



SFCM and Classical California Team Up to Score Big with Video Game Soundtracks

Arcade Live! featuring classical hits and popular video game music, arranged by students, will premiere on Classical California radio on April 5th.

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Studio G hosts Arcade Live! on March 14th.

Powering up the world of video game music, the San Francisco Conservatory of Music (SFCM) and [Classical California](#) have joined forces to spotlight the dynamic world of video game soundtracks, combining their expertise to create an exciting new musical experience.

The state-of-the-art Studio G inside SFCM's Bowes Center hosted Arcade Live! on March 14. This performance included music from iconic popular games like *World of Warcraft*, *Uncharted: Drake's Fortune*, and *The Legend of Zelda* and classical hits like Richard Wagner's *Ride of the Valkyries*, Felix Mendelssohn's *Hebrides Overture*, and Antonio Vivaldi's *The Four Seasons* among others. SFCM [Technology and Applied Composition](#) (TAC) students arranged, recorded, and edited the music.



Musicians perform inside Studio G.

“TAC students benefited so much from working on Arcade Live!” Executive Director of the TAC Program [Steven Horowitz](#) said. “They supercharged their musical and professional connections and development, they worked with (composer) Joseph Stillwell in class on new original arrangements and orchestrations of beloved classical and game tunes.”

“Working with professional musicians side by side,” Horowitz continued, “They learned about the technical production side of things and developed their editing and mixing chops, as they prepared the Digital Audio Workstation (DAW) for production and playback live during the show. They also got a firsthand look of the inner workings of a live radio show!”

TAC student Caroline Feitosa nearly couldn’t believe her eyes and ears when she finally got to see the run-through of the show. “It was surreal,” Feitosa said. “My biggest takeaway was realizing that if I were hired to do something like this, I *could* do it. I have mostly been focusing on writing my own work while at SFCM, but orchestrating someone else’s music—especially by composers I deeply admire, like Lennie Moore and Koji Kondo—showed me that this kind of creative work isn’t out of reach.” Feitosa worked with fellow students Cullen Luper and Ryan Camastral across multiple projects. “Our teamwork was instrumental to the process,” she added.



Technology and Applied Composition student Caroline Feitosa.

The entire performance will be broadcast to the public on Classical California and its network of stations, as well as online at [kusc.org](#) and [kdfc.com](#) and their apps on April 5, 2025, from 5 p.m. to 7 p.m.

[Arcade](#) is a Classical California stream that combines classical with music for the game space. Found on Classical California’s websites at [kusc.org](#), [kdfc.com](#) and their apps, host [Jennifer Miller Hammel](#)’s show takes listeners on a journey in music for interactive games, plus classical pieces used in games or that inspired today’s composers.

From *Final Fantasy* to *Halo* to *Castlevania*, orchestral music is often heavily used in video games. SFCM’s TAC program gives students a direct path into the world of video game scoring, as well as film scoring, live performance, emerging new media, sound design, and popular music production.

The Left Coast Chamber Ensemble, a collection of 17 San Francisco Bay Area musicians who create exciting performances of all types of classical music, joined SFCM students for the performance.



Voice student Aaliyah Capili performs in Studio G.

“This collaboration is incredibly special,” Horowitz continued. “Classical California broadcasts from the Bowes Center and is one of the most listened to classical stations in the country. For SFCM and TAC to be able to partner with such a prestigious institution on a regular basis and be a part of such high-level programming is phenomenal for teachers, students and staff.”

“It was a great experience,” said voice student Aaliyah Capili, who performed Franz Schubert’s *Ave Maria* aria. “Hearing arrangements by TAC students of some iconic pieces in the game world was amazing,” Capili continued, “I love that we got to collaborate with Classical California and it was my first time ever performing in a live broadcast. This helped me learn a lot about how live broadcasts work.”

“This collaboration highlights the dynamic relationship between classical music and the world of video game soundtracks,” said Bill Lueth, President of Classical California KDFC and VP of Marketing and Sales for the Classical California network, including KUSC-LA. “We’re thrilled to work with SFCM to showcase the incredible talent of their students while celebrating the creative intersections of tradition and innovation that resonate with today’s audiences.”



TAC student Aaron Rodriguez Perez and faculty Jason O'Connell.

Collaborations like this are key for unique student experiences and SFCM’s impact on the local music scene, and Provost & Vice President for Academic Affairs Jonas Wright plans for them to grow. “Years ago, when the vision for the Bowes Center was coming into focus, this series is exactly what we dreamed would be possible, bringing together fabulous artists, phenomenal organizations, and of course, our incredibly talented students,” he said. “I look forward to this series having a long life.”

“This was an incredible opportunity,” said TAC student Aaron Rodriguez Perez, who worked in Studio H during the concert alongside faculty member and two-time GRAMMY winner [Jason O’Connell](#). “It provided hands-on experience with real projects that are both challenging and exciting—something you can’t fully replicate in a classroom setting. These experiences are invaluable in preparing us for professional careers,” Rodriguez Perez added.



Students watch a live feed of the concert from the Cha Chi Ming Recital Hall.

SFCM's relationship with Classical California runs deep. The Bowes Center houses KDFC's studios on its second floor, and the Conservatory and the station have partnered multiple times in the past, including for [Kids Discovery Day](#). SFCM students also annually compose original music for sound logos [that are broadcast on KDFC](#), giving them a national listening audience for their work even before graduation.

For students like Feitosa, graduating in mere months, the collaboration was both a fun experience and immediately applicable in the real world: "Having one of my final projects for my undergraduate degree focused on honing my orchestration and arranging skills was a great gift. Now, I have some wonderful samples to showcase to future clients who are looking for similar work."

Learn more about [Technology and Applied Composition](#) at SFCM.



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