

Letter from the Chair

Hello and welcome to another year of LTUE! Every year at LTUE, we strive to bring you an amazing experience of learning about creating science fiction and fantasy, and I am excited to be presenting to you this year's rendition! We as a committee have been working hard all year to make it an excellent symposium for you, and I hope that you find something (or many somethings) that you enjoy. If you are new to the symposium, welcome and come discover something amazing! If you are returning, welcome back and I hope you build on what you learned in the past.

For me, LTUE has been a great land of discovery. I have learned how to do many things. I have learned about myself as a creator. I have learned about myself as a person. I have deepened my love of science fiction and fantasy. I have gained friends. It is my sincere hope that LTUE can do some of these things for you as well, whether you are an attendee, a panelist, a vendor, or a volunteer.

While I am the head of this year's event, I am only one of many, many people who make this possible each year. I would first like to thank our panelists. You are the ones who come and share your knowledge and insights with us. Without you there would be no symposium, no point in our coming! Second, I would like to profusely thank our committee members and volunteers. You are the ones who put everything together throughout the year and make things run smoothly through our three intense days together. Third, I would like to thank all of our attendees. You are why we all do the work to create this amazing symposium!

Enjoy your time here, whatever your role may be. Find something to take with you when you leave, and try to find something to leave with those you meet. Have a great LTUE!

Erin Kearsley
Chair 2019

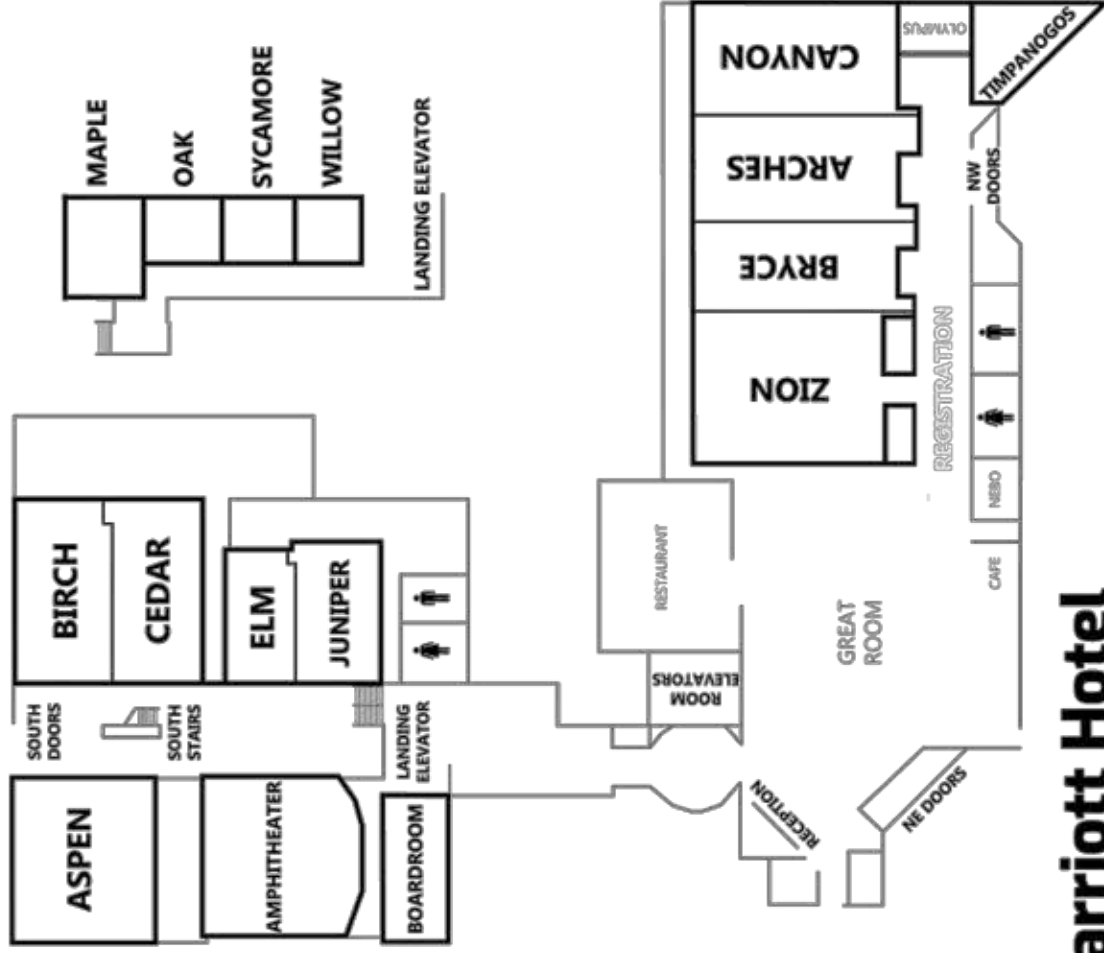
Symposium Committee

Chair Erin Kearsley
Assistant Chair Logan Kearsley
Secretary Clorinda Madsen
Schedule Coordinator Mike Bishop
Academics Marny K. Parkin
Books Spencer Merrell
Gaming Jack Setzer, JJ Safley
Graphic Arts Renae Kingsley
Professional Development Aaron Porter
Theater and Media Arts Rebecca Tayler
Worldbuilding Alpheus Madsen, Clorinda Madsen
Writing Alicia McIntire
Art Show/Artist Alley Troy McIntire
Guest Services Jack Setzer, Kira Harris

Pitch Coordinator Aaron Porter
Publications Coordinator Marny K. Parkin
Recordings Logan Kearsley, Jeff Jensen
Registration Coordinator Mike Bishop
App Developer John Harris
Anthologies Joe Monson
Blog Coordinator Spencer Merrell
Hospitality Ryan Noorda, Dave Doering
Social Media Alicia McIntire, JJ Safley
Vendor Liaison Troy McIntire
Video Nephi Jenks, Jeff Jensen
Volunteer Coordinator Diana Parkin
Webmaster Michael Clark, Jeff Jensen
Legal Counsel Steve Setzer

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, come to our first staff meeting for LTUE 38 on Saturday, March 9, at 10 AM. Watch our Facebook page for location and more details.

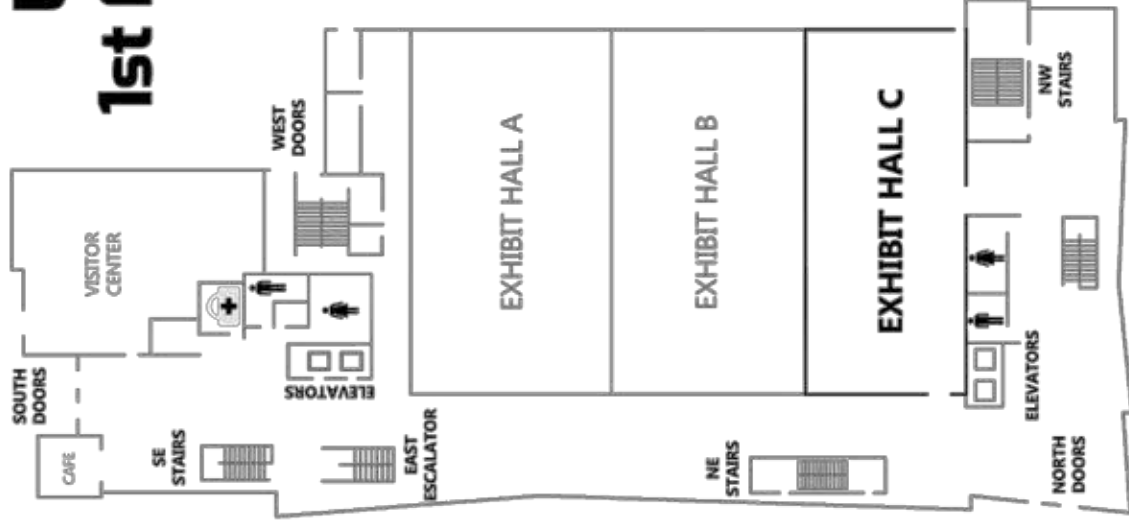
CENTER ST.



Marriott Hotel

100 NORTH

CENTER ST.



UVCC 1st Floor

100 NORTH

Wonder about the different badge colors?

Orange	Committee member
Pink	Volunteer
Dark Blue	Guests of Honor, Toastmaster, and Special Guests
Light Blue	Panelists and presenters
Green	Vendors
White	Attendee
Chairs Emeritus is indicated by the gavel icon in the upper right corner	

Contents

Letter from the Chair	1
Symposium Committee	1
Etiquette with the Pros	4
Guests of Honor: Kelly Barnhill and Brett Helquist	4
Toastmaster and Special Guests	5
Participant Bios	6
Art Show and Artists Alley	7
Readings	14
Listing of Events and Participants	15
What's a Kaffeeklatsch?	19
Mass Book Signing	31
Grid Schedule	20
Acknowledgments	38

Please Note

Please review our Child Policy and Harassment Policy, as well as the hotel's alcohol 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!

Filking

Join your fellow bards each evening for memorable music. Filking (also known as Bardic Circle) has been a tradition since before hobbits 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.

Vendor Room Hours

Aspen Room

Thursday: 10 AM to 6 PM

Friday: 9 AM to 6 PM

Saturday: 9 AM to 6 PM

Art Show Hours

Timpanogos Room

Thursday: 11 AM to 7 PM

Friday: 9 AM to 7 PM

Saturday: 9 AM to 5 PM

Gaming Room

Juniper Room

(see full schedule on page 21)

Thursday: 10 AM to 11 PM

Friday: 10 AM to 11 PM

Saturday: 10 AM to 6 PM

Guests of Honor

Kelly Barnhill

Kelly Barnhill writes books. It is a strange job, but, to be fair, she is a strange woman, so perhaps it makes sense. She is a former teacher, former bartender, former waitress, former activist, former park ranger, former secretary, former janitor, and former church guitar player. The sum of these experiences have prepared her for exactly nothing—save for the telling of stories, which she has been doing quite happily for some time now.

She received the Newbery Medal in 2017, as well as fellowships from the Jerome Foundation and the Minnesota State Arts Board and the McKnight Foundation. She is the winner of the World Fantasy Award, the Parents Choice Gold Award, the Texas Library Association Bluebonnet, and a Charlotte Huck Honor. She also was a finalist for the Minnesota Book Award, the Andre Norton Award and the PEN/USA literary prize. She has been on the *New York Times* bestseller list for a bunch of weeks now, as well as the Indie Bestseller list. She is the author of the novels *The Girl Who Drank The Moon*, *The Witch's*

Boy, *Iron Hearted Violet*, and *The Mostly True Story of Jack*, as well as the novella “The Unlicensed Magician”. She has also written a bunch of grownup-ish short stories of various descriptions (literary, speculative, odd, and otherwise) that have appeared in a variety of venues, as well as essays, poetry, and a small collection of very strange nonfiction books for elementary students. She is a teaching artist with COMPAS, a statewide community arts program.

She has three completely fabulous children, an astonishingly talented husband (his name is Ted Barnhill and he designs beautiful and sustainable houses—including the one where her family lives—and he generally rules). She also teaches, freelances, volunteers, runs, canoes, camps, gardens (though badly), and hikes into the wilderness for days and days. She also bakes pie. It's a pretty good life, actually.

kellybarnhill.wordpress.com

Brett Helquist

Brett Helquist is the illustrator of many books including *The Series of Unfortunate Events* by Lemony Snicket and

Etiquette with the Pros

One question any symposium-goer inevitably asks is, “How do I talk to authors and artists?” Getting to know them takes a few common sense rules of etiquette that will make the experience enjoyable for both of you.

First, remember that the authors and artists are only human. Just because they write fantastic books or draw fabulous pictures doesn't mean they are ready to be on stage at any moment. An author or artist may have just had a lousy night or be suffering from something the symposium committee fed them at lunch. Don't take it personally if they don't want to talk to you right then.

Also, don't try to dazzle them with your latest story idea or pet project. Many are paid to critique material; don't expect them to do it for free.

And don't make the mistake that one convention attendee made when he tried to discuss the wage differences between British and American actors with a main guest. We promise you, brilliant as they may be, authors and artists don't know everything.

When you want to meet the authors or artists, wait for a good moment when they aren't busy. If they are talking with someone else, wait patiently for them to finish, then introduce yourself. Try to say something nice before you fire away with criticism. Remember, they may be as shy of meeting you as you are of meeting them.

Most importantly, don't monopolize! Share with others these marvelous people you've just met. Rather than saying everything at once, try talking to them on several occasions. (Even your mother would rather hear from you for three minutes once a week than for three hours once a year.)

Just remember to be courteous. Respect their privacy and respect their time. They have come to the symposium to meet people, though, so don't be afraid to approach them. That is why they came!

Chasing Vermeer by Blue Balliett. He is also the author of *Grumpy Goat*, *Bedtime for Bear*, and *Roger the Jolly Pirate*. He grew up in Utah and now lives in Brooklyn, New York. When Brett has a little free time he loves to play guitar, ukulele, and banjo.

bretthelquist.com

Toastmaster

Lisa Mangum

Lisa Mangum has loved and worked with books ever since elementary school, when she volunteered at the school library during recess. Her first paying job was shelving books at the Sandy Library. She worked for five years at Waldenbooks while she attended the University of Utah, graduating with honors with a degree in English. An avid reader of all genres, she is currently the managing editor for the Shadow Mountain imprint and has worked with several *New York Times* bestselling authors. While fiction is her first love, she also has experience working with nonfiction projects. She is also the author of the bestselling Hourglass Door trilogy and *After Hello*. Besides books, Lisa loves movies, sunsets, spending time with her family, trips to Disneyland, and vanilla ice cream topped with fresh raspberries. She lives in Taylorsville with her husband, Tracy.

Special Guests

Brian C. Hailes

Brian C. Hailes, creator of the popular YouTube channel Draw It with Me, is also the award-winning writer/illustrator of the soon-to-be-released illustrated novel *Blink*, two graphic novels, titled *Dragon's Gait* and *Devil's Triangle*; and the children's picture book *Skeleton Play*. Other titles he has illustrated include *Heroic: Tales of the Extraordinary*, *Passion & Spirit: The Dance Quote Book*, *Continuum* (Arcana Studios), as well as *McKenna*, *Ready to Fly*. hailesart.com

Charlie N. Holmberg

Charlie N. Holmberg is a *Wall Street Journal* and Amazon bestselling author, whose Paper Magician series has

been optioned by the Walt Disney Company. Her stand-alone novel, *Followed by Frost*, was nominated for a 2016 RITA award for best young adult romance, and her novel *The Fifth Doll* won the 2018 Whitney award for speculative fiction. She is a board member for *Deep Magic* ezine. charlienholmberg.com

Matthew J. Kirby

Matthew J. Kirby is the critically acclaimed and award-winning author of the *Assassin's Creed* YA series, *Last Descendants*, as well as *The Clockwork Three*, *Icefall* (for which he won the Edgar Award for Best Juvenile Mystery), *The Lost Kingdom*, *Infinity Ring Book 5: Cave of Wonders*, *The Quantum League* series, the *Dark Gravity* sequence, and *A Taste for Monsters*. He has also won the PEN Center USA award for Children's Literature and the Judy Lopez Memorial Award. He is a school psychologist, and currently lives in Utah with his wife and three stepkids. matthewjkirby.com

Dr. Nik Rao

Dr. Nikhil Pillarisetti Rao is a child psychiatrist specializing in trauma, neurodevelopment, psychotherapy, and medical illness. He first trained as an evolutionary biologist, studying the origin of social systems and intelligence. Other expertise includes exercise science and eastern religions. He has also served as a consultant for multiple published authors and has the tuckerizations to prove it.

Brennan Smith

Brennan Smith supported himself through college producing ad-supported after-market Minecraft content and has been working in the games industry ever since. In addition to his day job creating immersive virtual reality training simulations for solar panel installation, he works on the side as a game designer. His current project is a time-attack rogue-like called "Final Winter," coming out this year. www.technicpack.net/modpack/blightfall.592618

Eric D. Snider

Eric D. Snider is a writer, film critic, and occasional musician whose work has been published in a couple dozen newspapers and magazines and like a million websites. He's currently the editor of *CrookedMarquee.com* and co-host of the Movie B.S. with Bayer & Snider podcast (he plays Snider). Originally from Southern California,

Eric graduated from BYU (where he started The Garrens Comedy Troupe and wrote “Snide Remarks” for the paper) and now lives in Portland, Ore. EricDSnider.com

Stacy L. Whitman

Stacy Whitman is the founder and publisher of Tu Books, an imprint of Lee & Low Books, that publishes diverse middle grade and young adult fiction. Books she has edited include American Indian Youth Literature YA Award and Top Ten Quick Picks title *Killer of Enemies* by Joseph Bruchac, and *Summer of the Mariposas*

by Guadalupe Garcia McCall, which received a starred review from *School Library Journal* and was listed on the Amelia Bloomer Project, *School Library Journal*’s Best of 2012 List, and the Lone Star Reading List. In 2013 Stacy founded the New Visions Award, which honors a new unpublished writer of color. Stacy is a founding member of the CBC Diversity Committee and currently serves as a publisher liaison to We Need Diverse Books. She holds a master’s degree in children’s literature from Simmons College. stacylwhitman.com

Participant Bios

Holli Anderson has a bachelor’s degree in nursing—which has nothing to do with writing, except for maybe adding some pretty descriptive injury and vomit scenes to her books. holli-anderson.com

Shannon Babb is your average historical fiction writing, polar exploring earth scientist. As the lead curriculum writer for Thalweg Education, she works on translating difficult scientific concepts into language everyone can understand. In her spare time, she writes disability fiction, volunteers with the Civil Air Patrol, and trains for an upcoming Antarctic expedition.

Kenny Baldwin currently serves the Theater Media Arts department at BYU as professor of the Sketch Comedy Writing class, chair for the BYU Sketch Comedy Summer Workshop, and Artistic Advisor for BYU’s premiere sketch comedy troupe, Divine Comedy. In his off-time, he works on launching his new media production company, Emberworks Creative, which focuses on producing books, live entertainment, film, and podcasts. Kenny is also a licensed attorney and works as the Assistant Director of Operations in BYU’s Copyright Licensing Office.

By day, **Jay Barnson** develops 3D training simulators using traditional and virtual reality technology. By night, he’s an indie game developer and author. Previously, he has been a full-time video game developer working on such titles as *The Tale of Desperaux* and *Twisted Metal*. His latest novel, *Blood Creek Witch*, is a tale of monsters, magic, and mayhem in modern-day West Virginia.. rampantgames.com/blog

Scott Bascom is a regular contributor to Blue Collar Prepping with a weekly column. He has a background in sales and marketing for small companies and has worked everywhere from a film studio to teaching self-defense.

Christopher Baxter is a writer, editor, and critic who has dipped his toes in fields ranging from

editing novels and writing short fiction to blogging, scripting, podcasting, and video game writing. storypolisher.blogspot.com.

J. David Baxter. Founder of July 20th Space Exploration Day holiday concept. Interest in star travel possibilities research, and low cost space transportation. Been on National Space Society Board of Directors three times. President of the NSS Chapter, Utah Space Association. Interested in space environment manufacturing and space mining. spaceexplorationday.us, utahspace.org

Rita Beeman is currently completing her MA in creative writing at Midwestern State University in Wichita Falls, Texas. She has made a study of textiles and jewelry from around the world and uses many of these elements in the composition of clothing and jewelry that she creates.

Lisa Bishop, M.S., LMFT, is a therapist who has a private practice in Pleasant Grove, Utah. She works with couples and parents and children to help them heal their negative relationship patterns. She has an excellent understanding of how relationships work and how to heal relationships that are broken. lakewoodfamilytherapy.com

Michael Boudreaux received his bachelor’s degree in biblical studies (Roman focus) and has almost completed his master’s in medieval history.

Graham Bradley has published and illustrated half a dozen books. He has worked primarily as a commercial truck driver, doing everything from long haul to cranes, oil refineries, rental equipment, and industrial blasting. He has actually blown something up and walked away without looking back. DreadPennies.com

Teyla Rachel Branton is the pen name for Rachel Ann Nunes. She grew up avidly reading science fiction and fantasy, watching *Star Trek* reruns, and dreaming about creating her own worlds. She released the first of sixty-plus books in 1996.

Teyla writes urban fantasy, science fiction, and dystopian/postapocalyptic novels. She also writes contemporary romance as Rachel Branton. teylarachelbranton.com

J. Scott Bronson is an actor (*Touched By an Angel*, *A Town Has Turned to Dust*, *Stephen King’s The Stand*, dozens of plays), an award winning playwright (2007 Association for Mormon Letters [AML] best drama award for *Stones*), and fictionist (WOTF vol. 12, *Darkness on the Edge of Light*, and AML best novel award runner-up for *The Agitated Heart*).

Shelly Brown is the author of the middle grade stories *Squint*, *Mustaches for Maddie*, and *Ghostsitter*. She is trained as an actor, a historian, and a comedian. shellybrownwriter.com

Beth Buck is the Acquisitions Director for Immortal Works Press and the author of *Faith and Patience*, a middle-grade serial published by Fiction Vortex. She has short stories published in several anthologies, including *Monsters and Mormons* (2011) and *Trace the Stars* (2019). Beth’s travels have taken her from Vienna to Egypt, but now she resides in Utah with her large family and spinning wheels.

With thirteen published books as of 2018 under the pen name **Shannen Crane Camp** and endless hours logged playing video games, Shannen lives writing and gaming (often at the same time). She has a bachelor’s degree in film, is a writer for SVG.com, and posts gaming-related content on YouTube under the name Persephone Plasmids.

Katie Carolyn worked with UVU’s speculative fiction journal, *Warp & Weave*, as an underling for two years and then as royal taskmaster in 2016. She writes female heroes with male sidekicks.

Tom Carr is an author and movie producer and runs Bag of Holding media, a production company that looks forward to making family friendly

films. He is the founder of Wasatch Paranormal, a ghost hunting team based in Salt Lake City, and host of the popular paranormal podcast Residual Haunting Revived.

Kari Christensen received a BFA in illustration from BYU and then studied at the Art Students League of New York while doing mentorships with several top artists in the field. He has done illustration and concept art for *Magic: The Gathering*, *Warhammer 40k*, *Everquest*, *Lord of the Rings Online*, and *The Elder Scrolls*. karichristensen.com

Dr. Travis Lee Clark received his BA in art history from BYU in 1994 and his master's and PhD in art history from Temple University in 2008. He has presented on the survival of pre-Columbian imagery in sixteenth-century colonial Mexico and the impact of the occult on contemporary art. He currently is a lecturer at UVU, where he specializes in non-Western art history.

Jaleta Clegg has twelve novels, three short story collections, and almost a hundred short stories in print. She writes multiple genres, including space opera, steampunk, fairies, fantasy of all flavors, and silly horror. She also creates mini creatures with yarn. jaletac.com

Michaelbrent Collings is an internationally best-selling author, Bram Stoker award and Whitney award finalist, and a produced screenwriter and member of the Writers Guild of America. Written *Insomnia*. insomnia.com

Larry Correia is the *New York Times* bestselling, award-winning author of the *Monster Hunter International* series, the *Grimnoir Chronicles* trilogy, the *Saga of the Forgotten Warrior* epic fantasy series, and the *Dead Six* thrillers, all from Baen Books. He also writes novels set in the *Warmachine* game universe. Larry was formerly an accountant, military contractor, firearms instructor, and machine gun dealer. Larry lives in northern Utah with his very patient wife and four children. monsterhunternation.com

Stan Crowe began writing at the age of five and has since let life carry him on a wild journey involving marriage and nine children, life in several different states, jobs ranging from teaching to engineering, and a pair of cats. He doesn't ever write about the cats. Nonetheless, he's put his signature on *sf/f*, romance, and even mysteries, and games with his kids in his spare time.

J. L. Curtis is an old fart who grew up in the ARKLATEX area and is a retired Naval Flight Officer, a retired defense contractor who spent twelve years in research and development testing, and an NRA instructor. He writes both current western fiction—the *Grey Man* series—and military science fiction—the *Rimworld* series. He's also written short stories and novellas in a variety of genres. oldinfo.org

Ryan Decaria is host of the *Meeple Nation Board Game* podcast, where he covers the hot new games, news, and kickstarters, and discusses the board game world. Ryan is also author of *Devil in the Microscope*, a YA mad-science fiction novel, and the sequel arriving later this year. madsiencefiction.com, meeplenation.com

Dee is a retired Air Force MSgt with a twenty-year military career. He completed a BS in social psychology and a MS in psychology during that time. Deployments to Saudi Arabia, Iraq, and Afghanistan—plus three years in Korea—have provided him breadth of experience to draw from for his writing. In 2016, Dee was named Utah Poet of the Year for his poetry collection *My Bright Red Scream*. DuaneRygh.com

Steve Diamond is the author of the YA supernatural thriller *Residue*. He writes for Baen, Wordfire Press, Gallant Knight Games, and numerous other small publications. Steve lives in Utah with his wife and children. He works for the Department of Defense and religiously follows the Oakland A's and New Orleans Saints.

Dave Doering is the founder of *Life, the Universe, and Everything*, a writer and creator conference based in Provo. He also started the *Leading Edge* magazine at his alma mater Brigham Young University. It is one of the oldest student-run publications in the US. His successful career as a business and technical writer stems from his work as editor on the *Leading Edge*.

Devon Dorrity is a sculptor of fantastic beasts and beautiful creatures. His sculpture and design work has been included in the *Spectrum Art Annual* four times and his *Queen of the Seas* bronze sculpture has been on exhibit in NYC museums and won the 2014 Chesley for dimensional art. He has done graphic design for over twenty years and has done numerous professional book cover designs. devondorrity.com

Maxwell Alexander Drake is an award-winning novelist, was the lead fiction writer for Sony's *EverQuest Next* MMO, has written for other game properties such as *Shadow Run*, teaches writing all over the world, and is currently working in film and TV, having sold two movie scripts this year and working as the story creator for two TV shows. maxwellalexanderdrake.com

Brian Lee Durfee is the author of *The Forgetting Moon* and *The Blackest Heart*, volumes one

Art Show and Artists Alley

The LTUE Art Show (Timpanogos) displays a wide variety of art by artists both familiar to our community and taking their first steps in showing their work. Participants in this year's show include a number of LTUE presenters and panelists, as well as other local artists. Come by to see their work in person, chat with the artists during featured spotlights (schedule posted in the Art Show)—and maybe leave with a piece or two!

Also be sure to stop by and say hello to the folks in the Artists Alley, where local artists display their work while demonstrating their craft.

& two of *The Five Warrior Angels*, published by Simon & Schuster's Saga Press. As an artist, he has done illustrations for *Magic the Gathering*, *Tolkien Enterprises*, *Dungeons & Dragons*, and many more. His art has been featured in *SPECTRUM: Best in Contemporary Fantastic Art #3* and *Writers of the Future* volume 9. brianleedurfee.weebly.com/index.html

Tom Durham is an award-winning writer, filmmaker, and media producer. He creates stories in many mediums—including books, TV, film, and live theatrical experiences for audiences in the thousands. His ambitious indie feature *95ers* has earned fans in many countries, including a few time travelers. Tom is also involved in teaching creative approaches to creative empowerment, productivity, and philanthropy. tomdurham.com

Carl Duzett was sent from the future to assassinate the mother of an eventual resistance leader. He married her instead and now designs games and writes speculative fiction with an unfair advantage. carlduzett.net

James Eck GMs at least two games a week and writes a blog (*Mind Weave RPG*) of both homebrew content and GMing advice from a game design perspective. mindweaverpg.wordpress.com

Dr. Dirk Elzinga is an associate professor of linguistics at BYU. His professional interests are the documentation, description, and analysis of the indigenous languages of Utah and the study of the design and use of constructed languages.

Natasha Ence cut her teeth on *Dungeons & Dragons* before moving to other rules systems like *Mutants & Masterminds*. Table-top gaming and a voracious love of stories lead her to study literature, teaching, and creative writing at university; this gave her the solid foundation she needed to become a full-time professional game master. talesoffthetable.weebly.com

Rosalyn Eves is both an educator and a writer: with a PhD in English from Penn State, she teaches writing at Southern Utah University; she is also the author of *Blood Rose Rebellion* and *Lost Crow Conspiracy*, the first two books in a YA historical fantasy trilogy with Knopf/Random House. rosalyneves.com

David Farland is an award-winning, international bestselling author with over fifty novels in print. He has won numerous awards for his work. He is best known for his *New York Times* bestselling fantasy series *The Runelords*. davidfarland.com

Moshe Feder has been an *sf/fantasy* reader since he was a kid in the late '50s, an active fan since 1970 when he saw John W. Campbell Jr. in the flesh at a Lunacon, and a pro since 1972 when he started working part time as assistant editor for *Amazing* and *Fantastic*. His first, and so far only, short story appeared in *Orbit 16* in 1975. He's currently a consulting editor for Tor Books, where he's proud to edit the work of Brandon Sanderson, Dan Wells, Gary K. Wolfe and Archbishop John J. Myers, Juliet McKenna, David Gerrold, and Robert Silverberg.

Richie Franklin has worked for over twenty years in the film and theater industry alongside a career in corporate education and entertainment. He has published poems, short stories, and a middle grade novel. Additionally, he has written interactive fiction and tabletop RPGs for popular RPG publishers. Richie will be releasing two more novels in 2019. richiefranklin.net/writer/

Daniel C. Friend has worked as an *sf/f* editor in Utah for over six years, editing stories by authors such as Frank Herbert, Dan Wells, Mary Robinette Kowal, Dave Butler, and Robison Wells. dcfeditor.wixsite.com/dcfeditor

Gordon Frye has been interested in historical weapons of all sorts from a very early age. He took his master's degree in western history with him into film work. He currently teaches US, world, and naval history at Navy College at Naval Base Kitsap in Bremerton, WA. historypundit.webs.com

Nancy Fulda is a Hugo and Nebula nominee who has been honored by Baen Books and the National Space Society for her writing. nancyfulda.com

M. Todd Gallowglas is a professional storyteller and the bestselling author of the *Tears of Rage*, *Halloween Jack*, and *Dead Weight* series. He lives with his wife, three children, and more pets than they need. mtoddgallowglas.com

V. J. O. Gardner is an award winning author of several books including *Servant Queen*, *Dracóna's Rebirth*, and award-winning *Blood of Ancient Kings*. Valerie is a formatting intern for Ink Smith and has been an invited speaker at events as an expert in world building and character development. talesofasculum.com

A combination of Phillip K. Dick, Clive Cussler, and Scott Westerfeld, **Jared Garrett's** science

fiction and fantasy stories have been read by thousands. He is the author of the bestselling *Beat* series, as well as the *Guide* and the *Sword* series and *The Seer*. jaredgarrett.com

National award-winning storyteller **Stephen Gashler** is an author, playwright, filmmaker, composer, songwriter, professional cage fighter, and compulsive liar. His works include the YA novels *The Bent Sword*, *Prisoner of the Molepeople*, *Gideon Versus the Gods of Cool*, and the musicals *Valhalla—a Nordic Rock Opera*, *Take My Death Away*, and *Bums!* stephengashler.com

Paul Genesse is the bestselling author of the *Iron Dragon* series, almost twenty short stories, and is the writer/producer/director of *The Star Wars Rock Opera*. He's also the co-author of the science fiction novel *Sakura: Intellectual Property*, the post-humously published and final creative project of his great friend Zachary Hill. paulgenesse.com

Jessica Day George is the bestselling author of over a dozen fantasy books for middle grade and teen readers. Additionally, she has collected dragons and books about dragons since she was four, eats at least 8 oz. of dark chocolate a day, adores very small dogs and well-behaved children, can read whilst walking the dog and doing household chores, and can knit her own socks. jessicadaygeorge.com

McKelle George is a reader, editor, perpetual doodler, and associate librarian at the best library in the world. She mentors with Salt Lake Teen Writes and her debut young adult novel *Speak Easy*, *Speak Love* came out from Greenwillow/HarperCollins in 2017. She currently lives in Salt Lake City. mckellegeorge.com

As an Emmy award-winning Sundance alumnus, **Kohl Glass** is a passionate and experienced filmmaker. His film *Der Ostwind* was chosen to be an Official Selection of the Sundance Film Festival. He has since directed two feature films: *Orc Wars* (aka *Dragonfyre*), which had over fourteen million views on YouTube, and *You May Now Kill the Bride* (MarVista), which aired on Lifetime. vimeo.com/184959601

Robin Glassey graduated with a degree in psychology and is the author of *The Azetha* series. She now spends her time analyzing her four teenage boys and writing clean YA fantasy. She's addicted to science fiction and fantasy, french fries, and *Doctor Who*.

Peter Grant has been in the military, serving in combat zones for over eighteen years; worked in the computer industry; served as a pastor; and been a full-time writer for the past decade. sedgefieldpress.com

Marion G. Harmon is the author of the *Wearing the Cape* series and the writer of *Wearing the Cape: The Roleplaying Game* and the *Barlow's Guide to Superhumans* sourcebook. wearingthecape.com

As a professional costume designer and clothing historian for over twenty-five years, **Jonna Hayden** has designed and built over two hundred shows for opera, ballet, and theater. She has been a resident artist for school districts, a regular panelist at *sf* conventions, and a private consultant on clothing history for many authors.

Mikki Helmer is a writer-rider-podcaster combo unit. Her interests in fantasy, science fiction, and the paranormal developed from a childhood of imaginary exploits and continue to influence her professional career. She resides in central Utah and is a staunch supporter of LGBTQ+ rights and equal representation of minorities in stories with triumphant endings. mikkihelmer.com

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Jemma Young is a freelance illustrator as well as the creator and artist for the webcomic *Children of Eldair*. She has colored comics professionally and has done book covers, cartography, design work, and illustration. jemmayoung.com

Kjirstin Youngberg is a photojournalist and non-fiction author with a great many friends in the fields of physics, astronomy, ufology, and screen-writing. She has worked in the film industry since the early '70s and is a costume designer. Her latest book is a memoir about her childhood encounter with extraterrestrials near two air force bases in the Mojave Desert.

Shortly after graduation, **Kaitlund Zupanic** discovered that her love for animation and 3D modeling hadn't been as strong as her love for painting. In fall of 2015, she took a fine art illustration course with Howard Lyon. She honed her skills and branched out into oil painting. Using past and present masterwork painters as her new inspiration, she now hopes to make her fantastical ideas come to life. kaitlundzupanic.com

In Memoriam

To the patron saints who touched our lives before bravely going into that great beyond.



Marion K. "Doc" Smith—BYU professor of English and the force behind the symposium.

Betty Pope—a librarian at BYU and the main reason BYU has a science fiction and fantasy collection. We miss her sweet smile and gracious support.

Sue Ream—a BYU professor of English who generously opened her home to guests and committee members alike.



Linda Hunter Adams—director of the BYU Humanities Publication Center, who gave us the tools, a space, and encouragement to pursue our dreams.

Jonathan Langford—second chair of LTUE, who had immense intellect, good humor, and boundless enthusiasm and support for the *sf/f* community.

Readings

Come take a break from panels and presentations to enjoy readings from some of our fantastic guests. You won't be disappointed.

THURSDAY

10:00 AM Kelly Barnhill and Charlie N. Holmberg

3:00 PM Emily R. King and Kathryn Purdie

4:00 PM David Farland and Darci Stone

FRIDAY

10:00 AM Dan Wells and Christopher Husberg

Noon Michaelbrent Collings and Paul Genesse

2:00 PM L. E. Modesitt Jr. and Scott R. Parkin

SATURDAY

10:00 AM Lisa Mangum and Caitlin Sangster

Noon Jessica Day George and Natalie Whipple

3:00 PM J. Scott Savage and Mike Thayer

4:00 PM Eric James Stone and Janci Patterson

Listing of Events with Participants

See postings near the registration table for any last-minute changes. Want a mobile-friendly, customizable version of the schedule? Check out our instance of KonOpas at <http://ltue.net/konopas/>, or find the LTUE app in an app store near you!

Thursday, February 14, 2019

9:00 AM (TH)

Archaeoastronomy of Oral Tradition and Fremont Indian Petroglyphs

Some petroglyphs are used with light and shadow as calendric devices to predict solstice and equinox days. How ancient oral cultures used astronomy in their ritual calendars and daily lives. (Academics, Oak)

John Lundwall

Critique Sessions vs. Pitch Sessions

(Professional Development, Zion)

Come learn about critique sessions and pitch sessions and how to prepare for both.

Emma Hoggan; Lisa Mangum (M); Stacy Whitman; Moshe Feder

Evolution of Science Fiction

If we want to move forward into the future, we have to know where we're coming from. Trace the evolution of science fiction for your audience so that they know what qualifies as going where no one has gone before. (Books, Maple)

Michaelbrent Collings (M); Dr. Eric G. Swedin; Daniel C. Friend; Luke Peterson

Fantastic Flash: Writing Very Short Genre Fiction

Flash fiction is a challenging form to write, with additional challenges unique to science fiction and fantasy. Come learn from some of the editors of Flash Fiction Online—one of the top flash fiction markets—how to do it, how to avoid common mistakes, and how to increase your odds of publication. (Writing, Birch)

Suzanne Vincent

Guillermo del Toro: Master of Character and Story

Guillermo del Toro's *The Shape of Water* was the first science fiction film to ever win an Academy Award for Best Picture. Del Toro has been a genius artist and storyteller his whole life. What skills can we learn from his career? (Theatre/Media Arts, Elm)

Paul Genesse; Richie Franklin (M); Megan Lloyd; Eric D. Snider

Invented/Inventing Language Workshop (1½ hours)

Many fictions (stories, video games, novels) use invented languages to add depth and realism to a created world. One need only think of the Elvish languages of Tolkien's Middle Earth, Klingon from the Star Trek franchise, or Dothraki and High Valyrian from HBO's adaptation of *Game of Thrones* to appreciate the contribution an invented language can make in world building. (Worldbuilding, Amphitheater)

Dr. Dirk Elzinga

On Death and Dying: Watching Over the Terminally Ill

What does terminal illness look like? What does death look like from the perspective of someone watching it happen? What is the general path that can be expected from someone who is terminally ill, in their final months of life? (Worldbuilding, Cedar)

Amanda Fuesting

Patreon for Game Designers

Patreon is a popular way for creative people to make money in the modern world. How can game designers best utilize it? (Gaming, Sycamore)

Steve Wilcox (M); Devon Stern; Benjamin Kocher; B. A. Simmons; Natasha Ence

Superhero Finances for Creative Professionals

Do you dream about quitting your day job to pursue your passion of being an artist, writer, or professional in the industry? Are you already in the business and need help figuring out how to budget between paid contracts, deal with taxes, get credit, or determine the best way to raise and save cash for future projects? Come to our panel on superhero financial planning and best practices for artists, writers, industry professionals, and all others interested. (Art, Bryce)

Brenda Stanley (M); Brandon Ho; Stephen L. Gashler; Aaron Johnston; Brett Helquist

10:00 AM (TH)

Book Cover Design and Layout

Learn about book cover design and layout, which is different from the cover art. Design and layout encompasses the instructions you give to the artist and what you do with the

cover art afterwards to turn it in to an eye-catching cover. (Art, Cedar)

Devon Dorrity

Creating a Visual Spectacle

Setting is key to speculative fiction. In a book, you just write to the extremes of your imagination. In a film, spectacle takes many people, a lot of money, and masterful ingenuity. (Theatre/Media Arts, Canyon)

Jonna Hayden (M); Megan Lloyd; Kohl Glass; David Farland; Tom Durham

Creating Realistic Friendships

Frodo and Sam, James and Sirius, Calvin and Hobbes; Great friendships make great stories. There are different kinds of friendships. How to write realistic ones, whether BFFs or just acquaintances. (Writing, Birch)

Jessica Day George; Shannen Camp; Paul Genesse (M); Allison K. Hymas; Dan Wells

Death, Taxes, and Other Legal Matters

You can't stop the inevitable, but you can be prepared. Find out more about dealing with taxes, contracts, and preparing for your future. (Professional Development, Oak)

Michaelbrent Collings; Sandra Tayler; Steve Diamond; Steve Setzer (M)

How To Write a Video Game

How can one craft a compelling narrative that keeps players interested, fits well with the gameplay, and is properly paced? (Gaming, Zion)

Jay Barnson; Stan Crowe (M); Marlena Money; Christopher Baxter; L. Palmer

Invented/Inventing Language Workshop (cont.)

(Worldbuilding, Amphitheater)

Readings: Kelly Barnhill and Charlie N. Holmberg

Come take a break from panels and presentations to enjoy readings from award-winning authors Kelly Barnhill and Charlie Holmberg. Guest of Honor Kelly Barnhill writes *Middle Grade SF&F* and will be reading samples from, "Dreadful Young Ladies," among other things. Charlie Holmberg, our 2018 Toastmaster, writes fantasy geared to adults. She is planning a giveaway and will let the audience

decide what she reads, with a possible sneak peek from her newest work in progress. You won't be disappointed. (Readings, Sycamore)

Charlie N. Holmberg; Kelly Barnhill

Swain's Scene-Sequel: Keeping an Emotional Rhythm

The Scene/Sequel method is a way to think about the balance between action and reaction when planning a story. (Writing, Arches)

Peter Orullian; Brian McClellan; Howard Tayler (M); Emily R. King

The Development of LDS Speculative Fiction

LTUE has been a part of speculative fiction in the LDS community for decades now—but its history began way before that. Talk about the major speculative trends in LDS literature and the reasons behind its contemporary popularity in our culture. (Books, Maple)

Daniel C. Friend; Eric James Stone; Stephen L. Gashler; Scott R. Parkin; Robert Starling (M)

The History of the Spinning Wheel

Everyone loves spinning wheel-related fairy tales, and they have been retold with reckless abandon. There's one problem: not one of those retellings features an accurate representation of spinning. This side of the industrial revolution, hardly anyone knows how a spinning wheel works why and why it was so important to pre-industrial civilization. Learning how wool becomes sweaters, how to turn straw into gold (not a joke!) and where Walt Disney went wrong. (Worldbuilding, Elm)

Beth Buck

Writer Meetup: Epic Fantasy

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

11:00 AM (TH)

A Punch in the Face: Writing Gripping Fight Scenes

Action, well done, will draw in the audience and keep them on their seats. Not so well done, it leads to boredom and fatigue. How to keep your work in the first category and avoid the second. (Writing, Zion)

Jared Quan (M); Christopher Husberg; Lynette White; Eric James Stone

Adapting Movies and Books into Games

Many books and movies have been adapted into games. How can you do it in a way that respects the source material while creating a compelling player experience? (Gaming, Arches)

Brennan Smith; Christopher Baxter; Marion G. Harmon; Randy Tayler (M); David Farland

DIY Movie Props That Look Money! (1½ hours)

It's not just a student film method. Big budget, sf films alter everyday items, trash, and cheap materials to make futuristic props. Learn tips and techniques for creating props for film, theater, cosplay, or Halloween. (Theatre/Media Arts, Amphitheater)

Kjirstin Youngberg; Robert Starling

Illustration Process: Go from Idea to Finished Painting without Losing Your Way part 1 (1½ hours)

Learn why having a repeatable art process is important. Greg will be showing the steps he takes from start to finish that affords the best possible chance of capturing vision without getting off in the weeds. (Art, Maple)

Greg Newbold

Institutionalized: Writing an Ensemble Cast

How to handle a large cast while keeping everyone distinct with a compelling arc. Also, how to handle the main character, their point of view, and their relationships with the rest of the main cast. (Writing, Bryce)

Brian McClellan; Howard Tayler; Natasha Ence (M); Aaron Johnston; Dan Wells

Manga and Graphic Novels: What to Read First

There's such a plethora of graphic novels, comics, manga, and more that it's hard to know where to start reading. Get insights about which are the most compelling, experimental, and addicting graphic novels to plunge into. (Books, Elm)

Joe Monson (M); Mikki Helmer; Katie Carolyn; Robert J Defendi

Spoiling Your Food . . . but Not Too Much: The History of Food Fermentation and Preservation

Cities, fortunes, and civilizations were built to produce salt. What made this common mineral so valuable that even the words "salary" and "soldier" have salt in their roots? Until the invention of refrigeration, salt was the only way to preserve food. From sauerkraut to kimchi; beef jerky to soy sauce; and, of course, cheese; learn the techniques used worldwide to preserve food. (Worldbuilding, Oak)

Nathan Kingsley

What I Wish I'd Known When I Began Indie Publishing

So, you want to be an indie author? That's great. However, there's a ton of pitfalls that face authors as they step into the indie

publishing arena. Before you hit publish, come learn about all the mistakes you need to avoid from an indie author who has gone from struggling to successful by learning from hers. (Professional Development, Birch)

M. A. Nichols

Writer Meetup: Short Fiction

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

12:00 PM (TH)

Breaking Down the Drafting Process

What are the goals of a first draft? A second? How many drafts do you need to make a good story? (Writing, Exhibit Hall C)

Charlie N. Holmberg; Lisa Mangum; Ginny Smith (M); Moshe Feder

DIY Movie Props That Look Money! (cont.) (Theatre/Media Arts, Amphitheater)

Egyptian Mythology

An introduction to Egyptian mythology and how it can be used as inspiration for stories. (Worldbuilding, Arches)

John Lundwall; Beth Buck; Peter Orullian (M); Dr. Nikhil Rao

Homesteading the Moon: Claiming Property in Space

The time will soon be at hand when we will be able to settle the Moon and Mars and to mine asteroids. How will people maintain claims to property? (Worldbuilding, Zion)

John M. Olsen (M); J. David Baxter; Kjirstin Youngberg; Steve Setzer

Illustration Process: Go from Idea to Finished Painting without Losing Your Way, part 2

Learn why having a repeatable art process is important. Greg will be showing the steps he takes from start to finish that affords the best possible chance of capturing vision without getting off in the weeds. (Art, Maple)

Greg Newbold

Mark Twain and Latter-day F&SF: Embracing the Monster

(Academics, Sycamore)

Alan Manning; Nicole Amare

Movie Adaptations That Don't Suck

It's a stereotype of movie adaptations of books: they're not usually very good. That doesn't stop people from searching for them, though! Discuss your favorite movie adaptations of books that really set themselves apart—and what it was that made them that way. (Books, Birch)

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Michaelbrent Collings; Brandon Ho (M); Richard Teasdale; Aaron Johnston; Tom Durham

Not Just Shock: Writing Good Grimdark

Grimdark isn't just shocking deaths and violence. How to create compelling stories in a grimdark environment. (Writing, Elm)

Christopher Husberg; Maxwell Alexander Drake (M); Tony Daniel

On the Road Again

Book launches, signings, tours, school visits, and conferences . . . are they worth it? Take some tips from veteran road warriors on how to make the most of your time away from home. (Professional Development, Canyon)

L. E. Modesitt Jr.; M. Todd Gallowglas; Stephen L. Gashler (M); Robison Wells

Orson Scott Card Illustrated: Book Cover Art in Card's Publications

Speculative fiction author Orson Scott Card's work has been published worldwide, often in multiple editions and translations. Drawing on Brigham Young University's extensive Card collection, this session will examine some of the book cover art used to promote his work, which often differs according to nationality and language, as well as give information on how audience members can come to BYU and use the collection. (Academics, Oak)

Robert L. Maxwell

The Esports Scene

Competitive gaming is a growing industry. Where did it come from, why is it popular, and what is its future? (Gaming, Bryce)

Benjamin Kocher (M); J. R. Johansson; Natalie Whipple; Mari Murdock; Dan Wells

1:00 PM (TH)

A Realm Where SF/F Prevails: Music Videos

The artistic medium of music videos is teeming with works in the SF/F genre. Explore this unique form that lends itself so well to speculative scenes and settings. (Theatre/Media Arts, Canyon)

Richard Teasdale; Stephen L. Gashler (M); Stephanie Ollerton; Mark Walton

Antarctic Mythology and Folklore

Few people are aware of the mythology and folklore of those who will settle Antarctica. What myths and legends might Antarctic settlers develop over the centuries? (Worldbuilding, Birch)

Shannon Babb; John Lundwall; Joe Monson (M); Dr. Nikhil Rao

Dynamic Story Creation (1½ hours)

Before you start writing your story, you need a clear idea of what your job is as a Story Creator.

Get insight into what it means to be a professional writer, generating a strong foundation for you to build your writing career. From why readers read stories, to understanding how stories must be created so readers will read yours, learn the psychology of what it means to create stories for others. (Writing, Cedar)

Maxwell Alexander Drake

Embracing Faith in Sanderson's Mistborn Trilogy

(Academics, Sycamore)

Gerrit van Dyk

Every Dumb Thing I Did on My Way to Getting an Agent. And Some Smart Things Too!

A step by step break down of one writer's journey to excellent representation. (Professional Development, Zion)

Laura McGill

How to Publish a Coloring Book

Learn from an industry expert how to effectively design, publish, and market your art in the form of a coloring book. (Art, Elm)

Bobbie Berendson Wilcox

Intro to Playing Magic: The Gathering

A crash course in the world's most popular collectible card game. (Gaming, Oak)

Jess Lindsay (M); Carl Duzett; Richie Franklin; Ryan Decaria

Launching an Indie Game

The business aspects of launching an independent video game from funding to promoting to distributing. (Gaming, Amphitheater)

Jay Barnson; Brennan Smith; Steve Wilcox; Natasha Ence (M)

Prisoners and Prison Guards

We will explore the relationship between prisoners and prison guards, and how their relationships have changed over the centuries. (Worldbuilding, Maple)

Ian McMurtrie; JJ Safley; Dan Jeffery (M); Luke Peterson; Robison Wells

Romance for Prudes: Love for a Conservative Audience

Usually, when people think of romance novels, they think of tawdry bodice rippers, but a large (and growing) audience is looking for love without the sex. How to write heart-fluttering romance stories without the steam. (Writing, Arches)

Keary Taylor; M. A. Nichols (M); Brenda Stanley; Shannen Camp; Jennie Stevens

The Invention of Genre

The idea of "genres" didn't just arise out of nowhere. What are the origins of this

pervasive idea, and how does that affect your ability to classify what you read? (Books, Bryce)

Dan Willis; Brian McClellan; Mari Murdock (M); Marion G. Harmon

2:00 PM (TH)

Alternative Worlds: Unconventional Science Fiction and Fantasy

There are few things more discouraging than opening up a new book and getting the feeling that you've already been there and done that. Avoid this by learning about the speculative fiction worlds that really took you somewhere else—somewhere alien and impossible. (Books, Birch)

M. Todd Gallowglas; Michaelbrent Collings; Charlie N. Holmberg; Joe Vasicek; Scott R. Parkin (M)

Brett Helquist Interview

(Elm)

Brett Helquist; Alicia McIntire

Can You Tell Me How to Show?

No one likes to read a long explanation of anything. This will cover the art of showing while still getting all of the important information out there. (Writing, Arches)

Holli Anderson (M); Emma Hoggan; Kathryn Purdie; Suzanne Vincent; Kelly Barnhill

Dynamic Story Creation (cont.)

(Writing, Cedar)

Editors, Agents, and Publishers, Oh My, part 1

Find out what authors have to say about selecting and working with editors, agents, and publishers. (Professional Development, Bryce)

L. E. Modesitt Jr.; Caitlyn McFarland (M); Janci Patterson; Ginny Smith; Robison Wells

Film School in 45 Minutes

When to greenlight. Don't cross the line. What's a gaffer? "We'll fix it in Post." Flood your brain with the basics of filmmaking in 45 minutes. (Theatre/Media Arts, Zion)

Kjirstin Youngberg (M); Brandon Ho; Kohl Glass; Robert Starling; Tom Durham

Here Comes the Boom: Industrial Explosives and How to Write Them in Fiction

Explosives: not just for westerns and war zones! Even today, mining and real estate use blasting to reshape the earth. Learn some important details on how. (Worldbuilding, Maple)

Graham Bradley

Kaffeeeklatsch with Eric D. Snider

An informal chat with one of our special guests. Space is limited; first come, first served.

What's a Kaffeeklatsch?

A kaffeeklatsch is an informal chat, generally around coffee or (in our case) cocoa. Sign up to have a chat with some of our special guests. Space is limited; first come, first served. Sign up outside the Boardroom each morning.

Thursday 2:00 PM: Eric D. Snider
Thursday 3:00 PM: Charlie Holmberg
Friday noon: Brennan Smith
Friday 1:00 PM: Stacy Whitman

Friday 2:00 PM: Michaelbrent Collings
Friday 3:00 PM: Kelly Barnhill
Friday 4:00 PM: Matthew Kirby
Saturday noon: Brett Helquist

Saturday 1:00 PM: Dr. Nikhil Rao
Saturday 2:00 PM: Brian C. Hailes
Saturday 3:00 PM: Lisa Mangum

Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Eric D. Snider

Portfolio Critiques by Experts

Submit your art portfolio and hear constructive critiques from professional artists. (Art, Canyon)

Devon Dorrity (M); Jemma M. Young; Bobbie Berendson Wilcox; Greg Newbold; Kari Christensen

Writing a Diverse Cast without Stereotyping

Everyone is influenced by their culture, but they are also individuals with their own minds. How to write characters from diverse cultures (real or imagined) while making them unique. (Writing, Sycamore)

Shannon Babb; Dr. Nikhil Rao; Mari Murodock (M); Stacy Whitman

3:00 PM (TH)

Celebrating Recent Award-Winning Books

Every year brings a new collection of fiction to dig into. It can be difficult to know what to spend your time reading. Come and check out recent award-winning books that will definitely reward their readers. (Books, Canyon)

Jessica Day George; Laura McGill (M); Katie Carolyn

Creating Gaming Content

Creating video game content on sites like Twitch and YouTube is a popular activity. How can you make your content stand out and grow your brand? (Gaming, Cedar)

Mike Thayer; Shannen Camp; Natasha Ence; Ryan Decaria (M)

Elements of Horror for Everyday Use

Horror doesn't just have to be for horror stories. The elements of the genre for general use. (Writing, Birch)

Jared Quan (M); Jo Vanderhooft; Steve Diamond; Caitlin Sangster; Tony Daniel

Trace the Stars Anthology Launch

Join us for the launch of *Trace the Stars*, the first LTUE benefit anthology. Mingle with

contributors and see the unveiling of the cover for *A Dragon and Her Girl*, the second anthology in the series. (Elm)

Beth Buck, Daniel C. Friend, David Farland, Dr. Eric G. Swedin, Emily Martha Sorensen, James Wymore, Joe Monson, Julia H. West, M. K. Hutchins, Nancy Fulda

Fundamentals of Self-Defense Law

To one degree or another, every society recognizes the right to self-defense, yet this is a field of law filled with dangerous myths. We will discuss what differentiates self defense from murder, fighting, and accidents. (Worldbuilding, Amphitheater)

Ian McMurtrie; Michaelbrent Collings (M); Erin Palette; J. L. Curtis

Kaffeeklatsch with Charlie N. Holmberg

An informal chat with one of our special guests. Space is limited; first come, first served. Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Charlie N. Holmberg

Kelly Barnhill Interview

Join us for an interview with guest of honor Kelly Barnhill. (Maple)

Luke Peterson; Kelly Barnhill

Readings: Emily R. King and Kathryn Purdie

Come take a break from panels and presentations to enjoy readings from authors Emily R. King and Kathryn Purdie. They write YA fantasy, often with elements of romance. Emily will be doing a giveaway of the first two books in her series. You won't be disappointed. (Readings, Sycamore)

Kathryn Purdie; Emily R. King

Sending Messages to the Future

Our society is doing a lot—both good and bad—that will affect future generations. What can we do to pass along this knowledge to descendants we very likely won't meet? (Worldbuilding, Bryce)

J. David Baxter (M); Darci Stone; Kjirstin Youngberg

The Multidisciplinary Creator

You're a creator. You write, paint, sculpt, and think up math formulae. Are you a jack-of-all-trades, or master of none? Can you leverage one to support another, or are they separate endeavors? (Professional Development, Oak)

John M. Olsen (M); M. Todd Gallowglas; Peter Orullian; Jaleta Clegg; Richie Franklin

The Sagging Middle of Novels

You know the beginning and the end, but how do you get from one to the other? Authors give their favorite strategies for working up to the midpoint and breaking into the third act. (Writing, Zion)

Mary Robinette Kowal; J. Scott Savage (M); Kelsy Thompson; Ginny Smith; Stacy Whitman

Why Creative Jobs Aren't Safe from A.I.

Machines have been a threat to physical jobs. Will computers someday take over art? Will filmmaking be done without human creativity, complete with artistic metaphors, great acting, and breathtaking music? (Theatre/Media Arts, Arches)

Devon Dorrity; Jonna Hayden (M); Stephan Fassmann; Eric James Stone; Mark Walton

4:00 PM (TH)

Brett Helquist Presentation

Come learn illustration tricks of the trade from renowned artist and guest of honor Brett Helquist. (Art, Maple)

Brett Helquist

Cheap and Easy Chroma Key/Green Screen

Make and use a green screen/blue screen at home. Come get the rundown on equipment choices, clothing, camera and lighting set up, and available software. (Theatre/Media Arts, Cedar)

Jared Quan (M); Richie Franklin; Stephen L. Gashler; Stephanie Ollerton

Editors, Agents, and Publishers, Oh My, part 2

You've heard from the authors. Now hear from the insiders what they want you to know

Thursday, February 14, 2019

	Amphitheater	Arches	Birch	Boardroom	Bryce	Canyon	Cedar	Elm	Exhibit Hall C	Maple	Oak	Sycamore	Zion
9 am	Invented/Inventing Language Workshop		Fantastic Flash: Writing Very Short Genre Fiction		Superhero Finances for Creative Professionals	"Kill Your Darlings": What Makes a Meaningful Death?	On Death and Dying: Watching Over the Terminally Ill	Guillermo del Toro: Master of Character and Story		Evolution of Science Fiction	Archaeoastronomy of Oral Tradition and Fremont Indian Petroglyphs	Patreon for Game Designers	Critique Sessions vs. Pitch Sessions
10 am		Swain's Scene-Sequel: Keeping an Emotional Rhythm	Creating Realistic Friendships	Writer Meetup: Epic Fantasy		Creating a Visual Spectacle	Book Cover Design and Layout	The History of the Spinning Wheel		The Development of LDS Speculative Fiction	Death, Taxes, and Other Legal Matters	Readings: Kelly Barnhill and Charlie N. Holmberg	How To Write a Video Game
11 am	DIY Movie Props That Look Money!	Adapting Movies and Books into Games	What I Wish I'd Known When I Began Indie Publishing	Writer Meetup: Short Fiction	Institutionalized: Writing an Ensemble Cast			Manga and Graphic Novels: What to Read First		Illustration Process: Go from Idea to Finished Painting without Losing Your Way	Spoiling Your Food . . . but Not Too Much		A Punch in the Face: Writing Gripping Fight Scenes
noon		Egyptian Mythology	Movie Adaptations That Don't Suck		The Esports Scene	On the Road Again		Not Just Shock: Writing Good Grimdark	Breaking Down the Drafting Process		Orson Scott Card Illustrated: Book Cover Art in Card's Publications	Mark Twain and Latter-day F&SF: Embracing the Monster	Homesteading the Moon: Claiming Property in Space
1 pm	Launching an Indie Game	Romance for Prudes: Love for a Conservative Audience	Antarctic Mythology and Folklore		The Invention of Genre	A Realm Where SF/F Prevails: Music Videos	Dynamic Story Creation	How to Publish a Coloring Book		Prisoners and Prison Guards	Intro to Playing Magic: The Gathering	Embracing Faith in Sanderson's Mistborn Trilogy	Every Dumb Thing I Did on My Way to Getting an Agent
2 pm		Can You Tell Me How to Show?	Alternative Worlds: Unconventional Science Fiction and Fantasy	Kaffeeeklatsch with Eric D. Snider	Editors, Agents, and Publishers, Oh My, part 1	Portfolio Critiques by Experts		Brett Helquist Interview		Here Comes the Boom: Industrial Explosives and How to Write Them in Fiction	"Hello, Little Girl": Deconstructing Women of Fantasy in Sondheim's <i>Into the Woods</i>	Writing a Diverse Cast without Stereotyping	Film School in 45 Minutes
3 pm	Fundamentals of Self-Defense Law	Why Creative Jobs Aren't Safe from A.I.	Elements of Horror for Everyday Use	Kaffeeeklatsch with Charlie N. Holmberg	Sending Messages to the Future	Celebrating Recent Award-Winning Books	Creating Gaming Content	<i>Trace the Stars</i> Anthology Launch		Kelly Barnhill Interview	The Multidisciplinary Creator	Readings: Emily R. King and Kathryn Purdie	The Sagging Middle of Novels
4 pm	Hacking in Fiction	Editors, Agents, and Publishers, Oh My, part 2	Monetizing without Alienating	Writer Meetup: Romance	Steps to Stronger Middle Grade Stories		Cheap and Easy Chroma Key! Green Screen	The Frodo Complex		Brett Helquist Presentation	Wildcrafting: The Art of Foraging for Wild Foods on This World, and Beyond	Readings: David Farland and Darci Stone	Narrator: The Invisible Character
5 pm	What Is Holding You Back?	Using Foreshadowing without Giving It All Away	Joining the Rebellion!		Flying Serpents: The Origins of Dragons	Outlining for NOOBS	Developing for Consoles vs. PC	Intro to Marker Technique		Adaptation: Book to Screenplay	Plot a Short Story Like Your Great-grandfather		From <i>Star Wars</i> to Strategy Games: The Legacy of Frank Herbert's <i>Dune</i>
6 pm		Cluck, Baaa, Moo: Animals on the Farm			Writing LDS Themes in Mainstream Fiction	Chesney to Heinlein to Weber: The Evolution of Military SF	Creating a Welcoming Game Community	Young (but Interesting) Protagonists		Directing Actors	Adobe Photoshopped for Artists		Surviving Poisonous Characters
7 pm	Film Festival									Filking			Film Festival

Friday, February 15, 2019

	Amphitheater	Arches	Birch	Boardroom	Bryce	Canyon	Cedar	Elm	Exhibit Hall C	Maple	Oak	Sycamore	Zion
9 am	Who Commits Murder: The Why and the How	Boost Your Odds of Selling a Screenplay	Four-Part Pacing			Making a Living through Art	Evolution: You Keep Using That Word . . .		Evolution of Fantasy		Taking Care of Your Greatest Asset		Natural Dialogue in a Fake World
10 am	Feminism and Intersectionality in SFF	Begin at the Beginning: Finding a Compelling Opening	Acting Methods and Method Acting	Writer Meetup: Young Adult	Constructive Feedback	To Venus or Bust: Colonizing Venus TODAY!	Horror and Comedy: One Side of the Same Coin	3D Printing and CNC Milling			A Visual Tour of the Silmarillion	Readings: Dan Wells and Christopher Husberg	Writing Different Kinds of Love
11 am									Brett Helquist Keynote				
noon	Fantastic Writing Groups and Where to Find Them	Sexy Monsters: Mermaids, Vampires, the Beast	Effective Use of Theme in Speculative Fiction	Kaffeeklatsch with Brennan Smith	Making Money on YouTube	Cyborgization of People: The History and Development of State-of-the-Art Prosthesis	The Punic Wars: Cultural Causes and Effects	Plotting with an Unreliable Narrator		Manga Workshop		Readings: Michael-brent Collings and Paul Genesse	Intro to Board Game Design
1 pm		Magic without a Magic System	How to Make Creative Content That Sticks	Kaffeeklatsch with Stacy Whitman	The Toolbox: Vocabulary	Explosions, Zero G, and Other Special Effects	Top Ten Writing Tips from <i>Supernatural</i>	Oppressing a Gender, Race, or Species	Growing Organic Plots		Paradox and Other Grand Strategy Games	Cover Story: Designing Book Covers That Sell	Rules of Engagement
2 pm	Intro to GMing	Working with Reviewers	Using SF/F Tropes To Your Advantage	Kaffeeklatsch with Michael-brent Collings	Brandon Sander-son's Cosmere		Monster in An Hour	Writing Good Leaders		1000 True Fans	Star Travel in Practical Transit Times	Readings: L.E. Modesitt, Jr. and Scott R. Parkin	Romance in Middle Grade and Young Adult Fiction
3 pm		Grudges, Risks, and Strong Opinions: Characters with Believable Motivation	How to Get Rejected	Kaffeeklatsch with Kelly Barnhill	Effective Back-story: The Difference between a Cinnamon Roll and the Cinnamon Challenge	The Meet Cute: How to Start a Romance		Like a Boss: Mafia Origins and Operations	Baen Traveling Road Show		A Not-too-Distant Mirror: Science Fiction Fan Exclusion at the 1939 Worldcon and 2016	Heinlein and the Battlefield: <i>Starship Troopers</i> ' Influence on the Military	Start Your Creativity Engines
4 pm	An Inside Look—From Greenlighting to Production	The Comedy Writer's Room	The Toolbox: Grammar	Kaffeeklatsch with Matthew J. Kirby	Networking for Artists	Influences behind the Inklings	Illustrating Emotion without Being Emo	Crowdfunding a Game's Development		Firearms of the Wild West, 1815–1915	POV Workshop	Evolving Worlds	Tools of the Trade
5 pm		Adventure Stories: How to Write Fun	Realism vs. Gameplay	Writer Meetup: Horror	The Power of Community	The Specter of Capitalism	Making a Protagonist Lovable	Make a Video Trailer for Your Book			Character Design	The Dual Lenses of Kinetic History: The Motion of Historiographic Metafiction through Photography and Film in Kurt Vonnegut's <i>Slaughterhouse-Five</i>	Madeleine L'Engle and Christopher Edge: Science Fiction for Young Readers
6 pm	Draw It with Me: Character's from Life	Pantising: Making the Most of Draft 0			How to Create Suspense in Horror Games	Sakura Novel Launch Party: Can Rock 'N' Roll Save the World?	Bradbury and the Art of the Science Fiction Short	Realistic Self-Publishing		Supernatural, Grimm, and Other Occult Detective Fiction		Triumphs and Limitations of DNA Forensics	Grieving, Death, and Chronic/ Long-term Illness
7 pm	Film Festival								Book Signing Event	Filking			Film Festival

Saturday, February 18, 2017

	Amphitheater	Arches	Birch	Boardroom	Bryce	Canyon	Cedar	Elm	Exhibit Hall C	Maple	Oak	Sycamore	Zion
9 am	The Beginner's Guide to Self-Editing		Sympathetic but Not Redeemed: Writing Complex Villains	Writer Meetup: Middle Grade	Developing Rules for Board Games	Folklore: Its Adaptations and Evolution	Keep on Rolling	Finding a Game Publisher	Romance Plots	Polished Pitchses: How to Present Your Pitchses to the Professionals	Science Fiction on the Modern Stage: The New Frontier?	Alchemy of the Face: <i>Fullmetal Alchemist: Brotherhood</i> and Facial Emotion	Expressive Poses for Dynamic Illustration
10 am		Not Your Ordinary Princess: Shannon Hale, Patricia Wrede, and Gale Carson Levine	Surgery in Zero Gravity	Writer Meetup: Science Fiction	How to Illustrate Fantastical Wings	<i>Holy Grail</i> to <i>Guardians of the Galaxy</i> : Comedy in SF/F Film	The Cuban Missile Crisis	Short Fiction: Making Every Word Count			The Roots of Environmental Magic: Southern Gothic Mysticism, Feminine Power, and the Legacy of Island Voodoo in Charles Chesnut's <i>The Conjure Woman</i>	Readings: Lisa Mangum and Caitlin Sangster	Writing Universally Beloved Middle Grade
11 am									Kelly Barnhill Keynote				
noon	Relational Patterns in the Couple Relationship	Writing with the Door Open: How to Revise	How to Get Selected for an Anthology	Kaffeeklatsch with Brett Helquist	Settings with Consequences	Sharp and Witty Script Dialogue	Writing Gracefully: Saying It with Few Words	Visual PKD: Why Philip K. Dick's Works Adapt So Well to Film	Pitch Sessions	Painting Miniatures Workshop		Readings: Jessica Day George and Natalie Whipple	The Art of War
1 pm		Generating Ideas	Telling a Story with One Picture	Kaffeeklatsch with Dr. Nikhil Rao	<i>Get Out</i> , <i>A Quiet Place</i> , and the Revival of Horror	The Spark That Lit the Fire: Major Influences on Major Authors	Guerrilla Marketing in the Writing Community	Paleontology of Worlds Created by Gods and Men	Pitch Sessions		Acquiring Art Assets	What She Gained, What She Lost: An Analysis of Offred's Consent and the Commander's Raping in Margaret Atwood's <i>The Handmaid's Tale</i>	
2 pm	Caitlin Sangster for Lit Service Podcast	The Rising Popularity of Board Games	Using Beats and Micro Beats to take your writing to the next level	Kaffeeklatsch with Brian C. Hailes	Irish Mythology	Pathways to Self-Publishing	What's So Funny? How to Write Humor	Hayao Miyazaki: Showing Humanity in an Ecosystem	How to Write a Great First Page	Sculpture Workshop	How Cultural Tradition Shapes Art and Architecture	Copyright Law: What To Do When Someone Steals Your Work	How Wide the Divide: Bridging Genre Fiction and Literary Fiction
3 pm		The Science and Culture of Steampunk	What Makes a Book a Book: Experimental Formats	Kaffeeklatsch with Lisa Mangum	Three Types of Terror: Gore, the Unnatural, and Deep Terror	Pokemon Go and Other Games That Create Community	Characterization of Class	How to Write a Picture Book	Writing Excuses		The Re-enchantment of the Secular World: Religion Resolving Our Existential Fear of Artificial Intelligence	Readings: J. Scott Savage and Mike Thayer	Plotting for Pantsters
4 pm	Creating Art with an iPad	The Works and Worlds of Roger Zelazny	Future of Media Distribution and Consumption		Writing a Series	MMOs: More Than Grinding		Writing Stories without Villains		Road Dahl: Imaginative Foundations in Children's Literature	Working with a Cover Artist	Readings: Eric James Stone and Jani Patterson	Warfare in the Age of Drones and Robots
5 pm		The Ins and Outs of Collaborating with Other Authors	Point of View: What's the Big Deal?	Writer Meetup: Romance		Medieval Courts and Trial Law	Obsessive Outlining	Nerf the Snitch—Gaming in Fiction	The Final Twist: Ending Your Story with a Punch	Frolic in Absurdity: 1950s Sci-Fi Movie Boom	Writing Emotion: The Objective Correlative	Running a Game Tournament	
6 pm	Heroic Not Invincible: Writing Relatable Protagonists	Suspense Essentials: Upping the Tension in Any Genre	Metallurgy and War: The History of War through Refining Metals			Screenwriting for Newbies	Designing Magic Systems for Games	Artist Meetup	The Author/Editor Relationship	Manage Your Reputation			
7 pm										Filking			Banquet (ticket required)

Game Room Sessions

Thursday

10:00—Munchkin

For 3–6 players; 1–2 hours playing time. From Steve Jackson Games, Munchkin is the mega-hit card game about dungeon adventure . . . with none of that stupid roleplaying stuff. You and your friends compete to kill monsters and grab magic items. Fast-playing and silly, Munchkin can reduce any roleplaying group to hysteria. And, while they're laughing, you can steal their stuff.

1:00—Near and Far

For 2–4 players; 90–120 minutes playing time. In Near and Far, you and up to three friends explore many different maps in a search for the Last Ruin, recruiting adventurers, hunting for treasure, and competing to be the most storied traveler. You must collect food and equipment at town for long journeys to mysterious locales, making sure not to forget enough weapons to fight off bandits, living statues, and rusty robots! Sometimes in your travels you'll run into something unique and one of your friends will read what happens to you from a book of stories, giving you a choice of how to react, creating a new and memorable tale each time you play.

6:00—7 Wonders

For 3–7 players; 30 minute playing time. You are the leader of one of the seven great cities of the Ancient World. Gather resources, develop commercial routes and affirm your military supremacy. Build your city and erect an architectural wonder which will transcend future times.

Friday

10:00—Castellan

For 2 or 4 players; 45 minutes playing time. In Castellan, two players work together to build a castle. Wall and tower pieces link together to form courtyards. When you finish a courtyard, you'll claim it with a Keep. The more towers in your courtyard, the higher it scores. Your cards determine what pieces you get each turn but you decide where to put them. If you're clever, the pieces played by your opponent can end up scoring for you!

1:00—Revolution

For 3–6 players; 60 minutes playing time. Welcome to Revolution! Secretly bid against your opponents to gain the support of the people, win territory . . . and gather more Gold, Blackmail, and Force for the next round of bidding! Will you try to control the tavern or the fortress? The harbor or the plantation? It's a game of bluff, counter-bluff, and surprise.

1:00—Dominion Tournament

This is a 3 round tournament starting at 1:00 on Friday. For 2–4 players; 30 minutes to 1 hour playing time. You are a monarch, like your parents before you, a ruler of a small pleasant kingdom of rivers and evergreens. Unlike your parents, however, you have hopes and dreams. You want a bigger and more pleasant kingdom, with more rivers and a wider variety of trees. You want a Dominion. In all directions lie fiefs, freeholds, and feodums. You will bring civilization to these people, uniting them under your banner. But wait. It must be something in the air, several other monarchs have had the exact same idea!

7:00—Near and Far

For 2–4 players; 90–120 minutes playing time.

7:00—Snake Oil

For 3–10 players; 20–30 minutes playing time. Players put their charm, quick thinking, and persuasive personality to the test with the creative and hilarious Snake Oil game. One player is the "customer," and the rest of the players are "salesmen" trying to convince the customer to purchase their product over the others. The products to sell are made by combining two of the Word cards, and players have to gear their sales pitch to the customer's character. Hasbro Gaming and all related terms are trademarks of Hasbro.

8:00 Snake Oil

For 3–10 players; 20–30 minutes playing time.

Saturday

10:00—Smash Up: Munchkin

For 2–4 players; 30–40 minutes playing time. History records many great pairings. Death and taxes. Peanut butter and chocolate. Cats and cheeseburgers. Now we've smashed up Munchkin with Smash Up! Smash Up is the game where each player smashes two weird factions together and tries to crush all the others. The factions in this set are Munchkin races and classes: Orcs, Warriors, Halflings, Clerics, Dwarves, Elves, Thieves, and Mages!

1:00—Munchkin Panic

For 1–6 players; 45–60 minutes playing time. The Munchkin Monsters have found the Castle Panic Towers and are on the rampage! In this hybrid of the best-selling games Munchkin and Castle Panic, players combine cards to hit and slay the Monsters before they destroy the Castle. Each defeated Monster becomes a Trophy and gives up its Treasure to the victor. If players work together to defeat the Monsters, the player with the highest point count becomes the Master Munchkin. But get too greedy and the Monsters will stomp the Castle flat!

4:00—Near and Far

For 2–4 players; 90–120 minutes playing time.

5:00—Eldritch Horror

For 1–8 players; 2–4 hours playing time. Across the globe, ancient evil is stirring. Now, you and your trusted circle of colleagues must unravel the otherworldly mysteries scattered around the globe in order to push back the gathering mayhem that threatens to overwhelm humanity. The end draws near. Do you have the courage to prevent global destruction?

7:00—Splendor

For 2–4 players; 30 minutes playing time. As a wealthy Renaissance merchant, acquire mines and transportation, hire artisans and woo the nobility. Create the most fantastic jewelry to become the best-known merchant of them all! Acquire precious stones to trade them for development cards. Use development cards to acquire more gem stones. Use your gems and gold to create the most fantastic jewelry, and appeal to the nobles to gain the prestige you need to win.

and do before you approach them. (Professional Development, Arches)

Lisa Mangum; Jason King (M); Stacy Whitman; Tony Daniel; Moshe Feder

Hacking in Fiction

What do storytellers get right, and what do they get wrong, when they talk about hacking? Randy Tayler, author and software engineer, gives a primer on the many different types of hacks in the world today, and how you can improve your story with more realism and less shouting, "I'm in!" (Worldbuilding, Amphitheater)

Randy Tayler

Monetizing without Alienating

Games need to make money, but consumers don't want to feel like ATMs. How can game creators strike the right balance? (Gaming, Birch)

Brennan Smith; B. A. Simmons (M); Natasha Ence; Robert J Defendi

Narrator: The Invisible Character

Your narrator might not have a name, but their voice and style can add another dimension to the story. Creating great narrative voice and weaving it seamlessly into the story. (Writing, Zion)

Emma Hoggan; Mary Robinette Kowal; McKelle George; Scott R. Parkin (M); Kelly Barnhill

Readings: David Farland and Darci Stone

Come take a break from panels and presentations to enjoy readings from award winning

authors David Farland and Darci Stone. They write SF&F geared to adults. David will be reading from "A Tale of Tales" and will be giving away three copies of the first book in the new Runelords series. You won't be disappointed. (Readings, Sycamore)

Darci Stone; David Farland

Steps to Stronger Middle Grade Stories

Middle Grade may center on themes of school, friendship, and fitting in, but that doesn't mean that they can't still be compelling. How to strengthen your story. (Writing, Bryce)

Jessica Day George; J. Scott Savage (M); Allison K. Hymas; Janci Patterson; Gama Ray Martinez

The Frodo Complex

(Academics, Elm)

Andrea Troncoso

Wildcrafting: The Art of Foraging for Wild Foods on this World, and Beyond

The art of foraging for wild foods on this world, and beyond. How to safely determine if something is edible, or not, and how to survive off the land. (Worldbuilding, Oak)

Cedar Sanderson

Writer Meetup: Romance

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

5:00 PM (TH)

Adaptation: Book to Screenplay

Whether it's buying the rights to a book or finding a classic in public domain, come discuss the process of translating a novel into a script. (Theatre/Media Arts, Maple)

Megan Lloyd; Kohl Glass (M); Aaron Johnston; Robert Starling; Mark Walton

Developing for Consoles vs. PC

The console and PC ecosystems are very different. There are nuances, advantages, and disadvantages to each that will need to be navigated. (Gaming, Cedar)

Jay Barnson; Brennan Smith; Steve Wilcox; John M. Olsen (M)

Flying Serpents: The Origins of Dragons

Where do dragons come from? Why do we find dragons so interesting? We will be exploring our favorite giant terrors of the skies. (Worldbuilding, Bryce)

Jessica Day George; Kaitlind Zupanic; Cedar Sanderson; James A. Owen (M)

From Star Wars to Strategy Games: The Legacy of Frank Herbert's Dune

Without Frank Herbert's *Dune*, much of what we know of science fiction and fantasy simply wouldn't exist. Talk about the ways in which *Dune* has impacted the contemporary scene as we know it—and ways in which it still influences emerging fictions. (Books, Zion)



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Dr. Travis Lee Clark (M); V. J. O. Gardner; Richie Franklin; Katie Carolyna

Intro to Marker Technique

Watch a live demonstration using copic markers and learn the basic techniques of using this medium. (Art, Elm)

Jemma M. Young; Bobbie Berendson Wilcox; Marlena Money (M)

Joining the Rebellion!

Not all acts of civil unrest are revolutions—some are merely rebellions. What is the difference between rebellions and revolutions, and how has rebellion affected history? (Worldbuilding, Birch)

L. E. Modesitt Jr.; Dr. Eric G. Swedin; Kal Spriggs; Peter Grant (M); Robison Wells

Outlining for N00bs

A survey of some of the most common story outlining methods with their pros and cons. (Writing, Canyon)

Dan Willis; Lisa Mangum; Wendy Knight (M); Mary Robinette Kowal; Gama Ray Martinez

Plot a Short Story Like Your Great-Grandfather

Looking at various methods for plotting a short story, as taught by several fantastic pulp-era authors. Participants will workshop story ideas with these methods as we learn them. (Writing, Oak)

Bryce Beattie

Using Foreshadowing without Giving It All Away

Good foreshadowing is the difference between “I should have seen that coming!” and “Well, obviously.” How to tell the reader what will happen without telling them. (Writing, Arches)

Peter Orullian; Shannen Camp; Eric James Stone (M); Emily R. King; Moshe Feder

6:00 PM (TH)

Adobe Photoshop for Artists

Learn how to harness this often overlooked tool to create stunning works of art. Expert artists will demonstrate and explain a variety of techniques to get you started with creating digital art. This class is great for beginner and intermediate artists alike. (Art, Oak)

Kaitlind Zupanic; Greg Newbold; Kari Christensen (M)

Chesney to Heinlein to Weber: The Evolution of Military SF

There's a lot more to military SF than bug-eyed aliens and space troopers. Come and learn about the ways that military science fiction has taken its cues from the real deal—and how it continues to evolve and expand

our definitions of fictional warfare. (Books, Canyon)

L. E. Modesitt Jr.; Dr. Paul H. Smith; Kal Spriggs (M)

Cluck, Baaa, Moo: Animals on the Farm

A discussion on farm animals, how they are used, and their roles in establishing civilization. (Worldbuilding, Arches)

Scott Bascom; Brenda Stanley; Renae Kingsley; Laura McGill (M)

Creating a Welcoming Game Community

If you've created a multiplayer game, you'll want people to stick around. How can you create a community that encourages them to? (Gaming, Cedar)

Stan Crowe; Shannen Camp; Natalie Whipple (M); William L. Munn; Aaron Lee Yeager

Directing Actors

Learn the basics of directing from a professional director and guest actors. (Theatre/Media Arts, Maple)

Kohl Glass

Surviving Poisonous Characters

Not all environments are friendly to humans, yet they may be completely hospitable to other beings. How can humans interact with such dangerous characters? (Worldbuilding, Zion)

Peter Orullian; Dr. Nikhil Rao; Cedar Sander-son; Darci Stone (M)

Writing LDS Themes in Mainstream Fiction

Even though none of the characters are LDS (or sometimes, human) doesn't mean that the Plan of Salvation or doctrines on redemption can't make an appearance. LDS authors publishing mainstream fiction will talk about how they use these themes and others. (Writing, Bryce)

John M. Olsen (M); M. A. Nichols; Christopher Husberg; Jason King; Kelly Parkinson

Young (but Interesting) Protagonists

Did you ever read a book as a kid and think, “That is not me at all.” In this panel, a bunch of adults will talk about avoiding thought traps that trip us up when writing children and teens. (Writing, Elm)

Devri Walls; Megan Lloyd; J. Scott Savage (M); Janci Patterson; Kelly Barnhill

7:00 PM (TH)

Filking

We will be playing and singing filk music. Come join us! (Maple)

Film Festival

(Theatre/Media Arts, Canyon, Zion)

Friday, February 15, 2019

9:00 AM (FRI)

Boost Your Odds of Selling a Screenplay

Somewhere between 50,000 and 100,000 screenplays get written every year. How to shrink the odds and become the right supply for the demand. (Theatre/Media Arts, Arches)

Michaelbrent Collings; Megan Lloyd; Randy Tayler (M); Kohl Glass; Kenny Baldwin

Evolution of Fantasy

Get beyond Tolkien and the Inklings and really dig into the origins of the fantastic in literature. Help readers locate themselves and their tastes in a tradition that spans the globe and the entire history of the human race. (Books, Exhibit Hall C)

L. E. Modesitt Jr.; M. Todd Gallowglas; Peter Orullian (M); Jessica Day George; V. J. O. Gardner

Evolution: You Keep Using That Word . . .

Explore what evolution is. Was our intelligence and adaptability an inherent goal, simple happenstance, or something in between? Would sentient life inevitably evolve? What might it look like and what can't it look like? Discuss self-interest as a driving force in natural selection and how it actually promotes cooperation and teamwork, and the manifold animal social structures, echoed in more complex human societies. As we look to aliens and mythical beasts, there are more questions and opportunities: Multiple sexes, symbiotic organisms, colonies and clones. How do these change the equation? (Worldbuilding, Cedar)

Dr. Nikhil Rao

Four-Part Pacing

Follow J. Scott Savage on a journey of four-part pacing as he teaches you how to structure a story to keep your audience hooked from page one to the end. (Writing, Birch)

J. Scott Savage

Making a Living through Art

We will discuss the business of art and answer your questions about how to generate revenue, promote yourself, deal with clients and commissions, and price your art. (Art, Canyon)

Dr. Travis Lee Clark; Bobbie Berendson Wilcox; McKelle George; Brett Helquist; James A. Owen (M)

Natural Dialogue in a Fake World

Why don't people in the movies say goodbye before hanging up? Because dialogue that is natural in real life does not read well. How to write dialog that sounds real, but not too real, in a made-up world. (Writing, Zion)

Suzanne Vincent (M); Kelsy Thompson;
Aaron Johnston; Moshe Feder

Taking Care of Your Greatest Asset

As an author, one of your primary functions is to get published. But how do you make time to take care of yourself AND meet your deadlines? (Professional Development, Oak)

Amanda Fuesting; Robin Glassey (M); Paul Genesse; Howard Tayler; Benjamin Hewett

Who Commits Murder: The Why and the How

Sure, we've all thought about it, but what motivations push someone across the line? From serial killers to kindly old grandmothers, people have a wide variety of reasons and methods. Discover which murder weapon and motivation is right for your character. (Worldbuilding, Amphitheater)

Laura McGill

10:00 AM (FRI)

3D Printing and CNC Milling

Recent developments in CNC milling and 3D printing have made it possible to create new things on our kitchen tabletops. What are the ramifications of these technologies? (Worldbuilding, Elm)

Dr. Steven Peck (M); C. R. Rowenson; Dan Jeffery; Brian de Almeida

A Visual Tour of the Silmarillion

Illustrator Kip Rasmussen was the lead artist in David Day's latest middle earth reference, "The Heroes of Tolkien," and his work was selected for Peter Jackson's Hobbit DVD/Blu-ray special features. Through Kip's art, take a tour of Middle Earth and discuss your favorite stories and characters, with special audio visual presentations setting Kip's art to music, created by award-winning filmmaker Tom Durham. (Academics, Oak)

Tom Durham; Kip Rasmussen

Acting Methods and Method Acting

What distinguishes each of the most prominent acting methods, including method acting? How has method acting led to behind-the-scenes self-harm and socially bizarre behavior? (Theatre/Media Arts, Birch)

Shelly Brown (M); Kohl Glass; Katie Jarvis; J. Scott Bronson; Kenny Baldwin

Begin at the Beginning: Finding a Compelling Opening

Sometimes, the best place to begin is the very beginning; other times, not so much. Where to begin the telling of a story and how to execute it effectively. (Writing, Arches)

Holli Anderson (M); Rosalyn Eves; Jessica Day George; Lisa Mangum; Brian McClellan

Constructive Feedback

How to make the most of writer's groups, critique groups, and beta readers. (Professional Development, Bryce)

Peter Orullian; M. A. Nichols; Robin Glassey; Jared Garrett (M); Benjamin Hewett

Feminism and Intersectionality in SFF

Writers of every ethnicity, gender, and orientation are making waves in science fiction and fantasy. Come learn more about these works and the important impact they have on all of us. (Books, Amphitheater)

Mary Robinette Kowal; Candace J. Thomas; Scott R. Parkin (M); Mikki Helmer; Kelly Parkinson

Horror and Comedy: One Side of the Same Coin

A discussion of why horror and comedy should be in every story . . . and why they are essentially the same thing. (Writing, Cedar)

Michaelbrent Collings

Readings: Dan Wells and Christopher Husberg

Come take a break from panels and presentations to enjoy readings from authors Dan Wells and Christopher Husberg. They write a variety of SF&F with elements of horror and the paranormal. Dan will be playing an excerpt from his newest book, Zero G. You won't be disappointed. (Readings, Sycamore)

Christopher Husberg; Dan Wells

To Venus or Bust: Colonizing Venus TODAY!

On the surface, Venus is the most inhospitable planet available for colonization—yet its atmosphere 60 miles up from that surface is balmy. How can we colonize Venus with today's technology? (Worldbuilding, Canyon)

Shannon Babb; J. David Baxter; Eric James Stone (M); Darci Stone; KJirstin Youngberg

Writer Meetup: YA

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

Writing Different Kinds of Love

We usually think of love plots as just romance, but adding different kinds of love stories can add additional depth to the plot and characters. Examples may include friendship, parent-child relationships, and more. (Writing, Zion)

Matthew J. Kirby (M); McKelle George; Natalie Whipple; Teyla Rachel Branton; Allison K. Hymas

11:00 AM (FRI)

Keynote Address

Come hear from our guest of honor! (Exhibit Hall C)

Brett Helquist

12:00 PM (FRI)

Cyborgization of People: The History and Development of State-of-the-Art Prosthesis

Although half-robot humans have been a staple of science fiction, prosthetics have always been important for helping the maimed to function. Learn the history and progress of prosthetics. (Worldbuilding, Canyon)

Dr. Steven Peck; Stephan Fassmann (M); Dan Jeffery; Dr. Nikhil Rao

Effective Use of Theme in Speculative Fiction

Asimov, Le Guin, and other greats all used genre to explore the big questions. How to execute a theme well without getting preachy. (Writing, Birch)

L. E. Modesitt Jr.; Lynette White; Howard Tayler (M); Darci Stone; Larry Correia

Fantastic Writing Groups and Where to Find Them (1½ hours)

Discover what a writing group can do for you, how to find a group in your community or start one of your own, what a writing group needs to be successful, and how to take your group to the next level. (Professional Development, Amphitheater)

Bree Moore; Marlana Money

Intro to Board Game Design

A basic overview of the board game creation process, from theme to gameplay to balance. (Gaming, Zion)

Carl Duzett; Devon Stern; B. A. Simmons (M); Daniel R. Yocom

Kaffeeklatsch with Brennan Smith

An informal chat with one of our special guests. Space is limited; first come, first served. Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Brennan Smith

Making Money on YouTube

Get a clear perception of the business machine it takes to succeed as a media creator on YouTube. (Theatre/Media Arts, Bryce)

Richard Teasdale (M); Robert Starling; Scott Winn; Christian Perry

Manga Workshop

Watch artists create a character in front of your eyes while they explain the proportions and aesthetic rules for manga figures. Bring a

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pencil and sketch book and practice what is taught! (Art, Maple)

Jemma M. Young

Plotting with an Unreliable Narrator

Unreliable narrators present a unique challenge to the author. How to keep track of different timelines and possibilities without completely losing the reader. (Writing, Elm)

Joshua W. Robertson; Brian Lee Durfee (M); Maxwell Alexander Drake; Janci Patterson

Readings: Michaelbrent Collings and Paul Genesse

Come take a break from panels and presentations to enjoy readings from fantasy authors Michaelbrent Collings and Paul Genesse. Michaelbrent writes horror geared to adults and plans to read from his newest work, *Predators*. Paul writes a variety of sf/f and will be doing the first-ever world premier reading from the brand new book *Sakura: Intellectual Property*. Both will be doing giveaways. You won't be disappointed. (Readings, Sycamore)

Michaelbrent Collings; Paul Genesse

Sexy Monsters: Mermaids, Vampires, the Beast

Whether haunting or tantalizing, some monstrosities throughout the ages have added more than a little spice to the narratives we tell. Celebrate sexiness in science fiction and fantasy and talk about why some monsters capture more than just our attention. (Books, Arches)

C. V. Walter; Peter Orullian; Charlie N. Holmberg (M); Johnny Worthen; Wendy Knight

The Punic Wars: Cultural Causes and Effects

This panel will explore the cultural effects of the Punic Wars on the Mediterranean region as two major empires fought for dominance, both during and after these major wars. (Worldbuilding, Cedar)

John Lundwall; Dr. Travis Lee Clark (M); Micheal Boudreaux; Gordon E. Frye

1:00 PM (FRI)

Cover Story: Designing Book Covers That Sell

What does it take to make a great cover for a book? Ask five of the top artists, all folks who have created some of the best. (Art, Sycamore)

Jemma M. Young; Renae Kingsley (M); Brian C. Hailes; Kari Christensen; Brett Helquist

Explosions, Zero G, and Other Special Effects

How have different filmmakers found innovative ways to create special effect? (Theatre/Media Arts, Canyon)

J. David Baxter; Richie Franklin (M); Aaron Johnston; Christian Perry; Tom Durham

Fantastic Writing Groups and Where to Find Them (cont.)

(Professional Development, Amphitheater)

The Squatty Potty Secret Sauce Revealed: How to Make Creative Content That Sticks

Learn why trying for viral is exactly the wrong approach if you want your story to sell, and what to do instead to maximize the reach of your content. Our videos famously use humor to sell, but even more important than timely

jokes are the precise formulas we use. We'll share the secret sauce that engages viewers and makes creative content stick. (TMA, Birch)

Jonny Vance

Growing Organic Plots

How to create a plot less like constructing a building and more like an archeologist uncovering parts and detail from a general form. (Writing, Exhibit Hall C)

Erin Summerill; Natasha Ence (M); David Farland; James A. Owen

Kaffeeklatsch with Stacy Whitman

An informal chat with one of our special guests. Space is limited; first come, first served. Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Stacy Whitman

Magic without a Magic System

Not to be blasphemous, but a world can have magic without having a highly structured magic system. How to write magic when its exact workings are not known. (Writing, Arches)

Wendy Knight (M); Mary Robinette Kowal; Devri Walls; Brian Lee Durfee; Kathryn Purdie

Oppressing a Gender, Race, or Species

A discussion on how a society might oppress or enslave a gender, a race, or a species. (Worldbuilding, Elm)

Shannon Babb (M); Amanda Fuesting; Erin Palette; Mikki Helmer

Paradox and Other Grand Strategy Games

Some of the most intricate video game experiences come from the Grand Strategy genre. This panel explores and celebrates these unique games. (Gaming, Oak)

Brennan Smith; Micheal Boudreaux; Jack Setzer (M)

Rules of Engagement

What factors do soldiers take into account to use force? What happens to a soldier who violates these rules? (Worldbuilding, Zion)

Dee; Dr. Paul H. Smith (M); Kal Spriggs; J. L. Curtis

The Toolbox: Vocabulary

You can't write words that you don't know. Strategies for improving vocabulary and your writing. Also, how genre and market might affect word choice. (Writing, Bryce)

Michaelbrent Collings; Matthew J. Kirby; Daniel C. Friend (M); Suzanne Vincent

Top Ten Writing Tips from Supernatural

In 2018, author and editor Lisa Mangum donned her superfan *Supernatural* hat and watched 287 episodes in six months. She analyzed each episode for plot, character, and theme as well as offered up some writing tips. This class will distill the 470 writing tips that came out of the project into a helpful Top Ten list that you can apply today to your own project. (Writing, Cedar)

Lisa Mangum

2:00 PM (FRI)

1,000 True Fans (1½ hours)

How to create 1,000 true fans—a marketing view at achieving critical mass and financial



Recordings at LTUE

LTUE staff may be recording the sessions. If you speak in a session, even just by asking a question or commenting to your neighbor, our recorder might pick up your words. By attending LTUE, you agree that the LTUE organizing committee can retain that recording and share it as part of its educational mission, without further compensation to you.

If you'd like to record a session for yourself, *please get permission from all of the panelists or presenters in that session first*. Even if LTUE also records the session, you've got to ask on your own behalf to make your own recording. Just go up front and ask before the session starts. If you don't get the permission, then please don't record the session.

Recording without permission is discourteous and a violation of copyright laws. If you are given permission, it will be personal to you; you do not have the right to distribute, share, or make copies of your recordings.

success as a filmmaker. (Theatre/Media Arts, Maple)

Crispin Sandford

Brandon Sanderson's Cosmere

Brandon Sanderson has built an entire universe over the past several years. With fellow Sanderson enthusiasts, attempt to unravel some of the more convoluted theories behind the Cosmere and speculate about how it will all come together. (Books, Bryce)

Daniel C. Friend; Jennie Stevens; Jason King (M)

Intro to GMing (1½ hours)

Ideas and advice for aspiring GMs on how to help your players have the best adventures possible. (Gaming, Amphitheater)

William L. Munn; Natasha Ence; James Eck (M); Dan Wells; Aaron Lee Yeager

Kaffeeklatsch with Michaelbrent Collings

An informal chat with one of our special guests. Space is limited; first come, first served. Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Michaelbrent Collings

Monster in an Hour

Learn how to create and use custom brushes to increase your abilities in digital art. (Art, Cedar)

Kaitlund Zupanic

Readings: L. E. Modesitt Jr. and Scott R. Parkin

Come take a break from panels and presentations to enjoy readings from adult fantasy authors L. E. Modesitt Jr. and Scott R. Parkin. L. E. writes novels while Scott writes mostly short stories. You won't be disappointed. (Readings, Sycamore)

L. E. Modesitt Jr.; Scott R. Parkin

Romance in Middle Grade and Young Adult Fiction

How to write romance in works for younger audiences. How much is too much? How do you keep it interesting while keeping true to the characters and the market. (Writing, Zion)

Charlie N. Holmberg; Erin Summerill; J. Scott Savage (M); Emily R. King; Kelly Barnhill

Star Travel in Practical Transit Times

Many major authors get their inspiration from somewhere. Learn about the major works that gave these panelists and other published authors the vision and drive to explore new worlds. (Worldbuilding, Oak)

J. David Baxter

Using SF/F Tropes To Your Advantage

As writers, we're often told that tropes are bad, but tropes, when used properly, are the underpinning of genre and well-loved by genre readers. This class will talk about making the most of tropes, refreshing them to work for you, and finding the balance between giving your reader familiarity but also freshness. (Writing, Birch)

Natalie Whipple

Working with Reviewers

Why do you need reviewers? When do you need them? How do you find them? Should you pay or otherwise incentivize them? (Professional Development, Arches)

Emma Hoggan; M. A. Nichols; Steve Diamond (M); David Farland; Janci Patterson

Writing Good Leaders

Our culture tends to get wrapped up in the Great Man theory of leadership; leaders are powerful and all-knowing beings that mortals cannot comprehend. But the truth is that a good leader is a nearly invisible one. How to write leaders that are capable though flawed. (Writing, Elm)

Jared Quan (M); V. J. O. Gardner; Dr. Nikhil Rao; Aaron Johnston; Dee

3:00 PM (FRI)

1,000 True Fans (cont.)

(Theatre/Media Arts, Maple)

A Not-too-Distant Mirror: Science Fiction Fan Exclusion at the 1939 Worldcon and 2016

(Academics, Oak)

Dave Doering

Baen Traveling Road Show (1½ hours)

Come see the dazzling covers, larger than life! Listen to senior editor Tony Daniel and select Baen authors chat about new and upcoming titles from Baen. Win free books! (Exhibit Hall C)

Tony Daniel

Effective Backstory: The Difference between a Cinnamon Roll and the Cinnamon Challenge

As hard as an author works to create backstories for their characters and worlds, few readers actually want know everything about them (we're looking at you, J. K. Rowling). How to use histories to flavor your story without inducing a coughing fit. (Writing, Bryce)

Rosalyn Eves (M); Jo Vanderhooft; Emily R. King; Caitlin Sangster; Stacy Whitman

Grudges, Risks, and Strong Opinions: Characters with Believable Motivation

Contrary to popular belief, there are more motives than just sex and money. How to give characters real motives and act on them. (Writing, Arches)

L. E. Modesitt Jr.; Matthew J. Kirby; Lisa Mangum; Brian McClellan; Erin Summerill (M)

Heinlein and the Battlefield: Starship Troopers' Influence on the Military

Heinlein didn't just take things from military to use in his fiction. Discuss the ways in



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Mass Book Signing

Friday, 7–8:45 PM, Exhibit Hall B (Utah Valley Convention Center, ground floor)

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.

Aaron Johnston	Crispin Sandford	Howard Tayler	Kelly Parkinson	Paul Genesse
Allison K. Hymas	Dan Wells	J. L. Curtis	L. E. Modesitt, Jr.	Peter Orullian
Amy Beatty	Dan Willis	J. Scott Bronson	L. Palmer	Robert J Defendi
B. A. Simmons	Darci Stone	Jared Garrett	Larry Correia	Robin Glassey
Benjamin Hewett	David Farland	Jason King	Lynette White	Robison Wells
Bobbie Berendson	Devri Walls	Jay Barnson	M. A. Nichols	Rosalyn Eves
Wilcox	Dr. Eric G. Swedin	Jemma M. Young	M. Todd Gallowglas	Ryan Decaria
Bree Moore	Dr. Paul H. Smith	Jennifer Wardell	Marion G. Harmon	Scott R. Parkin
Brenda Stanley	Emily Martha Sorensen	Jessica Day George	Mary Robinette Kowal	Scott William Taylor
Brian Lee Durfee	Emily R. King	Joe Monson	Matthew J. Kirby	Shannen Camp
Brian McClellan	Eric James Stone	Joe Vasicek	Maxwell Alexander	Stan Crowe
Bryce Beattie	Gama Ray Martinez	John M. Olsen	Drake	Stephen L. Gashler
C. V. Walter	Ginny Smith	Johnny Worthen	McKelle George	Steve Diamond
Caitlin Sangster	Graham Bradley	Joshua W. Robertson	Megan Hutchins	Steve Peck
Cedar Sanderson	Greg Newbold	Kathryn Purdie	Micheal Boudreaux	Tom Carr
Charlie N. Holmberg	Holli Anderson	Keary Taylor	Mike Lovins	V. J. O. Gardner
Christopher Husberg	Holly Kelly	Kelly Barnhill	Natalie Whipple	Wendy Knight

which Heinlein's Starship Troopers has actually changed the way our military operates—and whether or not that's a good thing. (Books, Sycamore)

Dr. Paul H. Smith (M); Kal Spriggs; Katie Carolyn

How to Get Rejected

Fail fast, fail often. Nobody really likes to fail, but we all do it. Published authors share some of their failures and how they bounced back. (Professional Development, Birch)

Michelle Witte (M); Charlie N. Holmberg; Randy Tayler; Janci Patterson

Intro to GMing (cont.) (Gaming, Amphitheater)

Kaffeeklatsch with Kelly Barnhill

An informal chat with one of our special guests. Space is limited; first come, first served. Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Kelly Barnhill

Like a Boss: Mafia Origins and Operations

An exploration of how the Mafia originated, and how the Mafia organizes and operates. (Worldbuilding, Elm)

Scott Bascom (M); Johnny Worthen; Luke Peterson; Robert J Defendi

Start Your Creativity Engines

This course strengthens creative thinking and takes your creativity to the next level. It focuses on divergent thinking to help develop multiple ideas and concepts for any problem. Through a series of hands-on creativity exercises, learn the psychology behind innovation and nurture your own creative ability. Also highlights ways to arrange a productive schedule and generate daily habits that strengthen creativity. (Art, Zion)

Rena Kingsley

The Meet Cute: How to Start a Romance

What makes a meeting? Learn how to get the audience's hearts aflutter when your love interests meet (no matter the genre). (Writing, Canyon)

Stan Crowe (M); C. V. Walter; Keary Taylor; Kathryn Purdie; Caitlyn McFarland

4:00 PM (FRI)

An Inside Look from Greenlighting to Production (1½ hours)

Dave has worked in Hollywood as a film greenlighter. He's sharing many of the nuances that you just don't see or hear about unless you are an insider. (Theatre/Media Arts, Amphitheater)

David Farland

Baen Traveling Road Show (cont.) (Exhibit Hall C)

Crowdfunding a Game's Development

As crowdfunding becomes an increasingly popular way to finance new games, how can the technology best be leveraged? (Gaming, Elm)

William L. Munn (M); Daniel R. Yocom; Marion G. Harmon; L. Palmer

Evolving Worlds: How Evolution Can Inform Science Fiction with Realistic Ecologies and Creatures

How evolution can inform science fiction with realistic ecologies and creatures. (Academics, Sycamore)

Dr. Steven Peck

Firearms of the Wild West, 1815–1915 (1½ hours)

A survey of common firearms in the 100 years of our westward expansion. From flintlocks to semiautos, it was a time of breathtaking technological development interacting with the rapid expansion of the United States west of the Mississippi. We'll see how the experiences of frontiersmen pushed firearms designers to improve their products, how a Westerner from Ogden made an indelible mark on worldwide firearms development, and address common mistakes writers make

in how their characters use firearms on the Western Frontier. (Worldbuilding, Maple)

Gordon E. Frye

Illustrating Emotion without Being Emo

Put in too big a show of emotion and characters will look irrational. Put in too little, and readers won't connect with them. Authors will talk about how to find the balance in different genres. (Writing, Cedar)

Peter Orullian; Teyla Rachel Branton; Scott R. Parkin (M); Janci Patterson; Gama Ray Martinez

Influences behind the Inklings

Lewis and Tolkien have been some of the most formative influences on fantasy and science fiction. But they weren't the first to explore Narnia and Middle-Earth. Learn more about the authors and influences who may have given them ideas for their masterworks. (Books, Canyon)

Richie Franklin; Brian Lee Durfee (M)

Kaffeeklatsch with Matthew J. Kirby

An informal chat with one of our special guests. Space is limited; first come, first served. Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Matthew J. Kirby

Networking for Artists

Learn how to network in the art field, and why you should do it. (Art, Bryce)

Jemma M. Young; Brian C. Hailes; Mike Lovins; Brett Helquist; James A. Owen (M)

POV Workshop

Do you know your present perfects from future imperfects? This workshop will cover point of view, its uses, and how it affects the story and the reader. (Writing, Oak)

Jo Vanderhooft

The Comedy Writer's Room

Come catch behind-the-scenes stories on comedy writing from alumni of BYU's first comedy troupe, The Garrens. (Theatre/Media Arts, Arches)

Howard Tayler; Randy Tayler (M); Aaron Johnston; Eric D. Snider

The Toolbox: Grammar

Grammar is an easy thing to get wrong. Poor grammar will ruin a story, but overly strict usage might introduce a woodenness to the prose. What you need to get right and where the rules get flexible. (Writing, Birch)

Rosalyn Eves; Daniel C. Friend (M); Jennie Stevens; Moshe Feder

Tools of the Trade

Which software applications are authors using for writing, editing, publishing, and marketing their stories? (Professional Development, Zion)

Jaleta Clegg (M); Stephan Fassmann; Robin Glassey; Stephen L. Gashler; Kelly Parkinson

5:00 PM (FRI)

Adventure Stories: How to Write Fun

Not every story has to be a profound masterwork. Sometimes, you just want a fun adventure story. What makes a good one and how to write it while staying original. (Writing, Arches)

Jared Quan (M); Jessica Day George; J. Scott Savage; Allison K. Hymas; Tony Daniel

An Inside Look from Greenlighting to Production (cont.)

(Theatre/Media Arts, Amphitheater)

Character Design

You've got your cool hero/villain/alien/animal sidekick all written and created. But . . . what do they look like? Artists will share how they create the actual characters you see on the screen or on the page. They will show examples of their own work from graphic novels, comics, and films. (Art, Oak)

Jemma M. Young; Bobbie Berendson Wilcox (M); Mike Lovins; Brett Helquist; James A. Owen

Firearms of the Wild West, 1815–1915 (cont.)

(Worldbuilding, Maple)

Madeleine L'Engle and Christopher Edge: Science Fiction for Young Readers

When introducing young readers to science fiction, it may be difficult to know where to start. Explore the strange worlds of L'Engle and Edge and learn about the ways these authors have impacted speculative fiction for children and young adults around the world. (Books, Zion)

Beth Buck; Daniel C. Friend; Candace J. Thomas; Steve Setzer (M); Kelly Barnhill

Make a Video Trailer for Your Book

Kids are shown book trailers at library time at school. There are more and more trailers for adult books, too. Come learn different methods of making them. (Theatre/Media Arts, Elm)

Brenda Stanley; Paul Genesse; Stephen L. Gashler (M); Robert Starling

Making a Protagonist Lovable

You may love your characters, but how do you get the audience to like them too? Authors

will talk about creating protagonists that people root for. (Writing, Cedar)

Brian McClellan; Mary Robinette Kowal; Jennifer Wardell; Maxwell Alexander Drake; Dan Wells (M)

Realism vs. Gameplay

How can you create a fun experience that's still believable for your players? (Gaming, Birch)

Brennan Smith; B. A. Simmons; Heather B. Monson (M); Robert J Defendi

The Dual Lenses of Kinetic History: The Motion of Historiographic Metafiction through Photography and Film in Kurt Vonnegut's *Slaughterhouse-Five*

(Academics, Sycamore)

Maren Loveland

The Power of Community

How can networking and building a community around your works help you succeed as an author? How do you do it? (Professional Development, Bryce)

M. Todd Gallowglas; Sandra Tayler; Kelly Parkinson (M); Stephanie Ollerton

The Specter of Capitalism

Westerners are well-known for fearing communist takeover of their society. What did the specter of capitalism look like from inside the borders of communist countries? (Worldbuilding, Canyon)

Dr. Eric G. Swedin; Scott R. Parkin (M); Luke Peterson

Writer Meetup: Horror

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

6:00 PM (FRI)

Bradbury and the Art of the Science Fiction Short

It's difficult to craft a compelling science fiction story, and even harder to do it in a short narrative. Come talk about how Ray Bradbury honed his process hundreds of times over, and celebrate the masterpieces that cemented in place his legacy. (Books, Cedar)

Mary Robinette Kowal (M); Darci Stone; Mari Murdock; Laura McGill

Draw It with Me: Characters from Life

Join writer/illustrator Brian C. Hailes to brainstorm, conceptualize and create an original character (or two) using participants from the live audience (preferably in costume) to model and pose while those still in their seats help decide what type of character to turn

**A conflict 700 years in the making...
With Mankind's fate in the balance.**

ARIES' RED SKY

James
YOUNG

"I got carried away by the story
[and] the characters"
-Lily's Book World

"[S]pace opera that plays out on a grand scale, and Young conduct[s] it with aplomb." --Pop Cults, the website of Geek and Alternative Culture

For more than seven hundred years, the Spartan Republic's citizens have known one truth: *Terra is coming*. Descendants of exiles who dared to defy an emperor, the star nation's 70 billion citizens spent the centuries training, arming...and waiting.

In 3035, Lieutenant Ian Campbell, Spartan Defense Forces (SDF), discovers a strange anomaly on his corvette's sensors...and realizes the wait is over. The Spartans must convince the Terrans of the cost of subduing their nation. If they succeed, the Republic survives. If not, the SDF will be forced to paint the stars red with their enemies' blood.

The Confederation of Man was born in the terror of the Harran Empire's death throes. Like a phoenix rising from the ashes, humanity now spreads from its cradle on Earth to hundreds of stars across the Milky Way, seeking new worlds.

Captain Marcy Cochran was hoping to find a habitable planet; she didn't expect the system to already have hostile humans. Now a captive, Cochran must contend with a crew proving to be as dangerous as their enemies, and prevent what has started out as a misunderstanding from becoming a full-fledged interstellar war. For Terran law is quite clear: All humanity will answer to the Confederation. For the Spartans, that makes the government on Earth no different than the empire it supplanted...and they would rather die on their feet than subjugate themselves once more.

Aries' Red Sky is the newest novel in James Young's Vergassy Chronicles universe. A prequel to *An Unproven Concept*, it is the first in the *Trilogy*. If you like space opera, military sci-fi, and capital ship battles on a grand scale, pick up an *Aries' Red Sky* today. It's been recommended by Pop Cults, and The Verge.

The latest military sci-fi from James Young.



www.Vergassy.com

them into. It's a live demo like no other, so don't miss it! (Art, Amphitheater)

Brian C. Hailes

Grieving, Death, and Chronic/Long-term Illness

As authors we're told to put our characters through awful situations. When we do so, how do we correctly handle grieving and the long-term effects of illness? (Worldbuilding, Zion)

Amanda Fuesting; Scott Bascom; Dr. Nikhil Rao; Brian de Almeida

How to Create Suspense in Horror Games

Horror games are in a unique position of directly involving the participant in the events of the story. How do you make the experience properly horrifying? (Gaming, Bryce)

Steve Wilcox (M); C. R. Rowenson; Marlena Money; Christian Perry

Kaffeeklatsch with Moshe Feder

An informal chat with one of our special guests. Space is limited; first come, first served. Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Moshe Feder

Pantsing: Making the Most of Draft 0

Discovery writing can be a great way to work out your idea as you go. It is also a great way to throw yourself off track and cultivate lazy writing. Come listen to professional pantsers (and pantsers-at-heart) talk about how they make the most of discovery writing. (Writing, Arches)

Peter Orullian; Christopher Husberg; Jessica Day George; Natalie Whipple (M)

Realistic Self-Publishing: What It Takes to Make it in the New World of Publishing

Every person may have one book in them, but not everyone can write it, and even fewer will have what it takes to get it out into the world. Starting the journey into self-publishing may seem daunting, but you just need to know a few tips to get started in the right direction. (Professional Development, Elm)

Keary Taylor

Sakura Novel Launch Party: Can Rock 'N' Roll Save the World?

Celebrate the launch of the final novel of Zachary Hill, completed by his friends, Patrick M. Tracy, and Paul Genesse. Come for the food and rock music. Stay for the friends, the fun, several special performances, and free books. (Canyon)

Paul Genesse

Supernatural, Grimm, and Other Occult Detective Fiction

Let's probe this cross-genre that we just can't get enough of! (Theatre/Media Arts, Maple)

Jess Lindsay (M); Dr. Travis Lee Clark; Lisa Mangum; J. Scott Bronson

Triumphs and Limitations of DNA Forensics

DNA has been crucial for solving crimes and connecting families. Sometimes DNA can lead us in the wrong direction. What are the triumphs and limitations of DNA forensics? (Worldbuilding, Sycamore)

Cedar Sanderson; Scott R. Parkin; Steve Setzer (M)

7:00 PM (FRI)

Filking

We will be playing and singing filk music. Come join us! (Maple)

Book Signing Event

This is the author signing to beat all author signings. Introduce yourself to your favorite authors and get your books signed. Bring your own books, and / or purchase select titles on-site. This is one event not to be missed! See the list on page 31. (Exhibit Hall B)

Film Festival

(Theatre/Media Arts, Canyon, Zion)

Saturday, February 16, 2019

9:00 AM (SAT)

Alchemy of the Face: Fullmetal Alchemist: Brotherhood and Facial Emotion

(Academics, Sycamore)

Brendan Decicio

Developing Rules for Board Games

Once you've got your board game idea, how do you put it down into a playable game? (Gaming, Bryce)

Devon Stern; Benjamin Kocher; Daniel R. Yocom; David Dennis; L. Palmer (M)

Expressive Poses for Dynamic Illustration

Learn techniques for designing and rendering expressive poses quickly, efficiently, and at any angle. The lecture will also cover in brief how to light a scene and when to focus on details and when to leave them out to set stronger mood or tone for the image. (Art, Zion)

Brian C. Hailes

Finding a Game Publisher

How do you entice a company to put your hard work in the hands of their customers? (Gaming, Elm)

Brennan Smith; Natasha Ence; Randy Tayler (M)

Folklore: Its Adaptations and Evolution

Folklore has always been a part of culture; telling stories is just a part of human nature. What folklore can contribute to popular fiction, however, is definitely worth discussing. Talk about the ways folklore has iterated itself in our books, movies, comics, and more. (Books, Canyon)

John Lundwall; Dr. Travis Lee Clark; Jessica Day George; Christopher Baxter (M); Peter Grant

Keep on Rolling

A trucker's guide to life on the road, the importance of the transportation industry, and the kind of living you can expect to make in this kind of work. (Worldbuilding, Cedar)

Graham Bradley

Polished Pitches: How to Present Your Pitches to the Professionals (1½ hours)

(Professional Development, Maple)

Emma Hoggan

Romance Plots

When we think of romance, it is usually a particular Hallmark formula, but there can be so much more. Authors will talk about the essential elements of a romance plot and where there is room to play with the same old story. (Writing, Exhibit Hall C)

Stan Crowe (M); Michaelbrent Collings; Charlie N. Holmberg; David Farland; Ginny Smith

Science Fiction on the Modern Stage: The New Frontier?

It's been done successfully. Little Shop of Horrors, Rocky Horror, Starlight Express. Even the word robot originated from stage production. But science fiction in theater has suffered the same stigma as it has with film, if not worse. With the surge in acceptance on screen, we are seeing the seeds of acceptance on stage. (Theatre/Media Arts, Oak)

Jonna Hayden; Mary Robinette Kowal; Scott William Taylor (M); Aaron Johnston; Katie Jarvis

Sympathetic but Not Redeemed: Writing Complex Villains

Villains should be a full person like any other character. How to make them reasonable but still antagonistic. (Writing, Birch)

L. E. Modesitt Jr.; Devri Walls (M); Brian Lee Durfee; Jennifer Wardell; Kathryn Purdie

The Beginner's Guide to Self-Editing
(1½ hours)

You've finished your first draft. Congratulations! Now it's time to take off your writer's cap and look at your novel with an editor's eye. This presentation will show you how to shape that fresh draft into the manuscript you want to share with the world. (Writing, Amphitheater)

Kelsy Thompson

Writer Meetup: Middle Grade

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

10:00 AM (SAT)

Holy Grail to Guardians of the Galaxy:
Comedy in SF/F Film

Comedy hardly ever wins awards, and yet it takes the most brilliant minds to create it.

Which sf/f comedies are worthy of calling art? (Theatre/Media Arts, Canyon)

Shelly Brown; Randy Tayler; Kohl Glass (M); Kenny Baldwin; Eric D. Snider

How to Illustrate Fantastical Wings

Whether it's dragons, fairies, feathers, or insect wings, come learn how to draw them all convincingly. (Art, Bryce)

Brian C. Hailes; James A. Owen

Not Your Ordinary Princess: Shannon Hale, Patricia Wrede, and Gale Carson Levine

Princess stories have been around for centuries. Shannon Hale, Patricia Wrede, and Gail Carson Levine have taken princess stories to a whole new level with humor, strong characterization, and engaging stories. (Books, Arches)

Rosalyn Eves; Jessica Day George; Jennifer Wardell; L. Palmer (M); Kelly Barnhill

Polished Pitches: How to Present Your Pitches to the Professionals (cont.)

(Professional Development, Maple)

Readings: Lisa Mangum and Caitlin Sangster

Come take a break from panels and presentations to enjoy readings from authors Lisa Mangum and Caitlin Sangster. They write YA fantasy with elements of romance. Both will be reading sneak peaks from their newest works in progress. Caitlin will also be doing a giveaway. You won't be disappointed. (Readings, Sycamore)

Lisa Mangum; Caitlin Sangster

Short Fiction: Making Every Word Count

Even short works demand a complete story, even in an unknown sf/f world. This panel will talk about what is and isn't essential when writing short fiction. (Writing, Elm)

Wendy Nikel; John M. Olsen (M); Charlie N. Holmberg; Bryce Beattie; Eric James Stone

Surgery in Zero Gravity

As humans explore and colonize space, they are sometimes going to be sick and need surgery. What challenges will surgeons face doing surgery in zero gravity? (Worldbuilding, Birch)

2019 KANAB WRITERS CONFERENCE
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J. David Baxter (M); Dr. Nikhil Rao; Darci Stone; Benjamin Hewett

The Beginner's Guide to Self-Editing (*cont.*)
(Writing, Amphitheater)

The Cuban Missile Crisis

One little decision to arm a little island just a few miles away from the coasts of Florida almost led to the destruction of the entire world. What led to this crisis, and how was this crisis resolved? (Worldbuilding, Cedar)

Dr. Eric G. Swedin; Daniel C. Friend (M); Luke Peterson; Dee

The Roots of Environmental Magic: Southern Gothic Mysticism, Feminine Power, and the Legacy of Island Voodoo in Charles Chesnutt's *The Conjure Woman*

(Academics, Oak)
Maren Loveland

Writer Meetup: Science Fiction

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

Writing Universally Beloved Middle Grade

How to write stories that tackle interesting ideas and still remain accessible to young audiences. (Writing, Zion)

Matthew J. Kirby; J. Scott Savage (M); Gama Ray Martinez

11:00 AM (SAT)

Keynote

Come hear from our guest of honor! (Exhibit Hall C)

Kelly Barnhill

12:00 PM (SAT)

How to Get Selected for an Anthology

How to find out about and get selected for anthologies. (Professional Development, Birch)

John M. Olsen; Jaleta Clegg; Lisa Mangum (M); David Farland

Kaffeeklatsch with Brett Helquist

An informal chat with one of our special guests. Space is limited; first come, first served. Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Brett Helquist

Painting Miniatures Workshop (1½ hours)

Learn the tricks to painting miniature figures, then spend some time painting your own. (Bring your own; some will be for sale in the Gaming Room as well.) (Gaming, Maple)

Janci Patterson; Heather B. Monson

Readings: Jessica Day George and Natalie Whipple

Come take a break from panels and presentations to enjoy readings from authors Jessica Day George and Natalie Whipple. Jessica will be reading from her YA fantasy novel *Silver in the Blood* and may include a sneak peak from her current YA work in progress. Natalie will be reading from her YA fantasy novel *House of Ivy and Sorrow*. Both will be doing giveaways. You won't be disappointed. (Readings, Sycamore)

Jessica Day George; Natalie Whipple

Relational Patterns in the Couple Relationship (1½ hours)

Most people may not realize that all couples develop a relational pattern called the "negative cycle." Conflict in the couple's relationship will fall in to this same pattern over and over again. There is also a specific way that a relationship heals when there is emotional pain. Understanding this pattern will strengthen your ability to create realistic relationships between characters. (Worldbuilding, Amphitheater)

Lisa Bishop

Settings with Consequences

The setting is more than just window dressing. In some books like *Dune* and *The Dispossessed*,

the setting is almost another character. How to weave the setting into your story. (Writing, Bryce)

L. E. Modesitt Jr.; McKelle George (M); Megan Lloyd; Maxwell Alexander Drake; Stacy Whitman; Brandon Sanderson

Sharp and Witty Script Dialogue

Generic dialogue is boring dialogue. Don't greenlight that script until you've promoted your conversations from stiff exposition to movie quote worthy. (Theatre/Media Arts, Canyon)

Mike Thayer; Michaelbrent Collings; Katie Jarvis (M); J. Scott Bronson; Eric D. Snider

The Art of War (1½ hours)

(Worldbuilding, Zion)

An exploration of what it takes to succeed on the battlefield, and why some generals can lose all their battles but still win the war (and vice versa). (Theatre/Media Arts, Canyon)

Dr. Eric G. Swedin; Dr. Paul H. Smith; Gordon E. Frye; Dee (M)

Visual PKD: Why Philip K. Dick's Works Adapt So Well to Film

Philip K. Dick was a natural postmodernist whose lifelong schizophrenia so deeply informed the structure and content of his fiction that one cannot be considered without the other. His works have also been adapted to film more often than any author but Stephen King—literally transcending the text into an entirely different expressive medium. A discussion of what it is about PKDs works that make them both adaptable and relevant to modern audiences. (Books, Elm)

Scott William Taylor; Richard Teasdale (M); Jared Garrett; Scott R. Parkin; Dan Wells

Writing Gracefully: Saying It with Few Words

Writing is telepathy—it transfers information from the writer's brain to the reader's. Some ways are better than others. Don't let your meaning get lost in transmission. How word

choice, sentence structure, and other technical elements can help you say everything you want in few words. (Writing, Cedar)

Wendy Nikel; Mary Robinette Kowal; Howard Tayler (M); Holly Kelly; Moshe Feder

Writing with the Door Open: How to Revise

You can put whatever you want in a first draft, but at some point, the day of reckoning comes. How to revise with purpose, and what you should be looking for to strengthen your story. (Writing, Arches)

Michelle Witte (M); Christopher Husberg; Teyla Rachel Branton; Kathryn Purdie

1:00 PM (SAT)

Acquiring Art Assets

Acquiring art assets is a barrier to game design that many aspiring developers go through. What's the best way to do it for your budget? (Gaming, Oak)

Brennan Smith; Steve Wilcox; Mike Lovins; Christian Perry (M)

Generating Ideas

The history of writing is a long one, and sometimes, it feels like all of the good ideas are gone. Not so! Authors will talk about how they get ideas, and how they separate the wheat from the chaff. (Writing, Arches)

Wendy Nikel; Maxwell Alexander Drake; David Farland; Kelly Barnhill; Alicia McIntire (M)

Get Out, A Quiet Place, and the Revival of Horror

The film studios had been stuck in a long trend of quantity over quality for the horror genre. But it's resurgence has begun, starting with 2017's big budget successes. What is so much better about the chills and frights of this reawakening? (Theatre/Media Arts, Bryce)

Tom Carr; C. R. Rowenson (M); Richard Teasdale; Eric D. Snider

Guerrilla Marketing in the Writing Community

Like guerrilla resistance fighters in the jungle, authors sometimes have very limited resources and opportunities. This class teaches how to get backstage influential access to the writing community, as well as prime, and unleash your underground marketing campaign, with little to no resources. (Professional Development, Cedar)

Jared Quan

Kaffeeklatsch with Dr. Nikhil Rao

An informal chat with one of our special guests. Space is limited; first come, first served.

Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Dr. Nikhil Rao

Painting Miniatures Workshop (cont.) (Gaming, Maple)

Paleontology of Worlds Created by Gods and Men

Not all worlds have the luxury of billions of years of slow development: some are created by gods, men, or robots. What would the paleontology of such worlds be like? (Worldbuilding, Elm)

Dan Jeffery; Darci Stone (M); Scott R. Parkin; Larry Correia

Relational Patterns in the Couple Relationship (cont.) (Worldbuilding, Amphitheater)

Telling a Story with One Picture

Learn how to compose a compelling image that displays character personality through expressive poses and setting details. (Art, Birch)

Brian C. Hailes (M); Kaitlund Zupanic; Greg Newbold; Kari Christensen; Brett Helquist

The Art of War (cont.) (Worldbuilding, Zion)

The Spark That Lit the Fire: Major Influences on Major Authors

Many authors get their inspiration from somewhere. Learn about the major works that gave these panelists and other published authors the vision and drive to explore new worlds. (Books, Canyon)

M. Todd Gallowglas; Charlie N. Holmberg; Mary Robinette Kowal; Stephen L. Gashler (M); Aaron Johnston; Brandon Sanderson

What She Gained, What She Lost: An Analysis of Offred's Consent and the Commander's Raping in Margaret Atwood's The Handmaid's Tale

(Academics, Sycamore)

Adam McLain

2:00 PM (SAT)

Caitlin Sangster for Lit Service Podcast (1½ hours)

Live recording of an episode for the Lit Service Podcast. Lit Service Podcast: fans of fiction, purveyors of dodgy writing advice. Talking craft with pros and giving first chapter critiques for writers in the query trenches. (Professional Development, Amphitheater)

Caitlin Sangster; Aliah Eberting; Cameron Harris; Kristen Evans

Copyright Law: What To Do When Someone Steals Your Work

Learn from experienced artists what to do when your creative work is stolen. (Art, Sycamore)

Bobbie Berendson Wilcox

Hayao Miyazaki: Showing Humanity in an Ecosystem

His animated works are so loved, they have become their own subgenre. His care for the art includes personally drawing up to 70 percent of the frames in a movie. What can we learn from this quirky auteur? (Theatre/Media Arts, Elm)

Charlie N. Holmberg; Richie Franklin; Shelly Brown (M); Megan Lloyd; Richard Teasdale

How Cultural Tradition Shapes Art and Architecture

How do specific cultural traditions shape the arts and architecture of societies? How can we use this information, particularly in worldbuilding in fiction, to create more believable, unique, and holistic fantasy realms that are internally consistent and compelling. (Worldbuilding, Oak)

Dr. Travis Lee Clark

How to Write a Great First Page

The first page can make or break the reader's will to go on. What makes people want to continue? What information do they need to know? (Writing, Exhibit Hall C)

Matthew J. Kirby; Paul Genesse (M); Wendy Knight; Holly Kelly; Kelly Barnhill

How Wide the Divide: Bridging Genre Fiction and Literary Fiction

They might offer their material to very different crowds, but they have more in common than most people think. Learn about the ties between genre fiction and literary fiction and what the two fields can offer each other—in spite of all their differences. (Books, Zion)

Dr. Steven Peck (M); Johnny Worthen; Sandra Tayler; Scott R. Parkin

Irish Mythology

An introduction to Irish mythology and how it can be used as inspiration for stories. (Worldbuilding, Bryce)

John Lundwall; M. Todd Gallowglas; Bree Moore; Dan Jeffery (M)

Kaffeeklatsch with Brian C. Hailes

An informal chat with one of our special guests. Space is limited; first come, first served. Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Brian C. Hailes

Acknowledgments

As always, we would like to especially thank all those who have helped to make this symposium possible:

Brian Hailes (cover art)
Kaitlond Zupanic (donations for volunteers)
Good Move Cafe (gaming prizes)
Dragon's Keep
Consign My Book

Barnes & Noble
Jeremiah Clark and the rest of the Marriott Hotel staff
The spouses, children, roommates, etc., of the symposium committee
Our guests, panelists, and volunteers

And especially all of you who come! See you next year!

Pathways to Self-Publishing

There are multiple platforms for self-publishing. Come learn about them and how to determine which is best for you. (Professional Development, Canyon)

Mike Thayer (M); C. V. Walter; Keary Taylor; Jaleta Clegg; Jared Garrett

Sculpture Workshop (1½ hours)

Learn the basics of clay sculpture from renowned sculpture artist, Devon Dorrity. This hands-on workshop will have you creating right along with Mr. Dorrity. (Art, Maple)

Devon Dorrity

The Rising Popularity of Board Games

Board games have taken off in popularity in recent years. What caused this surge and where will it go in the future? (Gaming, Arches)

Daniel R. Yocom; Natasha Ence; Ryan Decaria; Dan Wells (M); Aaron Lee Yeager

Using Beats and Microbeats to Take Your Writing to the Next Level

In a novel, pacing is everything. Bad pacing, or not using beats correctly, can destroy a book. But more powerful than a beat is the "microbeat." In this class, learn what a microbeat is by watching video instead of reading. Learn how to identify what things on-screen bring you to the edge of your seat, and how to apply the same techniques to your writing. Learn how to create killer action scenes, nail-biting drama, and romantic moments that will leave your readers swooning for more. (Writing, Birch)

Devri Walls

What's So Funny? How to Write Humor

Just about every story uses humor. How to do it well, and what it takes to write a good joke or laugh-out-loud situation. (Writing, Cedar)

Natalie Whipple (M); Stephen L. Gashler; Eric D. Snider

3:00 PM (SAT)

Caitlin Sangster for Lit Service Podcast
(cont.)

(Professional Development, Amphitheater)

Characterization of Class (1½ hours)

A discussion of effective use of costume to convey social hierarchies in the Merchant/Ivory 1992 film production of E.M. (Worldbuilding, Cedar)

Rita Beeman; Jonna Hayden

How to Write a Picture Book

They may seem simple, but picture books have their own format and style. Come learn from these author/illustrators how to write these very short works of fiction. (Writing, Elm)

Greg Newbold; Brett Helquist

Kaffeeklatsch with Lisa Mangum

An informal chat with one of our special guests. Space is limited; first come, first served. Sign up lists available each day at 8:30 AM in front of the Boardroom. (Boardroom)

Lisa Mangum

Plotting for Pantsers

Pantsing can be fun and romantic, but even the best writers have trouble creating a nuanced plot all in one go. Learn how to find the balance and give yourself direction without getting oppressive. (Writing, Zion)

Wendy Nikel; Matthew J. Kirby; Ginny Smith (M); Holly Kelly

Pokemon Go and Other Games That Create Community

Video gaming is often considered a solitary act. However, some games actively encourage the development of communities. What can we learn from them? (Gaming, Canyon)

Brennan Smith; John M. Olsen (M); Carl Duzett; Benjamin Kocher; David Dennis

Readings: J. Scott Savage and Mike Thayer

Come take a break from panels and presentations to enjoy readings from authors J. Scott Savage and Mike Thayer. Mike will be reading from *Passage to Avalon*, book 1 in the Epic Adventures of the Techno Wizard. He'll be doing a giveaway of a signed book and a signed poster. You won't be disappointed. (Readings, Sycamore)

Mike Thayer; J. Scott Savage

Sculpture Workshop (cont.)

(Art, Maple)

The Re-enchantment of the Secular World: Religion Resolving Our Existential Fear of Artificial Intelligence

(Academics, Oak)

Mari Murdock

The Science and Culture of Steampunk

In the early Industrial Age, Victorians did interesting things with coal and steam. What kinds of technology would have been developed had inventors focused solely on this power source? (Worldbuilding, Arches)

Jess Lindsay; Dan Willis; Graham Bradley (M); Scott William Taylor; Larry Correia

Three Types of Terror: Gore, the Unnatural, and Deep Terror

According to Stephen King, every good horror story includes three kinds of terror: the blood and guts gore, the unnatural (like a spider the size of a bear), and the deep psychological terror of the unknown. How to use all three to the greatest effect. (Writing, Bryce)

Michaelbrent Collings (M); Christopher Husberg; Brian Lee Durfee; Janci Patterson; Tony Daniel

What Makes a Book a Book: Experimental Formats

Some authors are getting a little far afield with their narratives. Whether it's a pile of scraps, an interconnected narrative, a series of webpages, or something else entirely, learn more about the ways that our very notion of a "book" is evolving. (Books, Birch)

Michelle Witte; Darci Stone (M); Stephen L. Gashler; L. Palmer

Writing Excuses (2 hours)

Come listen to a live recording of writing's fab four: Mary Robinette Kowal, Brandon Sanderson, Howard Tayler, and Dan Wells. (Writing, Exhibit Hall C)

Mary Robinette Kowal; Brandon Sanderson; Howard Tayler; Dan Wells, Kelly Barnhill, Jared Quam, Natasha Ence, Rosalyn Eves.

4:00 PM (SAT)

Characterization of Class (cont.)

(Worldbuilding, Cedar)

Creating Art with an iPad (1½ hours)

The iPad has transformed the way you read comics, but did you know you can create comic art on the iPad too? See a character come to life as artists demonstrate step by step how to pencil, ink, and color comics on the iPad Pro using Apple Pencil. Learn the basic tools and techniques, including which apps work best and how you too can transform your iPad into a portable art studio. (Art, Amphitheater)

Kaitlund Zupanic

Future of Media Distribution and Consumption

Audience Fragmentation, OTT, VR, bingeing, insync streaming . . . Will we hit a new standard style of watching media soon, or will we run through a long line of transitional trends? And how do you market to each one? (Theatre/Media Arts, Birch)

Tom Carr; Maxwell Alexander Drake; Kjirstin Youngberg (M); Robert Starling; Eric D. Snider

MMOs: More Than Grinding

MMOs are some of the most popular and influential games of the last twenty years. Explore the rich histories and communities of the best MMOs. (Gaming, Canyon)

Brennan Smith; Natalie Whipple; David Dennis (M); Aaron Lee Yeager

Readings: Eric James Stone and Janci Patterson

Come take a break from panels and presentations to enjoy readings from authors Eric

James Stone and Janci Patterson. Eric writes sf&f geared to adults, while Janci writes YA and adult fantasy. Both employ elements of horror. Eric plans to read from a piece of short fiction and will be doing a giveaway. You won't be disappointed. (Readings, Sycamore)

Eric James Stone; Janci Patterson

Roald Dahl: Imaginative Foundations in Children's Literature

Dive into your inner childhood with all of your favorite Roald Dahl stories. What made them crucial for imaginative development, and what they continue to offer us so many years down the road. (Books, Maple)

Jennifer Wardell; Graham Bradley; Megan Lloyd; Candace J. Thomas (M); Katie Jarvis

The Works and Worlds of Roger Zelazny

Zelazny weaves worlds with a mix of modern and mythology to create tension and push beyond the familiar. He pushes still further by moving beyond the linear storyline, mixing genres, and crossing worlds. (Books, Arches)

Jo Vanderhooft; L. Palmer

Warfare in the Age of Drones and Robots

We have unmanned drones and remote-controlled robots to aid us in our fighting endeavors. How do those guys with hundred-year-old Enfield bolt-action rifles still stand a chance? (Worldbuilding, Zion)

Erin Palette; Kal Spriggs (M); Larry Correia; J. L. Curtis

Working with a Cover Artist

Working with a cover artist can be like working with an author. Come gain a little insight into getting fabulous cover art for your self-published work. (Professional Development, Oak)

Bryce Beattie (M); Cedar Sanderson; Jason King; Brett Helquist

Writing a Series

Writing a series presents the unique challenge of wrapping up stories without closing them completely and holding interest over multiple books. Authors will talk about finding the balance and what makes a good series. (Writing, Bryce)

M. A. Nichols (M); Joshua W. Robertson; Emily R. King; Aaron Johnston; Stacy Whitman; Moshe Feder

Writing Excuses (cont.)

(Writing, Exhibit Hall C)

Writing Stories without Villains

Antagonists do not have to be people. How to have conflict and a satisfactory resolution without a bad guy. (Writing, Elm)

Peter Orullian; Christopher Husberg; Joe Vasicek; Suzanne Vincent; Scott R. Parkin (M)

5:00 PM (SAT)

Creating Art with an iPad (cont.)

(Art, Amphitheater)

Frolic in Absurdity: 1950s Sci-Fi Movie Boom

Giant bugs, mutant women, a shrinking man, aliens both helpful and monstrous. Many were only B movies, but it was still a golden age for science fiction in Hollywood. (Theatre/Media Arts, Maple)

Tom Carr; Richard Teasdale; Stephen L. Gashler (M); Robert Starling; Eric D. Snider

Medieval Courts and Trial Law

Trial by combat, pleading before the king, appealing to the magistrate, etc.: how did people seek justice in medieval times? (Worldbuilding, Canyon)

Scott Bascom (M); Micheal Boudreaux; Dan Jeffery; B. A. Simmons

It's only one year away!

Life, the Universe, & Everything 38!

Come join in the fun! Anyone can be part of the committee. Watch our Facebook page for details about how you can help.

Nerf the Snitch: Gaming in Fiction

Quidditch is a horribly designed game—or is it? Discuss the intersection of game design and fiction using examples from Harry Potter, the *Hunger Games*, *Ender's Game*, the Kingkiller chronicle, the *Lightbringer* series, and more. Learn why these fictional games captivate readers and how to craft one that can fulfill your own story's needs. (Academics, Elm)

Carl Duzett

Obsessive Outlining

Some people approach outlining as a short laundry list of things that need to happen in their book. Others have a couple pages that give a sentence or two description for each chapter. And then there's M.A. Nichols, who takes it to a whole new level. Let's just say it involves several rounds of outlines, dozens of pages, and a good couple weeks of work before she puts pen to paper. Come learn the techniques she's used to increase her productivity, reduce moments of writer's block, and nearly eliminate the need for later rewrites. (Writing, Cedar)

M. A. Nichols

Point of View: What's the Big Deal?

The same story will read very differently depending on the usage of POV. How to do it well for your story. (Writing, Birch)

Paul Genesse (M); Daniel C. Friend; Jennie Stevens; Suzanne Vincent; Moshe Feder

Running a Game Tournament

The process of getting a game tournament set up, from setting up the venue to spreading the word to getting sponsors. (Gaming, Sycamore)

Jess Lindsay; Mari Murdock; David Dennis (M); Robert J Defendi

The Final Twist: Ending Your Story with a Punch

What makes a good twist? How to execute a great and unexpected ending that still makes sense. (Writing, Exhibit Hall C)

Peter Orullian; Megan Lloyd (M); Maxwell Alexander Drake; Caitlin Sangster; Tony Daniel

The Ins and Outs of Collaborating with Other Authors

Come learn about the benefits and pitfalls of collaborating with other authors, how to build relationships that last, and when to get out. (Professional Development, Arches)

Lynette White; Aaron Johnston (M); Caitlyn McFarland

Writer Meetup: Romance

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

Writing Emotion: The Objective Correlative

This method will help writers evoke emotion in readers through the use of detailed descriptions of objects, metaphors, situations, and gestures. It goes beyond telling (and even showing) to help the reader feel what the character feels in the moment. (Writing, Oak)

Rosalyn Eves

6:00 PM (SAT)

Artist Meetup

This is a casual meetup for artists who want to network with local creative minds. (Art, Elm)

James A. Owen

Designing Magic Systems for Games

Most fantasy games will have some sort of magic. How do you make it fair, fun, and fitting to the theme? (Gaming, Cedar)

Jay Barnson; Steve Wilcox (M); James Eck; Aaron Lee Yeager

Heroic not Invincible: Writing Relatable Protagonists

We want to read strong heroes but not too strong, not too perfect. How to write an interesting and dimensional protagonist that people want to like. (Writing, Amphitheater)

Michelle Witte (M); Joshua W. Robertson; Kathryn Purdie; Joe Vasicek; Marion G. Harmon

Manage Your Reputation

Long before and after you share your baby with the rest of the world, you must market yourself. Can you build a bulletproof reputation? Come find out. (Professional Development, Maple)

Keary Taylor; M. A. Nichols; Jared Garrett (M); Janci Patterson

Metallurgy and War: The History of War through Refining Metals

The history of metal alloys go hand in hand with war. How did war drive metallurgy, and vice versa? (Worldbuilding, Birch)

Dan Jeffery; B. A. Simmons; Gordon E. Frye (M)

Screenwriting for Newbies

Never tried your hand at screenplays? Find out about the basics. (Theatre/Media Arts, Canyon)

Tom Carr (M); Michaelbrent Collings; Kohl Glass; Scott Winn; Kenny Baldwin

Suspense Essentials: Upping the Tension in Any Genre

Keep your audience on the edge of their seats no matter what genre you write by creating suspenseful situations. (Writing, Arches)

Brian Lee Durfee; Eric James Stone; Caitlin Sangster; Holly Kelly (M)

The Author/Editor Relationship

How do authors and editors work together? Join editor Moshe Feder from Tor and author Brandon Sanderson as they discuss effective author/editor relationships. (Writing, Exhibit Hall C)

Luke Peterson (M); Brandon Sanderson; Moshe Feder

7:00 PM (SAT)

Banquet

Please join us to top off a great year! Come hear best-selling author and toastmaster Lisa Mangum as part of the festivities. Separate tickets required in advance. (Zion)

Lisa Mangum

Considering self-publishing? Considering ebooks?

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