



VIDEO GAME MUSIC EVENT

Wakefield Recital Hall

April 23, 2024 / 6:00 - 7:30pm

Arrangements of
video game music,
new compositions
inspired by games,
& FREE FOOD.....

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“Death by Glamour”
from *Undertale*

Luke Konopka, guitar and fixed media

Toby Fox
arr. and
produced Luke Konopka

“The Wind Can Be Still”
from *Stardew Valley*

The Dew
Kenny Gonzalez, viola
Ashley Colucci, clarinet
Shawn Berman, bass

Eric Barone
arr. Ashley Colucci

“Dire, Dire Docks”
from *Super Mario 64*

The Super Mario Bros
Chris Connors, bass flute
Liz Combs, alto flute
Sabrina Clubine, C flute
Julie Williams, C flute

Koji Kondo
arr. Chris Connors
and Sabrina Clubine

“Mii Channel Music”
for *Nintendo Wii*

Brass Beauties
Michael Shipps, French horn
Tyler Kraft, French horn

Kazumi Totaka

Intermission

“Complicating the American Dream”
“Will the Circle be Unbroken”
from *Bioshock Infinite*

Alyssa Bonfardeci, voice
Jacob Frenyea, voice
Olivia Pierotti, voice
Zoe Williamson, voice and piano

Trad. Appalachian tune
arr. J. David Moore

“Liars and Thieves”
based on Shoji Meguro, *Persona 5*
and Masafumi Takada, *Danganronpa*

Carina Phillips
Celeste LaFlamm

Pokémon Op. 12, no. 2
Pokémon Red, Title Screen
Pokémon Heart Gold, New Bark Town
Pokémon Diamond, Eterna Forest
Pokémon Black 2, Driftveil City
Pokémon Omega Ruby, Southern Island

Sasha Truax, vibes and snare drum
Casey DeJesus-Webb, euphonium and visuals
Christopher Mavrogian, oboe and English horn
Annelise Herschbein, oboe and piano
Nick Bedell, trumpet
Manny Tejada, drum kit

arr. Nick Bedell
arr. Sasha Truax
arr. Christopher Mavrogian
arr. Casey DeJesus-Webb
arr. Annelise Herschbein