



Gamer's Rhapsody

a video game media expo

2015

Official Program
#GameRCON15

TECHNOLOGY AND APPLIED COMPOSITION @ SAN FRANCISCO CONSERVATORY OF MUSIC

Scoring and Sound Design for Film, Games and New Media



A rigorous conservatory composition curriculum
State-of-the-art recording studios and sound labs

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Visiting industry faculty including Clint Bajakian, Leslie Ann Jones,
Laura Karpman, Dren McDonald, and Lennie Moore

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2015 PERFORMERS

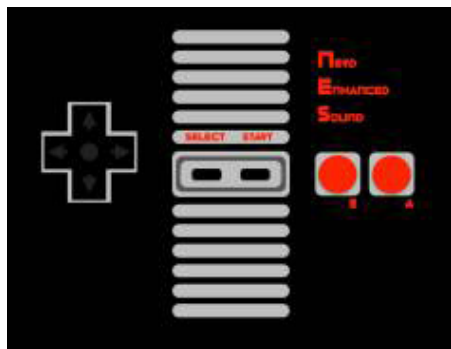
Do A Barrel Roll!:

Do a Barrel Roll! is the real deal. This elite band uses absolutely no MIDI or studio wizardry to create their music. Every single note and part is played by a real living being (even if they may not necessarily be from this planet). The complex arrangements heard on the recordings are true representations of what the audience will hear coming from the stage as they join DABR! in their fight against evil by playing video games during the live events.



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!



Benjamin Briggs:

Originally from Indianapolis, Indiana, now Florida-native Ben Briggs is a self made musician who has been producing consistently throughout the last decade. Though he is best known for remixing video game music, he also creates original work with a strong focus on fusing chiptunes with modern soundscapes, and has composed the soundtracks for multiple independent video games. As seen on stage at major music festivals and conventions across the world, Ben is very passionate about his ability to help people with music and his role in the nerd community. As such, he believes his only true purpose in the world is to create positive memories and spread smiles to as many faces (and ears) as possible.



Twin Cities Trio:

United by a passion for chamber music, the Twin Cities Trio has performed recitals and provided music for special events throughout Minnesota for eight years. Oboist Carolyn Haupert completed her oboe studies at the College of St. Benedict in St. Joseph, Minnesota. After studying at Michigan State University, clarinetist Mary Beth Huttlin completed her doctorate in clarinet performance at the U of M and performs with the Metropolitan and Kenwood Symphonies. Bassoonist Maia Hamann is a graduate of the



College of St. Benedict, Augsburg, and the University of Minnesota and plays with the St. Cloud Symphony and Amadeus Orchestra. The members of the Twin Cities Trio are invested in community outreach and perform in area schools, senior centers, community gardens, and coffee shops.

Performers continued on the next page.



2D con is an all inclusive gaming convention happening every year in Minnesota.

2016 Tournaments

- Super Smash Bros 4
- Super Smash Bros Melee
- Mario Kart 8
- Ultra Super Street Fighter
- Mortal Kombat X
- Skullgirls Encore
- Guilty Gear
- King of Fighters
- Pokemon Video Game
- Pokemon Trading Card Game
- Rocket League
- Dance Dance Revolution
- Call of Duty: Black Ops
- Magic the Gathering Modern
- Magic the Gathering Draft
- ... and Many more



**JUNE 3RD - 5TH 2016
REGISTER TODAY
2DCON.NET**

2015 PERFORMERS

Continued

The Sunshapes:

A St. Paul based indie music quartet, The Sunshapes blend pop with classically influenced instrumental interludes. Led by singer/songwriter Bryan Schumann, The Sunshapes blur the lines between band and chamber ensemble. Bryan Schumann: Guitar & Voice, Kate DeVoe Schumann: Trumpet & Keys, Bethany Sibenaller: Cello, Derek Trost: Drums.



Bards of the Goddesses:

Thomas and Vaughn met just after Gamer's Rhapsody last year and started performing at various conventions throughout 2015. Now after months of event planning, they will sit down and play their favorite tunes from their favorite games. Catch music from games such as The Legend of Zelda, Halo, and Professor Layton by duo Bards of the Goddesses. The performance will feature Gamer's Rhapsody members Thomas Spargo and Vaughn Rowles on guitar, piano, and viola.

Gamer's Rhapsody Ensemble:

Gamer's Rhapsody Ensemble was started by Thomas Spargo. The group's first performance will debut at Gamer's Rhapsody with favorites from The Legend of Zelda, Kid Icarus, Xenoblade Chronicles, and more. Members include Thomas Spargo, founder of Gamer's Rhapsody, and includes Vaughn Rowles, Annika Spargo, Carolyn Spargo, Stephanie Beebe, and Tammy Johnson. The ensemble is looking to expand with more instruments. If you are interested in joining our group, please contact Thomas at gamersrhap@gmail.com.

2015 GUESTS OF HONOR

Emily Reese - Joon Media

Emily Reese is a video game music specialist/expert/extraordinaire. As former host of Top Score™ for MPR, she interviewed dozens of video game music composers and groups to help expose video game music to the classical and greater world. Currently, she is busy creating a new company called: Joon Media, Inc. A new company, born in Minneapolis and dedicated to producing podcasts and videos for the world of digital maestros, including gamers, composers, students and developers.



The first project includes Emily with her new show moving to a subscription based platform on Patreon VS terrestrial radio. Her new show will expand into other video game media including art, development, and narrative.

Tim Turi - 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 from pining after games on other consoles, like Mega Man for the NES. He thus vowed to own every console and play the gamut of games as soon as humanly possible. His desire to play everything is in direct conflict with his drive to complete

every game he plays, successfully creating a time-sucking paradox. 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.

PANEL DESCRIPTIONS

Friday

Nerdy Art: Advice for Passionate People

With Benjamin Briggs at 8:15 PM

With an unusual background in "Nerdy Music", Ben Briggs shares his experiences to help others find happiness within their hobbies. Focus is on turning passion into a positive creative force to help artists feel more fulfilled. Includes an open Q&A.

Enter the World of YouTube Gaming

With Smorgastorm at 9:30 PM

Local YouTube Gamer collab group The CyberMonsters, will answer questions about being YouTube gamers and hold a discussion that fellow YouTubers and fans of YouTubers alike are welcome to join. Everything from computer specs and recording software to inspiration and social media will be discussed.

Saturday

The History of Video Game Music

With The Super Marcato Bros at 10:30 AM

The Super Marcato Bros. will take you on a musical journey through the history of game music! Starting with the early days on the Atari 2600, and moving up to the modern generation. They will discuss how technology and culture have changed game music, while also exploring what has stayed the same. Any VGM fan will not want to miss this insightful exploration of a truly unique musical art form!

Video Game Music: The Living Score

With Bryan Schumann at 12:00 PM

Composer Bryan Schumann will share his background and philosophy on writing music vs. creating a sound design score. He'll discuss where the two can meet and join forces and will give a non-technical demo on the interactivity of music and sound in video games.

Workshop 1: Electronic Music and Chip-tune

With Benjamin Briggs at 1:30 PM

Ben Briggs offers up his tips and tricks for starting to produce music with your computer for zero cost, as quickly as possible. Designed as an open forum for tutorial and discussion of all topics, including chip-tunes and video game music. Includes an open Q&A.

The World of Podcasting

With Emily Reese at 3:30 PM

Emily Reese, founder of Joon Media and former Top Score Podcast host, talks about her journey through radio programming, podcasting best practices, and her new adventures at Joon Media.

Workshop: Introduction to Javascript using Codecademy

With Nik Olson at 5:00 PM

This workshop is for beginners who want get started coding. In this workshop we will learn about javascript, object oriented scripting, and other resources to jump start your path to becoming a game developer. Nik Olson is a 13 year old self taught game developer. At 12 years old, In April of 2015 Nik Olson released a game called Gravity Lines on iOS, Android and HTML5. He learned to code using free tools available online at Codecademy.com and Kilobolt.com. Nik also founded the After School Programming Club at Harriet Bishop Elementary is Savage MN, the Java Programming group at CoderDojoTC at the University of Minnesota, and Pizzascribers.com.

A Sound Budget: Music And Sound Design with Limited Time and Funds

With Tori Kamal, Troy Strand, and Christopher Pirkle at 7:30 PM

An exploration of techniques and resources used by the indie Composer, and sound designer. How to prioritize your efforts, reality checks, "No, we can't just take sounds off the internet." Information on licensing and contracts, and promoting a studio.

SCHEDULE

Friday

Time	Music Hall	Panels
6:00 PM	Doors Open	
6:30 PM		
7:00 PM	Game Jam	
7:30 PM	Presentation	
8:00 PM		
8:30 PM		Nerdy Art
9:00 PM		
9:30 PM		YouTube Gaming
10:00 PM	Sunshapes	
10:30 PM		
11:00 PM	Open Gaming and Jam Cafe	
11:30 PM		
12:00 AM		

Other Hours

Jam Cafe Hours:

Friday 6:00pm-12:00AM

Saturday 9:00AM - 12:00AM

Exhibitor Hall: 10:00AM - 7:00PM Saturday Only.

List of Exhibitors:

2DCON

Black Belt Beads

Gamer Happy

Inimitable Studios

MapleHouse Creations

Nintendo

Nerdy Needles Knitting

GRID 10:00AM - 7:00PM Saturday Only

List of Developers:

Andrew Adams

IGDATC

Naming is Hard

Sati Bros

Team Root

Tribe Games/Escape Industries

University of Wisconsin Stout

UnTied Games

Saturday

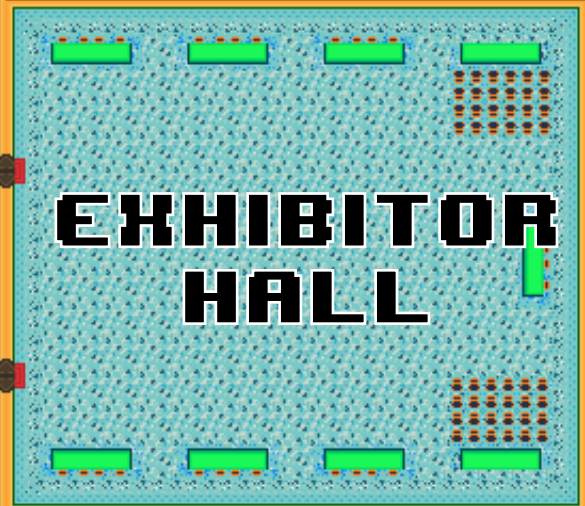
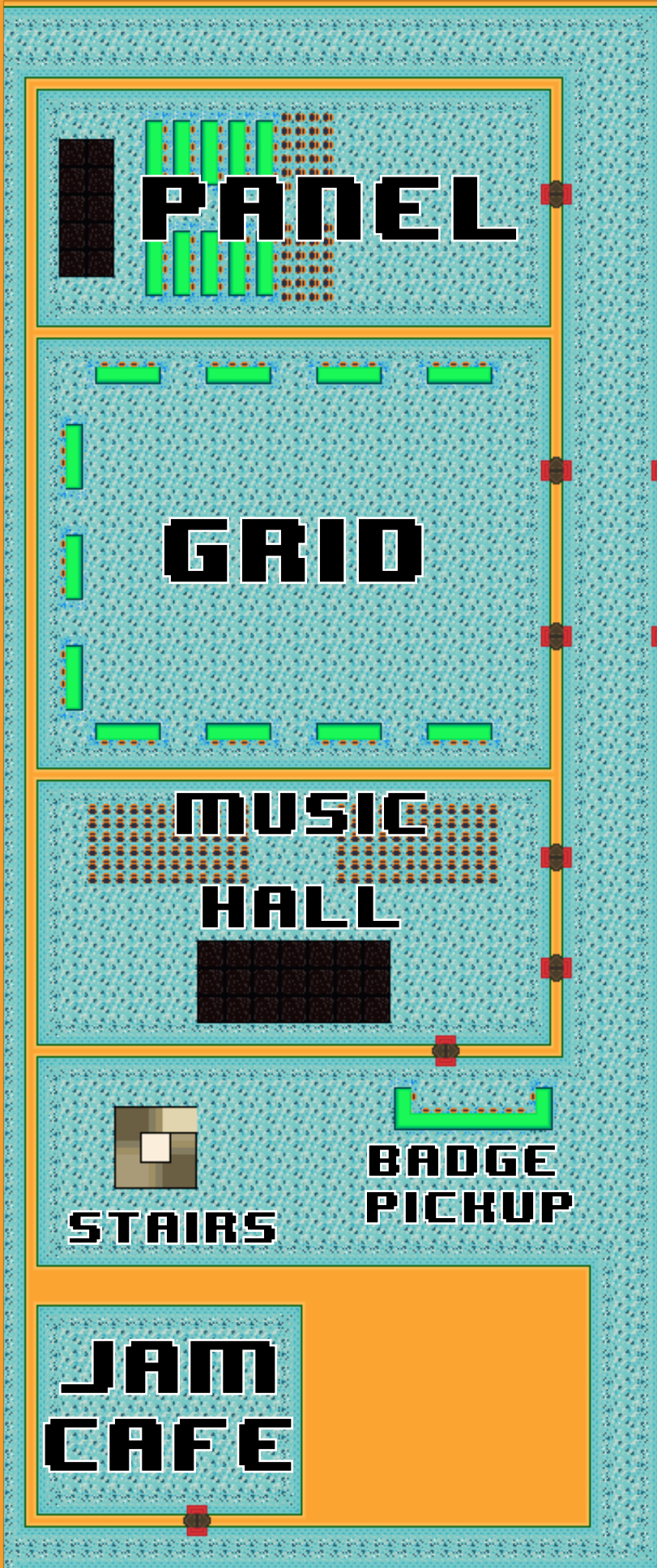
Time	Music Hall	Panels	Exhibitor Gaming
9:00 AM		Doors Open	
9:30 AM			
10:00 AM			Nintendo Showcase
10:30 AM		History of VGM	
11:00 AM	Twin Cities Trio		
11:30 AM			
12:00 PM		VGM: The Living Score	
12:30 PM			
1:00 PM	Bards of the Goddesses		
1:30 PM		Workshop I	
2:00 PM			
2:30 PM			
3:00 PM	Talent Show		
3:30 PM		The World of Podcasting	Misc Games
4:00 PM			
4:30 PM			
5:00 PM	GR Ensemble		Mario Kart Qualifier
5:30 PM		Workshop II	
6:00 PM			Smash Bros Qualifier
6:30 PM			
7:00 PM	NES		
7:30 PM		A Sound Budget	
8:00 PM			
8:30 PM			
9:00 PM	Do a Barrel Roll		
9:30 PM			
10:00 PM			
10:30 PM			
11:00 PM	Benjamin Briggs		
11:30 PM			
12:00 AM			

Color Key

Interactive Special Event	Performance
Panel	Workshop

CON MAP

(Not to scale)



Thank you!

Thank you everyone for coming out to Gamer's Rhapsody's second year. We're so happy to put this event on for you and hope you have a great time. I want to thank all of the volunteers who helped make this possible, our special guests and performers, Red Bull for providing energy and equipment, and anyone else who has made an impact on the event.

I especially want to thank our planning committee to step-up and help me this year. It has been a blessing. We are always looking for people to be a part of our committee. If you're interested, let us know!

Finally, I'm really happy to announce the start of a new project: the 4 Bit K and the 8 Bit K. These are two fun runs that combine running and video games to create a unique challenge. Coming soon this Spring.

See you next year!

Sincerely,

Thomas Spargo
Founder/Executive Director