May 8th, 2022  
2:30 PM & 7:00 PM

Emily Hossom, Conductor  
Rachel Wattanarungsikajorn, Conductor  
*[umd.gamersymphony.org](http://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 who shared a love of video game music, 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 100+ 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 addition to semesterly concerts at the University of Maryland campus, the GSO has performed in a number of special concerts throughout the years. 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. Most recently, in March 2018, the GSO performed on the Millennium Stage of the Kennedy Center in a concert titled "From Bits to Brass: A Symphonic Adventure Through Video Game Music," as a part of the Kennedy Center's "Direct Current" event. The concert was played to a packed house, and served as a celebration of musical masterpieces across the video game repertoire for gamers, musicians, and enthusiasts alike.

Aside from its concerts, the GSO also holds the charity gaming tournament "Gaming 4 Life" twice a year. All proceeds from this multi-hour long video game tournament and social event benefit the Children's National Medical Center in Washington, D.C.

## 2021–22 GSO Officers

*President* Quinn Dang

*Vice President* Zachary Calcagno

*Treasurer* Ben Cho

*Conductors* Emily Hossom  
Rachel Wattanarungsikajorn

*Conductor Emeritus* Matthew Evanusa

*Assistant Conductor* Abel Solomon

*Choral Director* Neel Sanghvi

*Assistant Choral Director* Francesco Berrett

*Music Director* Ciara Donegan

*Fundraising Director* Eirena Li

*Secretary* Garrett Peters

*Orchestra Manager* Rose Anne Dela Cerna

*PR Directors* Erika Holdren  
Jason Woods

*Webmaster* Eva Ginns

*Social Director* Dominic Manzella

*Tech Director* Michele Imamura

*Officers-At-Large* Erin Lea  
Christine Zhou

## Orchestra Members

*\*Section Leader \*\*Concertmaster*

### Violin I

Meredith Embrey  
Ethan Chou  
Stephanie Do  
Fang Du\*\*  
Nathan Hayes  
Erika Holdren  
Michele Imamura

Katriel Kasayan

Jim Kong

Sami Louguit

Chris Lu

Rafa Mondal

Deborah Omotoso

Garrett Peters\*

Isaac Thomas

### Violin II

Rose Anne Dela Cerna

Zachary Calcagno\*

Sam Cassetta

Cai Diggs

Michael Kwan

Sanna Moore

Kyriaki Papageorgiou

Sira Rodriguez Gonzalez

Abigail Shirima

Alex Shrestha

Caroline Tanner

Kaitlyn Won

Aminah Yizar

### Viola

Elizabeth Barski

Siddharth Bhatnagar

Emma Brown

Thomas Chung\*

Meredith Embrey

William Gu

Olivia Rosen

Molly Schreier

Rebecca Taylor

Jenna Wollney

### Cello

Saima Ahmad

Sarah Blaufuss

Ben Cho\*

Dominic Marcinelli

Jay Rana

Ian Wang

Anya Yocum

### Guitar

Victor Eichenwald \*

### Flute

Sankara Ganesh

Chaitanya Garg

Jeffrey Luo

Jason Tang

Brittany Thomas

Mary Wang

Christine Zhou

Grace Zimmerman\*

### Oboe

Zander Barrow

Jess Huang\*

### Clarinet

Quinn Dang\*

Matthew Doyle

Annette Eldo

Marlene Esparza

Valerie Hsieh

Michael Reed

Emily Schultz

### Alto Saxophone

Maegan Blake

Noah Goldberg

Kevin Kim

Blaise Ryan

Zack Smith\*

Davis Xu

### Tenor Saxophone

Katelyn Kelly\*

Peter Kozlov

Dominic Manzella

### Baritone Saxophone

Braidon Saelens

### Bass Clarinet

Brock Ryan

Daniel Xing\*

### Bassoon

Jacob Keeley

Lurr Ragen

### Trumpet

Tyler Brambora

Brian Glover

Michael Johannesson

Jake Rives

Rodrigo Slone

Abel Solomon\*

Sridaran Thoniyil

Julia Tsuchiya-Mayhew

### French Horn

Pranoy Basu

Aboli Dahiwadkar

Jackson Emery

Sara Riso\*

Matthew Tremba

### Trombone

Isaac Kim\*

Henry McCormack

Michael Shanny

### Euphonium

Viswanath Malapaka

### Tuba

Sudeep Behera

### Percussion

Philip Gelsing

Aidan McLoughlin\*

Wren Poremba

Steven Zhang

### Piano

Eirena Li\*

Cassandra Meyer

Christopher Zhou

## Chorus Members

*\*Section Leader \*\*Choral Director*

<b>Soprano</b>	<b>Alto</b>	<b>Tenor</b>	<b>Bass</b>
Jillian Diamond	Ciara Donegan	Noah Bennison	Jayden Andrews
Karena Foley	Suelyn Du Bois	Peter Brandt*	Francesco Berrett**
Eva Ginns	Marsh Hessler	Matthew Evanusa	Chris Bollinger
Erin Lea*	Jacqueline Pezzicola*	Alexander Goyal	Liam Gallihue
Amy Zhong	Neel Sanghvi**	Nikhil Pateel	Joshua Harman
Chenlu Zhu	Nina St. Hillaire	Anton Van De Motter	Alexander Miller
	Michelle Sung	Aidan Wilbur	Logan Swaisgood
			Jason Woods*

## Emeritus Members

<b>Michelle Eng</b> —Founder President, 2005–2007	<b>Greg Cox</b> Conductor, 2006–2009	<b>Peter Fontana</b> Conductor, 2010–2011
<b>Rob Garner</b> President, 2008–2011	<b>Chris Apple</b> Music Director, 2007–2010	<b>Kira Levitzky</b> Conductor, 2009–2013
<b>Alexander Ryan</b> President, 2011–2013	<b>Kyle Jamolin</b> Choral Director, 2012–2014	<b>Kevin Mok</b> Conductor, 2013–2015
<b>Joel Guttman</b> President, 2013–2014	<b>Jasmine Marcelo</b> Vice President, 2013–2015	<b>Jesse Halpern</b> Treasurer, 2015–2016
<b>Jonathan Hansford</b> Choral Director, 2015–2017	<b>Marin Chin</b> Music Director, 2016–2017	<b>Austin Hope</b> Webmaster, 2015–2018
<b>Suzie DeMeritte</b> Treasurer, 2016–2018	<b>Michael Mitchell</b> Conductor, 2016–2018	<b>Leanne Cetorelli</b> Conductor, 2015–2018
<b>Alex Yu</b> President, 2017–2018	<b>Erin Estes</b> Webmaster, 2018–2019	<b>Bethany Riege</b> Secretary, 2018–2019
<b>Hojin Yoon</b> President, 2019–2020	<b>Sami Louguit</b> Member, 2018–2020	<b>Samuel Harley</b> Conductor, 2018–2020
<b>Matthew Evanusa</b> Conductor, 2018–2020	<b>Nicole Benner</b> Social Director, 2018–2020	<b>Austin Starnes</b> Treasurer, 2018–2020
<b>Nicholas DeGraba</b> Music Director, 2018–2020		

## Super Mario Odyssey

*Super Mario Odyssey*

Koji Kondo

Arr. Kofi Annor

Ft. Ciara Donegan

Everyone's favorite plumber Mario has returned to yet again save Princess Peach from the villainous Bowser. This time, Mario is accompanied by Cappy, a sentient hat-like creature from the Cap Kingdom. This upbeat medley showcases a huge variety of the music you can encounter while adventuring through the open world of *Super Mario Odyssey*.



Zack Smith

## Stars at Our Backs

*Monster Hunter: World*

Makino Tadayoshi, Akihiko Naria, Zhenian Kang, Yuko Komiyama

Arr. Rachel Wattanarungsikajorn

Ft. Ben Cho, Thomas Chung, Cai Diggs, Fang Du

As the name of the game would imply, your goal in the *Monster Hunter* series is to trap and kill monsters, collect the loot they drop, and use that loot to forge better weapons and armor. As your gear improves, so too do your odds of defeating bigger and more formidable creatures, from elemental wyverns like the frosty Legiana and the fiery Rathalos to Zorah Magdaros, a dragon the size of a mountain. Whether fighting solo or with a group of trusted friends, *Monster Hunter: World* allows players to fight to be the highest acclaimed monster hunter. This regal overture is the main theme to this hit action role-playing game.

## City of Hollow Souls

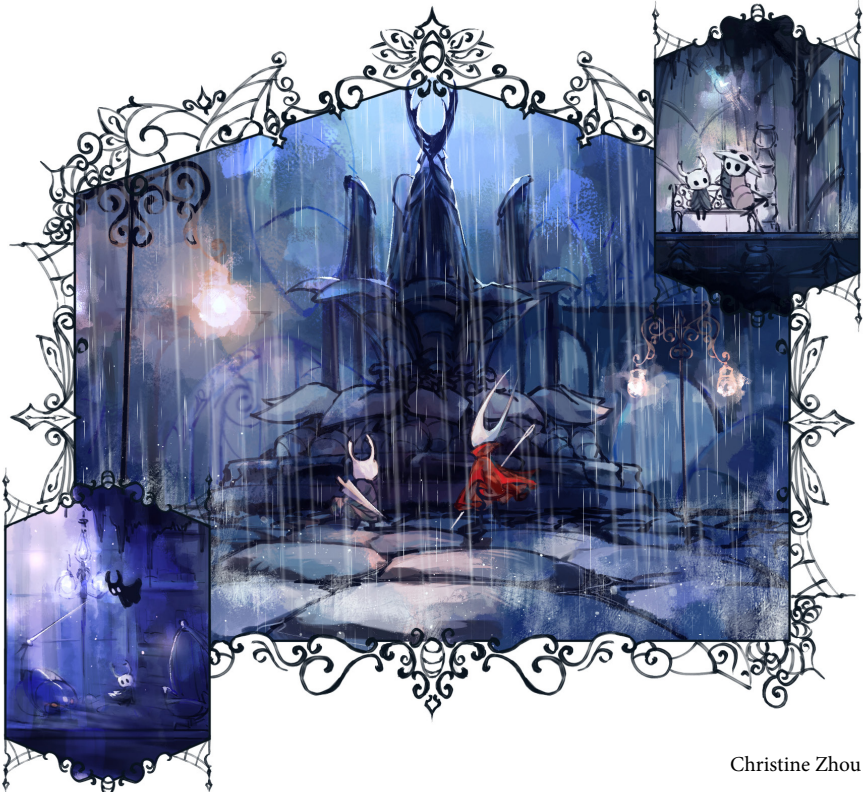
*Hollow Knight*

Christopher Larkin

Arr. Samuel Harley

Ft. Ben Cho, Karennia Foley, Eirena Li

Deep within the kingdom of Hallownest lies the remnants of a once-great metropolis. This was the City of Tears, so named for the perpetual “rainfall” it receives as a result of being built beneath an expansive, crystal blue lake. After the spread of a disease called the Radiance, the city’s thousands of peaceful residents turned into crazed, zombie-like monsters that attack any moving target on sight. As the disease spread, a few scholars desperately sought to combat it by harnessing the power of Soul—the life force that gives bugs sentience. As they researched how to stop the disease, they sacrificed hundreds of innocent bugs in the Soul Sanctum, but to no avail. Their experiments ultimately failed, and they too were finally consumed by the Radiance. Both the City of Tears and the Soul Sanctum have the same basic melody, but with very different interpretations.



## Ashes of Dreams

*NieR:Gestalt, NieR:Replicant*

Keiichi Okabe

Lyrics by Emi Evans

Arr. Sami Louguit, Rachel Wattanarungsikajorn

Ft. Ben Cho, Fang Du, Emily Hossom, Jess Huang, Sami Louguit, Rachel Wattanarungsikajorn

“Ashes of Dreams” is the main theme for *NieR:Gestalt* and *NieR:Replicant*, with its main motif appearing in many different variations throughout the game, as well as its full version playing during the end credits. This emotional theme is notably played during scenes involving the main character Nier’s sister, Yonah, who had been infected by a lethal disease called “Black Scrawl,” of which he aims to find the cure. This credits theme has four different versions, in Japanese (“Aratanaru”), French (“Nouveau”), Gaelic (“Nuadhaich”), and English (“New”). However, all versions are fictional “chaos languages” that resemble the respective language, except for the English version, which was fully translated to fully immerse the listener in the dystopian world of *NieR*.

## Time, Darkness, and Sky

*Pokémon Mystery Dungeon: Explorers of Time, Darkness, and Sky*

Arata Ilyoshi, Hideki Sakamoto, Keisuke Ito, Ryoma Nakamura, Kenichi Saito

Arr. Ciara Donegan

Welcome to the world of *Pokémon*! In the *Explorers* games of the *Pokémon Mystery Dungeon* series, you play as an amnesiac human turned into a Pokémon. You embark on a journey with your partner to train as adventurers, recover your lost identity, and save the world from a mysterious threat that is causing time to come to a stop. The two songs that comprise this piece, “On the Beach at Dusk” and “Exploration Team Theme,” represent the start of your adventure in this world and your bond with the Pokémon within it.

## Tal Tal Heights

*The Legend of Zelda: Link’s Awakening*

Kozue Ishikawa

Arr. Matthew Killian

Ft. Isaac Kim, Sara Riso, Brock Ryan, Rodrigo Slone, Daniel Xing

A short medley of two themes from *Link’s Awakening*. After waking up on the beaches of an island, Link treks up the mountain to Tal Tal Heights where eventually he discovers a massive egg, inside of which is the mystical Wind Fish. This arrangement begins with the hasty theme from “Tal Tal Heights” and concludes with a rendition of “The Ballad of the Wind Fish.”



## Combat Beneath the Waves

*Genshin Impact*

Yu-Peng Chen

Transcribed by Mayumi Kozakura and DanimalCrossing

Arr. DanimalCrossing

Ft. Ethan Chou, Stephanie Do, Karenna Foley, William Gu, Michele Imamura, Sami Louguit, Ian Wang, Rachel Wattanarungsikajorn, Daniel Xing

The land of Enkanomiya (“Palace Below the Depths”) is a region in Teyvat that lies directly below Watasumi Island. Originally known as Byakuyakoku (“Land of the Midnight Sun”), a global cataclysm cast it below the depths of the sea, teetering on the edge of the three realms. Today, it lies abandoned, its people now living on Watatsumi Island. Only the roar of Bathysmal Vishaps and the cries of the Abyss Order remain...

Originally composed as a string quintet with supporting vocalists by Yu-Peng Chen for *Genshin Impact*, “Combat Beneath the Waves” is one of the themes played in Enkanomiya as you fight Bathysmal Vishaps and agents of the Abyss in a quest to save Watatsumi Island from ecological disaster.

## Sephiroth and Sadness

*Final Fantasy VII*

Nobuo Uematsu

Arr. Marin Chin

Ft. Cassandra Meyer

*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’s Theme” 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 *FFVII* fans everywhere have mourned for their fallen heroine ever since.

## Shards of Twilight

*The Legend of Zelda: Twilight Princess*

Koji Kondo, Toru Minegishi,

Asuka Ota

Arr. Eric Buchholz

Ft. Maegan Blake

Link, the protagonist, must prevent Hyrule from being engulfed by a corrupted parallel dimension known as the Twilight Realm. Only he and his mysterious partner, Midna, can be the light which shines against the curtain of Twilight, but little do they know what fate has in store...



Abigail Shirima

## Intermission!

## The Voyage

*Europa Universalis IV*

Andreas Waldetoft

Original score with SATB arr. Nicholas DeGraba

Ft. Fang Du

*Europa Universalis IV* is among the most popular and highest regarded grand strategy games, and many people, including those within our orchestra, have played it for many years now. This piece, “The Voyage,” is the main theme of the game, and its grand sense of scale reflects the game itself, with everything that can be done and all the places that can be conquered. This arrangement of “The Voyage” is graciously provided by original composer Andreas Waldetoft at Paradox Interactive and modified to fit our orchestra, with a choir arrangement by Nicholas DeGraba.

This piece is such an incredible part of the grand atmosphere of *Europa Universalis IV*, and just as its players have enjoyed this piece from the first time they opened the game, we hope you will enjoy it too.

## Cygnus Knight: New Game+

*MapleStory*

Sangmin Sung, Nile Lee, EUNTO, Studio EIM,  
ASTERIA

Arr. Sami Louguit, Jess Huang  
Ft. Sankara Ganesh (matinee), Jess Huang,  
Jeffrey Luo (evening), Wren Poremba,  
Mary Wang (evening),  
Grace Zimmerman (matinee)

A traveler awakens on a floating island. Through their explorations, they learn that it is the home of Empress Cygnus, the Empress of Maple World, and her Cygnus Knights—those who serve as the last bastion of light and protect Maple World from encroaching evil.

In the heart of Eveve, Empress Cygnus stands in her garden as the traveler pledges themselves into her service, vowing to act as her sword and shield against the dark.

This arrangement combines two contrasting themes: “Raindrop Flower” is a classic jazz standard featuring a bright flute solo with fresh orchestral rearrangement, and “The Queen’s Garden” is a reflective ballad featuring a soulful oboe solo and lush harmony.



Kaitlyn Won

## Lost in Thoughts All Alone

*Fire Emblem: Fates*

Hiroki Morishita

Arr. Ciara Donegan, Francesco Berrett  
Ft. Eirena Li, Nina St. Hillaire,  
Rachel Wattanarungsikajorn

War has broken out between Nohr and Hoshido. You are the adopted child of the Nohrian royal family, but were born to Hoshidan royalty before you were kidnapped by Nohr. The two kingdoms soon meet on the battlefield, and you are reunited with your Hoshidan siblings, who urge you to return home after all these years. You are then met with a fateful choice: betray the ones who raised you, or your blood family of whom you were stolen from?

“Lost in Thoughts All Alone” is the song of Azura, the songstress and dancer who follows the main character no matter which side they select. This acapella piece is a combination of the lyrics of the main theme that appear in all three versions of the game—*Birthright* (Hoshido), *Conquest* (Nohr), and *Revelation*, as well as a mashup of the two styles that appear in the series.



Rachel Wattanarungsikajorn

## In The Flame

*Pyre*

Darren Korb

Arr. Ciara Donegan

Ft. Francesco Berrett, Ciara Donegan, Philip Gelsing, Kyriaki Papageorgiou, Neel Sanghvi, Rachel Wattanarungsikajorn

In *Pyre*, you play as the Reader, the leader of a team known as the Nightwings. “In The Flame” tells the story of how the Nightwings come together, competing in games known as the Rites in order to win their freedom from the wasteland to which they’ve been banished.

*When the stars align, the Rites shall come to bear,  
Illuminate the signs, the exiles shall be there...*

## A Battle of Friends and Bonds

*Kirby Star Allies*

Hirokazu Ando

Arr. Nicholas DeGraba, Bethany Riege

Composed for *Kirby Star Allies* and popularized by its appearance in *Super Smash Bros. Ultimate*, “A Battle of Friends and Bonds” is an exciting boss theme that plays as you fight enemies such as Whispy Woods, Kracko, and more!

## Lightning’s Theme / Blinded by Light

*Final Fantasy XIII*

Masashi Hamauzu

Arr. Sami Louguit

Ft. Ben Cho, Thomas Chung, Stephanie Do, William Gu, Michael Kang, Eirena Li, Sami Louguit, Isaac Thomas, Ian Wang

The l’Cie are a people condemned to a tragic fate: either to carry out the dangerous and ambiguous tasks given to them by their fal’Cie deities, or to be transformed into shambling, mindless monsters. Lightning’s sister, Serah, is one such l’Cie, and *Final Fantasy XIII* follows protagonist Claire Farron (alias: Lightning) in her quest to free her sister from this cruel fate. This arrangement combines two contrasting tracks involving Lightning’s musical leitmotif: “Lightning’s Theme,” an evanescent lullaby with lush string harmonies, and “Blinded by Light,” a steadfast battle theme with rhythmic driving piano. These two tracks artfully display the duality of Lightning’s own motivations: her love for Serah, and her steadfast determination as a soldier to do anything to save her sister from her destiny.

## City Ruins

*Nier:Automata*

Keiichi Okabe

Arr. Nicole Benner

Ft. Thomas Chung, Fang Du, Michael Reed, Sara Riso, Ian Wang

*Nier:Automata*'s soundtrack is known for its minimalistic beauty and features sparse instrumentation and expressive solo vocals. Lead composer Keiichi Okabe was given immense creative freedom during development, to the point where elements of both *NieR* games were sometimes changed to fit the music, rather than the other way around. All of the lyrics are in the series' fictional Chaos Language, which uses words and sounds from various world languages to imagine what an amalgamated universal language could sound like 10,000 years in the future.

"City Ruins" is the main overworld theme that plays during exploration of the post-apocalyptic world of *Automata*. The titular area is populated by the husks of once-towering skyscrapers, overgrown vegetation, and relics from humanity's past. Even as the dramatic twists and turns of *Automata*'s story unfold, "City Ruins" grounds the player in the game's unique and haunting atmosphere.

This arrangement features a lush string backdrop and lilting woodwind passages, culminating with triumphant brass fanfares and dramatic unison vocals sung in Chaos Language.

## Grandma (Destruction)

*Nier:Gestalt/Replicant, NieR:Automata*

Keiichi Okabe

Lyrics by Emi Evans

Arr. Rachel Wattanarungsikajorn, Sami Louguit

Lyrics transcribed by Chris Bollinger, Sami Louguit

Ft. Christopher Zhou

The year is 11945. Mankind has all but vanished from Earth, with only remnants of their past strewn about the planet. Two androids, built as a last line of defense against the antagonistic machines, carry humanity's hopes and dreams as they explore the wastelands of what-once-was.

In the midst of a barren desert, the silence is deafening as the clouds settle from the player's glorious battle. The refrains of the original "Grandma" (from predecessors *Nier:Gestalt* and *NieR:Replicant*) break through as the ground crumbles. This arrangement weaves themes from multiple *NieR* games and epic moments prior as the player must use all of their skills to escape the chaos and survive.

*Streaming made possible by:*



[www.openrange.video](http://www.openrange.video)



J-Tech Audio Visual

Audio & Video

[jesse@jtechav.com](mailto:jesse@jtechav.com)

*We owe a special thank-you to...*

The Clarice

The UMD School of Music

The Memorial Chapel

The UMD Student Government Association

Antonino d'Urzo

Ken Rubin

Jesse Halpern

Hiroshi Amano

Prof. Derek Richardson

Dr. Laura Schnitker

Prof. Marybeth Shea

and...

**YOU!**

# *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 contact us on [umd.gamersymphony.org](http://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](http://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!

\*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.