

## ARTIST-FACULTY SERIES Sponsored by WKAR

# North American Conference on Video Game Music

MSU Student Ensemble Ricardo Lorenz, conductor

Richard Anatone, piano
Ben Carlee, flute
Madison Drace, voice
Jane Fiske, piano
James Heazlewood-Dale, bass
Laura Intravia, voice
John MacDonald, drums
Matthew Thompson, piano
Gregg Rossetti, guitar
Cynthia Schilling, piano
Marco Schirripa, marimba
Matheus Souza, violin
Austin Wilson, horn

Saturday, March 16, 2024 Murray Hall, 8:00 p.m.

#### **PROGRAM**

from *Duck Tales*Moon theme
Yoshihiro Sakaguchi
arr. Emmet Lewis

from Sonic the Hedgehog Masato Nakamura

The Marble Zone (b. 1958)

arr. Maura Drinkert

from *Pokémon Ruby*Go Ichinose
Littleroot Town
arr. Helen Hanchin

from Zelda II: The Adventure of Link

Temple Theme

Akito Nakatsuka

arr. Ethan Smith

### MSU College of Music Student Ensemble Ricardo Lorenz, conductor

from C.A.R.Dware Discount Sale at the

Eileen Snyder

Interstellar Mall

II. Level 2 (Interstellar Mall)

MSU Saxophone Quartet

from Wario Blast: Featuring Bomberman!

Yasuhiko Fukuda

(b. 1957)

Title Screen

Piano Suite

arr. Richard Anatone

Classic (World 1)

Arctic (World 8)

Forest (World 3)

Factory (World 4)

**Boss Theme** 

Richard Anatone, piano

from Octopath Traveler

Yasunori Nishiki (b. 1985)

Rhapsody on Eight Themes

arr. Thomas B. Yee

Ben Carlee, flute Matthew Thompson, piano

from Final Fantasy Tactics Advance Suite (2004) Hitoshi Sakimoto (b. 1969)

assist. Nobuo Uematsu, Kaori Ohkoshi, Ayako Saso arr. Marco Schirripa

Marco Schirripa, marimba; and Matheus Souza, violin

#### PROGRAM (cont.)

from Celeste Piano Collections Reach for the Summit Lena Raine (b. 1984)

arr. Trevor Alan Gomes

Jane Fiske, piano Cynthia Schilling, piano

from Metal Gear Solid 2

Rika Muranaka

Can't Say Goodbye to Yesterday

Madison Drace, voice Gregg Rossetti, guitar James Heazlewood-Dale, bass John MacDonald, drums

A Medley of Chiptune Rock

from Castlevania III

Beginning

Hidenori Maezawa and Jun Funahashi (b. 1958) (b. 1964)

Yukie Morimoto and Yoshinori Sasaki

(b. 1961)

(b. 1962)

from Mega Man 2 Dr. Wily Stage 1 from Duck Tales

Dracula's Curse

Takashi Tateishi (b. 1964) Hiroshige Tonomura

The Moon Theme
from Castlevania III Hidenori Maezawa, Jur

Hidenori Maezawa, Jun Funahashi, Yukie Morimoto, & Yoshinori Sasaki

James Heazlewood-Dale, electric bass

Rich Anatone, keyboard Gregg Rossetti, guitar John MacDonald, drums

all arrangements by Laura Intravia

from *Ico*You Were There

Michiru Ōshima (b. 1961)

from The Legend of Zelda: Majora's Mask Zora Band Song

Koji Kondo (b. 1961)

from Chrono Cross

(b. 1961) Yasunori Mitsuda

Radical Dreamers from *Journey* 

(b. 1972)

I Was Born for This

Austin Wintory (b. 1984)

Laura Intravia, voice Matthew Thompson, piano

#### **PROGRAM NOTES**

Octopath Traveler is a game with a unique premise. Featuring eight main characters with eight distinct stories, Octopath Traveler offers a narrative and gameplay experience as infinitely variable as its players. As the game website states: "You alone can choose your path." Each character's musical theme encapsulates their distinctive identity and personality. This piece weaves together a selection of those themes in an arrangement determined by the audience, mirroring the interactivity of Octopath Traveler's gameworld. Today, we will hear a rhapsody on the themes of [1], [2], [3], and [4].\*

\*The four themes used for the NACVGM performance will be determined by the results of the poll conducted electronically before the performance.

#### Final Fantasy Tactics Advance

Marco Schirripa and Matheus Souza will perform a short original suite from *Final Fantasy Tactics Advance*. Part of a longer, multimovement composition, it will feature three tracks, including the title theme, "Gathering Allies", from the party management screen and "The Road We Both Aim For", one of the boss themes.

#### A Medley of Chiptune Rock

Gregg Rossetti (guitar), Rich Anatone (keyboard), James Heazlewood-Dale (bass), and John MacDonald (drums) will be performing NES chiptune music arranged for a rock band. This music translates perfectly to this kind of ensemble, with the four channels from the NES soundchip each suggesting one of the instruments. The project was spawned from the recent scholarship of its members: Gregg has published an article on the influence heavy metal has had on early Nintendo music and has collaborated with Rich on analyzing formal relationships with popular music, while James has written extensively on the relationship between Nintendo music and jazz.

#### **ARTIST-FACULTY BIOS**

**Richard Anatone** is a Professor of Music Theory and Coordinator of Applied Music at Prince George's Community College. He is also a pianist and he earned his doctorate in piano performance from Ball State University in 2015. Aside from his totally normal obsession with the music from Final Fantasy, he loves music from Game Boy games, and is currently working on transcriptions of his favorite soundtracks from the greatest handheld system to ever grace God's earth. This short collection from *Wario Blast: Featuring Bomberman!* was arranged during the COVID pandemic and is but a snippet of the stylistically eclectic soundtrack to the wacky action/puzzle game released in 1994.

Some composers found their love of music at the symphony hearing Brahms or Beethoven — **Thomas B. Yee** (b. 1992) discovered his from the beeps and boops of the family Super Nintendo. Blending the roles of composer and music theorist, Thomas specializes in writing Holocaust remembrance music and fusions of 8-bit retro chiptune music with interactive live performance; his research focuses on music semiotics and the representation of gender, race, and religion in video game music. Thomas completed his DMA at the University of Texas at Austin and is Assistant Professor of Instruction in Music Composition & Theory at the University of Texas at San Antonio.

A native of San Antonio, TX, **Ben Carlee** (he/him) is a gay Chicano flutist pursuing his Doctor of Musical Arts degree at UW-Madison as an Advanced Opportunity Fellow. He has performed across the U.S. and has been featured as a guest artist/clinician at the Wisconsin Flute Festival and Chicago Flute Club. He serves as the National Flute Association Lessons Scholarship Coordinator where he oversees funding distribution to young, underrepresented flutists across the United States. Ben also serves as the Executive Artistic Director for the Madison Gamer Symphony Orchestra, a nascent organization in its early phases of establishment. It aims to become the inaugural professional symphony in the United States exclusively devoted to showcasing symphonic video game music compositions.

Growing up in Sydney's vibrant music scene, scholar, performer, and Grammy-nominated bassist **James Heazlewood-Dale** relocated to Boston to study jazz double bass at the Berklee School of Music on full scholarship. He has since performed with world-renowned artists including Jacob Collier, Maria Schneider, and Terence Blanchard. A recipient of Brandeis University's Provost Research Award, his Ph.D. research focuses on the intersection between jazz and video game music. His work can be read in Jazz and Culture (University of Illinois Press) and Environmental Humanities and the Video Game (Palgrave Macmillan), and he appears as a scholarly guest in Adam Neely's video essay "The Nintendo-fication of Jazz".

**Madison Drace** is a Master of Musicology student at Florida State University. Her current research centers on singer-protagonists in video games. In 2023, she presented at GameSoundCon and at the College Music Society regional and national conferences. This work is the basis for her forthcoming article in the *Journal of Interdisciplinary Voice Studies*. In addition to her musicological pursuits, she is an occasional performer. Recent performances include the 2023 NACVGM recital, a solo recital of songs composed by women, and a lecture-recital on Madeleine Dring's humorous cabaret song "I HATE Music!"

The **Fiske-Schilling Piano Duo** has performed throughout the New England area since 2017. The duo specializes in women's music, featuring the works of Amy Beach, Cecile Chaminade, and Lady Gaga. Recently, game music by women composers has been added to their repertoire, including the work being performed tonight, "Reach for the Summit" from *Celeste* by Lena Raine.

Jane Fiske has performed as a recitalist throughout the New England area and as a soloist with the Indian Hill Symphony Orchestra, Salem Philharmonic Orchestra, Marlboro Symphony Orchestra, and Thayer Symphony Orchestra as winner of the Concerto Competition. Dr. Fiske serves as Professor of Humanities (Music) at Fitchburg State University and is currently developing a course on the art of game music. She formerly served as Humanities Department Chair, FSU Founding Dean of the Division of Arts & Sciences, and Assistant Director of the Young Artists Piano Program at Boston University's Tanglewood Institute. Dr. Fiske received the Vincent J. Mara Award for Excellence in Teaching at Fitchburg State University. Her research areas include music and the related arts, women in music, and critical and NACVGM

6

creative thinking. She has presented papers at the International Conference on the Arts in Society in Portugal, Italy, Canada, and Scotland, as well as at the Foundation for Critical Thinking in California. She holds a Doctor of Musical Arts degree from Boston University and Master and Bachelor degrees from the New England Conservatory of Music.

Cynthia Schilling has performed solo piano and chamber music at Bowdoin International Music Festival, Buffalo Center for 21st Century Music, and Green Mountain Chamber Music Festival, She has also performed piano, violin, and viola in the UMass Symphony Orchestra, Five-College Baroque Ensemble, UMass Women's Choir. UMass Percussion Ensemble, Symphony Pro Musica, and Fitchburg State Community Orchestra. Ms. Schilling earned a Bachelor of Music degree from University of Massachusetts Amherst Commonwealth Honors College, where she received the Chancellor's Talent Award and Eugenie M. May Piano Award for outstanding musicianship. In addition to her musical pursuits, she holds Bachelor and Master degrees in graphic design. Currently, she teaches graphic design at Fitchburg State University and Anna Maria College and worked previously as a graphic designer for the Boston Symphony Orchestra. She enjoys teaching music lessons through the Fitchburg State University Community Music Program and the Joy of Music Program in Worcester.

Composer, vocalist, and instrumentalist Laura Intravia is internationally renowned for her multi-faceted musical career in opera, concert music and video game/film soundtracks. Laura's work as a remote session musician has appeared in over 70 video game and film soundtracks. Her versatility in various vocal styles has led to an equally wide range of recording projects; from the classic soprano sound of Destiny, Destiny 2, Mobile Legends: Bang Bang, Honor of Kings, and ReCore; to pop-inspired belting in Code Vein, Arknights, Tekken Tag Tournament 2, and Erica; to genrebending, world music vocals in *Darksiders 3* and *Mortal Kombat 11*. In addition to her studio choir work on projects such as God Eater 3 and The iDOLM@STER - Cinderella Master, Laura is well-versed in the techniques of vocal multi-tracking, emulating the effect of childrens' choir in projects such as Kaladin, Buttons and Super Lucky's Tale. Her classical, jazz and world flute techniques can be heard in games such as Rainbow Billy, Mages of Mystralia. Otomedius Excellent, Tin Hearts, and Cornerstone: Song of Tyrim.

The compositions of Venezuelan-born Ricardo Lorenz have garnered praise for their fiery orchestrations, and rhythmic vitality as well as for raising awareness about global societal challenges that concern the composer. These impressions have earned him two Latin Grammy Award nominations, multiple commissions, and performances of his works at prestigious international and national festivals. His orchestral compositions have been performed in the United States by Los Angeles Philharmonic, by the Chicago. Minnesota, Detroit, Dallas, Atlanta symphony orchestras, and by orchestras in South America, Europe, and the Middle East. Ricardo Lorenz was Composer-in-Residence of the Chicago Symphony Orchestra's Armonia Musicians Residency Program and held the position of Associate Director of the Indiana University Jacob School of Music's Latin American Music Center. He has received many awards and commissions including from, among others, the National Endowment for the Arts, MacDowell Colony, Meet-the-Composer Midwest, Barlow Endowment for Music Composition, and was honored with the Michigan State University César Chávez Community Leadership Award. He is currently Professor and Chair of Music Composition at MSU College of Music and his compositions are published by Keiser Southern Music. Boosey & Hawkes, and they can be heard in labels released in the U.S., Europe, and South America.

**Gregg Rossetti** holds a Ph.D. in music composition with a dissertation on how musical tropes build worlds in early role-playing video games. His composition styles are eclectic; he writes for new music ensembles, rock bands, and video games. He has presented his research at GameSoundCon, the North American Conference on Video Game Music, College Music Society, Music and the Moving Image, and Society of Music Theory. In addition to running a studio of students and recording artists, he is lecturer, music technology coordinator, recording studio manager at Rutgers University, and adjunct professor at Montclair State University.

Marco Schirripa and Matheus Souza - After meeting through a vgmtogether collaboration in 2021, the duo serendipitously became colleagues at Central Michigan University last fall. Marco is an international award-winning percussionist, arranger, and composer of video game-inspired music, while Matheus can be heard in *Mortal Kombat 11, Star Wars Outlaws*, the Videri String Quartet, and DiscoCactus.

**Matthew Thompson**, DMA, joined the SMTD faculty in 2011 and was recently described by a former student as "giving one of the most wholesome, nerdy, epic-but-modest unicorn professor experiences you'll ever find at U-M." Dr. Thompson is active as both a pianist and a vocal coach. His pioneering pedagogy using video game music has established him as an authority in this interdisciplinary academic field.

A lifelong gamer, Dr. Thompson's interests in game audio have become a major component of his work. Over 1000 students have taken his groundbreaking Video Game Music class. This class provided the genesis of a 2021 chapter in Teaching the Game coauthored with Karen Cook, Julianne Grasso, Dana Plank, and Ryan Thompson. In 2020, Thompson released the world premiere recording of "For the Piano", by *Halo* and *Destiny* composer Marty O'Donnell. Thompson has presented multiple times at the North American Conference on Video Game Music (2018): "There's no question you'll be popular after performing these in front of your friends!": The pedagogy and performance of piano transcriptions of video game music. Also in 2018, Dr. Thompson chaired and presented for the first ever academic ludomusicology/sound studies track at GameSoundCon, historically an industry based conference. During the same academic year, Thompson

won a grant allowing him to create the first ever collegiate studio of pianists studying video game piano. As part of this experimental year, Thompson invited video game pianist Dr. Martin Leung to have a residency at U-M and Thompson joined Leung for Leung's first public performance of video game piano duets. Dr. Thompson has written proactively commissioned book reviews published in the American Journal of Play and maintains a blog at videogamemusicnerd.blogspot.com. Thompson is currently writing a book about everything video game piano.

#### MSU STUDENT ENSEMBLES PERSONNEL

Ricardo Lorenz, conductor Claire Oselador, assistant

Helen Hanchin, flute & piccolo
Tyler Mazone, B-flat and bass clarinet
Parker Fritz & Taguchi Haruka, saxophones
Eric Hall, bassoon
Emmet Lewis, trumpet
TBD, french horn
Maura Drinkert, percussion
Claire Oselador, piano
Aidan Chapman-Anderson, viola

#### Saxophone Quartet

Jeff Allardyce, soprano saxophone Haruka Taguchi, alto saxophone Parker Fritz, tenor saxophone Nathan Jasper, baritone saxophone

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- John and Gretchen Forsyth (Woodwind Trio, Sept. 6 and Flute and Piano, Jan. 25)
- Thea Glicksman (Trio Cantilena, Nov. 5)
- Dr. Charles Gliozzo in memory of Marjorie Gliozzo, This sponsorship honors Marjorie Gliozzo, a beloved teacher who taught Spanish, English, and ESL. She was a passionate traveler and leader in cultural exchange programs, with a deep appreciation for Spanish language and history. (MSU Symphony Orchestra, Oct. 29)
- Howard and Pam Gourwitz (Saxophone and Piano, Nov. 6 and Jazz Works, Jan. 12)
- Belle S. Harris and Julius N. Harris Endowed Distinguished Visiting Artists Fund in the College of Music (Leo Spellman, Oct. 14 & 15 and Trio Cantilena, Nov. 5)
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- Merritt Lutz (Jazz: Spirituals, Prayer and Protest Concert; Celebrating the Spectrum; and Wind Symphony, Mar. 17)
- Clare Mackey (Piano Monster)
- Joseph and Jeanne Maguire (A Jazzy Little Christmas)
- Pat & Mary McPharlin (Musique 21, Oct. 30 and Jazz: Spirituals, Prayer and Protest Concert)
- Dr. Roy and Christine Meland (Puccini: Con Amore)
- Gordon E. Miracle (Friends and Family, Feb. 18)
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