

# THE GAMER SYMPHONY ORCHESTRA

at the University of Maryland



## Spring 2023 Concert

Dekelboun Concert Hall  
Clarice Smith Performing Arts Center

Sunday May 14th, 2023  
2:00 PM & 7:00 PM

Emily Hossom, Conductor  
Abel Solomon, 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.

## 2022–23 GSO Officers

*President* Zachary Calcagno

*Vice President* Isaac Kim

*Treasurer* Matthew Doyle

*Secretary* Eirena Li

*Music Director* Rodrigo Slone

*Orchestra Manager* Erin Lea

*Social Director* Eva Ginns

*Officers-At-Large* Emma Brown  
Stephanie Do

*Conductors* Emily Hossom  
Abel Solomon

*Choral Directors* Francesco Berrett  
Neel Sanghvi

*PR Directors* Erika Holdren  
Meilin Yuan

*Fundraising Directors* Quinn Dang  
Ian Wang

*Tech Director* Michele Imamura

*Webmasters* Jay Rana  
Christine Zhou

## Orchestra Members

*\*Section Leader \*\*Concertmaster*

### Violin I

Stephanie Do \*\*  
Florian Grader-Beck  
Minsi Hu  
Michele Imamura  
Gyuseok Kang  
Katriel Kasayan  
Rafa Mondal  
Deborah Omotoso  
Garrett Peters  
Isaac Thomas  
Kevin Zhang  
Cynthia Xi

### Violin 2

Zachary Calcagno  
Sam Cassetta  
Edith Corey  
Cai Diggs  
Mariel Henriquez  
Jena Ialongo  
Kieran Khan  
Sanna Moore  
Abigail Shirima  
Alex Shrestha  
Caroline Tanner \*

### Viola

Siddharth Bhatnagar  
Emily Blake  
Emma Brown  
Taegon Hibbitts  
Erin Hopper  
Emma Roldan  
Olivia Rosen \*  
Jenna Wollney

### Cello

Saima Ahmad  
Serena Alamina  
Alexander Barker  
Sarah Blaufuss  
Nina Clarke  
Grace Cong  
Anh-Tu Le  
Dominic Marcinelli  
Jay Rana  
Benji Shin  
Ian Wang \*  
Hannah Yan

### Bass

Joey Yeoh

### Guitar

Victor Eichenwald \*

### Electric Bass

Adam Martinson

### Flute/Piccolo

Sankara Ganesh  
Chaitanya Garg  
Jeffrey Luo \*  
Jason Tang

Brittany Thomas

Mary Wang

Christine Zhou

### Oboe

Zander Barrow \*  
Jess Huang  
Oscar Krug

### Clarinet

Quinn Dang \*  
Matthew Doyle \*  
Faith Pak  
Emily Schultz  
Meilin Yuan

### Alto Saxophone

Maegan Blake  
Nicole Cifuentes  
Noah Goldberg  
Blaise Ryan  
Zack Smith \*  
Davis Xu

### Tenor Saxophone

Peter Kozlov  
Dominic Manzella

### Baritone Saxophone

Braidon Saelens \*

### Bass Clarinet

Jonathan Alonzo  
Brock Ryan  
Daniel Xing \*

### Bassoon

Will Duis  
Jacob Keeley  
Lurr Ragen

### Trumpet

Jackson Martin  
Silas Rager  
Jake Rives\*  
Rodrigo Slone  
Landon Stone

### French Horn

Pranoy Basu  
Aboli Dahiwadkar  
Robert Morris  
Sara Riso \*

### Trombone

Isaac Kim \*  
Henry McCormack  
Quinlan Ngo  
Michael Shanny

### Euphonium

Christopher Assiryani  
Carlos Chen  
Vish Malapaka

### Tuba

Benjamin Smith-Hicks

### Percussion

Anika Aracan  
Anish Bhupalam  
Colin Eng  
Christian Pascual  
Wren Poremba \*  
Hayden Miller  
Steven Zhang

### Piano

Eirena Li \*  
Cassandra Meyer

## Chorus Members

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

Soprano	Alto	Tenor	Bass
Darby Brandenburg	Mikayla Durr	Egypt Butler	Jayden Andrews *
Karenna Foley	Jessica Greene	Miles Goyal	Francesco Berrett **
Erin Lea *	Marsh Hessler	Jwoyal Ranjit	Jaiden Brittain
Kiara Oteyza	Jackie Pezzicola *	Neel Sanghvi **	Josh Harman
Audrey Wiswakarma	Nina St. Hillaire	Aidan Wilbur *	Max Howard
Amy Zhong	Valerie Yen		Alex Miller
Lillian Zhou			William Wegand

## 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	<b>Ciara Donegan</b> Music Director, 2021–2022	<b>Rachel Wattanarungsikajorn</b> Conductor, 2020–2022

## Ballad of the Goddess

*The Legend of Zelda: Skyward Sword*

Takeshi Hama, Hajime Wakai, Mahito Yokota

Arr. Jwoyal Ranjit

Ft. Zander Barrow (Oboe), Jeffrey Luo (Flute), Faith Pak (Clarinet), Valerie Yen (Choir Alto)

*“This is a tale that has been passed down through uncounted generations...”*

Take flight into the legend that started it all! This arrangement draws inspiration from *Skyward Sword*'s original soundtrack as well as the *Zelda* 25th Anniversary special orchestra version, and features lyrics written in the ancient Hylian language. The melody is well known as “Zelda’s Lullaby” played backwards—and what’s the opposite of a lullaby? An awakening!

## Evershade Ball

*Super Mario and Luigi’s Mansion*

Koji Kondo, Mike Peacock,  
Darren Radtke, Kazumi Tokata,

Mahito Yokota, Chad York

Arr. Zack Smith

Ft. Stephanie Do (Violin),

Colin Eng (Glockenspiel),

Cassandra Meyer (Piano),

Hayden Miller (Vibraphone),

Silas Rager (Trumpet)

In the heart of Evershade Valley lies a looming Gloomy Manor whose dark corridors are teeming with mischievous undead spirits. This haunting medley imagines an ironically rather lively reception for the who’s-who of the ghosts and ghouls that Mario and Luigi have faced over the years. The piece mysteriously introduces our eerie setting before

whirling into a kooky and spooky rendition of the song the resident haunt loves to play on the library piano. Then as his ghastriness King Boo makes his grand entrance, we bear witness to a series of dances in styles ranging from thrilling to downright chilling. It’s a party of the supernatural variety. Drawing from the ghostly musical motifs of *Luigi’s Mansion* and *Super Mario*, enjoy “Evershade Ball.”



Zack Smith

## Friends and Miracles

*Mother Series*

Keiichi Suzuki, Hirokazu Tanaka

Arr. Marin Chin

Ft. Darby Brandenburg (Soprano)

“Friends and Miracles” adapts the iconic tune “Pollyanna,” which first appeared in the overworld theme of *Mother*, into a choral arrangement. The tune “Pollyanna” takes its name from a children’s book, referring to people who are optimistic against all odds. As you play through the three games in the *Mother* series, this theme pops up occasionally, supplying familiarity and hope as well as a reprieve from the darkness of the world. This culminates in a boat ride at the end of *Mother 3* where you experience a major nostalgia trip as this song plays. This particular arrangement takes inspiration from the structure of the Michelle Heafy and DonutDrums collaboration cover, as well as Chrononomad’s arrangement. Now remastered by Marin Chin to give it a unique acapella twist, here is “Friends and Miracles”!

## Death by Glamour

*Undertale*

Toby Fox

Arr. Blaise Ryan

Ft. Victor Eichenwald (Electric Guitar), Adam Martinson (Electric Bass)

LIGHTS! CAMERA! ACTION!  
Hold onto your seats for an absolutely fabulous performance! In 2015 Toby Fox brought us the hit RPG *Undertale* with a killer soundtrack. Lying among *Undertale*’s cast of friendly and memorable characters is the robot of all trades – Mettaton. Mettaton is the robot to go to for an odd job with an impressive resume of: Gourmet Chef, Fairy Tale Princess, Puzzle Extraordinaire, and ... KILLING MACHINE?!?!? Fear not, Mettaton will deal with you in the same way he does everything – fabulously! Please enjoy Mettaton’s battle theme: “Death by Glamour.”



Jessica Greene

## Lace

*Hollow Knight: Silksong*

Christopher Larkin

Arr. Nico Benner

Ft. Stephanie Do, Emily Hossom, Michele Imamura, Jay Rana, Ian Wang

In *Hollow Knight: Silksong*, you play as Hornet, protector of Hallownest, as she finds herself in a strange land far from home. With her trusty needle, she encounters new foes and travels up to the mysterious kingdom's peak on her journey.... Or she will, when the game actually comes out! While much is still unknown about this highly-anticipated sequel to Team Cherry's *Hollow Knight*, composer Christopher Larkin appeased fans by teasing the music, releasing the high-energy theme for one of Hornet's rivals, Lace. Lightning quick strings accentuate Lace's entrancing melody and hint at tough challenges to come. Sit back, put on your clown makeup, and cross your fingers for Silksong news!

## Animal Crossing New Horizons Medley

*Animal Crossing: New Horizons*

Sayako Doi, Yasuaki Iwata, Shinobu Nagata, Masato Ohashi, Yumi Takahashi, Kazumi Totaka

Arr. Colin Eng

Ft. Maegan Blake (Alto Saxophone), Isaac Kim (Trombone), Oscar Krug (Oboe), Jake Rives (Trumpet), Blaise Ryan (Alto Saxophone), Rodrigo Slone (Trumpet)

In *Animal Crossing: New Horizons*, you play as a villager exploring an uncharted tropical island—gathering resources, earning money, and building up your town so more visitors become residents. Whether fishing on the beaches, catching insects, gardening, digging for fossils, or socializing with your fellow villagers, you can hear the soothing jazz present in the game's soundtrack. This medley features a variety of catchy tunes that you might hear in an hour of *Animal Crossing*. The medley starts with the calming “Main Theme,” which is overtaken by the rainfall on your island. It continues with the groovy swing tune, “Dodo Airlines,” a piece that plays in the island's airport. Finally, the piece concludes with your participation in a “Fishing Tournery/Bug-Off” and the “Timed Event,” a funky, brass-heavy tune featuring trumpet and trombone that you hear when festival day comes around. The piece slowly fades off into the sound of rainfall and the tolling of the town hall clock bell, signifying the start of a new day on your island!



Emma Brown



## Abzû

*Abzû*

Austin Wintory

Arr. Eric Villanyi

Choir Arr. Matthew Evanusa

Ft. Sankara Ganesh (Flute), Oscar Krug (Oboe)

*Abzû* is a contemplative and breathtaking game that immerses you, a deep sea diver, in the beauty of the world's oceans and underwater wildlife. The simple elegance of the soundtrack matches the ethereal quality of the game. This medley of the game's music incorporates the main theme, "To Know, Water," as well as the blue whale theme, "Balaenoptera Musculus." The piece opens with the main theme on solo oboe, followed by variations in a rainbow of tones. After an interlude featuring light woodwind and string instrumentation, we hear the blue whale theme in oboe again, before it is echoed across the orchestra in an immersive, spectacular crescendo. Soft, bittersweet strings and oboe carry us out, leaving us adrift, floating in the open sea.

## Sogno Di Volare ("The Dream of Flight")

*Sid Meier's Civilization VI*

Christopher Tin

Arr. Jonathan Hansford

*"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

Humanity has always been driven by the desire to reach upwards. *Sid Meier's Civilization VI*, the acclaimed turn-based strategy game, takes this motif to a new height; as you open the game, you are greeted with an ode to humanity's perpetual desire to reach towards the stars. With scenes of a great colossus hoisting a torch into the sky, winged hussars leading a charge, and humanity's first foray into space, the opening cinematic of *Civilization VI* welcomes you to raise your gaze to the skies and climb.

"Sogno Di Volare," literal translation "The Dream of Flight," captures this ideal perfectly. Christopher Tin, composer of "Baba Yetu," the main theme of *Civilization IV*, drew inspiration from da Vinci's quote to create a light yet powerful theme. This arrangement of the piece is based on the main menu variant of the theme as well as a portion of the opening cinematic variant.

***Intermission!***

## Saria's Song

*The Legend of Zelda: Ocarina of Time*

Koji Kondo

Arr. Abigail Shirima

Ft. Chaitanya Garg (Piccolo)

This piece features a whimsical melody that is taught to Link by his dear friend Saria as he embarks on his journey away from Kokiri Forest into the vast land of Hyrule as a mere child.

When played on the ocarina, Saria is able to communicate with Link and aid him on his quest, even though he is far away.



Abigail Shirima

## Wii Medley

*Wii Sports, Wii Music, Wii Play, Wii Sports Resort*

Toru Minegishi, Ryo Nagamatsu, Kenta Nagata, Kazumi Totaka, Mahito Yokota

Arr. Colin Eng

Ft. Jeffrey Luo (Flute), Cassandra Meyer (Piano)

To many of you, the first few bars of this medley will instantly transport you back to 2006, when Nintendo first released the Wii, already loaded with your first Wii game: *Wii Sports*. Its peppy, upbeat theme accompanied us as we swung tennis rackets, rolled bowling balls, and batted baseballs—all with our Wiimotes! Two years later, *Wii Music* gave us the chance to create arrangements of existing songs by mimicking the motions of instruments with the Wiimote. The main theme constitutes the second movement of this medley and includes a classical metronome and strings, mixed with saxophones and groovy basslines. The third and final movement is dedicated to *Wii Sports Resort*, which took us to an island resort where we could go wakeboarding, practice archery, or ride jet skis! The Latin-style main theme encapsulates this fresh new take on *Wii Sports* while including a nostalgic callback to the original game. These three movements are a way of paying tribute to these exceptional games that brought joy to so many people and brought families and friends together alike!

# Inazuma

*Genshin Impact*

Yu-Peng Chen@HOYO-MiX

Arr. DanimalCrossing

Ft. Zander Barrow (Oboe), Eirena Li (Piano), Faith Pak (Clarinet), Rodrigo Slone (Flugelhorn), Mary Wang (Flute), Christine Zhou (Koto)



Emily Schultz

In the far east of Teyvat lies the island nation of Inazuma: gorgeous, mystical, and completely isolated from the rest of the world by its reclusive god of lightning, the Raiden Shogun. The original soundtracks, composed by Yu-Peng Chen, are a stunning synthesis of Western symphonic instruments and traditional Japanese instruments, including the shakuhachi, koto, shamisen, and taiko drums.

For this performance, we have the unique honor of featuring both a solo koto and taiko drums in our ensemble. This arrangement takes us through the capital of Inazuma, starting from the sakura-covered hills of Hanamizaka to the elegant streets of Tenryou, then to the imposing imperial residence of Tenshukaku, and finally ending with a concert-only arrangement of the main theme.

*An Isolated Archipelago Far East of Teyvat*

*Overcome endless thunderstorms and set foot on the islands of red maple and cherry blossoms. On winding shores and towering cliffs, and in forests and mountains full of secrets, witness the Eternity pursued by Her Excellency, the Almighty Narukami Ogoshō.*



Christine Zhou

## Dark Souls III Main Theme

*Dark Souls III*

Yuka Kitamura, Motoi Sakuraba

Arr. Pranoy Basu

Ft. Karennia Foley (Choir Soprano)

*The fire fades and the lords go without thrones.*

The Age of Fire is in danger. The younger Prince Lothric has refused to link the fire, a sacrificial ritual that ensures the continuation of this era. In *Dark Souls III*, the player character assumes the role of Unkindled Ash, an undead who failed to link the fire in ages past. The player is reawakened by the toll of the bell and tasked with seeking out and defeating the Lords of Cinder, as they too have refused to take their throne and sacrifice themselves to link the fire. The music of *Dark Souls* is pensive and understated in peaceful areas but dramatic and ferocious during the game's many challenging boss fights. The game's main theme, arranged for a full orchestra and featuring a soprano solo, is the first thing the player hears upon starting the game in the main menu screen, setting the tone for the journey ahead. *And so it is, that ash seeketh embers.*

## Brood War Aria

*StarCraft II: Wings of Liberty*

Neal Acree, Glenn Stafford

Arr. Sami Louguit, Daniel Xing

Ft. Emily Blake, Jaiden Brittain, Gyuseok Kang, Katriel Kasayan, Brock Ryan, Neel Sanghvi, Ian Wang, Daniel Xing

The colony is being overrun. Insect-like Zergs swarm the trenches, taking down Terrans in brutal conquest. Above all the carnage and betrayal hangs the haunting melody of "Brood War Aria."

The real-time strategy game *StarCraft II* pits three factions— the Terrans, the Zerg, and the Protoss— against one another in a bid for galactic dominance. The Terran Dominion is led by Emperor Arcturus Mengsk, who is willing to sacrifice anything to win. The aria emblemizes *StarCraft II*'s narrative, underscoring the themes of betrayal and guilt that permeate the plott.

This version, composed by Glenn Stafford and Neal Acree, uses Latin lyrics that include the famous Latin phrase "morituri te salutant": we who are about to die, salute you, again reestablishing the blood and treachery that effuses *StarCraft*. This arrangement features a vocal baritone and tenor duet accompanied by piano, contra-alto clarinet, and a string quintet.

## Sky Tower

*Pokémon Mystery Dungeon*  
Arata Iiyoshi, Keisuke Ito  
Arr. Braidon Saelens  
Ft. Stephanie Do (Violin),  
Chaitanya Garg (Flute and  
Piccolo), Jeffrey Luo (Flute)

The *Pokémon Mystery Dungeon* series has been a thrilling and emotional journey for many, and no track represents this better than “Sky Tower” from *Pokémon Mystery Dungeon: Red/Blue Rescue Team*.

After the wise sage Xatu brings news of a meteor that threatens to destroy the world, the Pokémon world is plunged into fear. There is only one way to save the world: you and your partner need to climb the Sky Tower to find Rayquaza and ask it to destroy the meteor, saving everyone from certain doom. With the fate of the entire world on your shoulders, you enter Sky Tower.



Zack Smith

## The Light We Cast

*Everybody's Gone To The Rapture*  
Jessica Curry  
Arr. Francesco Berrett  
Ft. Emily Hossom (Alto), Neel Sanghvi (Tenor), Aidan Wilbur (Bass), Audrey Wiswakarma (Soprano)

“The Light We Cast” is a suite of pieces from the game *Everybody's Gone To The Rapture*. The music takes heavy inspiration from traditional British hymnals and the lyrics reference a variety of classical sources including the Bible and other religious works. In-game, the player takes the role of the only survivor in a rural village whose inhabitants have mysteriously disappeared in a Biblical rapture-like event. The game examines the roles of religion and intimacy in our day-to-day lives, the separation between physical and spiritual existence, and what it means to truly be together, unafraid.

## A Beautiful Song

*NieR:Automata*

Keigo Hoashi, Keiichi Okabe, lyrics by Emi Evans

Arr. Sami Louguit

Ft. Jacqueline Pezzicola (Choir Alto), Nina St. Hillaire (Choir Alto)

“A Beautiful Song” is the theme of the machine lifeform Simone, whose unrequited love causes her to go berserk, killing scores of androids in pursuit of beauty and affection. All of the vocal music in *NieR* soundtracks feature lyrics in a “Chaos” language developed by Emi Evans, meant to represent what the merging of languages might sound like in thousands of years. The majority of the lyrics in “A Beautiful Song” contain elements of English, Italian, German, Latin, and French. This arrangement also features an acapella introduction of the heart-wrenching track, “Mourning.”



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

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The UMD School of Music

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The UMD Student Government Association

Antonino d'Urzo

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Prof. Derek Richardson

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and...

**YOU!**