

Inaugural Year!

# Gamer's Rhapsody

a video game media expo

November 15-16, 2014  
Double Tree Downtown St. Paul

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# 2014 Guests of Honor



## **EMILY REESE - MPR'S TOP SCORE PODCAST**

Emily Reese is on-air host for Classical Minnesota Public Radio. She is also the host and producer for Top Score, Classical MPR's podcast about video game composers, and created MPR's Listening to Learn series. She previously worked for NET Radio in Lincoln, Neb., as a news host. She earned a B.A. in music education and jazz studies from the University of Colorado - Boulder, and a masters degree in music theory from the University of Nebraska, Lincoln. Emily lives in Twin Cities with her cat, Junebug, and loves gaming, with or without friends.

## **Disasterpeace - Video game composer and Musician**

Disasterpeace is the alias of Rich Vreeland, a 27 year old musician who has released 40 albums and a generative music game. He also performs his music and speaks in public all over the globe. Rich grew up writing Drop D guitar riffs in Staten Island, New York. After a decade of graphic design, he switched his focus to music. While in school, Rich interned at MIT and also wrote music for a Bomberman game. Rich has performed live since 2006 and continues to do so. Rich released a generative music game in 2012, called January. In the fall of 2011, Rich played a Disasterpeace show in Montreal. There he met Polytron, a two-man game development team, and they began to collaborate on FEZ. The game received many accolades, including the 2012 IGF Grand Prize.



## **OverClocked Remix - Video game music community**

Founded in 1999, OverClocked ReMix is an organization dedicated to the appreciation and promotion of video game music as an art form. Its primary focus is ocremix.org, a website featuring thousands of free fan arrangements, information on game music and composers, resources for aspiring artists, and a thriving community of video game music fans.

## **Dale North - Video game composer, musician, and blogger**

Singer, songwriter, composer, and video game blogger Dale North views himself as a musician first and foremost. After establishing himself in the game music remixing scene, he went on to become the Editor-in-Chief at DESTRUCTOID where he shared his love for corgis with millions of readers around the world. While continuing to work on his solo album projects, he's also begun work on a number of videogame scores. Check out more of Dale's work at dalenorth.com.



## **Jake Kaufman - Video game composer and musician**

Jake Kaufman is a composer and sound designer in Los Angeles, with a truly heartfelt connection to game music. His versatility, charismatic style, and devoted following make him an essential part of any development team — large or small, epic or fluffy — who want to stand out from the crowd. Credits include: Shovel Knight, Shantae, Q\*Bert, and more.



## **Tim Turi - Senior Associate Editor of Game Informer**

Tim's gaming obsession began when his older brother became bored with his Atari 2600. His Sonic the Hedgehog skills were second to none at a young age, but that never stopped him for pining after games on other consoles, like Mega Man for the NES. Upon graduating from the University of Minnesota in 2008 with a sociology degree,

Tim pursued a career in the gaming subculture, writing for a grassroots gaming blog and attending multiple gaming conventions. That was but a prelude to his internship at Game Informer in 2009, which ultimately landed him a position working for the company as it prepared for metamorphosis. In his free time, Tim enjoys playing even more video games, watching horror movies, and climbing rocks.



## **Nerd Enhanced Sound - Video game music jazz trio**

As wee lads, Mike Vasich and Nick Gaudette spent many hours studying the every move of digital 8-bit figurines that would jump, slide, run, and knock out bricks across the screen. The intriguing world of 8-bit music is recreated in this fantastic reincarnation of the old themes and melodies during the 80's and 90's. With the help of Zack Kline from the Orange Mighty Trio, NES (Nerd Enhanced Sound) explores these wonderful and lush musical backdrops that caught the eye of generation X and the generations to come. If you like throwing balls of flame, dodging hammers, eating various fungi, then this is the music for you!

## **Do A Barrel Roll! - Video game music band**

Do a Barrel Roll! is a 7-piece live act, complete with 2 electric guitars, 2 keyboards, electric violin, trumpet, bass, and drums. These incredibly-talented musicians perform all of the parts live, with no assistance from backing tracks or overdubbing. What is heard on this album is exactly what can be heard from the stage. Even the samples you hear are triggered live by the band during the performance.

DABR! prides themselves on the audience interacting with the performance. Live shows feature audience members playing classic video games together on a massive screen whilst the band provides the soundtrack simultaneously, and sometimes the unpredictable results of the game action will change the music, right on the fly.



# OVERCLOCKED REMIX

**3000+ FREE**  
Video game remixes

and  
**50+**  
albums



OVERCLOCKED  
REMIX

- New music added regularly
- Thousands of free fan arrangements
- Information on game music & composers
- Resources for aspiring artists
- Thriving community of VGM fans since 1999

Join us @

**OCREMIX.ORG**

# Saturday Programming

## Main Stage

### 9AM DOORS OPEN

#### 9:30 OPENING CEREMONIES

Join us in the opening of Gamer's Rhapsody's first convention. Special performance by the Edgewood Middle School Chamber and 7th grade Orchestra.

#### 10AM NAME THAT TUNE

*By Jayson Napolitano*

Think you're a game music mega fan? We'll put your game music knowledge to the test in this music-identifying competition between you and fellow members of the audience with prizes courtesy of Scarlet Moon Records and Brave Wave Productions.

#### 11AM WHAT MAKES A GOOD REMIX

*By Dale North*

Learn techniques from Dale North about remixing video game music in this interactive workshop.

#### 12PM "HEY, LISTEN!" LINKING VIDEO GAME MUSIC TO ITS CLASSICAL ROOTS

*By Panelists: Emily Reese, Karl, Will, & Marty Brueggemann (The Super Marcato Bros.)  
Moderator: Tim Turi*

Video game music fans assemble! The mission of this insightful and melodious conversation is to listen, tear apart, and study our favorite video game tunes to learn about their classical influences. Video game music experts sound off on the compositional inspirations behind everything from Koji Kondo's timeless Super Mario Bros. soundtrack to Nobuo Uematsu's epic Final Fantasy compositions. Our panel is stacked with video game music composers, Minnesota Public Radio talent, and a surplus of enthusiasm for the soundtracks to our virtual lives.

#### 1PM SPEEDJAMS: GOOD MUSIC AND FAST GAMING

*By Tony "TonyOgbot" Ogborn*

This panel will be a speedrunning panel based on games composed by the featured artist Jake "Virt" Kaufman. In about 75 minutes, watch Tony showcase speedruns of DuckTales: Remastered and Mighty Switch Force! Hyper Drive Edition. Q&A will be available following the speedruns.

#### 2:30PM TOP SCORE LIVE

*By Jake Kaufman, Rich Vreeland (Disasterpeace), and Emily Reese.*

Listen to Jake, Rich, and Emily talk about video game music on a live episode of Top Score.

#### 3:30PM GAME DESIGN

*By Big John Games*

Discussion of Aspects involved in designing and creating video games from the perspective of Big John Games, a Minnesota game developer based in Edina.

#### 4:30PM OC REMIX: DIVEKICKING YOU IN THE FACE WITH VIDEO GAME MUSIC SINCE 1999!!

*By OC ReMix*

Join site founder David "djpretzel" Lloyd along with judges Deia Vengen & Andrew Luers for a look behind the scenes at OverClocked ReMix ([www.ocremix.org](http://www.ocremix.org)), a website & community dedicated to honoring video game music through fan arrangements! Ever wondered what Zelda jazz would sound like? Heavy metal Castlevania? A Super Mario string quartet? Sonic the Hedgehog hip-hop? We'll be talking about the site, what's involved in contributing & arranging VGM, what we've got in store for the future, and there will also be opportunities to WIN PRIZES, like a physical copy of our Final Fantasy 6 album, Balance and Ruin!!

#### 6:00PM DALE NORTH

Singer, songwriter, composer, and video game blogger Dale North views himself as a musician first and foremost. After establishing himself in the game music remixing scene, he went on to become the Editor-in-Chief at DESTRUCTOID where he shares his love for corgis with millions of readers around the world. While continuing to work on his solo album projects, he's also begun work on a number of videogame scores. Check out more of Dale's work at [dalenorth.com](http://dalenorth.com). Dale will be performing piano and vocals of video game music.

#### 7:15PM NERD ENHANCED SOUND

As wee lads, Mike Vasich and Nick Gaudette spent many hours studying the every move of digital 8-bit figurines that would jump, slide, run, and knock out bricks across the screen. The intriguing world of 8-bit music is recreated in this fantastic reincarnation of the old themes and melodies during the 80's and 90's. With the help of Zack Kline from the Orange Mighty Trio, NES (Nerd Enhanced Sound) explores these wonderful and lush musical backdrops that caught the eye of generation X and the generations to come. If you like throwing balls of flame, dodging hammers, eating various fungi, then this is the music for you!

#### 8:30PM DO A BARREL ROLL!

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music, right on the fly.

#### 9:45PM DISASTERPEACE

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#### 11:00PM JAKE KAUFMAN

Jake Kaufman is a composer and sound designer in Los Angeles, with a truly heartfelt connection to game music. His versatility, charismatic style, and devoted following make him an essential part of any development team — large or small, epic or fluffy — who want to stand out from the crowd. Credits include: Shovel Knight, Shantae, Q\*Bert, and more.

## Jam Room

Open today from 10AM to 8PM

Play music with fellow attendees and jam out to your favorite video game music. Keyboard is provided. Can't play an instrument? Come listen to others play, or bring your favorite mp3 to share.

## Art Room

Open today from 10AM to 8PM

Artists unite. Connect with others to collaborate and learn new techniques. Grab a sketch book and pencil and draw a video game inspired art piece. After you're done, hang it up on the wall for others to see. You can collect it on Sunday at 4:30pm.

## Exhibitor Hall

Open today from 9AM to 8PM

#### Merchandise:

Inimitable Studios  
MapleHouse Creations  
Nerdy Needles Knitting  
Notice Me Senpai

#### Organizations:

Augsburg College Video Game Marketing  
OCRemix  
Top Score Podcast

#### Game and Audio Development:

Big John Games  
IGDATC  
Intropy Games  
Thought Shelter Games  
Untied Games  
Wallride Studios  
Yellow Chord Audio



with **Emily Reese**

Explore video game music with the  
artists who create it.

[@TopScorePodcast](#)  
[Facebook.com/TopScorePodcast](https://www.facebook.com/TopScorePodcast)



# Sunday Programming

## Main Stage

### 10AM ESPORTS: THE BUSINESS OF COMPETITIVE GAMING

By Michael Migliacio

eSports: the transformation from casual competitive gaming into a full-fledged movement involving professional players, corporate sponsorships, and millions of dollars. Join eSports content producer Michael Migliacio on a journey into the past, present, and future of this exciting movement.

### 11:00AM GAME MUSIC FOR DAILY LIVING

By Jayson Napolitano

Explore how game music can be used to enhance all sorts of activities in your daily life. We will examine game music that can help you sleep, get you pumped up for the gym, and set the mood for the winter holiday season! Audience feedback and participation will be encouraged, so bring your list of favorite game music tracks for daily living to share in this interactive discussion.

### 12PM EVERYTHING YOU WANTED TO KNOW ABOUT THE GAME INDUSTRY BUT WERE AFRAID TO ASK

By Chip Pedersen

Did you ever wonder what its like to work in the game industry? Now here is your chance. Chip Pedersen 20 year industry veteran will walk you through what its like working in large, small and indie game studios. Introduce you to the different positions and people it takes to make a video game and some tips on how to break it. This is an interactive presentation so arrived armed with questions.

### 1:00PM HOW TO FEZ MUSIC: A LIVE DEMONSTRATION

By Rich Vreeland (*Disasterpeace*)

Are you interested in the underpinnings of electronic music creation? The approach for creating music for the game FEZ took some experimentation to figure out, but it is a relatively simple recipe and I'd like to share it with you.

### 2:00PM HARDWARE GAME DESIGN: REACHING OUT FROM THE SCREEN

By Jerry Belich

I want to explore the jump from software-only game design to integrating hardware, which I made over the last few years - notably with the Choosatron project. This area of game design has been growing, and will only grow more as two sectors continue on current trajectories.

### 3:00PM PROFESSIONAL MARKETING FOR INDIE DEVS

By Dylan Zellmer

The specific goal of this presentation is to inform

independent developers of a variety of methods to market their games. By utilizing a combination of social media, conventional games coverage, YouTube personalities, and word-of-mouth you can market your games for next to no financial obligation. This panel will help developers minimize their leg work and help identify the right course for their efforts.

### 4:00PM HARD DAY'S WORK AT THE VIDEO GAME STUDIO

By Big John Games

Discuss what all happens during the day at a video game studio. Artists, developers, and composers will talk about their experiences in their work.

## Hours:

Saturday:

Doors open 9:00am  
Programming starts: 9:30am  
Exhibitor Hall: 9am - 8pm  
Art room: 10am - 8pm  
Jam room: 10am - 8pm  
Concert series: 6pm-12am

Sunday:

Doors open: 9:00am  
Programming starts: 10am  
Exhibitor Hall: 9am - 4pm  
Art room: 10am - 5pm  
Jam room: 10am - 5pm  
Convention end: 5:00pm

## Thank You!

Thank you to everyone who helped make this event possible. I'm very grateful for all the hard work everyone has put in. I'd specifically like to thank those who had a direct impact on the organization of this event:

Joe Erikson  
Emily Reese  
Jayson Napolitano  
Tim Turi  
Hannah Lane  
April Nelson  
Katie Krisofferson  
Cal Tuma  
Carolyn Spargo  
Annika Spargo  
Alyssa Teh  
Carly Schultz  
Austin Colden  
and all of our volunteers.

Please thank our sponsors:

Scarlet Moon Promotions  
Game Informer  
MPR's Top Score Podcast

Be sure to check out their websites and learn about what they do.

I especially want to thank our guests of honor, and I hope to see you at upcoming Gamer's Rhapsody events.

Of course, this event couldn't have happened without all of the attendees. Thank you for supporting Gamer's Rhapsody. I hope to see you next year for our second annual event. Planning will start immediately after this event.

If you would like to be a part of our planning team, contact us at [gamershap@gmail.com](mailto:gamershap@gmail.com). Over the next year, our goal is to go through the steps to becoming a 501c3 non-profit organization.

We wish to be an active promoter and supporter of video game media in Minnesota and anywhere video games are enjoyed.

Until next time,

Thomas Spargo  
Event Organizer  
Gamer's Rhapsody



### Prescription for Sleep

GAME MUSIC LULLABIES

Korean fantasy MMORPG soundtrack with amazing production values and arrangements by Norihiko Hibino, Dale North, and Joshua Morse / SMRC-1001-2



### Saturday Morning RPG

ORIGINAL SOUNDTRACK

Vince DiCola and Kenny Meriedeth pay homage to '80s cartoons through heavy synth rock, with arrangements by Grant "stamage" Henry and Jake "virt" Kaufman / SMRC-1003



### Dragon Fantasy Book II

ORIGINAL SOUNDTRACK

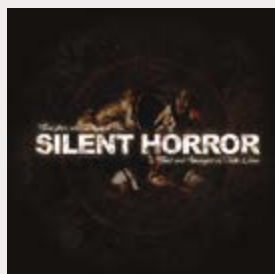
Dale North brings catchy melodies and wonderful production values to the classic RPG formula / SMRC-1004



### Monarch: Heroes of a New Age

OST / ARRANGEMENTS & VARIATIONS

Korean fantasy MMORPG soundtrack with amazing production values and arrangements by Norihiko Hibino, Dale North, and Joshua Morse / SMRC-1001-2



### Silent Horror

ORIGINAL SOUNDTRACK

Dale North's classic survival horror soundtrack is now available for name-your-price on Bandcamp / SMRC-1005

Also offering game music PR services and an artist group to score your upcoming games!

[scarletmoonrecords.com](http://scarletmoonrecords.com)

[twitter.com/scarletmoonllc](https://twitter.com/scarletmoonllc)