

Arisia '05 Program Précis

The following list includes suggested topics for panels. We are updating a few times a week, so check back at the end of each track for new items. Please e-mail program@arisia.org with edits, suggestions, to discuss being a program participant, or to sign up for panels (if you are already a registered guest). If you are not a panelist and curious about the proposed program, be aware that this list is **possible** program items, not inclusive, and definitely a work-in-progress!

PROGRAM TRACKS (Many items may be in multiple tracks and run in any or all of them.):

ART: 2-D, 3-D, GRAPHICS, ILLUSTRATING, COMICS, GRAPHIC NOVELS

COSTUMING: DESIGNING, CREATING, CHOREOGRAPHING AND PERFORMING

FANNISH INTERESTS: LIFESTYLES, CONVENTIONS, AND JUST FOR FUN

FAST TRACK (ages 7-12+): A MINI-CON WITHIN THE CON FOR YOUNG FANS

FILK: SINGING, PLAYING, COMPOSING, PERFORMING AND ABOUT MUSICAL ARTS

GAMING AND ROLEPLAYING: DESIGNING, PUBLISHING, MASTERING AND PLAYING

LITERATURE: BOOKS, STORIES, POETRY, COMICS, GRAPHIC NOVELS AND BUTTONS

MEDIA: ANIME, ANIMATIONS, FILMS, VIDEO, RADIO AND INTERNET

SCI/TECH: SCIENCE, TECHNOLOGY AND SOCIETY

-ENDTOC-

ART: FINE ART, FAN ART, GRAPHICS, 3-D AND ILLUSTRATING

ART-101 Medieval Inspirations for LoTR Artistic Themes The rich texture that WETA Workshop created by architecture, clothing, and tools in the LoTR series evokes medieval times. We will discuss actual medieval sources in paintings, literature, and surviving artifacts for the look and feel of the Jackson/Tolkien world.

ART-103 Film-to-Print Adaptation (may move to Media track)

What makes a good one and what doesn't work? Should someone who hasn't watched Farscape read the novels? Despite the back story and the details in print that might not actually be included in the original, our panel will debate if the original is always better.

ART-104 Trade Paperbacks/ New Small-press Comics What's new and fresh that you should know about? Can installment publications survive? It's now common to collect comics into trade paperbacks. This diminishes sales of the monthly books as people wait for the whole story before they buy. Can the industry switch to nothing but trades? How do you put out new comics in the trade paperback world?

ART-107 Comics Identity Crisis: DC...Legion! In the mini-series Identity Crisis, the changes are internal, not external. The secrets are coming out of the closet, and relationships between characters

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are changing. Is this more subtle approach winning interest? After 45 years the Legion of Superheroes is undergoing yet another relaunch. This incarnation's writer, Mark Wade, claims this will be DC's hottest title. Find out what to look forward to.

ART-108 Intro to Manga What should you check out if you've never delved into Japanese comics before? It's not all Yu-gi-oh? A new trend has arisen, homoerotic comics designed for young girls. What's driving the popularity of these books and will it affect American media?

ART-113 Print vs. Digital Print Can you have a limited edition digital print? What makes a print special?

ART-114 What is Art? Do you know it when you see it or is there an objective standard?

ART-115 Comics --Publish on the Web or Publish in Print? How should you distribute your work? There are pros and cons to different choices of comics media. What fits your story and situation the best?

ART-116 What is Genre Art? What make something SF art? Does it have to be book cover format, does it have to have dragons and/or starships, does it have to be representational?

ART-117 Roles for Artists in Film Making – Our panelists explain some of the possibilities -- scenic art, props, digital art. How do you get started working on films?

ART-118 Reaching into History for Designing the Future Discussion of borrowing from actual historic decorative movements in fantasy and science fiction design.

ART-119 Aren't comics for little boys? Presenting a primer to comics for women. This is a panel to introduce women to comics, that there is a wealth of interesting comics geared toward women. Also a look at the all-ages market and its future. Let's talk about what's available, what are the challenges, what we would like to see, and how to bring in the next generation of readers.

ART-120 Women Who Kick Butt A history of strong female characters in comics. This panel is a discussion of their reflection of society and a celebration of what they represent.

ART-121 Comics Petting Zoo (may move to Fast Track)

This is a panel to introduce parents and children to today's all ages books, and help them find the books that will delight both. We will have copies of all the books we talk about to look over and discuss at the panel. Bring and discuss your favorites, as well.

ART-124 Porno Comics & the Women Who Love Them Women created and targeted erotica. Discussion with women creators and readers of comic erotica. Talking about why we love it, what to look for, and how a women's perspective makes a difference.

ART-128 How to Reproduce Your Artwork It's not enough to paint a nice picture, you also have to know something about reproducing it. A demystification of commercial reproduction methods and their limitations. (Rene Walling presentation)

ART-132 Lost Wax Casting in Bronze slide presentation. Butch Honeck.

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ART-133 Intruders in Alien Territory: 3-D Art in a 2-D World Sometimes 3-D artists have a hard time of it at cons that are 3-D-hostile or oblige us to exhibit under less-than-ideal conditions. Topics covered: lack of lighting, 2-D elitist attitudes, tables too small, clumsy handling of 3-D pieces at auction. How can 3-D art be judged against 2-D art? Sally Mayer moderator

ART-134 Exploring New Worlds in Polymer Clay and Other Sculpting Media Spotted septapods, gnomes in Lord of the Rings, gargoyles and millennium angels., psychedelic dinosaurs—all these may be brought to life in various sculpting media. Sally Mayer, Sandra Lira, Heidi Hooper

ART-136 Buying, Selling and Collecting SF/F Art for Fun or Profit You loved that piece in the Art Show, you were happy to have the winning bid and take it home. But was it worth it? The painful realities of art collecting. How-to and discussion of art copyright registration and regulation: who, what, where, when, why and how much? Selling to galleries: slides, shows and competitions.

ART-137 Blindfolded Sculpture The host will take suggestions from the audience and then blindfold the sculptors and give them some clay. It's amazing what they come up with. It's a lot of fun, and volunteers from the audience may join in, too. The pieces will be sold at the art auction and the money goes to the charity.

-ENDART-

COSTUMING: DESIGNING, CREATING, CHOREOGRAPHING AND PERFORMING

For more information about costuming, contact Carol Salemi/Bridget Boyle masq@arisia.org.

COS-101 Moving in Historical Clothing Explore a range of issues, including the ways in which different costumes lend themselves to (or prohibit) certain ranges of movement. Venture into the topic of how to function comfortably in historic dress of various periods: e.g. backing up in hoops (happens a lot in dances), carrying things, going through doorways, managing a train, etc. Volunteers: Barbara Menard Pugliese, Susan de Guardiola

COS-102 Foundation Garments for Time Travelers A look at different types of corsets and other undergarments and would address the issue of how each achieves the silhouette appropriate to its period. This could also be of interest to masquerade costumers looking for historical inspiration for the particular effects they want to create. Volunteers: Barbara Menard Pugliese, Susan de Guardiola

COS-104 Judging a Masquerade Experienced masquerade judges talk about what they look for and how they make the decisions. Useful for both masquerade entrants and would-be judges. Volunteer: Susan de Guardiola

COS-105 I have 200 Hats And I'm not afraid to talk about them, show them and share them. The modern hats (1870 – present) are genuine. I have historical reproductions from many different

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centuries. I would like to present the history of, making of, and etiquette of hats! Based on an interactive lecture for museums and Red Hat Society groups. Volunteer: Coelynn McIninch

COS-106 No More Stagefright! This workshop is for EVERYONE! Singers, dancers, jugglers, costumers, instrumentalists, story tellers, any performer - and teachers, doctors, business people, writers, even the terminally shy. Anyone who has to teach, lecture, make presentations or "perform" in any way.

COS-107 One Man's Trash is Another Fan's Treasure

COS-108 Make-up Demonstration

COS-109 Techniques of Fabric Painting/Demo

COS-110 Beads, Beads, Beads

COS-111 Masquerade Debrief

COS-112 Rotsler's Rules"/ masquerade slide show

COS-113 Meet the Costumers

-ENDCOS-

FANNISH INTERESTS, CONVENTIONS, AND JUST FOR FUN

FAN-001.1 Yoga class & practice with Jude. Saturday 9:00 AM

FAN-001.2 Yoga class & practice with Jude. Sunday 9:00 AM

FAN-100 [to run in the Terrace room as an Event Friday evening, but we need participants so here it is] **Earth Girls/Earth Boys Are [Not] Easy** On dating, relationships, and safe sex. Regis Donovan may moderate. Large panel with representatives of each gender (I count five so far).

FAN-101 Guilty Pleasures These are the books you would never have prominently displayed in your library. These are the television shows you secretly videotape or TiVo and set aside private time to watch. These are the movies that you dish and criticize harshly, but will not hesitate to purchase if you come across the VHS or DVD. We wish we could avoid or resist them, but like moths to a flame we cannot help but get sucked in for the ride. Spill your guts, confess your sins, and debate over your favorite vices.

FAN-102 Panels from HELL You have your topic in place, you have your panels filled with guests, and what sounds like a good idea with great dynamics becomes an exercise in futility. This is when good panels go bad! This is when the audience suffers and the panelists suffer with them. Come on out to hear the good, the bad, and the ugly in panels, workshops, and (why not!) cons that suddenly wind up into the experiences that you would love to forget. Welcome to Panels from Hell!!!

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FAN-103 SciFi Superiority Complex -- Elitism in SF/F. Is there an "elite class" in Science Fiction and Fantasy, and why? Who is this "Speculative Fiction Snobbery" between? Science Fiction and Fantasy? Big press versus Small Press? Media versus Literary? Gamers versus...other gamers? Where do you think this elitism--if it's there--comes from?

FAN-104 Furry and Otherkin: Mainstream as Goth Anthropomorphics have always been with us, but the growth in furies, otherkin, soubonders and weres today is unprecedented. Find out how these subcultures throw down the gauntlet to challenge identity, and win

FAN-105 Jews and Fandom -- Which is harder: explaining to fellow fans why you wrap a leather strap around your arm in shul but don't wear Goth at a con, or explaining to your family why you'll be observing Havdalah with a pro, a Klingon, and people going to a masquerade? Is there a link between being Jewish and being a fan, or is that just a bubbehmeiseh?

FAN-106 So You Like Local Conventions... -- Noreascon was fun but it'll be a long time before the World Science Fiction Convention will be back in Boston. (Are you volunteering to run it?) So after Arisia, what else is on the local scene? (Besides Boskone and Readercon, there are some smaller cons that would probably appreciate the publicity, plus Gaylaxicon is having their national convention in Cambridge in the summer of 2005. Panel could be made up of reps of different local cons.)

FAN-107 Fandom in Fifty Minutes -- It's your first convention, you don't know anyone, and you're overwhelmed by the pocket programming. Is there a way to see everything without cloning yourself? This quick guide to Arisia spotlights the art show, the masquerade, the programming tracks, and the other features of the con. And you'll find out how easy it is to help out with the show.

FAN-108 Alien Artifacts. Concept: You take a bunch of manufactured items, easily cobbled together from spare parts and bits of things that are made of metal, such as from a model kit, or just some metallic or plastic junk found in the average home. Glue them together, and throw perhaps 10-15 of these items in a box, and assemble a panel to participate in discussing what these items could be. [The program participants pretend to have great knowledge of alien artifacts, and are claiming to be experts on xenoarchaeology. These items are supposed to have been found on various digs on a dozen or more abandoned worlds, where advanced technological civilizations have been. The fun comes from the participants making more and more outrageous claims as to the function and usage of these items.]

FAN-109 Future Finance After everything you do with money is computerized, what next? How will technology (continue to) change how we deal with finances?

FAN-110 The Liberal Bigot: Are we really open minded? At what point is liberalism narrow-minded? Why are conservatives almost always the bad guys and why are the extremely devout portrayed as evil?

FAN-111 How Can We Stop Fans From Trying to Kill Themselves? -- No exercise. The all-snack food diet. An Internet-based social life. Are we our own worst enemies? Let's talk about some fannish-oriented solutions to taking better care of ourselves, so we can all keep attending cons for many years to come.

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FAN-112 Flame Wars: What is it about communication online that causes such conflict? Or is it something about the sort of people who are drawn to communicate online?

FAN-114 The Very Secret Diaries Group reading of *The Very Secret Diaries* (a Lord of the Rings parody). Note: the con is not liable from injuries due to excessive laughter. Get a head start at <http://www.ealasaaid.com/misc/vsd/>

FAN-115 Fandom's Flexible Borders Storm Troopers hanging out with Trekkies, LARPerS debating Buffy-isms with Geeks, dogs and cats living together, and everybody ogling the wenches parading about on display. The average SF-con has more intellectual diversity than you could shake a Mensa application at, so how is it that we all just get along? Or do we? Why do we make all these categories? In the small puddle of fandom, there are serious fans and media fans and fanzine fans and ... Trekkies. The drive to divide ourselves up often trumps the desire to band together. It seems to be unavoidable – but why?

FAN-116 The Very Examined Life: Today more people are writing in journals than ever before, but instead of private thoughts to be read by a very few many of these journals are online and open to the viewing public. This is the land of the blog site, the best-known of which is LiveJournal or LJ for short. What got you into blogging? What keeps you there? What are some of the pitfalls and problems to be avoided? Do you enjoy being the center of your very own Cult of Me? Come and listen to our panelists and perhaps meet some of your fellow journalers.

FAN-117 Hey Babe, what's your LJ-name? Is blogging slowly changing our social world and the way we relate to others, much as e-mail and cell phones have done? Is your on-line journal a place to tell all you deepest secrets to the world or a nice way to keep up with your friends? Is the blog slowly replacing mass e-mails as the easiest way to stay in touch?

FAN-118 La Cage Aux Fans Gays have been around forever. It goes without saying, then, that they've always been a part of Fandom. How has fannish life changed over the years for Gay Fans and what's it like now?

FAN-119 Introductory Fan Web Design A seminar on setting up a website about your favorite topic, with lots of practical tips.

FAN-121 Sleep Apnea -- Snoring isn't always a noisy inconvenience; sometimes it's a marker of a life-threatening problem. Be aware of what signs might be showing up in your health or that of someone you know.

FAN-122 Catholics in Fandom "I'm just glad there are no conventions on Ash Wednesday," says one Catholic fan. Would you show up to your favorite fannish gathering with ashes on your forehead? Is fandom a hostile environment for (recovering or other) Catholic fans?

FAN-123 Fannish Eye for the Mundane Guy You're walking down the street and someone "just looks like someone you ought to know". Why? What makes someone look fannish? What "style" does it take to blend in at a con?

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FAN-125 Broadening the Fannish Mind Interests shared by fans often get to be part of the con even if they are not SF-related. What do we bring into fandom from the outside? Drumming, bellydancing, Regency dance, yoga classes, tai chi, sword fighting, tarot ... and the list goes on.

FAN-127 Polyamoury 101: Curious? Interested? Skeptical? Nervous? Excited? Find out what it's all about. This panel is designed for someone new to poly, who is either interested in exploring polyamorous relationships, or just wants to find out what it's all about. And since we won't be able to answer all your questions in an hour – where to go for further resources.

FAN-128 Perpetually Poly Polyamoury does have its complications along with the joys. Forming relationships with your significant other's significant others, knowing when it's not time to start something new, dealing with families around holiday time are some of the possible discussion subjects. This panel is (primarily) for folks who are in poly relationships. Come join us for discussion of how to make it work and keep it working!

FAN-129 Intentional Communities Special Filk Guests, Mary Ellen Wessels (aka mew) and Ed Stauff with other panelists discuss Intentional Communities: groups of homes built and owned by like-minded folk, that have popped up in urban and suburban places. The Cornerstone co-op in Cambridge is one such.

FAN-130 Ritual Laboratory Are you a pagan on the weekend, a scientist during the week? Let your selves join! Come experiment with bringing your spirit into technical settings. What might we celebrate ritually? How would we do it? How do we respect the many traditions we and our colleagues practice? All traditions welcome.

FAN-131 The Alien Awakened Chances are that, if you've read Daniel Quinn's "Ishmael" series, you've experienced a spiritual transformation whereby you have -- to quote another inspiring concept -- Taken The Red Pill. You now look at our Western culture as an outsider. But unlike in "The Matrix", there IS no Blue Pill: your eyes are opened forever, you cannot go back. Do you feel awakened? Invigorated? Terrified? Hopeful? Dare we say: do you now feel like an alien living amongst the rest of our society? A discussion on looking at our culture from the outside, and how to handle that once we arrive.

FAN-133 Polyamory in Science-Fiction Examples of poly in SF. What did they get right? What's wrong? How can we apply those ideals? Is it realistic to try? Is it the wave of the future?

FAN-136 How Running Around in My Underwear Helped Me Rocky Horror Picture Show and sexuality. Discussion with long time fans and cast members about Rocky and how it helped to arouse sexual awareness and tolerance.

FAN-137 No More Stagefright! This workshop is for singers, costumers, actors, writers, dancers and anyone who has to get up in front of a group of people and “perform”. The workshop will touch on the 3 main types of stage fright and will cover specific techniques to combat the symptoms, as well as exercises to understand the roots of your own stage fright. Performance experience not required. If possible wear comfy clothes.

FAN-141 Fanon and How It Gets That Way An exercise. The moderator will present an original short piece, and participants will split up to develop ideas about it based on what they've heard.

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How do they reach these conclusions? Why such different takes? What's being picked up on in canon? Which reactions are determined by the text, and which by the experience/desires of the readers?

FAN-144 Finding the Gaps Writing canon-compliant fan fiction; making it fit and making it feel "right." Which "missing scenes" beg to be written? What makes a story the author never thought of still feel "inevitable" to readers? And if you're writing fanfic, why would you *want* to make it feel like canon?

FAN-150 Fan Fiction 101 So you've heard of fan fiction, maybe even run across a story or two. But what is it? Who writes it? What are all those weird acronyms (OTP--K/S--AU)? What on Earth does "slash" mean, and how did it end up meaning that? Where are the archives? How do you find a place to post a story, or an archive with the kind of stories you really want to read? Come on in and meet your guides to the Forest of Fanfic!

FAN-151 What Does Warp Drive Warp When Warp Drive Drives Warp Drive? (An explanation in common terms) Have you ever wondered how the Warp Drive propels a StarShip faster than the speed of light? This panel features an in - depth lecture on the physics and history of the Warp Drive in everyday terms; including the physics of space/time warping, moving ships through a space warp, and the avoidance of deleterious relativistic time dilation effects. Star Trek is a Registered Trademark of Paramount Pictures; not used with permission or knowledge; etc. etc.; insert remaining standard legal disclaimers here.

FAN- 152 Fannish Etiquette vs. Mundane Etiquette Fandom has different rules of proper behavior than the rest of the culture - in the mundane world, reading a book at a party is rude, whereas in fandom, it's a conversation starter. What other examples can we find and why are things so different here?

FAN-155 Everything Human is Alien to Me The humanists said, "Nothing human is alien to me," but just look around. Men claim not to understand women and vice versa. Gender, race, class, culture, blue states and red states, first world and third--how will we ever cross the divide between humanity and an alien species if we can't even cross the divides we create between ourselves? How can the literature of imagination help?

FAN-156 Workshop: *Storytelling* 101 An introduction to the art of storytelling. Participants will walk out being able to tell a story, either a tradition fairy tale, radically retold fairy tale, or an improvised story. (Laura Packer)

FAN-157 Growing Up in a Fantasy Household Teenagers think that their parents are weird, but some of us can prove this beyond reasonable doubt. What is it like to grow up in a household where mom and dad engage in activities that may include hitting people with swords (steel or wooden), arguing in Latin (usually bad Latin), insulting people in Klingon (also bad Klingon, but who's to know)? What is it like to have clothes in your closet from all periods of history except the one in which you happen to be living? Let us tell you about it. Antonia M. Pugliese (Apprentice at Large)

FAN-158 Worldcon bids open platform: 1) Anticipation: Worldcon Bid for Montreal in 2009. A presentation of the bid to Boston fandom, followed by a question period. Panelists include Bid

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Committee members who are present at Arisia (Rene Walling, Eugene Heller and Marie-Astrid Walling. [other bid groups can sign up to present their bids])

FAN-159 Morris dancing for the all. If you can skip, you can dance! If you can skip, you can put on funny clothes (even funnier than the usual hall costumes), wield a stick or hankies, and participate in the ancient and silly art of English Morris dancing. All sizes and mobilities welcome.

FAN-161 Psychic Activities in the Modern World How do paranormal experiences change as technology progresses? Can we now rule it all out, or do we change the name to things like the 'sys admin field'?

FAN-162 Changing Attitudes Towards Violence Why have some kinds of violence become unacceptable [I slapped her because she was hysterical.] while others have become everyday [It was preemptive self defense.]. We've gone from stone knives to stunners and what should we carry now?

FAN-163 A Multiverse of Fandoms There are folks who get together to share common interests: sci fi, fantasy and comics fans, filkers, costumers, gamers, folk dancers and even baseball fans. What do all fandoms have in common? Is it possible to be a non-internet connected fan? Where do you find the others? The resources are out there, with or without the Web at your fingertips.

FAN-164 Silly Science Fiction How often have you read a SF novel or short story and sat there laughing your ass off, because the "science" sounded more like complete and utter nonsense? Here we will discuss works by writers who are well respected in the industry, even won Hugos, etc, who haven't a clue as to how the actual science works! Please remember to bring a copy of your favorite books, so we can look at specific details and share them with the panel.

-ENDFAN-

FAST TRACK (ages 7-12+)

(see separate FT program)

-ENDFT-

FILK AND MUSICAL ARTS

FIL-101 Filk 101: The Music of Fandom: Filk music has been going strong for a very long time, with songs of all types and all kinds of filkers. Come and learn about the music, its roots, and meet some of the people behind the music. If you have a quirky sense of humor but you've never gone to a filk room then you should come take a look.

FIL-102 Filk 201: Songwriting: Not every song is a hit, nor should you expect it to be. Original or parody, either way there's no guarantee your song won't get buried in the garden under the new moon. So, what makes a song good? Come find out what the songwriters - and the audience! - says.

FIL-103 Parody and Copyright: Copyright is an ever-changing minefield in the modern world, but it does allow for some limited fair-use by others. Parody and satire would not exist if not

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allowed under copyright law; but how far can you go with them? How do you share? Come and you'll find out.

FIL-105 NESFA Songbook Sing-along: NESFA has printed songbooks, called the NESFA Hymnal, that are filled with a large number of very singable filk songs. If you feel moved to sing from a songbook, come and sing! Or come to listen - we like audience too. Songbooks are provided on loan, so don't worry about not having one.

FIL-106 Early Morning Filk Because people who can't stay up all night (and those with kids) deserve to filk too. Starting around 10am on Saturday and/or Sunday. *Sheila, extended filk during normal programming hours can become a noise issue for panels in nearby rooms...*

FIL-108 Filk Concert: The One Shots Come listen to many performers sing a variety of music, songs from silly to sad to strange to serious. If you like listening to Doctor Demento you should enjoy this concert. If you want to perform in the concert, please sign up at the Information desk.

FIL-109 Filk Concert: Short Sets Four sets of performers. One audience. Plenty of good music. Nothing more needs to be said. If you want to perform in the concert, please sign up at the Information desk.

FIL-110 What do you want to see in your local filk convention? Do you attend for the concerts or to meet filkers from other areas, or to perform yourself? What sort of programming do you want to see?

-ENDFIL-

GAMING: DESIGNING, PUBLISHING, MASTERING, PLAYING, LARPS:

GAM-101 MMORPG Addiction What is it really that attracts people to MMORPGs? Is it stat-building or simple curiosity about the worlds? Are socialization, power gaming, or just simple interest in the next generation of "Roleplaying" relevant? MMORPG past present and future. Come, discuss, and gain enlightenment.

GAM-102 RuneQuest Reborn: Against all odds, the RuneQuest system has come back into print - again. What are the odds of survival? Is the promised new multi-genre version of the system doomed to be crushed by the D20 juggernaut?

GAM-103 The Plight of the Older Gamer - It was so easy in college. Nothing but time to kill and lots of other gamers on campus. But now that you've got a job and a family, is it possible to still be a role-player?

GAM-104 I Gave You STORMBRINGER? - How RPG campaigns become unbalanced and what GMs can do about it.

GAM-107 I Smell a Plot! Plot Design in Tabletop Roleplaying. Discuss Types, Styles and Ideas on plotting campaigns and scenarios for Game Masters. Including **Creative Plagiarism:** how to "share" plots from books and movies for your campaign without getting caught.

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GAM-108 Party Genesis Scenarios - "You all meet in a bar" is pretty old. Panelists discuss new ways to get a party together and give them a reason to work as a group.

GAM-115 MMORPG - T.R.A.I.N.! (Terror Running Around In Norrath) The perils of Online gaming. From newbies "training" NPCs into you, to wives and husbands who know not the touch of their spouses. Here we discuss the many perils and problems with MMORPGing.

GAM-117 What is a LARP? Identifying the types and which one would be right for you. What about women LARPer? What are the commonalities among tabletop RPGs, theatre-style LARPs, combat LARPs, and others? Survey the field and then attend panels that go into more depth.

GAM-118 Conflicts and Conundrums: Avoiding LARP Traps So you're working on a campaign that runs over multiple events, maybe even a year or more, and you're running into some minor snags. Volunteerism is down, storywriters are at each others' throats, you've lost yet another site, and long-time players are threatening to leave...are you doing something wrong? Are you the only one with these problems? Probably not, so what can you do to improve matters? Running a live action game is completely different from running a tabletop game. You have a lot less control over what will happen, and players will hijack the plot away from you at a moment's notice - and that's one of the best things about a LARP! We'll discuss some of the problems that arise in a long-term campaign that don't impact short-term LARPs quite so strongly, and we'll share ideas on how to avoid or alleviate them.

GAM-119 Breaking down the Myths of Women in Gaming Women are sometimes relegated to the sidelines in LARPs and RPGs, especially combat-based systems, where it's assumed they'll take up nurturing roles such as team healer. But to draw in and entertain female players, we need to keep in mind that women game for a wide array of experiences. In this panel, we'll talk about clichés and virtual boxes imposed on women, how to break out of them, and how to attract more women to the genre, as well as commonalities and differences between tabletop RPG issues and those of LARPs.

GAM-120 My Tabletop is Better than Your LARP! Strife Between Gamers: does the holier-than-thou approach many of us take towards our favorite genre of gaming mean we're causing rifts where we should be creating support systems? Are there enough commonalities between tabletop RPGs, theatre-style LARPs, combat LARPs, and others, that we can work together to improve global awareness of gaming, or should we make a clean split and go our separate ways, never the twain to meet?

GAM-122 He Boffs, She Boffs, We Boff! Do You Boff? Boffer Weapon Building Workshop (Friday). Take your roleplaying to the next level—hit your friends and family with “real” foam swords, called “boffers.” Made from foam, duct tape and plumbing supplies, these weapons are used in many LARPs. In this hands-on session you will learn the basics of building a good boffer LARP sword, to NERO safety specifications (materials provided). Participants will be encouraged to bring their weapons to the NERO demo for practice and to learn safe combat techniques.

GAM-109 LARP ONE Friday 9:00 PM to Midnight

Name of game: City Council of Hound's Teeth

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Genre: Theatre Style (Horde)

Brief Description: The Hound's Teeth City Council is meeting tonight, and the whole town is there. Between zombies in the fields, adventurers who want their law-breaking party-member returned, a loose mage's apprentice playing pranks, everyone has a complaint. A horde LARP based on every table-top fantasy city council meeting.

Number of players: 12 - 22

Length of game: 3 hours

Approximate space requirements: One large room or one small and one mid-sized room.

Contact: Susan Weiner, Nat Budin, Matt Sachs: emp42@brandeis.edu

GAM-110 LARP TWO Saturday 11:00 AM to 3:00 PM

Name of game: Long Ago and Far Away

Genre (theatre-style, World of Darkness, Live Combat)

Interactive Literature/TS

Brief Description: Long Ago is set in the world of popular, if sometimes slightly fractured, fairy tales. Did you feel like wolves and dragons always got a bad rap? Think the princesses were too prissy? Wanna see those evil viscounts and stepmothers get what's coming to them? Or maybe come out on top for a change? Join us for Long Ago and Far Away, a short LARP based in a world of fractured and intersecting fairy tales, where magic is real, the animals talk, and "happily ever after" isn't guaranteed.

Number of players: 30-45

Length of game: 2-4 hours

Approximate space requirements: One large room works just fine.

Contact: Stephen Balzac, Aimee Yermish, Adira: long-ago-gms@mit.edu

GAM-111 LARP THREE Saturday 3:00 PM to 5:30 PM

Title: Cold Storage by Charley Sumner

Style: Theatre-style

Brief Description: A dark SF game with horror elements. Passengers traveling from Earth to the troubled Jovian colonies are kept in cryostasis; never meeting while a minimal crew supervises the four-month flight. Unfortunately, things seem to have gone disastrously wrong aboard the P.T.S. Caledonia and the passengers have woken up en route to discover a dead crew, a disabled ship and companions who may not be what they claim. As the tensions mount, can they manage to trust each other long enough to find out what happened and survive?

Players: approx. 13

Duration 2-3 hours

Genre: Science fiction

Contact: Charles Sumner, Mark Waks, Andrew Kirschbaum: delta_station@yahoo.com

Application Forms and more information: <http://jducoeur.org/ColdStorage/>

GAM-112 LARP FOUR

Sunday (10am-2pm)

Name: NERO demo and game

Genre: Live combat

Arisia '05 Program Précis

Brief Description: NERO is a long-running sword-and-sorcery style fantasy chronicle. The NERO folks will be demonstrating some of their combat and roleplaying, followed by running a brief game for any interested players.

Number of players: flexible

Length of game: 4 hours

Approximate space requirements: one large room

-ENDGAM-

LITERATURE: BOOKS, STORIES, POETRY, COMICS, GRAPHIC NOVELS, BUTTONS

LIT-102 Dr. Seuss: Gateway to SF? – The late Springfield, Mass. writer/illustrator Theodore Geisel, better known as Dr. Seuss, created fantastic worlds where the Grinch stole Christmas, the Cat in the Hat could disrupt a household, Horton heard a Who, and Sneetches worried about whether they had stars on their bellies. How do his surreal and amusing stories prepare young readers for the world of SF?

LIT-103 Go, Podkayne, Go Heinlein's juvenile stories have long been admired and imitated, but are they just too dated for today's youth? Sales seem to suggest otherwise . . . but why? Are all those books being sold to replace worn out copies, or does Space Cadet still ring true?

LIT-104 The End... now what? You've written a story. What do you do next? A discussion of the nuts and bolts of submitting to editors and agents, including examples of what NOT to do, and what you should do after you sell the story to ensure you can sell the next one.

LIT-105 You got your Fantasy in My History! You Got Your History in My Fantasy! Science Fiction never blinks at incorporating events and icons of history...but we rarely see crossovers with fantasy and history and not have it called "Alternative History." So why can't we have elves fighting alongside William Wallace? Why can't we have sorcerers on the White House cabinet? J.K. Rowling invented the "Ministry of Magic" so does this mean that at one time Cornelius Fudge reported to Tony Blair? (If so, why didn't the Ministry of Magic do anything to help out with the Foot-and-Mouth and Mad Cow epidemics?) Why are Fantasy authors hesitant to combine their history with their fantasy? Where is the line between "Historical Fantasy" and "Alternative History"? Authors discuss the challenges, the pitfalls, and the fun in enjoying these two tastes that taste great together.

LIT-106 Shakespeare in Fantasy and Horror Before Brooks, before Anthony, before Tolkien, there was the Bard. William Shakespeare was not the first to build the genre, but he was the first to make it marketable. This panel takes an in-depth look at the works of William Shakespeare and we reflect on Will's way through the genres of Fantasy and Horror.

LIT-107 Clever Gravity: How does Stephen King get away with writing science fiction when he's never done any grad work in the sciences? He fakes it, and so can you! Learn the do's and don'ts of using science in speculative fiction when you don't have time for a Masters in Physics.

LIT-108 Finding Good Sources. Life is easy. Research is hard. How do you avoid BAD research? A few rules for developing a bozo filter.

Arisia '05 Program Précis

LIT-110 SF/Fantasy in the Underworld: The passage through hell and back again, from the Odyssey and Gilgamesh to Moria and elsewhere.

LIT-111 What Happened to Publishing? Does it seem like nothing but spy thrillers, serial killers and celebrity bios are on the bookshelves? Will e-publishing and POD publishing help or hurt?

LIT-113 What Makes an Alien Language Alien? Tired of aliens who show up speaking perfect English? Wonder why the universal translator just isn't going to work? Irritated with alien language clichés in your stories? Then this panel is for you!

LIT-114 Tolkien Is Not Alone: Discussions of other literary and media depictions of old European myths and legends, such as *The Thirteenth Warrior* (a Beowulf inspired book turned into a movie, with questionable success).

Lit 115 From Shooting for the Stars to Shooting Yourself in the Foot – The Business Side of Books Don't kid yourself -- this is a business. How serious is the business of aliens and elves, and how seriously should you take it? Is it possible to take yourself too seriously? How do you prevent yourself from being puffed up with vanity when your work reaches print? How do you behave at a con? Listen from the pros some of the common sense tactics needed and some sage advice on representing yourself in the continuously changing world of books.

LIT-116 Chicks in Chain Mail Women are in combat today, but in fantasy fiction what exactly is with those metal bikinis? Are they practical, or are Boris Vallejo and Julie Bell simply working through issues. This panel takes a closer look at the appeal of warrior women, the "death" of the damsel in distress, and why "tough women" sell!

LIT-117 A Writer's Feng Shui Where do writers prefer to do their work? Some authors like to grab their legal pad, head to their favorite coffee house or watering hole, and people watch. Other authors prefer to be in their offices with something on a CD player softly playing the classics. And then you have the multitaskers who are balance parenthood with deadlines. Come out and take a listen to how the pros choose to work.

LIT-118 Breaking Writer's Block and Brainstorming Are all the good ideas taken? If no, where do the writers of today and tomorrow get their inspirations from? And how do you handle writer's block? How do you know if you're suffering writer's block? Do our panelists believe in writer's block? Here, authors talk about their sources of inspiration and ways to keep the words coming.

LIT-119 Is Magic too Formulaic? Magic in fiction used to be wild and dangerous. Lately, it's as predictable as science. Has something essential been lost by this taming? If so, how can we put the mystery back in magic?

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LIT-120 The Modern Day Role of the Vampire This discussion is based on the earliest beginnings of vampire literature, television and movies and where the vampire is heading in terms of its adaptation to current cultural and societal norms. (Also available as a one hour PowerPoint presentation)

LIT-121 Small Press or No Press? Or Is This As Good As It Gets? Okay, you've written that best selling novel and it's been rejected by all the major presses. So what do you do now? This panel is designed to offer suggestions on how to use the small press as a stepping stone to other avenues of improvement whether dealing with issues of writing or your own personal mindset in regard to writing.

LIT-122 Whose Book Is It Anyway? Moderator reads selections from various works of science fiction, fantasy and horror. Panelists form teams with the audience and try to figure whose book it is.

LIT-123 Quick Write Writers and audience members team up to write a short story in ten minutes--in secret from each other. As a section is completed, it is passed onto another member to pick up where the other left off.

LIT-124 Are Dracula and Frankenstein Related? What did Bram Stoker and Mary Shelley actual mean when they wrote Dracula and Frankenstein? Are these two creatures related? From issues with women's rights and sexuality, anxieties about foreigners coming to England and homosexuality. What were these writers really concerned with? Or was it just a story about a vampire and a monster?

LIT-125 Multitasking Without Blowing a Gasket You're writing one story, when a brilliant idea for another occurs to you. Then your editor emails you with some last-minute revisions for the book you thought was done, and your publicist needs you to summarize your last book for her latest mailing. How to juggle all your projects, in all their various stages, without going insane or losing important information.

LIT-126 How to run a Writers Group This panel explains how to run an effective writers' group. The right people, the right ground rules and the right format are all important.

LIT-128 The Creative Brain Writers all have a file with the beginnings of stories that never got finished. Often it's because you don't know where to go with the story. We provide some story beginning, and you, the audience, brainstorm with us on completing the story.

LIT-129 Fact vs. Fiction: Some writers feel that technical accuracy gets in the way of the story. Others feel that the story gets in the way of technical accuracy. The middle ground says that it's not an either/or -- you can do both. Is compromise possible?

LIT-130 What Makes a Page-Turner? Does it depend on the taste of the reader? What makes you stay up all night with a book? Why are some acclaimed and admittedly excellent books not personally gripping? What authors write page-turners?

Arisia '05 Program Précis

LIT-131 Ordinary Apocalypse—Personal Epics What does the epic suffer from increased personalization of its protagonists and antagonists, and what does it gain? Is Sauron's evil lessened by his abuse as a child, or increased by his devotion to Ayn Rand's principles? Must one keep a sense of mystery in a character to retain an "epic" feel, or can one dig into the eddies of a character's brain and find ultimate struggles without them leaving home?

LIT-132 The Alien Point of View Is it possible for a human to write an understandable story using the actual perspective of another species? Our senses define our world - we lack the sensitivity to comprehend the "scent" world of a canine or the "pressure" world of a deep-sea fish. Can a story that intends to capture an alien experience be enjoyable, or does this work against it, like a humorous major thesis?

LIT-133 The Power of Happy Stories In the face of increasing war media, back-stabbing reality shows, and the glorification of angst, tales of joy and mirth are needed sorely to keep ourselves sane. We will discuss where all the bawdy, happy, magical stories have hidden themselves away and how they help to heal us from loss and depression. From A.A. Milne to the Powerpuff Girls, behold the power of the saccharine!

LIT-134 The Independent Press: Myths and Misconceptions To some book aficionados, the Small Press authors are writers "not good enough" for the big presses. And to the booksellers, if you aren't with the major houses, you MUST be vanity. If all this is true, why are some authors (both new and established) enjoying success and popularity in the bookstores and the SF/F con circuit? Could there be some advantages to declaring independence? Hear some advice on working with the smaller presses, what to expect, and what questions to ask.

LIT-135 Blended Genres The "new" blended genres of sf/f and romance has actually been around for years. How does this combination distinguish itself from its predecessors?

LIT-136 Women in SF Writing: Discussion of being an author in a heretofore predominantly male genre, the importance of groundbreaking women authors and what it's like for us now.

LIT-137 Torturing Characters for Fun and Profit How much conflict is enough to tell a story? What authors are particularly good at putting their characters through the mill? Is it possible to go too far?

LIT-138 Beyond Harry Potter: Arguably some of the best fantasy today is being written for young adults, while other titles that were previously published for adults are being repackaged and marketed as YA. What is driving this trend? Which YA authors and stories will appeal to adult readers and why? YA fiction, and the importance of YA literature.

LIT-139 Cordwainer Smith.

LIT-140 They Were Giants In Those Days - Many classic pre-1980's genre works are no longer in print. Join us in remembering the giants of the past. Are those days gone forever? Where are the Asimovs, Heinleins, Leibers, etc. of the future?

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LIT-141 Forgotten Great: Fredric Brown Master of short-shorts, pioneer of genre humor, and his work even made it to classic Trek. He had a major influence on the field. But does anyone under the age of 50 even know who he is?

LIT-142 In Remembrance: James White Discussion of the works and influence of the author of the classic Hospital Sector series.

LIT-143 Creating a realistic Star System Planets, culture and social norms that define a species "behavior" and character development.

LIT-144 Sleuthing and Crime Solving in SF and Fantasy We see a lot of detective stories pop up in our genre. The writers doing these they have to have their inspirations! So listen to our panelists talk about their favorite cop shows and fictional detectives. They will figure out who would be their favorite sleuth to solve today's biggest cases, and reminisce over successful crossovers.

LIT-145 Collaboration Over the Internet The internet has made it possible for writers around the world to collaborate on their work. How is collaboration by email able to work? Don't we need the inspiration of face-to-face discussion. With this topic, not only is collaborating over the Internet discussed, but we also address the growing role of The Internet in the future of publishing

LIT-148 Gay Authors and Straight Authors Writing Gay Characters Any author will tell you that you don't need to be the character to write the character, but does it make a difference in how believable that character becomes? Is it stereotyping if a straight author writes it and true to life when a gay one does? Why have so many recent gay characters been written by straight authors?

LIT-151 Filing off the Serial Numbers Stories often have aliens based on snippets (or big hunks) of Earth culture. How do good writers make this work? When is an obvious borrowing too obvious?

LIT-152 Poetry that fits into the corners and other odd places Poetry makes good filler in magazines where publishers have a small space that needs filling. However, it may not get notice being such a small space. Come write poetry that is shaped differently, is not a box, or short lines of text all in a row. Come be creative with your shapes and ideas.

LIT-153 How to Read Aloud Poetry slams, author readings, work presentations, school reports, impromptu story telling, and reading to children are all times when knowing how to read aloud well can come in handy. Come get tips and get some practice. You do not need to bring material, some will be available.

LIT-154 Writing Odd Things in Odd Forms is Harder to Sell SF/F poetry may fit this statement but it's not always the case. Come talk to people who have done it how they did it and why.

LIT-155 Baseball in SF If the Red Sox win the World Series in a story, which is it: science fiction or fantasy? Is the outcome of a sports season sufficient to alter history? Are some scenarios so implausible as to automatically be classed as fantasy?

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LIT-157 The Alien Awakened Chances are that, if you've read Daniel Quinn's "Ishmael" series, you've experienced a spiritual transformation whereby you have -- to quote another inspiring concept -- Taken The Red Pill. You now look at our Western culture as an outsider. But unlike in "The Matrix", there IS no Blue Pill: your eyes are opened forever, you cannot go back. Do you feel awakened? Invigorated? Terrified? Hopeful? Dare we say: do you now feel like an alien living amongst the rest of our society? A discussion on looking at our culture from the outside, and how to handle that once we arrive.

LIT-158 NaNo, NaNo. Thousands of people participate in National Novel Writing Month (NaNoWrimo). Is it worth it? And would you own up to it?

LIT-159 Through Alien Ears? Tongues? Noses? Because, for most of us, the primary sense we use to learn about our world is sight, we frame our thoughts and analyses of reality in terms of that sense. What about species whose primary sense information about the world is taste or echolocation? How would their perceptions and thoughts be different because of that? Would it make communication more difficult?

LIT-161 Carnival Mirrors Writing an alternate universe story. How do you set up an alternate universe that feels like a logical spin on canon, like it could happen if the circumstances were tweaked just so? What kinds of alternate universes are there? What **is** an alternate universe, and as important, what is **not**?

LIT-162 POD and Micropublishing Come see the Chief Book Wrangler for Capricorn Publishing and other pros discuss the trials and tribulations of POD. How do you turn a book from 1899 into a POD edition? Also, introduction to copyright guidelines and Project Gutenberg.

LIT-163 Alien Horror: Things That Can't Go Bump in the Night Much of Western horror is based on the concept of the living dead. Animated skeletons and mummies, zombies and vampires are staples of what haunts our literature, movies and dreams. On a world where no bodies remain after death or where bodies are destroyed instead of buried, what would constitute horror? Without a lurching corpse, what does the boogie man look like? Does anything at all live under the bed? Authors who deal with alien horror are invited to do a joint panel and reading with Aline Boucher Kaplan.

LIT-165 Think Galactically/Act Locally Have you ever thought about starting a writing group? If you're looking for more input on your writing than you get from rejection letters, a writing group is a great place to start. If you can't find one or can't get into one, the next step is to put one together yourself. Members of **SpaceCrafts**, a local Boston writing group with years of background and experience will run through the process and structure for starting a writing group as well as rules and procedures for running one. They will discuss the value of a writing group for their work and what kind of input works best for them. This session includes slides and handouts with links to other resources. Aline Boucher Kaplan

LIT-166 World-Building Any consistent and alluring design for an inhabited planet can attract readers, but suppose you want to get the science right? This panel will discuss basic principles of planetology related to habitable planets. Be prepared for some math!

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LIT-168 Time Is Out of Joint Most stories take the White King's advice: begin at the beginning, and go on till they come to the end: then stop. But other stories work better when told as they didn't happen. Flashbacks, out-of-order story, and other ways to make a timeline fit a strange story.

LIT-169 Unusual POV Third-person limited is the fashion now, but omniscient and first-person are still about. What can be done with them that third-person can't pull off?

LIT-170 Antryg vs. Ingold vs. ?? A discussion of the wizards of Barbara Hambly.

LIT-171 Arthurian Legends: The Ultimate Fan Fiction Twenty-five thousand works puts the Arthurian corpus second only to the Bible in sheer quantity of items written. And many authors, from Malory to the present day, have cut their literary teeth upon these timeless tales. What makes the Arthurian Legends so popular, so enduring, and so prime a target for aspiring writers of most genres?

LIT-174 Odyssey Writing Workshop Presentation Workshop director Jeanne Cavelos describes the workings of Odyssey, an intensive six-week program for writers of SF/F/H held each summer at Saint Anselm College in Manchester, NH. Odyssey is an internationally respected program with guests that have included George R. R. Martin, Dan Simmons, Elizabeth Hand, and Harlan Ellison.

LIT-175 Pets and Alien Eyes Animals see the world through different eyes, and as we form close relationships with them, they allow us to see the world through their eyes. Authors discuss how their pets have shown them alien perspectives, and what those pet-worlds are like.

LIT-176 Broad Universe Rapid-Fire Reading Broad Universe is the group that promotes, assists and celebrates women writers of science fiction, fantasy and horror. In our rapid-fire mode, several members will read for very short periods of time. Hosted by local BU members Jennifer Pelland (look on the Strange Horizons web for her stories), and Phoebe Wray (Andromeda Spaceways Inflight Mag, fables.org) will push the rapid fire along. Also featuring Beth David (Zorena and the Medallion of Corandu), Sheila Micklem and others.

LIT-177 Breaking Into Science and Tech Writing Are you a computer, astronomy, woodcraft, or gardening geek? Many fans dream of breaking into print, but most automatically focus solely on writing fiction. This panel will tell you how to break into non fiction writing including science and technical writing. Turn your hobby into cold hard cash, and help others learn and enjoy the world around them. You'll learn about getting ideas, how to write query letters, how to deal with editors, payments, finding markets, and how to treat writing as a business.

LIT-178 They Stole That from Me! Are there truly that few ideas out there, or is the world of media creatively bereft? Your favorite authors gather to tell you exactly what familiar concepts and characters they had first! Are these primal archetypes that tap into our unconsciousness, ideas whose time has come, or is it true that "good writers borrow, great writer's steal?"

LIT-179 The Unreliable Narrator How do authors and readers handle the situation where the narrator or viewpoint character's perspectives are biased and inaccurate? Where can this help a story, but what are the traps, and how can they be avoided--or should they?

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LIT-180 You Must Write. You Must Finish What You Write. You Must Send Out What You Write. So why don't people succeed in doing so? What are typical hurdles that people put in front of themselves to write, finish, and send, and how can one get past--or avoid-- them?

LIT-183 POETRY SLAM! Calling all poets! Can you wrangle a rhyme and spout verse to make the angels weep? Bring your poetry and slam all night long! We'll start off with an open mike for warming up or for folks who just want to share. Then the bravest of wordsmiths will compete head-to-head for the title of Arisia Bard. Winners will be determined by the audience Applause-o-Meter. Prizes include a signed copy of Joe Haldeman's poetry collection, "Saul's Death."

LIT-184 Is It Possible To Write Good SF/F Poetry In Free Verse? Why is it that all SF/F poetry rhymes or follows a form? Why can't there be genre free verse? Do genre audiences only want traditional forms of poetry, or is free verse just plain too weird, even for us? **I Love the Lord of the Rings Except for All the Damned Singing!** How does poetry contribute to fiction? Does it intimidate readers? Does it bog down the plot? Or does it enrich the reading? Are there stories or novels that could not have been written without including poetry? **Why Is There No HUGO or NEBULA for Poetry?** The Bram Stoker Awards include a category for poetry collection. Why not the Hugo, the Nebula, or the World Fantasy Awards? Is poetry better suited to horror, or does science fiction poetry just plain suck? If there were a Hugo or Nebula for poetry, which poems would make the short list? Vote on the panelists' picks for best poems of 2004.

LIT-188 The Weirdos Make Up a Family Barbara Hambly's fantasy story is one of many about outsider characters who can't succeed in their quests until they join with others. Why is this theme popular throughout SF/F?

LIT-190 Genre Erotica for Mainstream Markets Where to find erotica markets, how to evaluate which are best suited for your story, and the advantages of genre among the mainstream.

LIT-191 Through Alien Eyes: An introduction to postcolonial science fiction. Traditionally, science fiction has been about robots, ray guns, and occasionally, complex moral argument. How is science fiction changing as it becomes a philosophically rich forum for ideas about race, gender, nationality, and identity? Answers to all these questions and more from panelists Uppinder Mehan, a professor of literary criticism with specialties in postcolonial literature and science fiction, and Vandana Singh, a physicist and science fiction author.

LIT-192 Reviewing & Criticism Do you owe them a good review because they send you books? How to review friends and make enemies—the art of reviewing. Steven Sawicki moderating

LIT-194 SF Evolves Life evolves, technology evolves, all manner of things evolve. So do science fiction and fantasy. Let's play Darwin and examine how popular taste, neat ideas and the book business make SF evolve.

LIT-195 Restraining Order: Should SF Have Limits? Is SF the genre of unlimited probability, or must it—as some pros would have us believe—conform to a rigorous set of rules designed to devalue, dismiss or disqualify any writing, no matter how skillful, that doesn't conform to “professional” expectations?

-ENDLIT-

Arisia '05 Program Précis

MEDIA: ANIME, ANIMATIONS, FILMS, RADIO AND INTERNET

MED-101 The Vampire on Film: From cheesy comedy (*Love at First Bite*) to bad Gothic action (*Underworld*), from downright terrifying classics (**Nosferatu**) to their contemporary descendents (**Shadow of the Vampire**), bloodsuckers never fail to fascinate us. Are there new vampire stories yet to be told onscreen, or are we just rehashing the old tales over and over again?

MED-102 Historical Fantasy at the Movies: The Hidden Gems Historical fantasy seems to occupy the bookshelves more than the movie screens. Why is that, and what little-known titles should the genre film fan be on the lookout for?

MED-103 The 12-Hour LOTR DVD Experience Peter Jackson has *finally* completed his epic, with the release of the Extended Edition of *The Return of the King*. How have the Extended Editions changed our appreciation and enjoyment of the trilogy?

MED-104 Space Junk: Why Are So Many Genre Films So Bad? Sturgeon could have formulated his famous law especially as a response to SF/F films: most of them are awful. Does Hollywood have it in for serious genre fans? Are there particular issues that make genre films even more difficult to do well? Or is it just a symptom of Hollywood's attending to business over art?

MED-105 Harry Potter and the Prisoner of Azkaban Harry, Ron, and Hermione went for a summer release instead of a Christmas visit, and while the film was welcomed by Hogwarts hopefuls it wasn't the box office juggernaut that the studios expected. And even some of the people who saw it were hardly impressed. So what do our panelists think? Did Prisoner work or was there something missing? How was the new Dumbledore? And with the "chop job" done on the story, what's in store for Goblets of Fire?

MED-106 In Like Flynn: The Return of Pirates and Swashbucklers With the popularity of *Pirates of the Caribbean* and *Master and Commander* at the box office, the return of Horatio Hornblower, and the overnight success of CrossGen Comic's *El Cazador*, sea farers, privateers, and pirates are making a comeback in pop culture. Is this sudden fascination with shivering a timber and swashing a buckle something new, or have pirates and adventurers been keeping a low profile, simply waiting for the right time? What is the appeal of writing with rogues of past, present, and future?

MED-107 An Anime Primer Come get a good "starter's guide" from a panel of fans who were where you were -- curious about our Asian imports. Find out what lies beyond Yu-gi-oh! Let the fans give you a starting point, a few animes to avoid (either due to intensity or just plain weirdness), and how to approach this Japanese resource.

MED-108 FarScape -- The Show and The Fans that Wouldn't Go Away Their cast continue to appear as Media Guests of Honor at cons from coast to coast. StarLog continues to talk about their ground-breaking visuals and storylines. DVD's are being cranked out to meet up with the demand. And this was the show that the SciFi Channel claims "didn't have a following" but managed to produce a mini-series within a year of its last show airing! This panel discusses why *Farscape* works (even after its cancellation), and why its replacements (*Tremors*, *Scare Tactics*) fall short, SciFi's blunders, SciFi's (mis)direction, *Farscape*'s after-life, and opinions/reviews of the mini-

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MED-109 Deja-View: Movie Remakes Battlestar Galactica. The Stepford Wives. And Jim Carey as The Six Million Dollar Man?! What is with all the remakes? Is it such a good idea to go back to the well and re-tell a story...or should we start begging Hollywood to please come up with something original? And when something is remade, how does it hold up to the original?

MED-110 Boys in Black Leather: Ever since they took Fonzie out of his windbreaker and put him in a black leather jacket, TV has signaled a certain type of hero to viewers by dressing him in black leather. Remember Spike's black leather duster? How Crichton's change from peaceful scientist to soldier was marked by his adoption of a black leather Peacekeeper's uniform? What is it black leather indicates to the audience -- and why do we adore the men who wear it?

MED-112 Modernizing the Classics How important is the influence of classic literature on current media? How are they being recast or redacted in light of modern values? For example, take the film *A Knight's Tale*. Chaucer must have turned in his grave, but e.e. cummings and James Joyce would be delighted.

MED-113 Extended Releases Versus The Theatrical Experience The DVD experience: how is it different watching LOTR, DS9, Buffy or B5 in DVDs rather than over a span of years? What does all the additional material give the viewer.

MED-114 Masters and Commanders -- Jack Aubrey, Kirk, Picard, Sheridan, Sinclair, the people in STARGATE SG-1. Let's talk about leadership. Does it change? Now, let's talk about *female* leadership: for example, the Romulan commanders, Sam, Grilka, Delenn, and Ivanova. What's portrayed differently?

MED-116 Beyond Star Trek: Enterprise -- Has Paramount killed the goose that laid the Golden Franchise? Can it (or should it) be saved? And when "Enterprise" departs, is there any interest in future "Star Trek" series?

MED-117 Stop Hollywood Before They Ruin My Favorite Comic Book! - Keanu Reeves as John Constantine? Batman & Robin? The League of Extraordinary Gentlemen? Does Hollywood hate these comics or just completely misunderstand them?

MED-118 The 4400 -- One of the surprises of last summer was a mini-series on USA about half a century of abductees who all get returned at once. The ratings were great and a series is expected. What made this click, and is there potential for development beyond the mini-series?

MED-119 How to Run an SF Film Festival -- People who have done it explain how to select the films, where to get them, and the problems involved in tracking down oldies but goodies. Setting a theme, publicizing the festival and other aspects of film festivals.

MED-120 Spy Fiction, Science Fiction -- From "Spione" (1927, directed by Fritz Lang) to the James Bond movies, "The Avengers," and "Spy Kids," many of the best spy films have featured high tech gadgetry, evil geniuses bent on world domination, or other elements that could be classified as science fiction. Is it good SF? How have the concerns of spy movies changed over the years, and how is that seen through the filter of science fiction?

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MED-121 Asimov on Film – "Nightfall," "The Bicentennial Man," "I, Robot," all seemed to be flawed visions. Isaac Asimov remains one of the most important figures in SF. Yet unlike such writers as Jules Verne, H. G. Wells, and Philip K. Dick, the attempts to translate his works to the screen inevitably fall short of his vision. Is it the nature of the stories, or is the perfect Asimov film awaiting the right filmmaker?

MED-122 Gone but Not Forgotten Movies and TV Shows have come and gone on television, many of which leave a lasting memory on us. In this panel we have panelists explain what they feel were the best. Warning: *This panel, when moderated by Tony Ruggiero requires panelists to have the ability to "perform" in unusual manners.*

MED-123 Why Klingons Endure? What is it about this particular Star Trek alien that just won't die? Why is Klingon fandom so much more robust and prolific? Where are the legions of Romulan, Bolian, Andorian, and Tellurite fans?

MED-126 Concept Infection The Matrix' was nothing new, so why did it become a cultural phenomenon? Are there truly ideas whose time has come? Come to the discussion on the history of concepts which break out after decades of germination, and what concepts are set to explode soon.

MED-128 21st Century Fox: Computer generation and special effects are getting better all the time. What books would you like to finally see brought to the silver screen? We'll talk about what new visions the latest special effects technology can provide.

MED-129 The George Lucas Beat-A-Thon - Jar-Jar. "Revised" classics. Ewoks. What is George Lucas' problem, and what, if anything, can be done about it? Here's your chance to vote for the most obnoxious addition to the series.

MED-131 TV to Reality TV and Back Again From shows like Lost! being based on the reality show Survivor to the Gilligan's Island reality show being based on the TV show, to reality shows with cartoon characters, the boundary between real and scripted is being blurred. Without reference to the recent political campaign, our panelists will discuss the boundary between reality and fantasy as seen on TV.

MED-132 SF Themed Reality Shows When do we get to see space station or biodome reality shows? What other tie-ins to Our Favorite Genre could we find with reality TV?

MED-133 What Happened to Screenwriting? -- So many films are adaptations of other media from comic books to plays to novels. What is the role today of the independent screenwriter? What should the writer do with an idea for an original screenplay?

MED-134 Where is the "look" of Film Going? Sky Captain did not try to hide its digital roots; Pixar's completely digital films stand on their own, on the other hand LoTR tried to look as "real" as possible. A discussion of aesthetics and effects covering the range of stylization and realism.

MED-135 The Making of the Making of the Film How does it change production to know that all the behind the scenes moments may wind up in the fans' living room on DVD? How does it affect the enjoyment of the dramatic presentation when you know what's in the sausage?

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MED-136 Doctor Who: He's Back! The latest regeneration of the beloved Doctor is playing in the U.K. Is this a new addition to a classic run, or well-meaning exploitation of a popular series? After the novels, is this a step back? Come for this retrospective on all things TARDIS, and discuss the future not even the Time Lords know.

MED-138 My Karma ran over my Dogma: Karma in the Media The theme of karma, or destiny, is treated various ways in movies and books. Eastern and Western traditions present contrasting perspectives. Enjoy the chance to discuss and share this rich subject.

MED-139 The Movie Year in Review Our annual look back at the year in SF, horror, and fantasy film. Our panel of experts will cover **every** theatrical release of 2004. Find out what you missed -- and which ones are worth catching up with. Note: time for audience participation is reserved for the end of the discussion as the goal is to get through **every** film.

MED-140 No Buffy. No Angel. Now What? Television seems a little emptier without a Joss Whedon series. We await the "Firefly" movie, but in the meantime, is there anything worth watching on TV? Got a good book? How to survive without the Slayer.

MED-141 Nitpicking the Star Trek Franchise! An interactive discussion session ragging on what Berman and Bragga have done to the franchise since Roddenberry's passing. Nothing's off limits, from internal storyline discontinuities to production decisions with Enterprise. Come and gripe! Star Trek is a Registered Trademark of Paramount Pictures; not used with permission or knowledge; etc. etc.; insert remaining standard legal disclaimers here.

MED-142 Mechanical Effects Vs Computer Generated Images (CGI) I. State of the art: Has Mechanical effects reached their limit? Has CGI reached a threshold of believability? II. Application: Have movie makers been able to use FX in a way that helps to tell the tale or do they let it get in the way? III. Are FX necessary, do we need FX to tell the tale? IV. What is the future of FX, Mechanical/Pyro vs. CGI?

MED-144 Who Owns Your Thoughts? It's impossible to talk about our corporate rulers without mocking their logos. It's impossible to comment on mass media culture without cutting and pasting some of it. How do we defend ourselves when the Owners of these Thoughts try to stop us from quoting them?

MED-145 THX 1138, Now and Then A look at the greatest sci-fi film of all time, before and after George Lucas vandalized it last year with a digitally vandalized "director's cut." What right does the old Lucas have to vandalize the young Lucas' masterpiece? Michael Anderson with clips.

MED-146 Mind Control on Film Movies about mind control are either silly or profoundly deep. We'll talk about the greatest movies about cults: *Ticket to Heaven*, *Split Image*, the Jonestown TV movies, and others like *Manchurian Candidate* and *Betrayal*. What separates the Moonies from the rest of us? But, aren't we all conditioned? Who among us is free? What about dystopic movies from *Metropolis* to *THX-1138* to *The Matrix*. What if the future sucks? What if resistance is futile? Huh?

MED-148 Saturday Morning Cartoons -- How Much Have They Reappeared in Our Adult Fiction? Most of the themes of modern fiction repeat what we learned on Saturday morning in our

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childhood. Let's reclaim them. The subversive politics of Chuck Jones and Looney Tunes; the pre-anime hero worship of Thor and Superman.

MED-149 Michael Anderson -- Anarchist Pep Rally Ecstatic ranting solo performance, on the politics of staying alive in The New World Order. So what does a future without a State look like? *The Road Warrior*? Or something more beautiful? We'll talk about images of the withering away of the State, and how we live in it.

MED-150 Howls from the Castle: What We Know About Miyazaki's Next Movie The director of PRINCESS MONONOKE, KIKI'S DELIVERY SERVICE, and SPIRITED AWAY has a new movie that should hit America sometime this year. "Hauru no ugoku shiro" or HOWL'S MOVING CASTLE by Japanese animation master Hayao Miyazaki is based on the 1986 fantasy novel by Diana Wynne Jones. Did two of our favorite creators combine to make something more than the sum of its parts? What do we hear from people who have already seen it? How impossibly excited should we be?

MED-151 Geek to Me: How Net Fandom Has Changed Film Criticism A panel about the state of film criticism on the internet.

MED-152 Dubs That Time Forgot Anime is enjoying massive popularity among science fiction and fantasy fandom, as well as in the mainstream. But anime has been available to English-speaking audiences for more than forty years, and not everything has survived the vagaries of time. Join host Mike Toole for a fascinating look into the secret history of dubbed anime, as we unearth and watch clips from old feature films that never made the jump to home video, dusty old TV-only oddities, long out-of-print videotapes, and the odd unsold pilot episode. Several DVD prizes will be given to audience members ready to answer trivia questions as well! Clips in the Anime theatre.

MED-153 After the Golden Age The first great era of SF films is arguably from "Destination Moon" (1950) to "Forbidden Planet" (1956). "2001" (1968) helped spawn a new SF film boom that took off for good after "Star Wars" (1977). But what about those late '50s and '60s films? Is this a "lost period" or is there stuff there worth taking a look at? Our panel of fans and experts review the second generation of contemporary SF films, looking for the classics, films ripe for rediscovery, and the ones deservedly forgotten.

MED-154 From Page to Screen: How to Film a Short Story More filmmakers are turning to fantasy and science fiction as sources for short films. How do you write a script based on a short story? What restrictions might you face and what compromises? Author/journalist/filmmaker Resa Nelson describes the process and shows a 25-minute film based on one of her short stories.

MED-155 The SF of "Lost" Is ABC's new hit show science fiction, fantasy, paranormal or a new genre of its own? What secrets drive the island's power and mystery, and what's really lurking in the jungle? This discussion will include SPOILERS. Come share your own theories!

MED-156 Anime Goes West Some fans prize anime for the fact that it's the product of Japanese culture. But western influences have been present in anime since its genesis in the 60s, and we're now faced with a new wave of anime produced for western tastes, like Fushigi Yuugi: Eikoden, The Big O II, and Kaleidostar. In this panel, we'll trace how western influences have helped steer the evolution of the medium.

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MED-157 Beyond Sluggy: A Re-introduction to Webcomics Certainly everyone's heard of Sluggy Freelance, PvP, Penny Arcade, Something Positive, and other staples of the webcomic world, some of which have already made a successful movement to print media (PvP for one). But webcomics today are more than cubicle humor for server administrators and bored college students. How have webcomics made titles possible which might not have succeeded in print? How has the webcomic transformed the graphic novel marketplace? Has it, in fact? Answers to all these questions and more from writers and artists behind Teaching Baby Paranoia, Picture Story Theatre, Streets of Northampton, and the critic Steven Withrow, author of the book *Toon Art: The Graphic Art of Digital Cartooning*. Bryant Paul Johnson, Alexander Danner, Chris Shadoian, Steven Withrow

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SCIENCE, TECHNOLOGY AND SOCIETY

SCI-101 Too Much Tech – Can Society Handle Science? Great Britain is moving forward in stem-cell research...but can we as a society handle this? Think about it...our world now standing on the brink of cloning is the same world that can't turn their cell phones on vibrate when going to the movies, refuse to password-protect blogsites that depict sexual escapades, and e-mail attachments are a one-in-five chance of being a virus carrier. We are in the infancy of the 21st century, and we have gizmos and gadgets that make everyone appear better armed than James Bond. Can we handle the tech available? Are we responsible enough to deal with scientific achievements when we can't remember where we left our PDAs?

SCI-102 Memory In Science Fiction There are dozens of different cognitive processes which all fall under the heading of "memory" but which are qualitatively different from one another if you stop to think about it. Science Fiction has dealt with some of these, but what about some of the other "kinds of memory" that are just crying out for a good bit of storytelling?

SCI-103 How to Remember Anything! An introduction to the underlying structures that make human memory work, and which fuel mnemonic systems from "Peg Words" to the "Method of Loci" to "Memology." Learn how to amaze and mystify your friends with your incredible memory!

SCI-104 Direct Neural Interfaces Will there be a RAM upgrade for your brain? From cochlear implants to new vision technology to the ultimate PDA

SCI-105 Through Alien Tongues How language shapes thinking and conversely how experience shapes thinking and therefore language. We have available participants who are fluent in Klingon and Elvish, as well as many Earth languages, including Olde English, Hebrew and European languages, perhaps some Asian languages as well. I envision the possibility of taking a passage of contemporary American writing familiar to all and watching the panelists attempt translation and/or explain the challenges of translation. What assumptions don't translate well and what are simply inconceivable in those value systems?

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SCI-106 Through Other Eyes Sociologists have looked at cultures through the lens of their culture for a century. There have even been articles looking at American habits from a neutral point of view. Science Fiction authors have shown the "us" vs. "them" perspective in many stories. Come discuss what "us" alternate perspectives could help us further our search and potential peaceful contact with "them".

SCI-107 Atlantis- A Reality Check A short review of current scientific theories, what Plato actually wrote, what Atlantis is- and is not, where it is, why it is not being found, a short review of the finances and politics of modern archaeology. Thomas A. Endrey

SCI-108 Seriously, UFOs. . A lot of people are very open-minded about the subject and some are as certain of its reality as others are of its unlikelihood. I think I would be willing to moderate such a panel with the caveat that this time it'd be biased in favor of the believers, and the open-minded, as opposed to the skeptics, who far too often it seems to me, get more air time at these things. One thing I would like to address is the issue of being both a sci-fi fan, and an "experiencer", of these inexplicable phenomena.

SCI-109 The Sapir-Whorf Fallacy Why language does not determine the thoughts in your head. Moderated by an MA in anthropology who will speak on why and how it has been disproven and why British and American Englishes are not (!) different languages.

SCI-110 What Does Warp Drive Warp When Warp Drive Drives Warp Drive? (An explanation in common terms) Have you ever wondered how the Warp Drive propels a Star Ship faster than the speed of light? This panel features an in - depth lecture on the physics and history of the Warp Drive in everyday terms; including the physics of space/time warping, moving ships through a space warp, and the avoidance of deleterious relativistic time dilation effects.

SCI-111 How Will We Live in Space? No, seriously, how will human beings survive the transit from Earth to Mars and beyond? Simulation of gravity, breathable air, food, water, recycling or disposal of waste - all of these space and mass constrictions will exist and need to be accounted for. How do we do it now, and can it be adapted to long spaceflight - or will we need something absolutely new?

SCI-112 The Future that *Wasn't* Which predictions of science fiction *didn't* come true? Which did you especially want? *Why* didn't they come true. Moving Sidewalks, Jetpacks, Psychohistory, Cheap Interplanetary Travel. Heck, Teleportation, Mental Telepathy, Time Travel!

SCI-113 What if They'd Been Invented Earlier? – I'm especially interested in inventions that *did* make an early appearance, but were ignored; but also in things that could easily have been invented, but weren't. The Steam Engine as a practical device in the time of Hero; The Laser 50 years earlier; Snell's Law at the time of Ptolemy (leading to practical Optics in the first century); What if the "Baghdad Battery" really worked, and had an impact at the time?; The Antikithera Device leads to Roman Analog Computers.

SCI-114 Nuclear Waste Disposal – 25 years ago, in **Expanded Universe**, Robert Heinlein called this "a non-issue". Today, we're still arguing about opening Yucca Mountain (Kerry wants to call a brainstorming session on it) and protesting transporting the waste to get there. What's the truth? Is

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this a non-issue, or have we overlooked important things. Can we afford to keep high-level waste cooling in on-site ponds?

SCI-115 Jules Verne's Extrapolations – Jules Verne predicted the submarine, the television, using radio for distress calls, heavier-than-air ships built of composites, rubber water survival suits, and a host of other inventions. In his Journey to the Center of the Earth is heroes use hand-cranked electric lights before Edison" incandescent bulb. Most of these were based on extrapolation from his voluminous reading.

SCI-116 What NASA Should Have Known Slide show of the results of computer image analysis of the shuttle Columbia during launch, on orbit and re-entry, revealing some surprising details, and discusses how NASA could have prevented the tragedy. Paul Chafe presentation

SCI-117 Is Avian flu for the Birds? Why are the CDC and the WHO in a dither about bird flu? Find out the facts about bird flu and other new and exotic diseases we can pick up from our animal friends. SARS, West Nile, Ebola and Mad Cow are only the beginning. Find out what you can do to protect yourself. Elinor Levy presentation

SCI-118 Assistive Technology Present and Future Assistive Technology is a great equalizing force for persons with physical, sensory, and learning disabilities. Computer-based solutions such as speech synthesis, voice recognition, Braille displays, alternative input systems, and more, expand independence and overall quality of life for millions. What is the current state of the art, and what does the future hold? Today, persons who are blind use talking GPS systems to roam the globe independently. What's waiting just over the horizon? Joe Lazzaro moderator

SCI-119 Will Darwin's Theory of Evolution Survive the Victory of the Red States? How can we show the concepts of scientific method to fundamentalists? How can a science teacher teach creationism as a valid theory? Bring your ideas. Muriel Kanter moderator

SCI-120 Catastrophes Near, Past and Not Just Asteroids We may have heard about the Chixculub event, the Thera explosion, the Great Flood, but what about the Nuclear Winter of 539-42 AD? Near Earth Orbiting Objects, super volcanoes, mega-tsunamis...we may never sleep again. Thomas Endrey presentation
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~~~~~ End Panels- non-panel items are on separate list~~~~~