

GAME ENSEMBLE

If you're a percussionist and going to the National Music University in Bucharest, you must have heard about GAME Ensemble. If you're a composer and fascinated with percussion instruments, then GAME Ensemble gives you an opportunity to experiment. If you just like listening to music, particularly contemporary music, then clearly you have listened to GAME more than once.

GAME is a flexible musical organism, open to experimenting, devoted to developing advanced percussion repertoire and techniques. An ensemble set up by Professor Alexandru Matei in 1995 and named after the first piece written for them by Liviu Dănceanu. A space where entire generations of students have tested their ideas and improved their skills. Over the years, GAME has grown into an established performance school, well known in Romania and beyond. Concerts, happenings and visual shows, contemporary music recitals, many concerts for radio and disc recordings – all of these are part of the life and identity of the ensemble. Its current coordinators and project initiators are Prof. Alexandru Matei, Ph.D., and lecturer Sorin Rotaru, Ph.D., who also have a teacher-student relationship.

"If I were to briefly define the ensemble I am heading, I would say: education, intellectual exercise, the pleasure of making music together, necessity. 'GAME' is a challenge to Romanian composers in general, and composers in Bucharest in particular, because this ensemble certainly becomes a stimulus. Not least, 'GAME' means a school whose ideal is to improve performance standards, and at the same time a school of life where we learn to appreciate human values." (Alexandru Matei)

The GAME Ensemble members performing for the ConnectArts platform were Irina Radulescu, Razvan Florescu and Alina Alexandra Trifu.

