

# GAMER SYMPHONY ORCHESTRA

Spring 2013 Concert  
Saturday, May 4, 2013, 2 p.m.

Dekelboum Concert Hall  
Clarice Smith Performing Arts Center

Kira Levitzky, Conductress  
Jacob Coppage-Gross, Conductor  
Kevin Mok, Assistant Conductor

# 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 collegiate ensemble to draw its repertoire exclusively from the soundtracks of video games. The ensemble is entirely student run, which includes conducting and musical arranging.

The GSO has collaborated with *Video Games Live!*, most recently in February 2012 for the performances at the Strathmore in Bethesda, Md. The National Philharmonic performed GSO's arrangement of "Korobeiniki" from Tetris to two sold-out houses.

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 in Washington, D.C. This spring, GSO raised more than \$550.

GSO has also fostered the creation of two similar high school-level ensembles in Rockville, Md., and Damascus, Md.

*Interested in playing in a video game orchestra in the wider DC-Metro area? Visit [metro.gamersymphony.org](http://metro.gamersymphony.org) for details on the upcoming Washington Metropolitan GSO!*

## GSO Officers

|  |  |
|--|--|
| President: Alexander Ryan                      | GSO Founder: Michelle Eng  |
| Vice President: Joel Guttman                   | Faculty Advisor: Dr. Derek Richardson, Dept. of Astronomy                                      |
| Treasurer: Jasmine Marcelo                     | GSO Logo: Matt Maiatico, Katie Noble   |
| Secretary: Tess Krimchansky                    | Program Layout: Mary Beck  |
| Conductress: Kira Levitzky                     | PR Director: Katie Noble   |
| Conductor: Jacob Coppage-Gross                 | Social Director: Drew Star   |
| Assistant Conductor: Kevin Mok                 | Webmaster: Ayla Hurley   |
| Choral Director: Kyle Jamolin                  | Program Art by: Daniel Bae, Courtney Chan, Sailunsi Chen, Polina Vorozheykina, Valerie Andrews |
| Music Director: Mary Beck                      |  |
| Orchestra Manager: Michael Wellen              |  |
| Officers-at-Large: Tony McMannis, Scott DeHart |  |

Find GSO online at [UMD.gamersymphony.org](http://UMD.gamersymphony.org)

# GSO ROSTER

## **Violin I**

Eric Borrero  
Jack Chen  
David Graham  
Laura Stayman \*\*  
James Gonzales  
Sandy Wang  
Indigo McGaw  
Sailunsi Chen  
Alexa Stott  
Liangcheng Tao  
Diane Ye  
Jimmy Miller

## **Viola**

Chia-Min (Jack)  
Chen \*

Victor Ontiveros  
Benjamin Heard

## **Contrabass**

Amelia Li  
Isabel Martinez

## **Flute**

Mary Beck \*  
Jason Albanese  
Jingyou Xu  
Andrew Golczynski

## **Piccolo**

Nathan Fernando

## **Oboe**

Kristi Engel  
Benjamin Eichberg

## **Alto Sax**

Michael Powers  
Julia Eng  
Zac Frey

## **Baritone Sax**

Tim Williams

## **Violin II**

Nicole Anderson  
Christina  
deGraft-Johnson  
Curtis Mitchell  
Katie Noble  
David Wang  
Andrew Wang \*

## **Cello**

Carli Follett \*  
Robert Moy  
Alyssa Snider  
Santos Del Cid  
Austin Hope

## **Tenor Sax**

Kane Wade

## **Contra-A Clarinet**

Nathan Cloeter

## **Bass Clarinet**

Sylvester Gates  
Brian Compere

## **Clarinet**

Jimyo Lin  
Bryan Doyle  
Jason Lenkowsky  
Scott Miller  
Michael Wellen \*

## **Bassoon**

Douglas Eber\*  
Michael Younkin

## **Piano**

Andrew Baer  
Daniel Manzella  
Julius Verzosa \*

## **Flugelhorn**

Rob Garner  
Dakota Sparks

## **Trumpet**

Sean Jurado \*  
Nicholas Arnoldom  
Alexander Ryan  
Ethan Rossberg  
Jesse Cummings

## **French Horn**

Jessica Kerns  
Jae Im

## **Euphonium**

Ryan Largent  
Chris Hawkins \*

## **Trombone**

Peter English  
Joel Guttman  
Kevin Mok

Drew Star

## **Tuba**

Benjamin Ames  
Dasi Seralathan

## **Guitar**

Daniel Bae  
Maryann Moses \*

## **Bass Guitar**

Gerald Tagunicar

## **Percussion**

Cameron Camp  
Sterling Huber  
Connor Trexler  
Sean Robert

\* denotes section leaders

\*\*denotes concertmistress

# GSO CHORUS ROSTER

## Soprano

Diana Bestul-Taylor  
Jasmine Bestul-Taylor  
Zoe Di Giorgio  
Ayla Hurley \*  
Octavia Alexander  
Kangni Zhang  
Jasmine Marcelo  
Angela Wong  
Zeynep Dilli

## Tenor

Kyle Jamolin  
Anthony McMannis  
Ben Walker  
Benjamyn Ward  
Tyler Hynson  
Robert Zimmerman  
Alex Walker  
Hark Tagunicar  
Aaron Barker \*  
David Pilachowski  
Daniel Hopkins

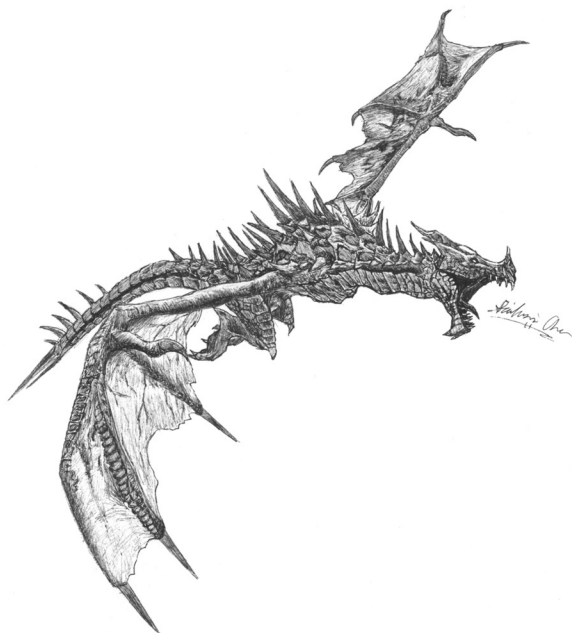
## Alto

Tess Krimchansky  
Holly Wu \*  
Helena Wu  
Courtney Chan  
Evelyn Sobel  
Mitali Bollamkonda  
Alana Hulse

## Bass

Simeon Anfinrud  
Alex Booth  
Scott DeHart  
Jesse Halpern  
Michael Ohr  
Peter Shi  
Tevis Tsai  
Stephen Wiley \*  
Matthew Harker

\* denotes section leaders



# CONCERT PROGRAM

## Guile's Theme

*Street Fighter II* (1991)

Composed by: Yoko Shimomura

Arranged and Performed by: Kevin Mok (trombone), Daniel Bae (guitar), Julius Verzosa (piano), Gerald Tagunicar (bass), Kira Levitzky (flute) and Connor Trexler (drums)

A jazzy twist on a 90's classic to bring you back to the golden age of fighting games. Be sure to play with Guile's voice set to Japanese. It goes with everything!

## Kid Icarus Medley

*Kid Icarus* (1986)

Composed by: Hirokazu "Hip" Tanaka

Arranged by: A.C. Menes

Skyworld has been plunged into chaos! The evil Goddess Medusa has launched a massive attack, kidnapped the benevolent Goddess Palutena, and turned many brave warriors into stone. It's up to the angelic warrior

Pit to save the day and rescue Palutena, ruler of Skyworld. But this will be no easy task for our young hero.

The four themes heard in this medley each come from a stage in *Kid Icarus*. In order to rescue Palutena, Pit must climb out of the treacherous depths of the Underworld, navigate the harsh terrain of the Overworld, ascend the dizzying heights of Skyworld, and lead the attack on Medusa at the Palace in the Sky. To victory!

## Banjo-Kazooie Medley

*Banjo-Kazooie* (1998)

Composed by: Grant Kirkhope

Arranged by: David Scherr

Rareware's *Banjo-Kazooie* games for the Nintendo 64 are, simply put, charming. The first game in the series follows the banjo-wielding – and aptly named – Banjo the bear and his kazoo-playing friend, Kazooie the bird, on their quest to rescue Banjo's sister from the warty clutches of the evil witch Gruntilda. In the sequel, Banjo and Kazooie enlist the aid of their friends to thwart Gruntilda's designs for revenge. This medley recounts some of Grant Kirkhope's most memorable themes from the games, in which each stage is about ten times wackier than the last. Never underestimate a bear and a bird!

## Super Mario World

*Super Mario World* (1990)

Composed by: Koji Kondo

Arranged by: David Scherr and Andrew So

Introducing the next generation from Nintendo, *Super Mario World* on the Super Nintendo Entertainment System! Mario and Luigi, with their new friends, the Yoshis, once again have saved Princess Peach from the clutches of the evil Bowser and his Koopalings. Now enjoy as they travel back to Yoshi's Island with the stolen Yoshi eggs to celebrate the renewed peace through Dinosaur Land.



## Dragonborn

*The Elder Scrolls V: Skyrim* (2011)

Composed by: Jeremy Soule

Arranged by: Chris Apple, Katie Noble, Alexander Ryan and Dakota Sparks

This ancient song from *Skyrim* lore tells of a hero known as the Dragonborn, a warrior with the body of a mortal but the soul of a dragon. It is the destiny of the Dragonborn to destroy the evil dragon Alduin, the



Nordic god of destruction. This song evokes memories of the Dragonborn's most iconic ability - using words of power from the Dragon language as powerful Dragon Shouts.

*15 Minute Intermission*

## Megaman 3 Epilogue - Protoman's Whistle Concerto

*Mega Man 3* (1990)

Composed by: Yasuaki Fujita

Arranged and Performed by: Jacob Coppage-Gross (piano) and Victor Ontiveros (whistles)

Dating back to the early days of console gaming, Megaman 3 was the third installment of the original platformer games following the story of everyone's favorite Capcom hero. This bluesy arrangement comes from the epilogue of the game, wherein Protoman's characteristic whistle sound is turned into a full-fledged melody. However, instead of a synthesized whistle sound like that featured in the original soundtrack, the piece is brought to life with real whistling and an acoustic piano accompaniment.

## I Was Born For This

*Journey* (2012)

Composed by: Austin Wintory

Arranged by: Kira Levitzky and Mary Beck

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 score to receive

a Grammy nomination this past year. Join the GSO on our journey through our interpretation of I Was Born For This, originally written for a female soloist and now adapted for a female choir.



# Kongcerto

*Donkey Kong 64* (1999)

Composed by: Grant Kirkhope

Arranged by: Rob Garner

Conniving crocodilian King K. Rool captures Kong companions! That nasty gator has stolen Donkey Kong's banana hoard -- again -- and imprisoned the gorilla's friends. Worse still, the unstable croc threatens the destruction of D.K. Isle with an unspeakably powerful W.M.D. (That's a weapon of monkey destruction, by the by). Among other challenges, Donkey Kong must lumber through a forest, scrape along a sandy shore, creep about a spooky castle, swing around an overgrown jungle, and ... uh, refract through a crystalline cave to stop King K. Rool for good (or at least until 2003's release of "Donkey Konga").

## Super Smash GSbrOs.

*Super Smash Brothers* (1999), *Super Smash Brothers Melee* (2001), *Super Smash Brothers Brawl* (2008)

Composed by: Hirokazu Ando,

Tadashi Ikegami, Nobou Uematsu

Arranged by: Christopher "CTL" Lee

Nintendo's all-star cast comes together to smash, to melee and to brawl in a side-scrolling platform fighter. Players can pit their favorite characters from many franchises against each other, making battles both epic and chaotic. Each game has a theme that has been reused throughout the series in many places. The GSbrOs. bring you a history of the series, showcasing



ing these unique themes, including the hammy announcer. Despite not being a traditional fighting game with life bars, the series has a large competitive community that managed to raise \$94,683.81 for breast cancer to secure a spot for SSBMelee in EVolution Fighting Game series. With a new Super Smash Brothers announced for the WiiU and 3DS, what new challengers will approach the series? Will this game be able to garner the respect of the other fighting game communities? One thing is certain: expect an amazing soundtrack.



# World of Warcraft Medley

*World of Warcraft*

Composed by: David Arkenstone

Arranged by: Nathan Gulla

David Arkenstone was on the composition team headed by Blizzard's Audio Director, Russell Brower, for World of Warcraft: Cataclysm and Mists of Pandaria. The team contributed around eight hours of new music to the game. Additionally, Arkenstone wrote music for the various Taverns of Azeroth and also contributed some work to Wrath of the Lich King.

Arkenstone, a three-time Grammy nominee, uses a wide variety of orchestral sound and so, it lent itself well to a medley to showcase his work. Included in the medley are excerpts from Nordrassil, two of his Tournament pieces, Aftermath, Bloodsail, Vashj'ir, and Surrender the Booty.



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## THANK YOU!

Recently, the GSO ran a Kickstarter campaign to raise \$4,000 to purchase a tuba. We'd like to thank our supporters who donated more than \$50:

David Saulesco  
Alex Cotsalas  
Susan Tayman  
John Merrifield  
Drew Star  
Joseph Tran  
Vanessa Martinez

Lynda Wellen  
Don Cober  
Lora Albanese  
Andrew Bishop  
(and friends)  
Alexander Ryan

**\*\*SUPERSTARS\*\***  
(donated more than  
\$1,000!)  
David Grieco  
John O'Meara

IN MEMORY OF  
*David Scherr*  
GSO TUBIST, TREASURER, FRIEND  
1992 - 2012



David's interest in music started at a young age when he found an unused keyboard in the basement of a family friend's house and became instantly hooked. It soon became obvious that David was far from the typical piano student, learning the music more quickly than his teacher could assign it. No matter the genre – classical, jazz or anything else – David could play it. He loved to entertain his brothers and friends for hours by taking requests for pop songs and playing them immediately after hearing them for the first time. Often they would have him turn his back to the piano, hit a random note, and be amazed when he would identify it without fail. The entertainment continued as he would play frantically paced classical pieces while making funny faces and wild arm movements, cracking up everyone in the room.

After graduating first in his class from Pikesville Senior High School, David entered The University of Maryland in 2010 as a neuroscience major with a full four-year scholarship. As soon as he found the Gamer Symphony Orchestra, and knew he had found a musical home at UMD. The orchestra combined two of his greatest loves, music and video games, and was a perfect fit.

David made a lasting impact on the orchestra. While piano was David's first love, he also played trumpet and tuba in high school, and after learning that the GSO had several piano players but desperately needed a tuba player, David selflessly volunteered for the job and took on the personal responsibility of securing a tuba for the orchestra. David also acted as the orchestra's treasurer. Perhaps his greatest impact, however, was in arranging music. David arranged music from his favorite childhood video game, Banjo Kazooie, for the GSO. Banjo Kazooie tells the saga of a heroic bear and bird who team up to thwart the evil witch Gruntilda. David was equally enthralled by Banjo Kazooie's gameplay and the upbeat music that accompanied the action. The GSO performed his arrangement in concert to a packed house which included award-winning composer Grant Kirkhope, the original composer of the Banjo Kazooie score. Afterward, David helped create another arrangement with music from Super Mario World.

David will be remembered in the GSO as both a masterful musician and a great friend. He was easygoing, talented, funny, hard-working and humble. He will be greatly missed. The tuba he played and contributed, now engraved with his name, will serve the GSO and his memory for many years to come.

# HOW ARE WE DOING?

*We love getting feedback from our fans! 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? Email us at [umd@gamersymphony.org](mailto:umd@gamersymphony.org).*

*The GSO is partially funded by the Student Government Association, but most of our operating costs are covered by donations by members and fans. 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, [umd.gamersymphony.org](http://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!\**

*\*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.*

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**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?**

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

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