



2015 Annual Report

2015: Great Organizational Expansion!

2015 was a year of expansion for WMGSO. We applied for, and received, our first grants. We increased to two concerts for the regular performance seasons. We also performed, for the first time, at a non high school venue, the F. Scott Fitzgerald Theatre in Rockville. Also for the first time, we were featured in an international news report, on the [Ukrainian Voice of America news site](#).

In 2015, we increased our administrative staff to assist with the day to day operations of the WMGSO. At the same time, we increased our musical repertoire, our goal being to perform works arranged entirely by WMGSO members. Our repertoire also became more complex thanks to the talent of our arrangers.

Furthering Our Mission

WMGSO achieved our mission of further educating the public about video game music by expanding our audience base from Montgomery County MD into Northern Virginia with seasonal performances there. We were also hired to perform at [Super Smash Con](#), an annual gaming convention held in Chantilly VA. In addition, by creating more complexity in our repertoire, we furthered our audience's understanding of the diversity to be found in video game music.

Achieving Stability

In 2015, our revenue increased by over \$10,000. Our expenses increased as well, but only by a little over \$3,000. Our revenues were much more diversified in 2015, as we added ticket sales, which comprised a little over 12% of the total. Donations continued to be an important source of revenue, comprising over 45% of our revenue stream and totaling over \$11,515, with grants adding a further almost 7% or \$1,727. Advertising, member dues, the item shoppe, and performance fees constituted the rest of our revenues for 2015.

Concert and rehearsal rental, and liability insurance, continued to be the largest expenses for WMGSO in 2015, with the rest of our expenses going to printing, licensing, equipment rental, fundraising, and professional and miscellaneous expenses.

Why Does It Matter?

We already knew that there was much support for video game music in the community, but this fact became even more evident with our successful expansion into Northern Virginia. The increased complexity of our arrangements demonstrated to the public the vast diversity of music to be experienced in video games. The fact that we are beginning to be recognized in a circle larger than the Washington Metropolitan area - including internationally - means that more and more people are realizing how important and how relevant video game music is, not only to gamers themselves, but to diverse audiences.

The continued financial support of the community will allow the WMGSO to continue to offer more and different types of performances, increase our repertoire, and perform at different types of venues in the future.