

Norwalk Gamer Symphony Orchestra
Minutes for the Music Committee Meeting of Wednesday, March 17th, 2021

AGENDA ITEM 1 - RECITAL VI

- 1.) When will the next recital take place?
 - a.) The last recital was on Tuesday, March 9th.
 - b.) Our next one can be around 6 weeks later, with a target date of Tuesday, April 20th.
- 2.) One small improvement to implement for the next one: officially implementing piece introductions.
 - a.) Current methodology requires lots of homework ahead of time.
 - i.) It's very difficult to do this research last-minute, which is when *almost all* of the recital entries have been made official.
 - b.) To facilitate the introductions, perhaps we could add a new part of sign-up form for people to write in whatever they want read as part of the piece introduction?
 - c.) This is analogous to various members introducing pieces they feel passionate about at our concerts.
 - i.) The introductions don't have to be crazy long.
 - ii.) We could have a checkbox in the field to indicate whether the person wants help from music committee in crafting an introduction (or to abdicate responsibility for writing an intro?).
 - iii.) There could be another checkbox for "I want to introduce my piece."
 - d.) Sam can be default MC for now, Lexi will continue to open and close the events.
 - e.) The introduction information can be incorporated into the programs as program notes.
 - f.) This is also analogous to recitals in the classical world, where recitalists are "expected" to give a small introduction to their piece.
 - 3.) What shall the theme for Recital VI be?
 - a.) We can put out the poll for almost a whole week if we put out the poll soon.
 - b.) Original possible themes list:
 - i.) Spring Break - beach themes
 - ii.) Console generation specific
 - iii.) Exploration theme - "going on a journey" - overworld/world map theme
 - iv.) Fight themes/battle music
 - i.) Could be a lot of the same style
 - ii.) Not *too* pigeon-holed to RPGs - action games, platformers, fighting games
 - v.) Standalone titles (games with no sequel or series) # not to be included
 - vi.) Plant themed - Earth Day
 - vii.) Rain themes
 - viii.) hifi upbeat bops to chill/get vaccinated to # not to be included in poll
 - c.) Final themes list:
 - i.) Spring Break - Sand, Surf, Sun, Siesta
 - ii.) Music from Games Released in the 1990s
 - iii.) Going on a Journey - Exploration, Overworld, and World Map Music
 - iv.) Into Battle - Fight/Combat/Battle Themes
 - v.) Earth Day - Nature, Weather, and Elements

AND NOW FOR SOMETHING COMPLETELY DIFFERENT

AGENDA ITEM 2 - VGLP (VIDEO GAME LISTENING PARTY)

A new type of event to promote musical excellence in the orchestra while we're not physically together.

Inspired by an experience in Lexi's college experience: once per semester, WestConn's Choir Directors' Club would all submit recordings of pieces of music to an event coordinator, and would then get together to hang out, listen to the recordings, and discuss them afterwards. It was called a Choir Share.

It is a low-risk event. People can submit music they like, and hang out in a casual setting.

Rules

Submission length: 7-minute time limit per submission.

Discussion after the pieces, two options:

- a.) Discuss each piece as a group immediately after the piece ends, with a time limit on the discussion to make sure we get to everyone's pieces.
- b.) Encourage everyone to take notes throughout the event, and then do a guided round table discussion of each piece after all the recordings happen.

Presentation possibilities:

- a.) Could livestream it on Twitch
- b.) Could record it and put it on YouTube
- c.) Could do casually over Discord <— probably preferred method

This event could have benefit of inspiring peoples' recital pieces.

Information items to have on the sign-up sheet for this event:

- a.) Sharer's name
- b.) Title of the piece being shared
- c.) Composer of the piece being shared
- d.) Performer/Arranger of the shared piece (if applicable)