Letter from the Chair

Change is inevitable. And we’ve experienced a lot of changes this past year while getting ready for Life, the Universe, and Everything. You might have already noticed some of them. With a shiny new website, a new logo, and new volunteers on our committee, we’re reaching for new heights with what we can offer to you, our attendees. With luck, and a lot of hard work, I think we’re even succeeding.

Even with the change, there should be a lot of things about LTUE that are comforting and familiar to our returning friends. We’re still all about science fiction and fantasy, we’re still about exploring and creating new worlds, and we’re still about having a lot of fun. Our hope is that you are enjoying this experience as much as possible, because that makes all of our hard work worth it. This symposium would not be possible without all of the people who are attending, supporting us with your presence and your excitement.

We have to thank our guests as well, for all of the time that they have contributed to making this event happen. Not just here and now, participating for all of you, but earlier throughout the year. They have contributed advice, goods, and advertising and have answered far too many survey questions and emails. We would not be here without their willing and earnest support.

I’d like to extend my personal thanks to the general members of the committee, several of whom have gone far above and beyond what was asked or expected of them. And all without being paid, which tells you exactly how dedicated they are. I’m also grateful to all our participants, our gofers, the hotel staff, and everyone else that has done anything to make all of this come together. You are amazing. Thank you so much.

And with that, we would like to thank you attendees again, and welcome you to this unforgettable event.

Jessica Rhees
LTUE 2015 Committee Chair

Symposium Committee

Chair  Jessica Rhees  
Assistant Chair  Mandi Eatough  
Secretary  Aly Gidewall  
Writing  Nathan Hinckley  
Books  Heidi Grover  
CYOW  Russ McKell  
Film  Lon Franson  
Graphic Art  Erin Kearsley  
Gaming  Alicia McIntire  
Academics  Marny K. Parkin  
Schedule Coordinator  Aly Gidewall  
Advertising  Sarah Fackrell  
SibScript Administrators  Jenna Eatough, Robin Ambrose  
SibScript Design and Marketing  DawnRay Ammon  
Webmaster  Aly Gidewall  
Assistant Webmaster  Crystal Meyer  
Guest Liaison  Ryan Noorda  
Art Show  DawnRay Ammon  
A/V Coordinator  Mandi Eatough  
Volunteer Coordinators  Michael D. Harmon, Diana Parkin  
Pitch Coordinator  Robin Ambrose  
Different Dimensions (UVU) liaisons  An-d Dais, Kat Pedroso  
UVU liaison  Ethan Sproat  
Mailing List Administrator  Joe Monson  
Venue Liaison  Dave Doering  
Vendor Liaison  Scott Slack  
Registration Coordinator  Toad  
Photographer  Heather Bond  
Legal Counsel  Steve Setzer  
Staff  Andrew Blomquist, Vivian Cook, Eliza Crosby, Elizabeth Doman, Deborah Goldberg, James Graham, Charlene C. Harmon, Jen Jensen, Erin Kahn, Logan Kearsley, Marie Knowlton, Andrea Morrill, Bob Muench, Leigh Owens, Nicole Theurer, Adrienne Torkildson, Amy White, Andrew Whittaker  

Anyone can join our staff. Students are especially needed, from both UVU and BYU. If you are interested in helping make the next symposium bigger and better than this one, come to our staff meeting on February 28, 2015. Watch our Facebook page for more details.
Wonder about the different badge colors?

Yellow  Committee Member
Purple  SibScript Committee
Hot Pink  Volunteer
Dark Blue  Guest of Honor
Light Blue  Special Guests
Orange  Panelist
Tan  Vendors
Green  Chair Emeritus
White  Attendee

Contents

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Be Aware

Please review our Child Policy and Harassment Policy, located on our website at http://ltue.net/policies/

Artists’ Alley

The Artists’ Alley is a section of tables in the halls at LTUE designed for artists to show off and sell their art. Come talk to artists and see them as they do their work! Artists participating in the alley will be working on their art while at the tables. Different artists will be present at different times, so be sure to check out the Artists’ Alley throughout LTUE!

Art Show Hours

Elm Room

Thursday: 10 AM to 5 PM
Friday and Saturday: 9 AM to 5 PM

Filking

Join your fellow bards each evening for memorable music. Filking (also known as The Bardic Circle) has been a tradition since before the Hobbit walked Middle Earth. Folk songs and poems have been set to music, changing lyrics at times to creatively fit science fiction and fantasy themes; thus, “filking.” Bring your guitar, lute, or simply your voice and make musical magic with us. Participants may perform their own tunes or bring copies of music for fellow filkers to join in a jolly sing-along.

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<td>Fanton and Horror: Use Your Hands!</td>
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<td>The World of Sculpting</td>
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<td>From Start to Finish: Ideas and Preparation</td>
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<td>What You Can Do with a Language</td>
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<td>Keeping It Fresh: Creating New Magic</td>
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Flintlock Fantasy—Guns versus Swords
  Mikki Kells, Dan Willis, Steven Diamond, Larry Correia, M. Todd Gallowglas (m)

Revision: Getting Started and Managing the Project
You've finished your draft, but revision is a very different process. Come learn what needs to change, where to begin, and how to avoid being overwhelmed by this part of the process.
  Mette Ivie Harrison, Heather B. Moore, C. K. Edwards, Lynette White, Bryce Moore (m)

Starting a New Project
Your novel is done…now what? This panel discusses how to put down an old project and start a fresh one.
  Christine Haggerty, Tracy Hickman, Charlie N. Holmberg, Fiona Ostler, Robin Ambrose (m)

Baen Traveling Roadshow (2 hours)
Join our Guest of Honor for the amazing Baen Traveling Roadshow!
  Toni Weiskopf

Kaffeeklatsch with Michaelbrent Collings

Noon–12:50 PM
Comic Books: Writing versus Art
A discussion on how to decide what is written versus what is drawn and how to develop your story through the art in your comics.
  Maxwell Alexander Drake, Brittany Heiner, Howard Tayler, James A. Owen, Jess Smart Smiley (m)

E-Sports: The Next Big Spectator Sport
In South Korea, some professional gamers make more than some pro athletes in the US. This panel will look at this phenomenon and the growth of e-sports.
  Natalie Whipple, Dan Wells, Joe Coleman, Craig Nybo, Steve Setzer (m)

Citizen Science
Regular citizens are making an impact through public participation in scientific research. Get involved!
  C. R. Asay, Dallin S. Durfee

The Monsters of H. P. Lovecraft
  Michaelbrent Collings, Eric Swedin, Zachary Hill, Nathan Shumate, Oscar Bernie (m)

Write What You Know—Getting Ideas from Everyday Skills
They say that you should write what you know, but what does that mean? Join this discussion on generating ideas from everyday skills and tasks.
  Bryan Beus, L.E. Modesitt Jr., Johnny Worthen, James C. Duckett (m)

Writing Science Fiction
Learn about the tropes that make the science fiction genre what it is, and how to use or subvert those tropes in your writing.
  Kevin H. Evans, Shallee McArthur, Eric James Stone

Baen Travelling Roadshow (cont.)

1:00–1:50 PM
Creating Backgrounds/Layouts
Scenery plays a major part in the design process. Come listen to panelists discussing how you create backgrounds, what techniques you use to differentiate it from the foreground, and how to make a scenery piece look interesting. Also discuss these layouts and backgrounds in the specific context of fantasy, science fiction, and horror.
  Jake Parker, Justin Kunz, Jessica Douglas, Mikey Brooks (m)

"On Ghost Stories"
  Michael R. Collings (read by Scott R. Parkin)

Cartography
Mapmaking is one of the most fascinating topics in world building. We all love a good map. Come and listen to people who have created maps and how they would do it better in the future.
  Brook West, Samuel Stubbs, James C. Duckett, Bobbie Berendson W. (m)

Edgar Allen Poe—Wine, Ravens, and Beating Hearts
  Candace J. Thomas, Johnny Worthen, Michael Cluff, Robin Ambrose, Shallee McArthur (m)

Description: Drawing the Line between Too Little and Too Much
Description is an important part of the writer's craft. How to use it to pull readers into your story without bogging them down in unnecessary details.
  C. K. Edwards, Karen E. Hoover, Andrea Pearson, Suzanne Vincent, Clint Johnson (m)
Writing Mystery: What Do You Need to Remember to Set Up a Good Murder?
Would you like to write a mystery? Join this panel discussion to learn some of the tricks that help mystery writers in their craft.

Ann Chamberlin, Steve Diamond, Mette Ivie Harrison, J.R. Johansson

Writing Fantasy
Learn about the tropes that make the fantasy genre what it is, and how to use or subvert those tropes in your writing.

S. A. Butler, Rebekah R. Ganiere, Peter Orullian, Jason King (m)

Writing for Games
Writing for games presents an interesting challenge for writers unused to the open-endedness found in good games. Join this discussion on the unique challenges of writing for such a dynamic genre.

Stephen Gashler, Brandon Gillespie, J. D. Raiser, Brian James Lewis (m)

2:00–2:50 pm
Making Your Cosplay
A panel about how to go about making a cosplay costume. Come listen to a discussion on material choice, techniques for creating common looks, and the use of accessories in creating the perfect cosplay.

Bobbie Berendson W., Tanglwyst de Holloway

“I Equip you, Blue Eyes White Dragon!”: Collectible Card Games
What makes people want to collect and play CCGs? This panel will discuss this and other topics to do with collecting and playing card games.

Joe Coleman, Peter J. Wacks, Bryce Moore, Craig Nybo (m)

Christian Movies: When Did Hollywood Get a Soul?
God’s Not Dead; Heaven is For Real; Son of God; Noah; Exodus; A Matter of Faith; Mary, Mother of Christ. Hollywood is not known as a bastion of religious faith. But they are certainly making a lot of religious movies lately. Come talk about God at the cineplex.

Dennis Packard, Tom Carr, Scott Bascom

“Oh, How Art Thou Fallen, Lucifer?”
A good villain can make a great story; a poorly written villain can ruin everything, including your story. This panel will discuss how to flush out a truly villainous villain. A guide to creating villain back-stories.

David Powers King, Michaelbrent Collings, Tracy Hickman, J. Scott Savage (m)

Using History and Folklore to Enrich Your World
Give your fictional world richness and depth through history and folklore. Come learn how to create believable histories and tales or superstitions that make sense within your world.

Maxwell Alexander Drake, Zachary Hill, M. K. Hutchins, Michael Jensen (m)

Coraline, The Day I Swapped My Dad for Two Goldfish, and M is for Magic: Neil Gaiman and YA/juvenile fiction

Candace J. Thomas, Steven L. Peck, Jean Stringam, Patricia Castelli (m)

Book Cover Design for the Creative Professional
Join Devon Dorrity as he discusses applying your artistic skills to making spectacular book covers.

Devon Dorrity

Finding Your Muse
Where do you go to get ideas? Find out where these seasoned storytellers get some of theirs.

Anna del C. Dye, Fiona Ostler, Sandra Tayler, Scott William Taylor, M. M. Todd Gallowglas (m)

Technobabble: Art, Translation, or Nonsense?
One challenge science fiction writers face is the need to get the science across to the reader without bogging down the narrative. How to use technobabble to get the point across without losing layperson readers.

Neil Dabb

Kaffeeklatsch with James Ganiere

3:00–3:50 pm
GMing: Keeping Your Players from Wanting to Kill You
In this panel, participants will talk about how they GM and use all of their players well. This will cover campaigns and one-time games.

Tanglwyst de Holloway, Janci Patterson, Daniel Swenson (Revan), Drew Gerken, Rebekah R. Ganiere (m)

Vikings: Can TV Teach History?
The History Channel’s first foray into scripted TV is a show about a real historical culture referring to historical figures. How much does it get right? What does it get wrong? But more important, can television teach history? Or anthropology and culture?

Chip Oscarson

Capitalism and Space Flight
A quick, fond look back at nationalist space exploration, followed by a snap-shot of today’s private space exploration and a look
Living with Mental Illness

Mental illness is an every day fact for millions of people; it used to be something to be hidden and embarrassed about. While there is still stigma attached, many are speaking about their experiences. How can mental illness be incorporated into our fictional worlds while maintaining sensitivity to those who have it?

James A. Owen, Bryan Beus, Bobbie Berendsen W., Jenniffer Wardell, Howard Tayler (m)

Genre Mash-ups: Isn’t It All Just Fiction Anyway?

What is a mash-up and how can you write one? Discuss genre mash-ups and how to make yours successful.

S. A. Butler, Julie Frost, L.E. Modesitt Jr., Dan Wells, Suzanne Vincent (m)

Editing: Types of Editing and When You Need to Bring Someone In

Editors are an important part of the industry, but they aren’t interchangeable. Join these panelists in a discussion of the different jobs editors do and how to know what kind of editor your manuscript needs.

Toni Weiskopf, Lisa Mangum, Nathan Shumate, Heather B. Moore, Aneeka Richins (m)

Writing Twisted Mystery

Strategies for writing mystery plotlines that will keep your readers guessing.

Mette Ivie Harrison

Kaffeeklatsch with Eric Swedin

4:00–4:50 PM

Basics of Depth Perception

How to use shading and other techniques to create the illusion of depth in your pieces.

Devon Dorrity, Brittany Heiner, Keliana Tayler

“Analogical Relativity in the Time Travel Narrative: Confucian Rhetoric in Contemporary Korean Television”

Scott Lancaster

MCU: What a Tangled Web They Weave...

Marvel Studios is trying... and succeeding!... at an unprecedented media experiment. We’ll cover all the movies, TV, and One-Shot shorts (both released and upcoming) in Marvel’s ongoing attempt to create the first mass media pop culture continuity. Talk about lessons Marvel might learn from comics continuity. This is not a simple gush-fest about how great the MCU is (although it is!), but a talk about the challenges (scheduling/contracts/narrative cross-over/spoilers/etc.) and how Marvel is overcoming them.

James Ganiere, Andrew Bahmann, Tracy Mangum, Daniel Swenson (Revan)

Disease and Epidemics

Illness, both real and fictional, has been the downfall of many a civilization. What real diseases and epidemics make great fiction? And how can you tweak reality to make great fictional destruction?

Holli Anderson, Andrea Pearson, Johnny Worthen, Karen Webb (m)

Percy Jackson: Greek Myths Retold in Modern Literature

Mikki Kells, John Lundwall, Jenniffer Wardell, Jean Stringam (m)

Building a Team: Writer/Artist/Colorist

Comics are a stunning example of how a collaborative effort can yield amazing results. Learn how you can put together a solid team of professionals.

Mikey Brooks, Blake Casselman, Jess Smart Smiley, Stephen Miller (m)

Marketing a YA novel

Young adult novels are a unique phenomenon with unique concerns. Learn how to address those concerns and get your YA novel into the hands of young adults.

Tyler Jolley, Shallee McArthur, Natalie Whipple, Brian James Lewis (m)

Writing with Disabilities

Overcoming dyslexia and other physical challenges that may get in the way of your writing.

Tom Carr

5:00–5:50 PM

The Artistic Road to Fame

How you sell your art, get contracts, and make a name for yourself as an artist and how the kind of art you do affects how you do this.

Bill Galvan, Bryan Beus, Jessica Douglas, Aneeka Richins, Howard Tayler (m)

RPG Campaign Design

How do you create an interesting story that will use all of your players and keep them from being completely bored? Learn answers to these and other burning questions about campaign design.

Tanghoyt de Holloway, Tracy Hickman, Peter J. Wacks, Steve Setzer (m)

Crime: What to Get Right?

Crime is an ever present issue in almost every society. Criminals and those who fight against them are almost background to us. How can we create good criminals in our works?

Michaelbrent Collings, Eric James Stone, Robin Ambrose, Al Carlisle, Eric Swedin (m)

Keep It Sigil Simple (2 hours)

Interested in self-publishing? Learn the tools and techniques that can transform your manuscript into an attractive epub.

Jared Abram Barneck

Madeleine L’Engle and the Art of Subcellular Persuasion

Deb Thornton

“POW! ZOT! AMEN! A History of Mormons and Comics”

Stephen Carter

Education: How Does It Influence Culture and People?

Education is one way all societies pass on their culture. How does America do this, and how can we integrate education and culture in to our creative works?

L. E. Modesitt Jr., James A. Owen, Cheree Alsop, Steven L. Peck, Clint Johnson (m)

Dissecting a Book Contract

Writer and law professor M. Scott Boone discusses the tricks to reading and understanding book contracts.

M. Scott Boone

6:00–6:50 PM

Sibyl’s Scriptorium Awards Ceremony

Writing for Pen and Paper RPGs: Q&A with Robert J Defendi

Robert J Defendi answers your questions about writing for pen and paper role playing games.

Robert J Defendi

Space Travel without Warp Drive

The theory of general relativity is pretty specific: No way to travel faster than light. If that proves to be a factual limit, how can we still explore space beyond our little solar system? How can you build a story around hard science without alienating all your nontechnical readers?

Zachary Hill, Roger White, Michael Stephenson, Mikki Kells, Dallin S. Durfee (m)
Publishing in the Future
New technology and new trends continually change the publishing industry. Where is the industry going, and how can you prepare yourself for the future of publishing?  
Lisa Mangum, Andrea Pearson, Nathan Shumate, Joe Vasicek, Scott Bascom (m)

Mugging the Brothers Grimm
Folklore is a great source of stories and ideas that are both time-tested and powerful. Come learn about some great examples, and find out where you might look for inspiration.
S. A. Butler, Daniel Craig Friend, Jaclyn Weist, Rebekah R. Ganiere (m)

Keep It Sigil Simple (cont.)
Jared Abram Barneck

7:00–7:50 PM
Magic: The Gathering Celebrity Tournament (4–6 hours; preregistration required)

The Changing Business of TV
In 1985 there were three dominant TV networks and less than 500 hours of programming a week. Everyone got their signal for free and over the airwaves. Today there are literally hundreds of networks. Not all are available in every format. Some are free. Some require subscription. What might the future look like?
James Ganiere, Joe Coleman, Tom Carr, Tracy Mangum, Lehua Parker (m)

Religion in Science Fiction
One basic narrative is that humanity will outgrow its primitive superstitions (religion) as we develop. But it’s not happening. And there is little evidence it will. So people in the future will be religious. Come learn how to mix chocolate and peanut butter to make better science fiction.
Tracy Hickman, L. E. Modesitt Jr., Eric James Stone, Karen Webb (m)

Using Anthropology for Inspiration
When we aim to create new civilizations our real focus is on culture. The fact is most of us can’t even define what culture is. Using anthropology as a starting point can help us create new and energizing people, places, and belief systems.
M. K. Hutchins, David Powers King, Meredith Skye, Bobbie Berenson W. (m)

Character Leads to Plot: Plot Leads to Character
How to use characters to develop your plot, and find new characters from the plot you have.
Mette Ivie Harrison

Graphic Novels: More Than Just a Comic Book
Join this discussion about graphic novels, how they differ from regular comics, and how you can write one too.
Blake Cassleman, Brittany Heiner, Jess Smart Smiley, Brian James Lewis (m)

Beatrix Potter, and A. A. Milne—Fantasy for the Very Young
Mikey Brooks, Candace J. Thomas, Jaclyn Weist, Dan Wells, Steve Setzer (m)

8:00 PM
Filking

8:30 PM
Zombie Rock Opera

Friday

9:00–9:50 AM
Use Your Hands! The World of Sculpting
What makes sculpting interesting and different from other art forms? Come find out about different techniques such as additive versus subtractive sculpting and what different materials can be used in sculpting and what they are good for.
Nathan Shumate, Heather Monson, Sarah B. Seiter, Ben Sowards, Devon Dorrity (m)

Sci-Fi/Fantasy Movie Preview
Coming soon to a theater near you! What’s on its way to the megaplex this summer? Or in 2020?
Christopher Salmon, Blake Cassleman, Tracy Mangum, Brian Wiser, Rebekah R. Ganiere (m)

A Day in the Life of a Raiding Viking
Vikings are a phenomenon lately. The question is, what have we gotten right and what have we gotten wrong? What did a real Viking look like? And what did a day in his life look like?
J. D. Raisor, Kevin H. Evans, Brian James Lewis (m)

Military on Sci-Fi Military
The soldier of 1000 C.E. looks a lot different than the soldier of today or the soldier of 3000 C.E. How can we predict what military conflict and life will look like in the future.
Paul Genesse, Eric Swedin, Robert J Defendi, Taylor Scheid, James Ganiere (m)

Character Creation and Management
How to use organic record-keeping techniques to keep you sane while you juggle your characters.
Johnny Worthen
Neil Gaiman and Good Omens—Making Fun of the Apocalypse
Howard Tayler, Jennifer Wardell, Candace J. Thomas, Mikki Kells, Daniel Coleman (m)

Fantasy and Horror: What Are the Benefits of Merging the Two Genres?
Where fantasy meets horror, and how to use that to your advantage.
Holli Anderson, D. J. Butler, E. J. Patten, Suzanne Vincent (m)

From Start to Finish 1: Ideas and Preparation
Part one of a series. Generating ideas and choosing those that will make the best stories.
Julie Wright, J.R. Johansson, Bryan Beus, Stephen Gaseler, Tristi Pinkston (m)

Copyrighting: Protecting Yourself and Your Work from Plagiarism
Join these seasoned professionals while they discuss how to protect yourself from plagiarism and how to deal with getting plagiarized.
Robin Ambrose, Rachel Ann Nunes, Michaelbrent Collings, Eric James Stone, Joe Monson (m)

10:00–10:50 AM
How to Make a Graphic Novel
This presentation with Jess Smiley covers everything from generating and developing ideas, to creating characters and plot points, a rough story outline, a rough draft, final artwork and publishing your graphic novel.
Jess Smart Smiley

The Future of Gaming Tech
Gaming technology has come a long way since the days of pong, or even N64 and Playstation 1. New technology and design will continue to change the way that we game; this panel speculates upon the ways that might happen.
Maxwell Alexander Drake, Tracy Hickman, James Ganiere, Brandon Gillespie, Oscar Bernie (m)

My Little Pony
Fans (short for fanatics) can get very involved in a property, maybe too involved. positives and negatives of fan fiction and art (with allusions to adult content), lessons gleaned from the Derpy Hooves and DJ PON-3 characters.
Tom Cary, Flagoon, Max Florschutz, Tanglwyst de Holloway, Kay Mildenhall, Scott Bascom (m)

History Matters: Stealing from History
“Good artists copy; great artists steal.” The best and most complete source to steal from is actual history. Come learn how to successfully file off the serial numbers of history and create a great story.
Shirley Bahlmann, Nancy Campbell Allen, Ann Chamberlin (m)

Writing Poetry in Today’s Market
The market for poetry is very different than the market for prose. This panel discusses how you can improve your poetry and how you can find an audience for it.
Karen E. Hoover, C. H. Lindsay, Steven L. Peck, Michael D. Young (m)

Economics of Super-villainy
Fully stocked lab, minions to do my bidding, immeasurable energy source, cool gadgets, secret hideaway. What would it cost to be an evil genius?
C. R. Asay, Andrew Bahlmann, James Wymore, Laura Bingham (m)

My Twin Stars: Madeleine L’Engle and Lloyd Alexander
James A. Owen

Your Workspace: Staying Inspired and Effective
Writers’ workspaces are as individual as the writers themselves. Learn how to tell what is and isn’t working for you in this panel discussion.
Rachel Ann Nunes, L. L. Muir, Sandra Taylor, Heather Horrocks (m)

Writing Romance: More Than Just Sex
What makes a good romance? Can you keep it clean in today’s market?
Anna del C. Dye, Michael Jensen, Natalie Whipple, Kasie West, Adrienne Monson (m)

11:00–11:50 AM
Steampunk Art
Everything from Victorian Top Hats to multipurpose clockwork machinery. Come and discuss how Steampunk art has taken the world by storm.
Mikey Brooks, Sarah B. Seiter, Bobbie Berendson W. (m)

Rules for Writing Magic
Writing magic can be tricky; this panel discusses what boundaries and limitations to set for the way magic works in your story.
Michaelbrent Collings, L.E. Modesitt Jr., Eric James Stone, M. Todd Gallowglas, Howard Tayler (m)
How to Create a Language
Tolkien called it the “Secret Vice,” but constructed languages are showing up more and more in popular culture. What motivates people to take up this art form? Characters usually speak English to the reader, even when they don’t among themselves. So what motivates people to make up complete new languages, and how can this add depth to your world?

Maxwell Alexander Drake, Dirk Elzinga, Valerie Mechling, Samuel Stubbs, Bryce Moore (m)

Stealing from the Best—Heinlein and Star Trek
Brad R. Torgersen, Steven L. Peck, Oscar Bernie, Karen C. Evans, Scott R. Parkin (m)

Beginnings and Endings
The beginning and the ending are two of the most critical parts of your story. Find out how to make them shine from these august professionals.

Larry Correia, Jacob Gowans, Aneeka Richards, Sarah E. Seeley, J Scott Savage (m)

Subplots
Subplots can add depth to a story, or they can distract the reader. How to use subplots to strengthen your novel.

S. A. Butler, Mikki Kells, E. J. Patten, Lynette White, Stephen Gashler (m)

Keeping It Fresh: Creating New Ideas
Coming up with fresh new ideas for your work is quite a challenge. This panel discusses how to address that challenge without getting so weird you chase off your audience.

Tom Carr, Chas Hathaway, Christopher Loke, Roger White, Clint Johnson (m)

Noon–12:50 PM
“C. S. Lewis’s Ransom Novels: On the Knotty Question of Genre”

Michael R. Collings (read by Steve Setzer)


Christopher Salmon

The Dramatic Downside of Modern Technology
Modern characters have obvious ways out of situations that older ones didn’t (cell phones as an example). We also cannot do things older generations could do easily. How to represent these changes, both looking back and forward.

C. R. Asay, Nancy Campbell Allen, Laura Bingham, Graham Bradley, James C. Duckett (m)

Martian ‘r’ Us
Human exploration and colonization of Mars. How? When? Why?

Howard Tayler, Renee Collins

Science Fiction and Horror: A Marriage Made in Hell
Science fiction and horror are a popular combination. Come find out how you can blend these genres in your own work.

Scott R. Parkin, Nathan Shumate, Eric James Stone, James Wymore (m)

A Novel in Ninety Days—Fake It ‘til You Make It
Johnny Worthen delivers a rubber-to-the-road motivational presentation about planning, deadlines, and attitude.

Johnny Worthen

Breaking through Blockages: Figuring Out Why You’re not Writing and Taking Steps to Start
Identifying and overcoming the challenges that are holding you back.

Sandra Tayler

Publishing in Today’s Market
Come learn some of the trends and strategies that will help you succeed in today’s publishing market.

Jared Abram Barneck, L. E. Modesitt Jr, Jess Smart Smiley, Adrienne Monson, Andrea Pearson (m)

1:00–1:50 PM
Designing the Dead
Come learn how to create the perfect zombie. There will be discussion about the stylistic aspects of designing different zombies as well as some specific techniques for actually drawing them.

Brian Hailes, Jessica Douglas, Bobbie Berendon W. (m)

Video Game Design and Storytelling
The panel examines the ways and which we tell stories with games and how we can fully use the medium.

Maxwell Alexander Drake, James Ganiere, Dan Willis, Natalie Whipple, Craig Nybo (m)

Mythopoeia in Movies: Is Middle Earth What WETA Made It?
Join us for an Oxford Union style debate on the proposition: Who has more say in what Middle Earth is, J. R. R. Tolkien or WETA? Done in debate format with audience vote (as measured in change or opinion) to determine “winner.”

Paul Genesse, Andrew Bahlmann, Lon Franson (m)

The Hero’s Journey and the Virgin’s Promise: Patterns and Archetypes for Better Characters
We all sort-of know about the Hero’s Journey, but do we really understand it? And what about its feminine counterpart, which Kim Hudson calls the arc of the Virgin’s Promise? This presentation will explore these archetypes as patterns for personal growth and development that can add dimension and vitality to your characters.

Michaelbrent Collins, Tracy Hickman, Blake Cassleman, Renee Collins, John D. Brown (m)

Push-Button Technology
Do you know how your elevator works? What does it take for technology to become so every day that most don’t worry about how it functions anymore? One person knowing how something works can massively affect his world.

Ann Chamberlin, M. K. Hutchins, Valerie J. O. Gardner, James Wymore (m)

R. L. Stein—Scare ‘em While They’re Young

J Scott Savage, Lehua Parker, Patricia Castelli, Jean Stringam, Brian James Lewis (m)

From Start To Finish 2: Drafting and Revision
Part two of a series. Putting ideas on paper and shaping them into a complete manuscript.

Bryan Beus, J.R. Johansson, Stephen Gashler, Julie Wright, Tristi Pinkston (m)

Blowing Your Writing Goals Out of the Water
Find out how to set ambitious writing goals and then defy even your own expectations.

Michael D. Young

Book Covers for the Self-Published Author
Are you uncomfortable with the idea of creating your own book cover? Join Devon Dorrity in this discussion about finding and working with the people who can make it happen while you focus on the writing.

Devon Dorrity

Kaffeeklatsch with James A. Owen
2:00–2:50 PM

“Dreams of the Machine: The Disenchanting and Re-enchanting Power of Art and Mechanism in Brazil and Hugo”

Brenna Asplund

The Real Luke Skywalker and Harry Potter From Luke Skywalker to Harry Potter, the orphan hero is a common trope. Being abandoned as a child and taken in by someone who might not want you is no small thing. How does being an orphan affect who you are and where you’re going in life?

E. J. Patten, Lehua Parker, Erin Ruston, Bree Despain, Brian James Lewis (m)

Robin McKinley: Folktale Retellings—Beauty, Rose Daughter, Deerskin, Spindle’s End, The Door in the Hedge, and The Outlaws of Sherwood

Patricia Castelli, Anecia Richins, Jaclyn Weist, Mikey Brooks (m)

Reading the Tea Leaves: Attempting to Predict the Future of Technology in Your Writing

We’ve got cell phones and microwaves, but no hoverboards or flying cars. Come find out how to read the trends in today’s technology and make your own predictions about what the future will be like.

Robert J Defendi, Toni Weiskopp, Roger White, Stephen Miller (m)

How to Build an Action Plot

Larry Correia and John Brown team up to share a model of plotting that should make developing your action story much easier. Attendees will be able to use the methods on a novel idea Larry, Joe (Larry’s son), and John came up with called Mech Runners. Basically, Larry turned to Joe and said, “What’s awesome?” Joe said, “Giant robots, bandits, and murderers.” Larry and John took it from there.

John D. Brown, Larry Correia

Writing Dramatic Scenes

Well done drama is one of the best ways to keep your readers turning pages.

Ann Chamberlin, Karen C. Evans, Jacob Gowans, Janci Patterson, Clint Johnson (m)

Fantasy versus Science Fiction

There is a difference in the creatures we encounter across fantasy and science fiction. For example, a giant spider versus a giant tentacled alien. Certain creatures go better in certain genres. Discuss what makes a creature fit into a fantasy world versus a science fiction one.

Jessica Douglas, Brian Hailes, Bryan Beus (m)

3:00–3:50 PM

World of Textures

A panel where artists describe different techniques you use to create different textures in your art—metal, wood, grass, ceramics, scales, fur, etc.

Justin Kunz, Jemma Young, Travis Walton, Rebecca Jensen, James A. Owen (m)

Video Games and Human Interaction

A recent study found that marriages in which one spouse games significantly more than another are less happy than the average marriage. However, if both people in the couple game, and game together, then partners are more satisfied than average. This panel looks at how games affect how we interact with people inside and outside of the game.

Brandon Gillespie, Joe Coleman, Tracy Mangum, Dr. Michael Call, Jessica Fowler (m)

Screenwriting

So you want to write a screenplay? A brief talk about formatting, basic act structures, different screenplay markets (TV versus film). Discuss common act structures, writing to the break, appropriate dialogue/description ratios, among other issues.

Blake Casselman, Michaelbrent Collings, Dennis Packard, Rebekah R. Ganimere (m)

We Are Not Alone!

Are we alone in the universe? If we’re not, what scientific theories guide us in what intelligent life will actually look like?

C. R. Asay, Eric Swedin, Laura Bingham (m)

Psychology of a Serial Killer

Clinical psychologist Al Carlisle discusses the events and psychology that made Keith Jesperson into the “Happy Face Killer” and ultimately led to his capture.

Al Carlisle, Robin Ambrose (m)

The Weird Worlds of Dr. Seuss

Jess Smart Smiley, Sandra Tayler, Michael Cluff, Daniel Coleman, Steven L. Peck (m)

Pitching Your Novel

Your novel is ready, but getting an agent or editor to pick it out of the crowd can be a challenge. Come learn how to craft a pitch that does your novel justice.

Paul Genesse, Elana Johnson, Christopher Loke, Lisa Mangum, Donna Milakovic (m)

Queries: When and How

Are you ready to submit queries for your manuscript? What are some good strategies?

Bryce Moore, J Scott Savage, Chantele Sedgwick, James Wymore, Peggy Eddeleman (m)

The Elements of Horror Fiction

What are the key elements in a good horror story?

Virginia Ellen Baker, Steve Diamond, Sarah E. Seeley, Nathan Shumate, Andrea Pearson (m)

The Balancing Act, or Answers to the Question: How Do You Write with Five Kids?

It doesn’t matter if you have a full-time job, five kids, or an empty nest—writing is a balancing act. Learn ways to prioritize and take advantage of writing sprints, retreats, and other ideas to boost productivity.

Rachelle J. Christensen

4:00–4:50 PM

Scary Sketches: Making Monsters

There is a difference between creatures and “creations.” There is a difference between men and monsters. A discussion on how to draw the things that go bump in the night.

Kelian Taylor, Carter Reid, Bobbie Berendsen W, Mikey Brooks (m)

“Control by a Sovereign: Hobbes and YA Dystopia”

Alicia McIntire

Ameritrash versus Eurogames

Board games death match! The differences between these types of games and their strengths and weaknesses.

Bryce Moore, Flagoon, Jacob Gowans (m)

Fictional Sports

Every single culture we know of has organized sporting contests. From quidditch in Harry Potter to pyramid in Battlestar Galactica, sports has been used as a way to show culture. What makes a sport a sport? And why should we care?

David Farland, Tanglwyst de Holloway, Lon Franson (m)

Applied Biotechnology

What’s possible in principle, and what gets used on farms and in laboratories now that you don’t even think about.

Mikki Kells, Charlie Pulsipher, Chersti Nieveen, Ali Cross (m)

Bite Me and You Suck by Christopher Moore: Hilarious Vampire Fantasy in a Post-Twilight World

Jared Alram Barneck, Tracy Hickman, Lehua Parker, Candace J. Thomas, Marie Knowlton (m)
Book Signing
Friday, 8 PM

Subject to change. You are also welcome to ask authors to sign books before or after panels, but please be courteous and defer to their schedule.

N. C. Allen
Holli Anderson
Shirley Bahlmann
J. Abram Barneck
Jay Barnson
C. David Belt
Graham Bradley
John D. Brown
S. A. Butler
Stephen Carter
Blake Casselman
Daniel Coleman
Michaelbrent Collings
Renee Collins
Larry Correira
Stan Crowe
Bree Despain
Maxwell Alexander Drake
Anna del C. Dye
C. K. Edwards
M. Todd Gallowglas
Rebekah R. Ganiere
V. J. O. Gardner
Stephen Gashter
Paul Genesse
Jen Greyson
Christine Haggerty
Brian C. Hailes
Mette Ivie Harrison
Chas Hathaway
Tanglwyst de Holloway
Charlie N. Holmberg
M. K. Hutchins
Michael Jensen
Tyler H. Jolley
Mikki Kells
David Powers King
Jason King
Michael Kupari
C. H. Lindsay
Lisa Mangum
Valerie Mechling
Shallee McArthur
Stephen Miller
Jodi L. Milner
L. E. Modesitt Jr.
Adrienne Monson
Bryce Moore
L. L. Muir
John M. Olsen
Peter Orullian
James A. Owen
Dennis Packard
Lehua Parker
Andrea Pearson
Steven L. Peck
Tristi Pinkston
Charlie Pulsipher
J. D. Raisor
Aneeka Richins
J. Scott Savage
Sarah E. Seeley
Jess Smart Smiley
Jean Stringam
Eric James Stone
Samuel Stubbs
Neve Talbot
Scott E. Tarbet
Howard Taylor
Scott William Taylor
Candace J. Thomas
Jennifer Wardell
Jaclyn Weist
Kasie West
Natalie Whipple
Lynette White
Roger Bourke White Jr.
Johnny Worthen
James Wymore
Michael D. Young

Hard Science in Fiction
Join these seasoned authors while they discuss putting the “science” in science fiction.
Toni Weiskopf, Robert J Defendi, L. E. Modesitt Jr., Roger White, Brad R. Torgersen (m)

From Start to Finish 3: Publishing and Promotion
Part three of a series. Preparing a manuscript for publication and getting the finished story into the hands of their readers.
Julie Wright, J. R. Johansson, Stephen Gashter, Tristi Pinkston, Bryan Beus (m)

The Song in the Story: Including Music in Fiction
How do you include music in a work of prose? Is it worth the trouble?
Scott Bascom, Brian James Lewis, C. H. Lindsay, C. K. Edwards, Karen E. Hoover (m)

Kaffeeklatsch with Maxwell Alexander Drake

5:00–5:50 PM

2D versus 3D
2D drawing dates back to the dawn of time. It consists of flat characters against backdrops which give the illusion of depth. 3D drawing allows the artist the freedom of greater perspective and angle. This panel discusses the pros and cons of both practices.
Tanglwyst de Holloway, Sarah B. Seiter, Carter Reid, Bryan Beus (m)

“Escape from Joiry: Women Pioneers in Speculative Fiction”
Jen Wahlgquist

Current Sci-Fi/Fantasy TV Roundup
A round-up of current genre offerings on the TV. Focus on offerings from the traditional outlets (networks and cable).
Rebekah R. Ganiere, Brian Wiser, Graham Bradley, Michael D. Young, Eric Swedin (m)

Action Sequences
How to keep your action sequences plausible without compromising the awesome.
John D. Brown, D. J. Butler, Peter Orullian, Adrienne Monson, M. Todd Gallowglas (m)

The Culture of Immortality
Movies, books and comic books have used immortality largely as a storage device. But if immortality were real, how would that affect society around it? Elves, vampires, gods. If these beings really existed would it affect them . . . and us? And what might a truly society of immortals look like?
Howard Tayler, Tracy Hickman, Virginia Ellen Baker, Paul Genesse (m)

Treating Religion Fairly: Writing a Real Religion
Religion can be a sensitive topic. Join this discussion on how to fairly represent a real world religion in your story.
Julie Frost, L. E. Modesitt Jr., Helge Moulding, Eric James Stone, Suzanne Vincent (m)

Using Magic Talismans: More Than a MacGuffin?
Powerful magic objects are often presented merely as an excuse for a plot. This panel discusses ways to get more out of your magical gizmos.
Jared Abram Barneck, Scott R. Parkin, Candace J. Thomas, Lynette White, Laura Bingham (m)

The Future Is Already Here
We are living in the future. Gadgets that we saw as children in science fiction shows are now part of our every day life. How are we going to be affected by the learning curve that is coming in the next fifty years?
Devon Dorrity, James Wymore, Natalie Whipple

6:00–6:50 PM

Art Styles around the World
What makes art look American or German or South African? Are these stylistic
differences evident in Science Fiction and Fantasy? Discuss how artistic style varies from country to country.

Anecia Richins, Jess Smart Smiley, Bobbie Berendson W. (m)

They Haven’t Read the BOOK?! Why Don’t Actors in Movie Adaptations Pull from the Source Material?
Some actors ignore the book when tackling a character from a book adaptation. Where do they get their direction from? Why not use all that work the author did? We’ll look at examples from Harry Potter (Alan Rickman vs. Michael Gambon), Lord of the Rings (Richard Armitage vs. Sean Astin) and others.

David Farland, Joe Coleman, Bryce Moore (m)

CYOW Speed Bragging
This is the panel for everyone who’s always wanted to brag about something creative that they’ve done and never had the chance. This is your chance to speak up and be heard. The panel will begin and then the audience will be given some time to say the one thing that they’re proud of or that they need help with. Two-minute limit per speaker.

Tanglingst de Holloway, E. J. Patten, Graham Bradley, Tyler Jolley, Scott R. Parkin (m)

Editors Tell Tales: Common Mistakes and Important Tips
Even editors make mistakes. Join this panel of editors as they discuss the common mistakes editors make and how to correct them before it’s too late.

Jason King, Christopher Loke, Lisa Mangum, Nathan Shumate

Michaelbrent Collins on Amazon
Michaelbrent Collins shares what he has learned about successfully publishing your work via Amazon.

Michaelbrent Collins

7:00–7:50 PM
Board Game Design
This panel will go over the board game design process and thoughts on design from those that create games.

Brandon Gillespie, Tracy Hickman, Daniel Swenson (Revan), Drew Gerken (m)

The Motivations of Exploration
“Men wanted for hazardous journey. Low wages, bitter cold, long hours of complete darkness. Safe return doubtful. Honour and recognition in event of success” (Ernest Shackleton). This panel will discuss the motivations, beliefs, and—ultimately—mental health of these explorers.

Robert Barrett, Larry Correia, James A. Owen, James Ganiere (m)

Writers on Writing
Experienced writers talk about their careers, how they got started, and what advice they have for beginners.

D. J. Butler, Tristi Pinkston, Mette Ivie Harrison, Bree Despain, Daniel Coleman (m)

Military Strategy, Tech, and Operations in a Complex World
The day-to-day operations, strategy, and tech of the military is a fascinating topic. This panel will discuss practical and applicable information to be used in our works of fiction.

M. Todd Gallowglas, Zachary Hill, Mike Kupuri, C. R. Asay (m)

So You Want to Write Horror?
Do you enjoy horror? Would you like to add your voice to the genre? Come find out what you can do to get started in this popular genre.

Sarah E. Seeley, Cody Langille, Lehua Parker, Johnny Worthen, C. H. Lindsay (m)

8:00–9:50 PM
Mass Book Signing (2 hours)
Filling

Saturday

9:00–9:50 AM
Making Creatures Realistic to Their Environment (art)
There are many cool critters, animals, and aliens that we can make, but it is sometimes important to make sure your creature matches its environment. Something that lives in an arctic environment needs thick fur and extra fat for insulation and a swamp creature needs to be adapted to the water.

Keliana Tayler, Brian Hailes, Jessica Douglas, Bryan Beus (m)

Games Addiction and Compulsion
For some, the need to play can overcome their will to do other things.

Flagoon, Tanglingst de Holloway, Drew Gerken, Jess Fowler (m)

Universal Monster Movies: Ninety Years of Horror History
Universal Studios began making horror movies in 1923 and continued until the ’60s, with a “golden age” in the ’30s and ’40s. They created the foundational monsters for the movies. Even when adapting previous literature, they created new versions to capitalize on the strengths of the silver screen. They never left the public imagination (Rocky Horror Picture Show, Frankenweenie, Hotel Transylvania).

Larry Correia, Tracy Mangum, Craig Nybo (m)

What Can You Do with Robots?
Robots have come a long way in popular culture and reality since the days of Metropolis’s Maria and Unimate. Come learn what robots are capable of and how they can improve our fiction.

Roger White, Karen Webb, James C. Duckett (m)

Drones
Drones are part of the future. Future combat, delivery and everything else. Come talk about what that future might look like and what impacts that might have on culture.

Dan Wells, Zachary Hill, Dan Willis (m)

Practice Trumps Talent
Howard Taylor discusses what it really takes to be successful.

Howard Taylor

Orson Scott Card and Ender’s Game—Grudge Match: Book Moves and Movie Counter-moves in the Movement of Redefining Gender Roles

Jennifer Wardell, Scott R. Parkin, Andrea Pearson, James Wymore, Brian James Lewis (m)

Common Grammatical Errors
Editors can make your novel shine . . . or they can fix all your bad grammar. Find out how to deal with the most common mistakes yourself so your editors can work their magic.

Dene Lowe, Daniel Craig Friend, Peggy Eddleman, Tristi Pinkston

Self-Promotion through Social Media
Getting your name out there is an important part of the publishing business. Find out how to use social media to build your audience.

M. Todd Gallowglas, Rebsin Wells, Natalie Whipple, Laura Bingham (m)

Learning from Failure
We all fail from time to time. Join this panel for a discussion on how to avoid getting discouraged and learn from your failures.

Al Carlisle, Tracy Hickman, Sandra Tayler, Scott William Taylor, Chas Hathaway (m)
How to Build a Romance Subplot
John Brown and L. L. Muir team up to share a model of plotting that should make developing your romance plot or subplot much easier. Attendees will be able to use the methods on a story idea. Lesli and John came up with based on The Hobbit. It’s called My Precious.

John D. Brown, L. L. Muir

Self-Publishing Pros and Cons
Some people swear by self-publishing while others think it’s a fool’s errand. Learn about the pros and cons of self-publishing and how to know if it is right for you.

Jared Abram Barneck, John D. Brown, Mikki Kells, Joe Vatischek (m)
Modern Fantasy and Its Relation to Folklore and Myth

Ancient mythology seems to be the fertilzer in which new fantasy is written. This panel will discuss the relationships between historical and modern stories and how they strengthen each other.

*Tracy Hickman, Jacyn Weist, Sarah E. Seeley, M. K. Hutchins, Karen Webb (m)*

Frank Herbert’s *Dune*—Of Religion, Ecology, and Substance Abuse

*Dan Wells, Stephen Gashler, Paul Genesse, David Farland, Scott R. Parkin (m)*

History Matters: Research and Alternate Histories

Whether for research or inspiration, this panel discusses the benefits of being an armchair historian.

*J. D. Raisor, Christine Haggerty, Robison Wells, Charles B. Stanford, Jean Stringam (m)*

Gail Carson Levine, Patricia Wrede, and Shannon Hale—Fractured Fairy Tales

*Dene Lowo, Patricia Castelli, Jess Fowler, Steve Setzer (m)*

Kaffeeklatsch with L. E. Modesitt Jr.

2:00–2:50 PM

Buildings and Structures

Everyone can draw shapes, but how can artists take those shapes and make them into amazing edifices? A discussion on how to make awesome looking buildings out of the simplest of concepts and designs.

*Bobbie Berendson W., Jessica Douglas, Bryan Beus (m)*

Games in History: What They Tell Us about People

Throughout history, people have used games for a variety of reasons from Maori rhythm games used to train warriors to Lizzie Magie’s *The Landlord’s Game*, which taught the evils of capitalism and “rent poverty.” The panel looks at these and other reasons that people have played games.

*Joe Coleman, J. D. Raisor, Michael Call, James Wymore (m)*

Gun Use in Fiction

Stories with guns need special attention. For those who are familiar with guns, what should the stories look like? Guns are ubiquitous in American culture, but few are truly familiar with them.

*Scott Bascom, Larry Correia, Mike Kupari, Julie Frost (m)*

Writing Children in Horror

From child-like monsters to child victims, children in horror stories have a profound effect on the story and its audience. Find out what these professionals have to say about adding children to your horror story.

*Loehua Parker, Brett Peterson, J.R. Johansson, Brian James Lewis (m)*

Horror Fiction, Haunted Houses, etc. Why Are We So Fascinated with Being Scared?

*Sandra Taylor, Steven Diamond, Virginia Ellen Baker, Andrea Pearson (m)*

The Ramifications of Fictional Religion

You’ve invented a culture with its own religion, but have you thought through all the consequences? This panel discusses what your characters’ religions mean to them, and the consequences hypothetical dogmas may have on your story.

*D. J. Butler, Daniel Craig Friend, Eric James Stone, Brad R. Torgersen (m)*

Self-Promotion through Podcasting

Getting your name out there is an important part of the publishing business. Find out how to use a podcast to build your audience.

*Mikey Brooks, Tom Carr, Daniel Coleman, James C. Duckett, Stephen Gashler (m)*

Kaffeeklatsch with Toni Weisskopf

3:00–3:50 PM

Character Design for Artists

What you take into consideration when you design a new character? How do you translate your idea into reality?

*Brittany Heiner, Ben Sowards, Kelianna Taylor, Jemma Young, Bill Galvan (m)*

"Fragmented Bodies / Fragmented Text: Tomorrow’s Eve and the Anxiety of Reproduction"

*Boyd Petersen*

Sci-Fi/Fantasy on the Web!

*Dr. Horrible’s Sing-a-Long Blog* may have been among the first, but it’s not alone! A brief summary of YouTube and other internet media sites as sources of great speculative and fantastic media. Including conversation on renting movies/TV via internet and binge-watching. But most time spent on specific IPs the audience may not be aware of . . .

*James Ganiere, J. David Baxter, Jason King, Oscar Bernie (m)*

Early 2016 Membership Special

Get ready for next year! Purchase your membership for 2016 today for the best price!

On-Site LTUE Special for the forward-thinking fan: $35

(available only Saturday at the Registration desk)

Early Bird Registration (through April 15, 2014): $40

Online Preregistration (through January 31, 2015): $45

At-the-Door Registration: $55
Putting Technology Ramifications into Your World Building
Technology changes society; it moves it forward in strange and unpredictable ways. This panel will address looking forward to potential technology without looking like fools as creators.
L. E. Modesitt Jr., Howard Tayler, Dan Wells, Roger White, Dan Willis (m)

How to Give and Accept Critique
Giving your writer’s group useful feedback, as well as how to accept criticism from your peers.
Tristi Pinkston

Residual Hauntings Ghost Hunting
Some polls indicate 45% of Americans believe in ghosts. But most of those people who never go looking for one! Come listen to experts in ghost hunting. Why? Who? And where?
C. R. Asay, Tom Carr, Charlie Pulsipher, Karen Webb, Paul Genesse (m)

Allomancy versus Weighing of the Wands—Rigid versus Loose Magic Systems
Mikey Brooks, Peter Orullian, Michael D. Young, Natalie Whipple, Bryce Moore (m)

Constructive Criticism—Getting the Most Out of Your Writer’s Group
A writer’s group is a great way to improve your writing, but how do you make the most of it? Find out how to turn your writer friends into a powerful resource.
Dene Lowe, Maxwell Alexander Drake, Anna del C. Dye, Peggy Eddleman, Shallee McArthur (m)

Writing for Young Adults
Writing for young adults comes with a unique set of pitfalls and objectives.
Bree Despain, Clint Johnson, Kasie West, Tyler Jolley (m)

Kaffeeklatsch with Tracy Hickman

4:00–4:50 pm

Lighten Up: Using Light in Art
The element of light in a scene is one of the most delicate elements imaginable. Panelists will talk about where you should (and should not!) put light in your art.
Aneeka Richins, Michael Phipps, Brian Hailes, James A. Owen (m)

Raised Incorruptible: Why Christians Shouldn’t Fear the Zombie Apocalypse
Kathryn Olsen

Dr. Who and the British Monarchy
Dr. Who is the most British of pop culture properties! What does Dr. Who have in common with the British monarchy? They both have a scepter. England is only a couple hundred years older than the Doctor. No other IP has switched so seamlessly between actors playing the lead roll . . . except for the monarch.
Tracy Mangum, Daniel Swenson (Revan), Oscar Bernie, Tom Carr, Michael D. Young (m)

Post-Labor Society
Imagine a society where no work is required. Robots and machines do it all for us. Food is printed, buildings are grown, and products are delivered by drone. What is the role of humans in a fully automated society?
Eric James Stone, Cheree Alsop, James Wymore, Eric Swedin, Scott R. Parkin (m)

The History of Chocolate
Chocolate has a fascinating culinary history. What makes chocolate so mysterious, amazing, and delicious? How has chocolate been used throughout history?
Shirley Bahlmann, Charles B. Stanford, M. K. Hutchins, Karen C. Evans (m)

Best Books of 2014 for Young Readers
Patricia Castelli

Michaelbrent Collings on Writing Horror
Michaelbrent Collings shares what he has learned about writing in the horror genre.
Michaelbrent Collings

Publishing with a Small Press
Small presses can be a great alternative to publishing with the big publishing companies. Come find out what small presses are all about, and whether or not a small press is right for you.
Christine Haggerty, Adrienne Monson, Brett Peterson, J. D. Raisor, Scott William Taylor (m)

Tapping into the Power of the Story Setup
One of the most powerful tools for helping craft a story is the story setup. It sets the parameters for the story’s structure, plot, and ending. It makes outlining a breeze. It focuses and directs further development. Find out what the story setup is and how you can use it to help you nail your novel.
John D. Brown

Branding Yourself: How to Promote Yourself
Your name is your brand. Find out how to promote yourself to your target audience.
Stephen Gashler, Caitlyn McFarland, Johnny Worthen, Donna Milakovic (m)

5:00–5:50 pm

Character Redesign
Characters like Superman and Batman have had their appearances changed throughout the years. This panel focuses on how, when, and why redesigning characters can better capture who or what they really are.
Kelianna Tayler, Bill Galvan, Howard Tayler, Jess Smart Smiley (m)

The Magic of Minis
This panel will discuss miniatures and various war games in all of their awesome glory.
Larry Correia, Daniel Swenson (Revan), Joe Coleman, C. R. Langille, Janci Patterson (m)

“It’s only one year away!”

Life, the Universe, & Everything 34!

Come join in the fun! Anyone can be part of the committee. Ask one of the current members how to get involved. Meetings are every other Saturday on UVU campus. Postmortem meeting will be February 28, 2015; watch our Facebook page for more details.