



Gamer Symphony Orchestra

Fall Concert, 2013

University of Maryland DeKelboum Hall

Saturday, Dec. 7, 2 p.m.

Conductors

Jacob Coppage-Gross

Kevin Mok

Kyle Jamolin

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 GSO to achieve that dream. By the time of the ensemble's first public performance in spring 2006, its size had quadrupled. Today GSO provides a musical and social outlet to 120 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 of 2012 GSO had a special role at the Video Games Live performances at the Strathmore in Bethesda, Md. The National Philharmonic performed GSO's arrangement of "Korobeiniki" from Tetris to two sold-out houses. In May of 2012 we were given the honor of performing at the Smithsonian Video Game Exhibit.

Aside from its concerts, GSO also holds the "Deathmatch for Charity" every spring. All proceeds from this video game tournament benefit Children's National Medical Center.

GSO is helping foster similar organizations across the country. So far, we have helped the Magruder High School GSO, the Washington-Metropolitan GSO, the Baltimore GSO, the Ithaca College GSO, the 8-Bit Orchestra at the University of Delaware, the Video Game Orchestra and Choir at the University of California, Los Angeles, the Montclair State University GSO, and the West Chester University Gamer Symphony Orchestra.

GSO Officers

President: Joel Guttman
Vice President: Zoe DiGiorgio
Orchestra Manager: Michael Wellen
Treasurer: Jasmine Marcelo
Music Director: Douglas Eber
Social Director: Drew Star
Conductor: Jacob Copping-Gross
Conductor: Kevin Mok

Choral Director: Kyle Jamolin
Secretary: Tess Krimchansky
PR Director: Mary Beck
Webmaster: Michael Younkin
Fundraising Director: Tony McMannis
Multimedia Manager: Alexander Ryan
Officer at Large: Jesse Halpern
Officer at Large: Scott DeHart

Program Credits

Program Organized by Michael Wellen

Art provided by the following:

Kellie Tappan: *200X*
Kane Wade: *Intermission Art*
Miguel Vanegas: *Nate's Theme,*
Pokemedley, Hall of Champions, Sam and
Max, Katamari Damacy

Polina Vorozheykina: *Nightsong*
Sailunsi Chen: *Dammerung*
Stephanie Cross: *Katamari Damacy*
Stephanie Wellen: *Terra's Resolve*
Tess Krimchansky: *Goomy Art*

Find GSO online at umd.gamersymphony.org

ORCHESTRA ROSTER

Alto Sax

Andrew Goffin
Julia Eng*
Kellie Tappan
Zac Frey

Bari Sax

Sean Jones

Bassoon

Douglas Eber*
Michael Younkin

Bass Clarinet

Sylvester Gates

Bass Guitar

Jacob Siegel
Kevin Mok

Cello

Austin Hope*
Miguel Vanegas
Santos Del Cid

Tina Dang

Clarinet

Bryan Doyle
Felix Lee
Jimmy Lin
Michael Wellen*
Ryan Zelinski

Contrabass

Amelia Li
Isabel Martinez

Contra-Bass Clarinet

Nathan Cloeter

Euphonium

Amelia Bateman
Chris Hawkins

Flute

LeAnne Young
Jason Albanese
Jingyou Xu

Mary Beck*

French Horn

Dakota Sparks
Jessica Kerns*
Kristian Koeser
Shayna Quidas

Guitar

Daniel Bae
Maryann Moses*

Oboe

Griffin Moskowitz
Kristi Engel

Percussion

Andrew Tiedeman
Cameron Camp*
Jonathan Seibert
Matthew Chin

Piano

Andrew Baer*
Roger Singh
Tianqi He

Piccolo

Peter Karp

Tenor Sax

Alyssa Menes
Kane Wade

Trombone

David Foster
Drew Star*
Joel Guttman
Peter English

Trumpet

Ethan Rossberg
Joe Kozlowski
Nicholas Arnoldom
Sean Jurado*

Tuba

Ella Colton

Viola

Alana Hamann
Danielle Daines
Iliana Fernandez
Jack Chen*
Katie Hergenreder
Nicole Williams
Stephanie Cross

Violin

Alexa Stott
Andrew Wang*
Austin Feng
Curtis Mitchell
David Wang
Delaney Jordan
Emily Yee
Gladys Ruiz-Malca
Hubert Shiao
Indigo McGarr
Jenny Luo
Jessica Pickens
Jimmy Miller
Liangcheng Tao
Maria Koelbel
Nicole Anderson
Paola Sola
Robert Moy
Sailunsi Chen**
Sandy Wan
Sara Ennis
Zadamarie Alfeche

**Denotes Section Leader*

***Denotes Concertmistress*

Chorus Roster

Soprano

Jasmine Marcelo*
Nikki Schoenbrun
Octavia
Tiffany Hu
Tori Buckshaw
Zeynep Dilli
Zoe DiGiorgio

Alto

Alana Hulse
Angelina Wong
Ashley Yuen

Charlotte Johnson
Hana Petersen
Helena Wu
Tess Krimchansky

Tenor

Aaron Barker
Daniel Hopkins*
David Pilachowski
Jonathan Harsford
Kyle Fredericks
Kyle G. Jamolin*
Robert Zimmerman
Tony McMannis

Bass

Adam Marinelli
Alexander Ryan
Collin Brown
Jesse Halpern
Michael Ohr
Peter Shi
Scott DeHart
Simeon Anfinrud
Stephen (Jeebes) Wiley



CONCERT PROGRAM

“Traumerei and Aria of the Soul”

Composer: Shoji Mojuro

Persona IV (2008)

Arranger: Kyle Jamolin

Performed by Kyle Jamolin, Jasmine Marcelo, and Daniel Hopkins.

Whence do we gain power? The courage to fight? The will to continue? Sometimes it comes from the shared existence of mind and matter. But if you search your heart, you'll know that *true* power comes from the bonds we form with people, the bonds that form our world. This song is dedicated to that power.

“Nate’s Theme”

Composer: Greg Edmonson

Uncharted (2006)

Arranger: Douglas Eber

Nathan Drake is a treasure hunter and fortune seeker, as well as a deep-sea salvage expert, action-pro, and professional thief. A modern day Indiana Jones, he believes himself to be the descendent of famous explorer Francis Drake.



"Pokemedley"

Composers: Junichi Masuda, Jason Hibino

Arrangers: Alex Ryan, Chris Lee, Douglas Eber,
and Rob Garner.

Pokemon (1995)

There aren't many of today's generation of gamers who don't know of the adorable Pocket Monsters, or Pokémon, for short. Spanning over 40 different game titles over 17 years, "Gotta Catch 'Em All" is a phrase that invokes the epic struggle of collecting the now over 700 different species of monster. Listen closely to the performance, and you will pick out several themes from the game including Wild Battle, Gym Battle, and the Gym Leader's Last Pokémon.

Will you hear the theme that isn't from a Pokémon game, but rather the TV cartoon?



“From Past to Present”

Composer: Jeremy Soule

Skyrim (2011)

Arranger: Mary Beck

Performed by Mary Beck, Jacob Coppage-Gross, and Griffin Moskowitz

When not being attacked by dragons, Skyrim is a quiet and beautiful region with rolling green hills, sparkling blue rivers and impressive mountains that pierce into the sky. Let "From Past to Present" be your soundtrack as you trek across the region...at least until a troll approaches.



“Hall of Champions”

Composers: Kevin Riepl, Will Nevins,

Starsky Partridge

Unreal Tournament (2004)

Arranger: Chris Apple

For more than ten years, this song has prevailed as an anthem for the adrenaline-fueled gladiators in the Unreal Tournament series. By using sparse chords and clashing voices, this Spartan soundscape hails the ruthless excitement of the tournament. In its rare moments of weakness, the same soundscape can yield a unique, desolate beauty.

“Nightsong”

Composers: Neal Acree, Kazushige Nojima

World of Warcraft: Cataclysm (2010)

Arranger: Julia Seaholzer

Both warlike and beautiful, the night elves are mysterious to humans. In this, their night song, haunting chords commingle with warrior chants to create a six part harmony that enraptures the ears and captures the mind. It is sung entirely in Darnassian, their native language, and describes their homeland (Nordrass-il), goddess (Elune), and noble family (Quel'Dorei). Enjoy!



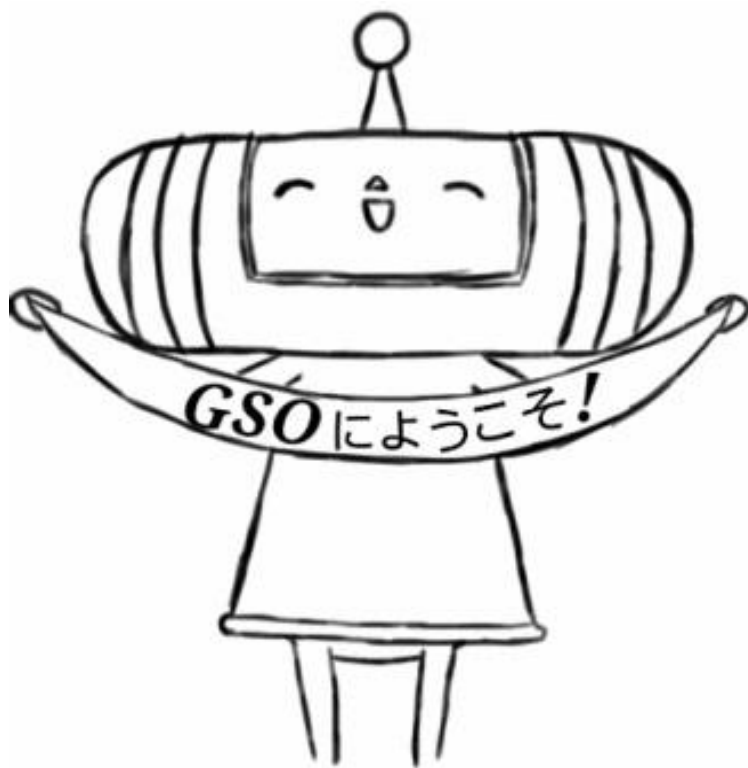
“Prelude, Fugue, and Groove”

Composers: Yu Miyake & Greg Cox

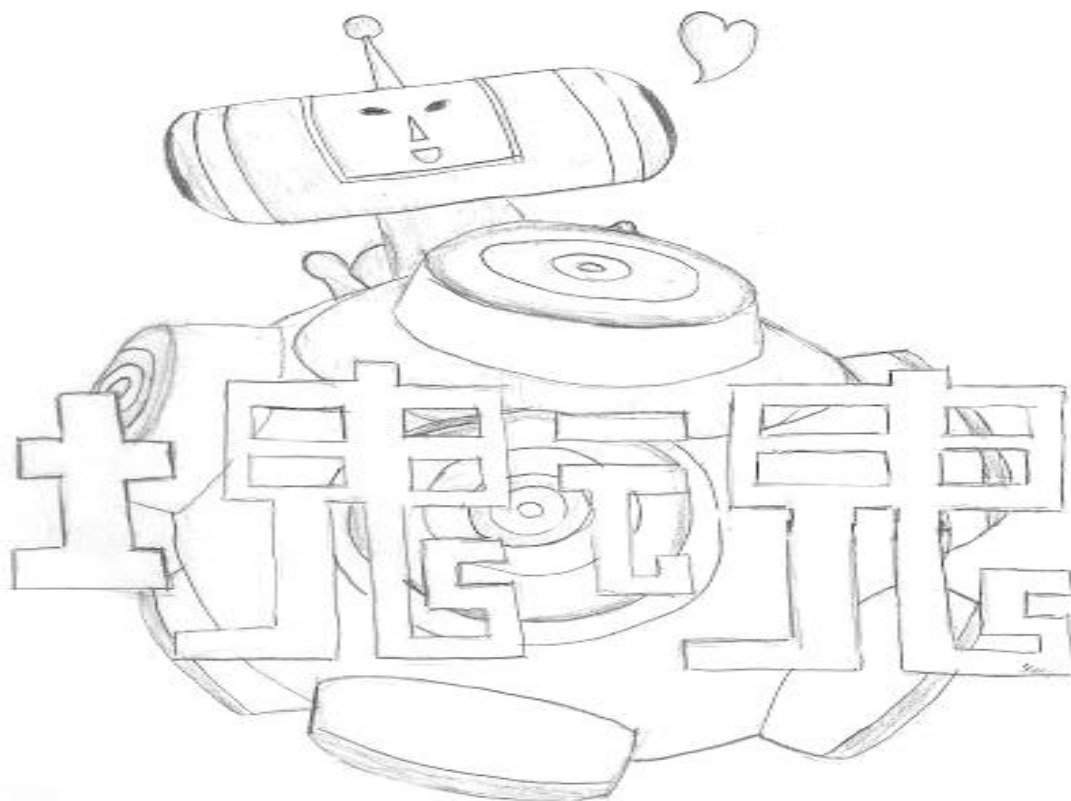
Katamari Damacy (2004)

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.



15 Minute Intermission



Welcome Back!

“Bob-omb Battlefield”

Composer: Koji Kondo

Super Mario 64 (1995)

Arranger: Douglas Eber

Performed by the Doug Eber Experience

This song comes from the first level of Mario 64. Jazzed up and played in Big Band Style, this rousing rendition is sure to get your feet tapping along.

"200X"

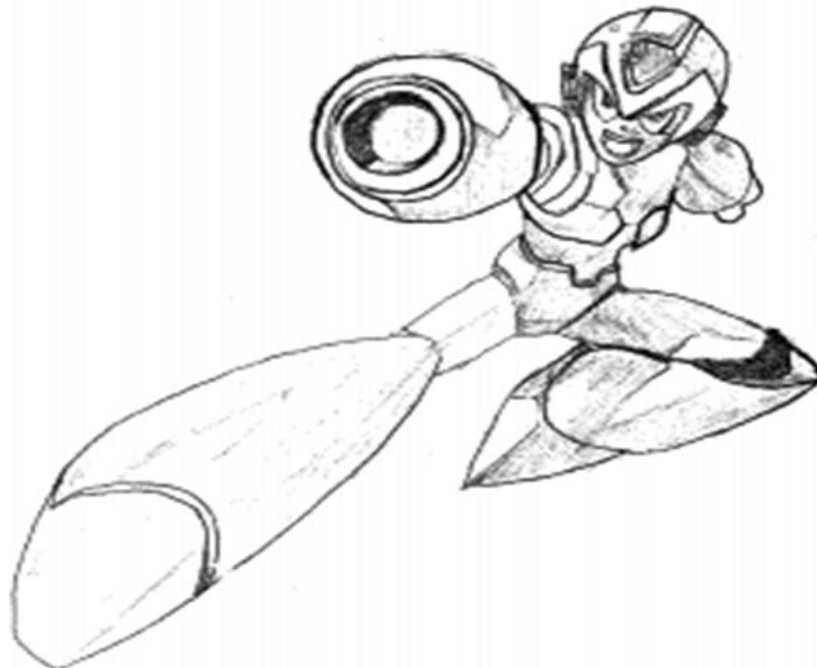
Composers: Takashi Tateisi and Maname Mamtsumeo

Mega Man (1987)

Arrangers: J. Troiano and 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 then begins to smile. "How naive," 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!



“Sam and Max Hit the Road”

Composers: C. Bajakian, M. Land, P. McConnell

Sam and Max Hit the Road (1993)

Arranger: A. C. Menes

One is an Anthropomorphic Dog. The other is a hyperactive, live-wire, rabbitty thing. This song follows their hilarious misadventures as they step from comic books into the realm of point-and-click adventure gaming. Listen as they search Bluesy Americana for a Bigfoot that has mysteriously gone missing from a local carnival.



“Final Fantasy VII Main Theme”

Composer: Nobuo Uematsuo

Final Fantasy VII (1997)

Arranger: Jacob Coppage-Gross

Performed by Jacob Coppage-Gross and Austin Hope

The seventh installment in the Final Fantasy series was a pinnacle for the franchise, garnering recognition not just for its gameplay but also for its music. The game's soundtrack has been rereleased in many forms, including full orchestral arrangements. Today, the triumphant and classic sound of the game's main theme is performed in the intimate setting of a cello-piano duet.

“Dammerung”

Composer: Yasunori Mitsuda

Xenosaga (2002)

Arranger: Chris Apple

In Xenosaga, the aliens known only as the Gnosis don't exist on the same plane as humanity. Any weapon used against them is ineffective, but a simple touch from them is enough to kill. Enter the Dammerung, a massive battlecruiser with the ability to drag the Gnosis into our plane, built with enough lasers and weaponry to inflict devastation on a massive scale. Its theme is also the background for the game's battles.



“Terra’s Resolve”

Composer: Nobuo Uematsu

Final Fantasy VI (1994)

Arranger: Chad Seiter

The theme "Terra" serves both as the main theme of Final Fantasy VI and its eponymous heroine. This orchestral arrangement of said theme originally appeared in the tribute album, Final Fantasy VI: Balance and Ruin, as 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 homage 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 during the recording of my original score to the latest Star Trek video game."



We loved "Terra's Resolve" so much, we asked Mr. Seiter for an adaptation. Chad agreed and graciously contributed this arrangement.

“Halo”

Composers: Martin O'Donnell, Michael Salvatori

Halo: Combat Evolved (2001)

Arranger: Chris Apple

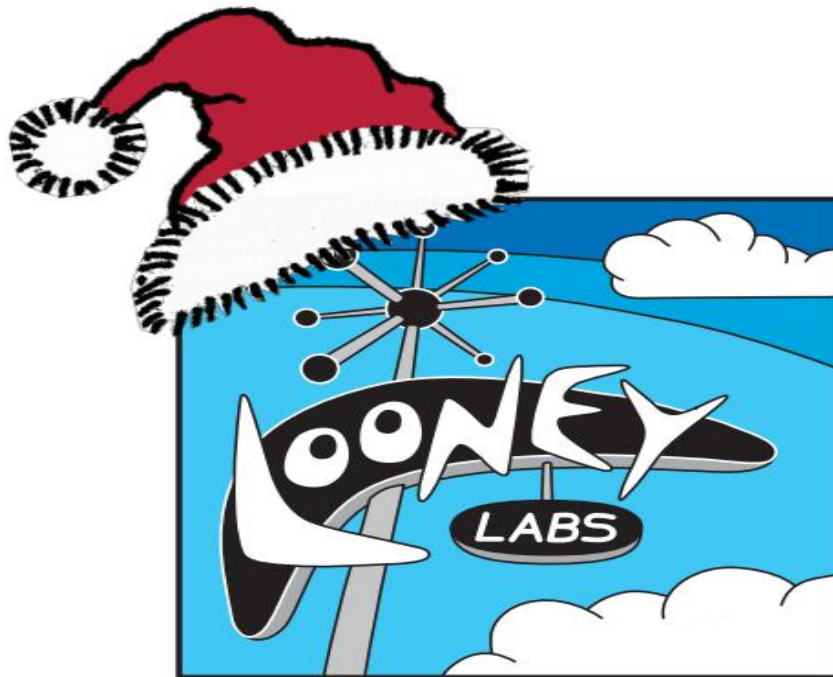
Humanity is on the run from a fanatical coalition of aliens known only as the covenant. Despite the courage of the human military, system after system falls to the menace. After the loss of the planet Reach, a military vessel containing the genetically engineered super soldier known only as Master Chief has made a blind jump into space, attempting to draw the Covenant away from Earth. Now, they return to real space with the Covenant hot on their heels to find Halo: a mysterious ring world with technology alien to humans and Covenant alike. Join Master Chief in his race against the Covenant to discover the mysteries of the ring.

Thank You!

Thank you to our Super Stars for helping fund the GSO's purchase of its Tuba:

- **John O'Meara**
- **David Gieco**

We also thank:



**Happy Holidays
from
Looney Labs!**

www.LooneyLabs.com

Get a free copy of Looney's Flagship card game, Fluxx, with a donation of \$20 to the GSO in the lobby (until we run out)!

How are we doing?

We love getting feedback! Please feel free to fill out this form and drop it in the "Question Block" on your way out. Want to join us or start your own GSO? E-mail us at umd@gamersymphony.org.

The GSO is partially funded by the Student Government Association, but most of our operating costs are covered by donations. 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 GSO's website at umd.gamersymphony.org.

*Checks made out to college park foundation (With "Gamer Symphony Orchestra" written on 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?

Are you a UMCP student interested in joining the GSO? If so, please (neatly) write your name and e-mail address, as well as your instrument and/or vocal part.

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

