PARTICIPANT SCHEDULE

Heather Urbanski: 7, 56, 142, 203, 256, 308, 444
Robert Ursini: 94
Gabriel Valdez: 88, 166, 385, 395
Mercy Van Vlack: 115, 144, 163, 277, 299, 359, 394, 477
Julie Vinomano: 197
Mark “Justin” Waks: 10, 153, 202, 294, 307, 473, 477
Emily Walton: 361
Jessica Waters: 30, 50, 224
KarlS Web: 116, 387
Kate Wechsler: 11, 158, 244, 256, 404, 450, 458
Brent Weichsel: 48, 87, 224, 279, 303, 346
Kat Weiler: 46, 113
Sam Weiler: 232
Susan Weiner: 154, 186, 219, 258, 290, 403
Jesse Wertheimer: 107
Morven Westfield: 12, 175
Alan Wexelblat: 104, 156, 256, 314
Michelle Wexelblat: 450
H. M. White: 30, 189, 203, 219, 332, 401, 421
Nightwing Whitehead: 39, 161, 181, 279, 299, 323, 376
Alison Wiligus: 70, 254, 307, 363, 428
Penny Wilhelm: 463
Scott Wilhelm: 183, 318, 461
Stephen R Wilk: 12, 67, 139, 220, 244
Connie Wilkins: 70, 243, 253, 324
W. B. J. Williams: 9, 28, 54, 302, 417
Bey Woodward: 53, 79, 125, 229, 244
Jonathan Woodward: 53, 168, 196, 294, 375, 421
Matt Yancik: 234, 409
Keith Yatsuhashi: 54, 70, 382, 417
Dr. Willie Yee: 412, 440
Ellie Younger: 85, 186, 477
Guillermo Zeballos: 318, 452, 483
Eric “in the Elevator” Zuckerman: 52, 364, 383

Zambia pull timestamp: Jan 10 06:00
<table>
<thead>
<tr>
<th>PARTICIPANT SCHEDULE</th>
<th>QUICK REFERENCE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Innkeeper</strong></td>
<td>Lobby near Front Desk</td>
</tr>
<tr>
<td>Thursday</td>
<td>Friday noon—10pm</td>
</tr>
<tr>
<td>Sunday</td>
<td>Friday noon—10pm</td>
</tr>
<tr>
<td>Monday</td>
<td>10am—2pm</td>
</tr>
<tr>
<td>Email: <a href="mailto:innkeeper@arisia.org">innkeeper@arisia.org</a></td>
<td></td>
</tr>
<tr>
<td><strong>Lost and Found</strong></td>
<td>Hotel Front Desk</td>
</tr>
<tr>
<td>Lost badges: go to Registration.</td>
<td></td>
</tr>
<tr>
<td><strong>Masquerade</strong></td>
<td>Grand Ballroom AB (1 West)</td>
</tr>
<tr>
<td>Sunday</td>
<td>8pm (doors open at 7pm)</td>
</tr>
<tr>
<td><strong>Sign-up</strong></td>
<td>Grand Prefunction (1 West)</td>
</tr>
<tr>
<td><strong>Check-In</strong></td>
<td>Concourse Level (1 West)</td>
</tr>
<tr>
<td>Friday</td>
<td>4pm—9pm</td>
</tr>
<tr>
<td>Saturday</td>
<td>10am—5pm</td>
</tr>
<tr>
<td>Sunday</td>
<td>10am—noon</td>
</tr>
<tr>
<td><strong>Rehearsals</strong></td>
<td>Grand Ballroom B (1 West)</td>
</tr>
<tr>
<td>Saturday</td>
<td>10am—2pm</td>
</tr>
<tr>
<td>Sunday</td>
<td>2pm—5:30pm</td>
</tr>
<tr>
<td><strong>Green Room</strong></td>
<td>Grand Ballroom D (1 West)</td>
</tr>
<tr>
<td>Sunday</td>
<td>6pm—½ hour after Awards</td>
</tr>
<tr>
<td><strong>Music Room</strong> (incl. all-night open singing)</td>
<td>Bulfmch (3 West)</td>
</tr>
<tr>
<td><strong>Newsewsk (Communications Division)</strong></td>
<td>Frost (3 West)</td>
</tr>
<tr>
<td>Clear Ether email: <a href="mailto:newsewsk@arisia.org">newsewsk@arisia.org</a></td>
<td></td>
</tr>
<tr>
<td>Sign Shop email: <a href="mailto:signshop@arisia.org">signshop@arisia.org</a></td>
<td></td>
</tr>
<tr>
<td>Friday: 8am—midnight</td>
<td></td>
</tr>
<tr>
<td>Sat/Sun: 8am—midnight</td>
<td></td>
</tr>
<tr>
<td>Monday: 8am—3pm</td>
<td></td>
</tr>
<tr>
<td><strong>Operations (Con Ops)</strong></td>
<td>Hale (3 West)</td>
</tr>
<tr>
<td>Call/text 617-553-4652</td>
<td></td>
</tr>
<tr>
<td><strong>Parking</strong></td>
<td><a href="https://www.arisia.org/parking">https://www.arisia.org/parking</a></td>
</tr>
<tr>
<td>Westin Hotel Garage: Self-parking $40/day, valet parking $50/day</td>
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</tr>
<tr>
<td>Left Hotel guest lot, 371-377 D Street: $25/day</td>
<td></td>
</tr>
<tr>
<td><strong>Party Room Block (Open Parties)</strong></td>
<td>4th floor</td>
</tr>
<tr>
<td>Monday 10am—2pm</td>
<td></td>
</tr>
<tr>
<td>Friday 3pm—10pm</td>
<td></td>
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<tr>
<td>Sat/Sun 10am—8pm</td>
<td></td>
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<tr>
<td>Monday 10am—1pm</td>
<td></td>
</tr>
<tr>
<td><strong>Registration</strong></td>
<td>Concourse Level (1 West)</td>
</tr>
<tr>
<td>Friday 11am—11pm ($30)</td>
<td></td>
</tr>
<tr>
<td>Saturday 9am—11pm ($50)</td>
<td></td>
</tr>
<tr>
<td>Sunday 9am—8pm ($50)</td>
<td></td>
</tr>
<tr>
<td>Monday 9am—3pm ($15)</td>
<td></td>
</tr>
<tr>
<td>Lost badges $5 (once only, after that full price).</td>
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</tr>
<tr>
<td>Arisia 2021 memberships available starting Sunday noon.</td>
<td></td>
</tr>
<tr>
<td><strong>Safer Space for Arisians of Color</strong></td>
<td>Room 567</td>
</tr>
<tr>
<td>Friday 6pm—11pm</td>
<td></td>
</tr>
<tr>
<td>Sat/Sun 10am—11pm</td>
<td></td>
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<tr>
<td>Monday 10am—1pm</td>
<td></td>
</tr>
<tr>
<td><strong>Sign Shop</strong></td>
<td>Frost (3 West)</td>
</tr>
<tr>
<td>Email: <a href="mailto:signshop@arisia.org">signshop@arisia.org</a></td>
<td></td>
</tr>
<tr>
<td>Fri/Sat/Sun 8am—midnight</td>
<td></td>
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<tr>
<td>Monday: 8am—3pm</td>
<td></td>
</tr>
<tr>
<td><strong>Swimming Pool</strong></td>
<td>Mezzanine Level (3 West)</td>
</tr>
<tr>
<td>Fri/Sat/Sun 8am—3pm</td>
<td>8am—3pm (special convention hours)</td>
</tr>
<tr>
<td>Monday 8am—10pm</td>
<td></td>
</tr>
<tr>
<td><strong>Team Arisia HQ (Staff only)</strong></td>
<td>Revere (2 West)</td>
</tr>
<tr>
<td>Friday 4pm—10pm</td>
<td></td>
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<tr>
<td>Sat/Sun 10am—10pm</td>
<td></td>
</tr>
<tr>
<td>Monday 10am—4pm</td>
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</tr>
<tr>
<td><strong>Teen Lounge</strong></td>
<td>966/967</td>
</tr>
<tr>
<td>Ages 13–19 only</td>
<td></td>
</tr>
<tr>
<td>Friday 4pm—10pm</td>
<td></td>
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<tr>
<td>Sat/Sun 10am—10pm</td>
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<tr>
<td>Monday 10am—2pm</td>
<td></td>
</tr>
<tr>
<td><strong>The Watch (Security)</strong></td>
<td>Paine (2 West)</td>
</tr>
<tr>
<td>24 hours/day</td>
<td></td>
</tr>
<tr>
<td>Call/text 617-863-2472</td>
<td></td>
</tr>
<tr>
<td><a href="https://www.arisia.org/Problems">https://www.arisia.org/Problems</a></td>
<td></td>
</tr>
<tr>
<td>In case of emergency or immediate threat dial 911</td>
<td></td>
</tr>
<tr>
<td><strong>Video Room</strong></td>
<td>see Anime/Video Room</td>
</tr>
<tr>
<td>Volunteers</td>
<td>Westin lobby</td>
</tr>
<tr>
<td>Friday 4pm—8pm</td>
<td></td>
</tr>
<tr>
<td>Sat/Sun 10am—8pm</td>
<td></td>
</tr>
<tr>
<td>Monday 10am—noon</td>
<td></td>
</tr>
</tbody>
</table>
## SCHEDULE BY AREA

### Anime

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Tenchi Universe (Episodes 1–4)</td>
</tr>
<tr>
<td>18</td>
<td>FLCL Part 1 (Episodes 1–3)</td>
</tr>
<tr>
<td>120</td>
<td>Mushishi</td>
</tr>
<tr>
<td>149</td>
<td>FLCL Part 2 (Episodes 4–6)</td>
</tr>
<tr>
<td>313</td>
<td>The Girl Who Leapt Through Time</td>
</tr>
<tr>
<td>342</td>
<td>Outlaw Star</td>
</tr>
<tr>
<td>439</td>
<td>Tenchi Universe (Episodes 5–8)</td>
</tr>
</tbody>
</table>

### Art & Maker

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>47</td>
<td>Materials of the Medium</td>
</tr>
<tr>
<td>49</td>
<td>Drop in Coloring</td>
</tr>
<tr>
<td>66</td>
<td>Art Show Reception</td>
</tr>
<tr>
<td>84</td>
<td>Kristina Carroll, Putting Yourself into Art</td>
</tr>
<tr>
<td>127</td>
<td>Tools for Computer and Console Game Development</td>
</tr>
<tr>
<td>135</td>
<td>Directors’ Tour of the Art Show</td>
</tr>
<tr>
<td>158</td>
<td>Photographing Respectfully</td>
</tr>
<tr>
<td>180</td>
<td>Tactile Tour of the Art Show</td>
</tr>
<tr>
<td>195</td>
<td>So You Want to Show Your Art (Beyond Arisia)</td>
</tr>
<tr>
<td>199</td>
<td>Kristina Carroll Tour of the Art Show</td>
</tr>
<tr>
<td>223</td>
<td>Art Show- Open House for Fans with Disabilities</td>
</tr>
<tr>
<td>279</td>
<td>Ask a Maker</td>
</tr>
<tr>
<td>303</td>
<td>The State of Microcontrollers</td>
</tr>
<tr>
<td>318</td>
<td>Kid-Friendly Maker Projects</td>
</tr>
<tr>
<td>346</td>
<td>Lighting It Up: Adding Sparkle to Your Projects</td>
</tr>
<tr>
<td>368</td>
<td>Drop in Coloring and Crafting</td>
</tr>
<tr>
<td>376</td>
<td>Designing the Impossible</td>
</tr>
<tr>
<td>388</td>
<td>You’ve Been Framed! Framing Tips for Artists</td>
</tr>
<tr>
<td>458</td>
<td>Making Space for Making</td>
</tr>
<tr>
<td>459</td>
<td>Drawing Demo- Charcoal</td>
</tr>
<tr>
<td>472</td>
<td>Creating Cover Art</td>
</tr>
</tbody>
</table>

### Comics

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>36</td>
<td>Vertigo: The Wake</td>
</tr>
<tr>
<td>67</td>
<td>Its Time to Worry—The End of MAD</td>
</tr>
<tr>
<td>75</td>
<td>Whips, chains, &amp; capes: Superheroes &amp; Kink (18+)</td>
</tr>
<tr>
<td>115</td>
<td>For a Brighter Future: The Return of the Legion</td>
</tr>
<tr>
<td>144</td>
<td>Wonder Woman: Past, Future and Beyond</td>
</tr>
<tr>
<td>167</td>
<td>Batman: 80 Years in the Shadow of the Bat</td>
</tr>
<tr>
<td>188</td>
<td>The George Perez Retrospective</td>
</tr>
<tr>
<td>202</td>
<td>Graphic Headlines: Comics as Journalism</td>
</tr>
<tr>
<td>215</td>
<td>Praise the Dead: The End of WicDiv</td>
</tr>
<tr>
<td>285</td>
<td>Current Events in Comics</td>
</tr>
<tr>
<td>307</td>
<td>Branching out from the Big Two</td>
</tr>
<tr>
<td>363</td>
<td>Make it GAYER! Queering Up Comics</td>
</tr>
<tr>
<td>457</td>
<td>Stan Lee Retrospective</td>
</tr>
<tr>
<td>467</td>
<td>See You in the Funny Pages! Humor Comics</td>
</tr>
<tr>
<td>482</td>
<td>Relativism and the Superhero</td>
</tr>
<tr>
<td>495</td>
<td>How Important is Continuity in Comics?</td>
</tr>
</tbody>
</table>

### Communities

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>Fandom and Disability</td>
</tr>
<tr>
<td>27</td>
<td>Polyamory Basics</td>
</tr>
<tr>
<td>48</td>
<td>Sexuality and Gender Trends in Acceptance</td>
</tr>
<tr>
<td>63</td>
<td>BDSM for ALL (18+)</td>
</tr>
<tr>
<td>96</td>
<td>Inclusive Feminism</td>
</tr>
<tr>
<td>125</td>
<td>Is This Right for My Kid?</td>
</tr>
<tr>
<td>136</td>
<td>How to Be Inclusive</td>
</tr>
<tr>
<td>137</td>
<td>Trans and Nonbinary Skill Share</td>
</tr>
<tr>
<td>160</td>
<td>Manners, Discourse and Privilege</td>
</tr>
<tr>
<td>177</td>
<td>Fans on the Spectrum</td>
</tr>
<tr>
<td>245</td>
<td>Shame on Slut-Shaming</td>
</tr>
<tr>
<td>256</td>
<td>How do I Live This Life?</td>
</tr>
<tr>
<td>314</td>
<td>Raising Future Adults</td>
</tr>
<tr>
<td>317</td>
<td>Proper Pronouns Matter</td>
</tr>
<tr>
<td>389</td>
<td>Relationship Basics</td>
</tr>
<tr>
<td>402</td>
<td>Kink your Fandom (18+)</td>
</tr>
<tr>
<td>404</td>
<td>Effective Advocacy for Geeks</td>
</tr>
<tr>
<td>420</td>
<td>Polyamory in Theory and Practice</td>
</tr>
<tr>
<td>429</td>
<td>Introduction to Kink (18+)</td>
</tr>
<tr>
<td>446</td>
<td>Celebrating Dr. King</td>
</tr>
<tr>
<td>450</td>
<td>Teaching Consent</td>
</tr>
<tr>
<td>463</td>
<td>Ask a Trans Person</td>
</tr>
<tr>
<td>478</td>
<td>Sex Talk: In &amp; Out of the Bedroom (18+)</td>
</tr>
</tbody>
</table>

### Monday

**How Important is Continuity in Comics?**

At SDCC 2019, it was announced that, after the merger of Fox and Disney, the Fantastic Four would be coming to the MCU. Kevin Feige has a lot on his plate, however, so as a favor, we’re going to decide, in 75 minutes, who should be cast as Mr. Fantastic, the Invisible Woman, the Human Torch, the Thing, and Marvel’s uber-bad guy Doctor Doom. You’re welcome, Disney! Michael A. Burstein (m), Corinne Luz, Daniel Neff, Pablo Vazquez

**Finding Closure**

Find the right closure for the job. From basic buttons and snaps, to Velcro and zippers, and on to the hooks and magnets—learn which closure works best for what application. Barbara M Pugliese (m), Lilli Fehler, Antonia Pugliese

**How Important is Continuity in Comics?**

For many comics fans, continuity is an essential part of storytelling that must be strictly adhered to. Writers and editors seem to put an incredible amount of effort into maintaining the narrative tapestries that have been woven for characters over decades. That is, until its time for a reboot to throw out the comfortable and familiar to make room for a new direction! With reboots becoming more and more frequent, this panel will explore whether or not continuity really matters anymore. Siobhan Kryzwicki (m), Mark L Amidon, Lisa Batya Feld, Kyri Lorenz, Israel Peskowitz

**Dead Dog Open Filk (Shr 45min)**

One last chance to sing, play, or listen. While nominally a filk session, all sorts of music are welcome. (participatory song circle)
**ConComm**

111  Saturday Feedback Sessions  
331  Arisia January Corporate Meeting  
491  Monday Feedback Session

**Cosplay & Costuming**

15  First Steps for New Costumers  
39  How do I do the thing?  
102  Using, Making, and Modifying Sewing Patterns  
106  Saturday Masquerade Rehearsal  
116  Prop Weapons for Costumers  
26  Using Basic Electronics in Costumes  
157  Cross-Cultural Costuming  
181  Getting Into Character  
200  Judging and Being Judged in Costume Contests  
275  Northern Lights Costumers Guild Meeting  
299  Superhero Costuming  
323  Gender-Variant Cosplay  
341  Sunday Masquerade Rehearsal  
491  Costuming on a Budget  
410  Masquerade Doors Open  
412  Masquerade Awards  
443  Masquerade Show and Tell  
486  Costuming on a Budget  
494  Finding Closure

**Dance**

72  Chronomancy: A 20th Century Dance Party  
107  Family Friendly Renaissance Dance  
153  SCA Renaissance Ball  
214  Geeky Belly Dance  
232  English Country Dance  
261  Arisia Saturday Night Dance  
334  Feed Your Inner Demons—A Journey Dance  
377  Swing Dance Lesson  
379  Swing Dance  
407  Blues Fusion Fantasy—Dance Lesson  
411  Blues Fusion Fantasy—Dance Party

**Fan Interest**

17  Introduction to Makeup  
40  Linguistic Experimentation and Evolution  
44  Open Fencing  
55  Comfort Food TV: Baking and Cooking Shows  
104  How to Be A Good Fan of Problematic Things  
108  Massachusetts Bay Colony 1630 Pike & Shot Drill  
119  From Menstruation to Menopause  
122  The Martial Arts of A Game of Thrones  
142  Fractured Selves: Dis-embodied Identity in SF  
151  The Cutting Truth of the Sword  
165  Fantastic Beasts and How to Heal Them  
172  En Gardel! SCA Rapier Fencing Demo  
186  So you want to start a con...  
190  Boston Lightsaber presents Jedi High School  
204  Diversity in History  
230  Walk the Labyrinth  
241  Hope is not a Business Plan  
294  Trains in Space  
297  Steampunk Martial Arts  
298  Walk the Labyrinth  
311  Celebrating 100 Years of the 19th Amendment  
312  Duels to Daggers: Combat in Renaissance Italy  
316  Fanfiction Festival  
333  Cloak & Dagger: Techniques of Achilles Marozzo  
340  Fighting with Swords!  
358  Teen Sword Fighting  
383  Super Awesome Advice Panel!  
396  Fanfiction from Fandom to Fandom  
415  Ramble On: Sci-Fi and Fantasy in Rock and Roll  
461  Arisia RC Raceway  
474  Splendid Teapot Racing  
477  Organizing a Successful Geek Group
<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>1:00pm</td>
<td><strong>Rhythm Gaming Through The Years</strong></td>
</tr>
<tr>
<td></td>
<td>Alcott (2W)</td>
</tr>
<tr>
<td></td>
<td>Guitar Hero and Rock Band were two of the better-known rhythm game franchises, but Rez and others have defined the genre. With Beat Saber out now, are rhythm games making a comeback? Come talk about your favorite rhythm games over the years, which makes a good rhythm game, and some epic failures that we’ve seen. Julia Pugglese, Forest Handford</td>
</tr>
<tr>
<td>1:30pm</td>
<td><strong>Sing-along: Funny Songs</strong></td>
</tr>
<tr>
<td></td>
<td>Bulfinch (3W)</td>
</tr>
<tr>
<td></td>
<td>Come sing along with some of the funniest songs, fill or otherwise, that we could find! Leaders may play accompaniment to support the singing. (participatory sing-along with words provided, via either projection or paper handout) Nat Budin (m), Naomi Hinchen, Mercy Van Vlack</td>
</tr>
<tr>
<td>2:00pm</td>
<td><strong>Organizing a Successful Geek Group</strong></td>
</tr>
<tr>
<td></td>
<td>Douglas (3W)</td>
</tr>
<tr>
<td></td>
<td>Looking for other fans of Doctor Who? Want a critique group for your SFF writing? Are there books you simply HAVE to discuss with others? Sometimes, if those groups don’t exist in your area, the only thing to do is start one yourself. This panel will feature panelists experienced in successes and failures they’ve encountered over the years. Kristin Janz (m), Melissa Honig, Tori Queeno, Mark “Justin” Waks, Ellie Younger</td>
</tr>
<tr>
<td>2:30pm</td>
<td><strong>Sex Talk: In &amp; Out of the Bedroom (18+)</strong></td>
</tr>
<tr>
<td></td>
<td>Faneuil (3W)</td>
</tr>
<tr>
<td></td>
<td>You love your partner, however, things could be… a little easier in the bedroom if maybe you could talk about what you want. We’ll discuss how to be open when it’s excruciating to start the conversation, share stories of overcoming these hurdles, and offer resources so you can learn how to grow in your own confidence. 18+ only. Ben Silver (m), Max Impakt / Ask Kaylee Frye, A. Szabla, Tikva (raycho)</td>
</tr>
<tr>
<td>3:00pm</td>
<td><strong>Ray Bradbury at 100: From Green Town to Mars</strong></td>
</tr>
<tr>
<td></td>
<td>Independence (3E)</td>
</tr>
<tr>
<td></td>
<td>Ray Douglas Bradbury, who passed away in 2012, was beloved worldwide as the author of The Martian Chronicles and Something Wicked This Way Comes, and is perhaps most famous for his masterwork, Fahrenheit 451. He remains one of the most influential figures in American and international genre fiction. We’ll look at his life and legacy. James Hailer (m), E. C. Ambrose, Andrea Martinez Corbin, Timothy Luz, Sonya Taffee</td>
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</table>

**Gaming**

<table>
<thead>
<tr>
<th>Time</th>
<th>Session</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>10 Things I Wish I’d Known Before My First LARP</td>
</tr>
<tr>
<td>30</td>
<td>The GM-less Game</td>
</tr>
<tr>
<td>34</td>
<td>Fate of the Flowering Lands (Fate)</td>
</tr>
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**Gaming—Board**

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<td>Ogre board game</td>
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Online video essayists have shown real skill at exploring film criticism. For example, kett reviews, the eye Patrick Willems brings to old favorites dressed up in new clothes, whether it’s the insight underneath the nonsense of the Plinky reviews, the eye Patrick Willems brings to old favorites dressed up in new clothes, whether it’s the insight underneath the nonsense of the Plink reviews, the eye Patrick Willems brings to old favorites dressed up in new clothes, whether it’s the insight underneath the nonsense of the Plink reviews, the eye Patrick Willems brings to old favorites dressed up in new clothes, whether it’s the insight underneath the nonsense of the Plink reviews, the eye Patrick Willems brings to old favorites dressed up in new clothes.

Asexuality-Umbrella Meetup
Asexuals are defined as people who do not experience sexual attraction, but this can take many different forms for different people: romantic asexual, aro-ace, gray-A, demisexual. Attendees identifying anywhere on the asexual or aromantic spectrums are invited to share their stories.

Sing-along: Schoolhouse Rock
Are you just a bill? Do you know that interjections show excitement or surprise? None of the movies listed for this weekend. You must arrive at 11:15 AM in order to cast your vote. Movie will begin promptly at 11:30 AM after setup and preparation.

Smashing the Like Button on Film Criticism
Online video essayists have shown real skill at exploring film in new ways. Whether it’s the insight underneath the nonsense of the Plink reviews, the eye Patrick Willems brings to old favorites dressed up in new clothes, whether it’s the insight underneath the nonsense of the Plink reviews, the eye Patrick Willems brings to old favorites dressed up in new clothes, whether it’s the insight underneath the nonsense of the Plink reviews, the eye Patrick Willems brings to old favorites dressed up in new clothes. We can’t speak for all trans people, but we can be honest. Questions will be submitted on cards, anonymously, at the beginning of the session. Please no recording devices at this panel—we’d like to be able to give frank, honest answers, which requires some privacy for our panelists. Siobhan Krzywicki (m), Lore Graham, Aaran P. Ink, Renie Jessasis, LB Lee, Penny Wilhelm.

Ask a Trans Person
Do you have questions you’d like to ask a trans person? For example, “what is body dysphoria like?” or “how can I support a friend who is trans and closeted?” We can’t speak for all trans people, but we can be honest. Questions will be submitted on cards, anonymously, at the beginning of the session. Please no recording devices at this panel—we’d like to be able to give frank, honest answers, which requires some privacy for our panelists. Siobhan Krzywicki (m), Lore Graham, Aaran P. Ink, Renie Jessasis, LB Lee, Penny Wilhelm.

Paper Rocket War
Make paper rockets that are launched by blowing through straws. Then try them in a multi-team elimination game, making and shooting rockets at targets.

Last Day Open Play
Is there a craft you wanted to try or a game you wanted to play? Come join us for some last-minute fun before we say Goodbye to Arisia for this year!

The Fantasy Fiction of John Bellairs
John Bellairs wrote several adult fantasies and multiple series of middle-grade fantasy-adventure novels before his untimely death at 53 in 1965. His books have been beloved by generations of children and adults alike.

Arisia RC Raceway
Commonwealth (1W)
Spaces are limited. Hurry to the to the first Annual Arisia RC Raceway! Bring your own electric RC cars to compete in our no-mercy, single-elimination test of speed and control. Master the track and master yourself! Spaces are limited. Look for signup sheets. Include your name, your car's name, and the frequency or frequencies your car uses. Each heat begins promptly: don’t be late! Scott Wilhelm (m)
446 Celebrating Dr. King  
Lewis (3E)  
With Dr. Martin Luther King Jr.'s connections to science fiction, it’s fitting that Arisia shares the weekend that celebrates his birthday and his contributions to our world. Join us as we celebrate his legacy. Talk about his connections to science fiction, and discuss what it means to bring his vision of the future into the worlds we imagine and the communities we build. Diana Hsu

447 The Fate of Scar Peak (Fate) (4hr 30min)  
Harbor I (3E)  
Your group of thieves and ner’dor wells has an easy assignment: watch the bridge into the city for goons trying to intimidate your Guild Master... what could go wrong? Also, Kaji, David Buswell-Wible (m)

448 Buy the Vote! (3hr)  
Harbor I (3E)  
A quick 15 minute blind betting game with an US election theme. Tested at Metatopia November 2019 and Anonycon 2019 and people loved it! David Dai (m)

449 MtG Unstable Cube Draft (6hr)  
Harbor I (3E)  
Come draft with some of the zaniest and most ridiculous cards in Magic history. This cube is mostly built around the Unstable set, but also includes cards from the other two Un sets, a few of the weirder cards from the main Magic line, a handful of cards created by an AI, and more. Build contraptions, mess with your opponent’s stuff, roll some dice, and generally push the rules of Magic to the breaking point! Robert Bass (m)

450 Teaching Consent  
Otis (2W)  
Negotiating consent, setting your own boundaries, and respecting others is a critical life skill that touches all areas of life, academic, professional, personal. Let’s talk about age appropriate ways to talk about consent with children from conversational skills (turn-taking and topics) to creating rules in collaborative or competitive play. Nomi S. Barstein (m), Bhadrika Love, Kat Tanaka Okopnik, Michelle Wexelblat

451 Parents with Infants & Toddlers Meetup  
Stone (2W)  
We have run into each other in panels, in hallways, and in elevators with strollers, but have we really met? Let’s let the kids run around for an hour, catch our breath, bemoan cluster feeding/colic/climbing/teething/growing pains, and celebrate the fact that we’re OUT OF THE HOUSE and among our people. James Cronen (m)

452 Papercraft Workshop  
Hancock (2W)  
Learn how to create 3D art with just some paper! Guillermo Zeballos

453 Pokemon TCG  
Hancock (2W)  
Learn how to play the Pokemon Card Game and battle with your friends! Micah Schneider

454 Quilting Basics  
Hancock (2W)  
Learn how to take small pieces of fabric and put them together to make a doll-sized blanket or a teddy bear blanket. Kate Brick

455 Swords of Chivalry  
Webster (2W)  
Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used! Mr. Ferguson

456 Classic Playground Games  
Webster (2W)  
Play some classic playground games with us! Red Light/Green Light, Mama May I, and Tag! Forest Handford

457 Stan Lee Retrospective  
Marina I (2E)  
As comics’ most famous face, Smlin’ Stan Lee was billed as the creative force behind The Avengers, Spider-Man and The X-Men. While he didn’t do it alone, he’s often credited as Marvel’s mastermind. Even after his passing, Stan Lee remains a complex figure as who promoted comics like no one else, but didn’t always recognize the artists who brought our favorite characters to life on the page. This panel will remember not just Stan, but all the artists who created our favorites. Michael A. Burstein (m), Kevin Cafferty, Ken Gale, Marianna Martin PhD, Dan Toland

458 Making Space for Making  
Marina 3 (2E)  
Crafting, making, cosplay, all take equipment and materials. The panel will discuss different approaches to making space in your home for making. From boxes under the bed to dedicated maker spaces in garages and basements. Also, we’ll discuss the advantages and disadvantages of using community makerspaces as an alternative. Abigail Keenan (m), Phillip Hallam-Baker, Lisa Hertel, Scott Lefton, Kevin Osborn, Kate Wechsler

459 Drawing Demo- Charcoal  
Marina 4 (2E)  
Demonstration of drawing technique with charcoal, with our Guest of Honor, Kristina Carroll. Kristina Carroll (m)

460 NERF Gun War (2hr 45min)  
Grand A (1W)  
Bring your NERF guns and plenty of ammo for an all-out NERF gun battle! Please note that protective eye wear is Mandatory—bring goggles if you have them. A limited number of NERF guns and pro-
Geeky Play Date

Looking to meet up with other parents and kids at the con? Geeky Play Date is a casual, drop-in space for you and your children. Kids can bring their favorite toys and make new friends! Parents can do the same! Please note: this is NOT a babysitting service/venue: plan on tending to your children. If you need to leave a Red-Ribbon Fast Track child for a 10am panel, you may do so after 9:45 and checking in with Fast Track staff. James Cronen

Organized Play Pathfinder: Escaping the Grave

Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chroni- cling the greatest mysteries and wonders. Ray Diaz (m)

Tench Universe (Episodes 5–8) (1hr 45min)

Screened in Japanese with English subtitles.

Everyone’s Going Back to the Moon

In 2019, the 50th anniversary year of the Apollo 11 moon landing, China sent the Chang’e-4 rover, Israel sent the Bereshet lander, and India landed the Chandrayaan-2 probe. NASA and the ESA are at work on the Lunar Gateway project. Private companies also have plans for lunar exploration. Have technological advances once again made space exploration feasible for everyone? We’ll talk about the particulars of upcoming missions and explain why there are now bears on the moon. Dr. Willie Yee (m), James Bredt, Roy Kilgard, David G. Shaw, Charity Chu, Christopher K. Davis, Andy Hicks, Rachel Kenley

"Figure Writing" with a Live Writing Prompt

“Figure Writing” is similar to Figure Drawing where you have a human subject you’re deconstructing for narrative purposes. Experience this innovative style of writing exercise. Be prepared to ask penetrating questions about the character the subject is portraying. Bring a laptop or tablet you can write on. Sign up in Program Nexus. Limit: 20. Griffin Ess (m)

Writers Assemble! Writing with a Group

Whether it’s joining a local writing group, attending a workshop or spending a month in a retreat, writers often gather together for support, feedback, and practice. What are some compelling reasons to join a writing group and what should writers know before they join? Panelists will share what’s worked for them, and how to get the most out of a workshop or retreat. Gordon Linzner (m), E. J. Barnes, Timothy Goyette, Kristin Janz, Cadwell Turnbull

Masquerade Show and Tell (1hr 30min)

A show-and-tell session where masquerade participants may display their costumes moderated by the Masquerade Director. Come learn about the nights best winners and ask the questions you’re eager to hear the answers to. James Hinsey (m)

Pixar: 25 Years (and Beyond!)

After producing a handful of shorts, Pixar made its mark with the theatrical release of Toy Story, a feature-length triumph of what was then the relatively new field of computer animation. 25 years and 21 films later, we’ll gather to discuss the remarkable body of work that’s defined animated storytelling for a generation. Heather Urbanski (m), Arthur Chu, Christopher K. Davis, Andy Hicks, Rachel Kenley

Songwriting Round-table

Come talk about writing songs; discussing topics such as the overall creation process, where you go for inspiration, what helps you when you get stuck, whether you write your own melodies or re-purpose existing ones, etcetera. This will be a round-table discussion, so, as with Music Track’s singing sessions, all attendees are encouraged to participate. Naomi Hinchen (m), Nat Budin
Want to retire from adventuring to become a peaceful farmer with a nagging spouse named Skree? Roll the dice! Anything is possible with enough luck! 18+. Jack McDaid (m)

428 Story Pitch Challenge
Have you ever wondered how different writers might handle the same idea? This panel will provide a stage for adventurous writers to improvise their approach to a variety of story prompts. While many of these prompts will be delivered by the moderator, audience members will be encouraged to submit short story prompts as well. Lee C. Hillman (Gwendolyn Grace) (m), Timothy Gayette, Cassandra Lease, Kevin McLaughlin, Cadwell Turnbull, Alison Wilgus

429 Introduction to Kink (18+)
There are a lot of different ways to practice Kink & BDSM. How can you get into it without getting in over your head? What can you do to stay safe while experimenting and exploring your own limits? We’ll go over a few dos and don’ts so you can find new ways to explore sexuality. 18+ only. Marzell Barker (m), Max Impakt / Ask Kaylee Frye, Abigail Keenan, A. Szabla, Tikva (raycho)

430 Tabletop Gaming as a Spectator Sport
Marina 4 (2E)
Over the last few years, the trend toward video game streaming has carried over to the tabletop RPG world. Shows such as Critical Role, Relics and Rarities, and Sirens of the Realm, many of which spotlight actors and experts engaging in long-form improv storytelling, can garner dozens of millions of views per episode. What factors draw such a large audience to view Dungeons and Dragons as entertainment to be watched, rather than played? Melissa Hovig (m), Aran P. Ink, Lisa Padol, Tori Queeno

10:45pm

431 Return of the Living Dead (1hr 30min)
Griffin (3E)

11:00pm

432 Masquerade Awards (1hr)
Grand AB (1W)
Masquerade awards will be presented after the Half Time show. James Hinsey, Antonia Pugliese

11:30pm

433 Singing Into the Night (2hr 30min)
Bulfinch (3W)
Open! Singing descends into chaos. Music will continue as long as people are interested. (participatory song circle)
Are you interested in playing or running an indie RPG? Come by the tabletop game room to meet with other indie RPG players and GMs, then break into smaller groups for games.

Let’s Write Together!

Collaborative fiction writing and shared world fiction continue to hold a fascination for speculative fiction writers. From the mosaic novels of the George R.R. Martin’s Wild Cards series to the innumerable collaborative fiction projects started online, what should writers know before jumping into shared world narratives? This panel will include discussions of techniques for collaborative fiction writing and common pitfalls. Steve Popkes (m), Tanya Gold, Timothy Guyotte, Naomi Hinchen, Cadwell Turnbull

Polyamory in Theory and Practice

Once you’ve learned the basics, how do you make polyamory work in the real world? In this panel, we’ll tackle some of the harder questions, such as: How do you deal with different privilege levels? Should you? How can you find people whose polyamory styles are compatible with yours? What if my partners don’t like each other? Amos Meeks (m), Mildred Cady, Aisha L Cruse, Micah Schneider, Kate Wechsler

The Hacker’s Guide to D&D

D&D 5th edition has been out for a few years now, and there have been a lot of additional rules and options published. What can you do if you want something new, but your group doesn’t want to leave the comfort of D&D? Panelists will bring up some mechanics from other systems you can add to your game to add interest and variety, without losing your group because of a total system change. James L. Cambias (m), Griffin Ess, Renie Jesanis, H. M. White, Jonathan Woodward

The Return of Is This A Sandwich?

Is a hot dog in a bun a sandwich? What about an ice cream sandwich? A wrap? How about a burrito? Is there any firm consensus on what does—and does not—constitute a sandwich? Is there any wiggle room? Come debate this issue of vital national importance as we attempt to answer the question: Is [blank] a sandwich? Challenge our panel of experts with your dearly-held counterexamples! A grand unifying theory of sandwiches is rumored to exist—come and see what one of our experts has discovered! David G. Shaw (m), Eemeli Aro, Debra Doyle, Kat Tanaka Okopnik, Eyal Sagi

The Wachowskis and Gender Representation

Even before Lana and Lilly Wachowski became known for genre film- and television-making, they have been known for their strong, meaningful representations of trans and nonbinary people throughout their oeuvre. Have the Wachowskis’ portrayals helped normalize trans and nonbinary people in American culture? What are the highlights—and lowlights—of the Wachowskis’ careers in this regard? And what would you like to see? Max Impakt / Ask Kaylee Frye (m), Reuben Baron, Lee C. Hillman (Gwendolyn Grace), Mink Rose, Brent Weichsel

10:00pm

Sing-along: Musicals and Show Tunes (2hr)

Come sing along on some of your favorite songs from musicals old or new! Note that there will be no assigning or claiming of parts—everyone will be free to sing along on everything! Songs will be led by panelists, who may also play accompaniment to the singing. (participatory sing-along with words provided, via either projection or paper handout) Rachel Kenley (m), Dan “Grim” Marsh, Sam Schreiber

Open Singing

Come listen and/or make music in this unhorteded song circle. All types of music are welcome. Time permitting, everyone who wishes to lead a song will have at least one opportunity to do so. (participatory song circle) Benjamin Newman (m)

Arkham Horror: A Night of Mayhem (18+) (10hr)

It is the roaring 20s, and while there’s electricity in the air, unnatural storms are brewing as well. Strange things are happening in the small Massachusetts town of Arkham: people have gone missing, sightings of indescribable creatures grow more and more frequent. Join us for an overnight marathon of eerie happenings until all investigator’s succumb to the darkness or the morning sun banishes the Ancient One. Games will be drop-in/drop-out and new players are welcome. 18+ only. Rob Castiello (m)

Roll the Dice! (18+) (2hr)

Hours of character creation got you down? Sick of a DM who won’t let you do anything fun? Bored of the same old warriors, mages, and rogues? Well boy do I have the game for you! Welcome to Roll the dice! Where the only thing limiting your creativity is RNG. Want to have you character be 100 feet tall and be able to talk to bees? Roll the dice!
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<td>3:00pm</td>
<td><strong>THE ALCUBIERRE (Star Trek Adventures)</strong> (4hr)</td>
<td>Harbor I (3E)</td>
<td><strong>Wesley Toma-Lee (m)</strong></td>
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<td>“In their first assignment, the Player Characters must make contact with and recover the U.S.S. Alcubierre, a test-bed for a new type of warp drive.”</td>
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<td>4:00pm</td>
<td><strong>Tenchi Universe (Episodes 1–4)</strong> (1hr 45min)</td>
<td>Griffin (3E)</td>
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<td>Screened in Japanese with English subtitles.</td>
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<td>5:00pm</td>
<td><strong>Ogre board game</strong></td>
<td>Harbor I (3E)</td>
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<td>Steve Jackson Games’ Ogre is still going strong since 1977. Giant cybertanks battle along with infantry and armour in a deadly fast-playing game. Help playtest new scenarios on new maps with plastic miniatures. Veterans and novices alike are welcome to enjoy this classic. Help develop the gaming world of the future, today! The scenarios will be submitted for publication in Ogrezine. Stay for as many games as you like; new players may join whenever there is room at the table. Maureen Reddington-Wilde (m)</td>
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<td>5:30pm</td>
<td><strong>Shabbat Services</strong></td>
<td>Alcott (3W)</td>
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<td>Shabbat Services for Jewish members of the community.</td>
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<td>6:00pm</td>
<td><strong>Figure Drawing: Basics and Creativity</strong></td>
<td>Adams (3W)</td>
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<td>Always wanted to try figure drawing but found the studio setting too stuffy? Haven’t been keeping up with your drawing skills and want a refresher in a comfortable environment? Come do some social and relaxed figure drawing with a few specific exercises and some helpful hints offered by the instructor. Bring a sketchbook and pencil. Sign up in Program Nexus. Limit: 20. Griffin Ess (m)</td>
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<td>6:30pm</td>
<td><strong>SCA Bardic Circle</strong></td>
<td>Bullfinch (3W)</td>
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<td>Come sing (or just listen, but we hope you’ll sing) songs such as those sung at bardic circles of The Society for Creative Anachronism: Songs from the middle ages, songs about the middle ages, songs about the “current middle ages”, and other songs that don’t really fit any of the above but are still sung by SCAadians. (themed participatory song circle) Dan “Grim” Marsh (m), Lee C. Hillman (Gwendolyn Grace)</td>
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<td>7:00pm</td>
<td><strong>Reading Around the Pictures</strong></td>
<td>Douglas (3W)</td>
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<td>Many of us read comics and illustrated children’s chapter books when we were young—and we may still enjoy them! But how does illustration change the experience of reading the story? There are readers who say they’d rather imagine for themselves what the characters and scenes look like. Can any illustrations equal what our imaginations create from verbal description? Or does illustration change and enhance how we experience prose? Mike Luoma (m), Feklar42, Sioban Krzywicky, LB Lee, Heather Urbauski</td>
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<td>8:00pm</td>
<td><strong>Where Shall I Begin?</strong></td>
<td>Faneuil (3W)</td>
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<td>The easy answer to starting a story is beginning the moment the conflict is introduced, but how do you know when that is? Answering this question is the topic of this discussion.</td>
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**All panels are 75 minutes unless marked otherwise.**
Many of us care passionately about social and political causes, but we'll discuss the ways that fandoms can arrive at signature styles all on their own. Cassandra Lease (m), Lisa Batya Feld, Victoria Janssen, A.J. Odasso, Shoshana Traum

In Space, Who Can Hear Your Aria?  

We're rife with stories. Join some of our authors as they read works set in the chaos of urban life. James L. Cambias, Andrea Hairston, W. B. Williams

10 Things I Wish I'd Known Before My First LARP

There are many, many opportunities for LARPing, in New England and around the world. The panelists will discuss how to find the right LARP for you, and how to get yourself started. We'll talk about the lessons they learned the hard way, on everything from etiquette to casting, to help you get started on the right foot. Rebecca Slitt (m), David Olsen, Lisa Padol, Mark "Justin" Waks

Fandom and Disability

Many fans have disabilities, and they aren't always apparent. Stigma, especially around mental illness keeps many people from seeking the assistance they need. What can conventions do to make sure every fan gets the full convention experience? What can all fans do to help their fellow fans who need it? How can we, as attendees and organizers, make our conventions more welcoming and inclusive? Gail Terman (m), Bekah Anderson, Tikva (raycho), Kate Wechsler

Speculative Fiction Writers Cafe

Come meetup with other speculative fiction writers. Share ideas, read someone else's work, or just get together to talk about writing. Morven Westenfeld (m), Cadwell Turnbull, Stephen R Wilk

Open Play Time (2hr)

Meet other kids and the Fast Track crew as we warm up for the weekend.

Introduction to Anime

Streaming services make anime easier to access than ever before, but the sheer number of options can be daunting for a new viewer or returning fan. Our panelsists help guide you to your new favorite series based on what you've watched before (whether it was Sailor Moon in the 1990s or Pokemon yesterday) or based on non-anime genres you enjoy (what could you watch if you like Star Wars or Stranger Things?)! What resources are out there that might guide you to other shows once you leave Arisia? Richard Ralston (m), Joseph Andelman, Reuben Baron, Paul Geromini, Julia Pugliese

First Steps for New Costumers

So you want to be a costumer, but don't know where to begin? Then this panel is for you. Our group of veteran costumers tell you how to get started in the hobby with everything from tips and tricks to demystifying the terms and expectations that are out there. We all had to start somewhere, so let us help you do the same. James Hesney (m), Wonder Wendy Farrell, Anastasia Holt, Sarah "Tashari" Morrison, Raven Stern

SF Language & Linguistics: The Good, Bad, & Ugly

This talk, we'll talk about SF books and stories that handled linguistic issues well, and about others which didn't do quite as well. Also, we'll look at five things some languages do in fascinating detail, and make some suggestions for when you're asked by Hollywood to construct a language for next summer's blockbuster: John O'Neill (m)

Introduction to Makeup

Tinted moisturizer, BB cream, concealer, and foundation. Lip gloss, lip stick, and lip stain. Eye shadow, then liner? Or liner, and then eye shadow? And when do you put on the mascara? Our panelsists will explain what all the products you can find in the makeup aisle are, and how to use them (or, as many as we can fit in the time allowed).

Game of Thrones: And Now Our Watch Is Ended

After eight years, the HBO adaptation of George R R Martin's A Song of Ice and Fire drew to a close with a divisive season full of controversies, ranging from rushed storylines to failures in character development to a rogue coffee cup. We hope to discuss the winners and losers of the Game as well as determine whether these six episodes undermined the legacy of both the previous seasons and the books themselves. Naomi Hinchen (m), Don Chase, Marianna Martin PhD, Mark W. Richards, Santiago Rivas
A major trend in indie tabletop RPGs is the GM-less game, in which all players collaborate to create the world and story. What is gained and lost by this approach? What happens when things stall? How can players ensure that everyone’s voice gets heard? What are some ways to introduce this kind of game to players who are more accustomed to traditional GMed games? Rebecca Slitt (m), Naomi Hinchen, David Olsen, Jessica Waters, H. M. White

The long-awaited adaptation of Neil Gaiman’s and Terry Pratchett’s 1990 apocalyptic novel Good Omens came to Amazon Prime last summer. In six episodes, we met an enormous cast, saw the world on the brink of destruction, and also there was a dog, but it was the rich portrayal of the millennia-spanning relationship between angel Aziraphale and demon Crowley that truly connected with many. Come discuss what you felt about the mini-series and how well it lived up to the material.

A quick 15 minute blind betting game with an US election theme.

In a future rebuilding after calamity, ancient technology is the key to survival. But this power can only be accessed through dangerously real virtual reality systems called Virtues. As “dreamers,” it’s your job to either fi""""gure out what it’s all about! This panel is the one to start with! Panelists will discuss the different kinds of polymathy, the kind of open dialogue necessary, and share insights from their experiences. Kris “Nchancer” Snyder (m), Mark W. Richards, Ben Silver, Gail Terman

What are the basic designs run from very easy to intermediate difficulty. Materials fee: $5 per person. Sign up in Program Nexus. Limit: 15.

Polyamory Basics

Douglas (3W)

There is a rich tradition of song from Jewish communities in Russia and Eastern Europe. Come sing along with some of these. Songs of work and play will be featured; no liturgical songs will be included. Leaders may play accompaniment to support the singing. (participatory sing-along with words provided, via either projection or paper handout) Sonya Taaffe (m), Marnen Laiho-Koser, Danny Miller

New to polyamory? Interested in exploring polyamorous relationships, or just want to fi""""nd out what it’s all about? This panel is the one to start with! Panelists will discuss the different kinds of polymathy, the kind of open dialogue necessary, and share insights from their experiences. Kris “Nchancer” Snyder (m), Mark W. Richards, Ben Silver, Gail Terman

What are the basic techniques for writing science fiction? This panel will address tips and advice for writers hoping to start writing science fiction, or fiction that extrapolates upon existing science to build speculative stories. Sarah Smith (m), Lawrence Raphael, Kevin A. Burstein, Andrea Hairston, Kevin McLaughlin, W. B.J. Williams

The Science of “The Expanse”

Marina 2 (2E)

One of the few shows on TV that gets the science right. Gray boots, acceleration couches, constant acceleration gravity. Shoot the juice from blacking out at twelve Gs! KarlS Web (m), Roy Kilgard, CatE Schneiderman, Charity Southworth

The long-awaited adaptation of Neil Gaiman’s and Terry Pratchett’s 1990 apocalyptic novel Good Omens came to Amazon Prime last summer. In six episodes, we met an enormous cast, saw the world on the brink of destruction, and also there was a dog, but it was the rich portrayal of the millennia-spanning relationship between angel Aziraphale and demon Crowley that truly connected with many. Come discuss what you felt about the mini-series and how well it lived up to the material.

A quick 15 minute blind betting game with an US election theme.
actually been done with this technology? With the genie out of the bottle, what can be done about unregulated and/or unethical use of this technology? Richard Moore (m), Athena Andreadis PhD, Dr. Jim Pregu, John Sandman

375 \textbf{The Year in Games}  
Marina 3 (2E)  
We are living in an age of constant innovation in games—new board games and videogames coming across Kickstarter every day, new forms of RPG and LARP gathering popularity. There is too much for any one person to keep up with, but our panel of experienced gamers will talk about what's been most interesting over the past year—and look a bit into what might be coming. Jonathan Woodward (m), Walter H. Hunt, Aaron Marks, Lisa Padol, Shaheen Rogers/Multiverse

376 \textbf{Designing the Impossible}  
Marina 4 (2E)  
You'll be hard-pressed to find anatomical guides for fantastical creatures and blueprints for future-tech. Despite this, fantasy and sci-fi artists regularly depict impossible subjects that still manage to feel believable. Our panelists will discuss the techniques they use to bridge the gap between real-world concepts and their wondrous counterparts. Griffin Ess (m), Kristina Carroll, James Hailer, Anne E.G. Nydam, Nightwing Whitehead

377 \textbf{Swing Dance Lesson (1hr)}  
Commonwealth (1W)  
An introduction to the lively dance style that grew out of Harlem and jazz music from the 1920s to the 1950s. Swing dancing has not only that “swinging” feeling but lots of space for improvisation between partners. Swing dancing is danced socially, which makes it interactive, fun, and a great way to meet and dance with lots of different people. All experience levels welcome; no partner necessary.

4:30pm

378 \textbf{Ultraman (1966) (2hr)}  
Griffin (3E)  
Screened in Japanese with English subtitles

5:00pm

379 \textbf{Swing Dance (2hr)}  
Commonwealth (1W)  
Swing dancing has not only that “swinging” feeling but lots of space for improvisation between partners. Swing dancing is danced socially, which makes it interactive, fun, and a great way to meet and dance with lots of different people. All experience levels welcome; no partner necessary. Amy Kucharik (m)

5:30pm

380 \textbf{What RPG Class is Your Favorite Character/Team?}  
Alcott (3W)  
Panelists will come with one or more favorite characters and/or teams and how they would class them if they were in an RPG. For example, in Supernatural, is Dean a dwarf barbarian? Castiel a paladin? Is Sam a Wizard, Bard, or maybe multiclass? Audience members can also suggest movies, shows, books, etc. for RPG classing. Mildred Cady (m), Feklar42, Jesi Lipp, Liam McGlohon, Brent Weichsel

381 \textbf{The Dragon's Disco (D&D Se) (4hr 30min)}  
Adams (3W)  
As seasoned adventurers, when you were all told about the dragon's lair and the treasure that lay within, you were off quickly. After a bit of travel, you have finally arrived... to the unexpected. Loud music, a glimmering ball, a shining, multicolored dance floor. The lair is popping up with annual monster bash. You will have to figure out how to get what you want, deal with varied guests, and contend with Dragon, the host who wants the most. Players need to bring their own character sheets. Zev Shields (m)

382 \textbf{Shop Talk: Being a Writer in 2020}  
Douglas (3W)  
What is it really like to be a writer in 2020? A panel of intrepid writers will discuss the ups and downs of earning a living (or part of a living) writing. Topics to discuss will be finding time to write, finding markets and agents, and changes in the industry since they first got started. Rachel Kendey (m), Terri Bruce, Jeffrey A Carver, LJ Cohen, Genevieve Iseult Eldredge, Kiritsh Yatsushashi

383 \textbf{Super Awesome Advice Panel!}  
Fanueil (3W)  
Annoying roommates, overbearing families, inconsiderate colleagues—bring your problems to our panel of Expert Bad Advisors and they will give you solutions! Perhaps not helpful ones, but they'll definitely be funny. Eric "in the Elevator" Zuckerman (m), Nathan Cowstuck, Ari Donnelly, Andy Hicks, Corinne Luz

384 \textbf{Don't Call My Book "Science Fiction"}  
Independence (3E)  
As science fiction's themes become more and more mainstream, some “literary” authors are incorporating tropes like AI, alternate reality, futurism and dystopian fiction. Yet many are like Ian McEwan, who hotly denies that his new book Machines Like Me (AI, alt-universe) is in any way “science fiction.” Why is SF still denied the respectability it deserves after all these years? Why do some authors find its themes compelling as long as it’s called something else? Athena Andreadis PhD (m), Kristin Janc, John G. McDaid, Mark Painter, Kevin Turosny

31 \textbf{Come play Mario Party! (3hr)}  
Carlton (3E)  
Come hang out with us and play one of several versions of Mario Party with other like-minded gamers!

32 \textbf{An evening with Troika (4hr 45min)}  
Harbor 1 (3E)  
Prepare for some fantasy nonsense with the Numinous Edition of Troika! A recent edition of an old-school British role-playing game. With quick random character generation and equally simple resolution mechanics, you never know quite what to expect. Fans of Terry Pratchett and Douglas Adams should definitely take a look. Aaron Marks (m)

33 \textbf{Ultima Foran: Dead in Venice (Savage Worlds) (4hr 30min)}  
Harbor 1 (3E)  
It is 1515, 168 years since the Plague of the Dead swept across the world, destroying the kingdoms of men. Europe has partially recovered, establishing fortified fiefs from which to fight back against the Dead. You are a company of adventurers traveling on one of the miraculous airships of Ferrara, escorting a shipment of alchemical reagents to Vienna, a cushy contract, as flying over the Dead infested wilds is far easier than riding through it! Assuming nothing goes wrong with the airship... Adrian Guinn (m)

34 \textbf{Fate of the Flowering Lands (Fate) (4hr 30min)}  
Harbor 3 (3E)  
Can your group of Arcaeaonauts discover what the newly risen warlord Judah has in store for the peaceful Flowering Lands before it is too late? Can they find the lost hermit sage Ermon? I hope so, otherwise we are all doomed! David Baswell-Wible (m)

35 \textbf{Strange Beasts (Call of Cthulhu) (18+) (4hr 30min)}  
Harbor 3 (3E)  
Japan, 1550 A.D. An onmyoji, a specialist in divination, predicts a great evil may soon rise in the Pacific, threatening Japan, as well as the rest of the world. An eclectic team has been formed, including samurai, ninja, monks, and others, to thwart this peril. However, why does the solution involve a gorilla and a whale? 18+ only. Richard B. Auffrey (m)

36 \textbf{Vertigo: The Wake}  
Otis (2W)  
In 1993 DC Comics gathered together its popular horror and fantasy titles, The Sandman, Swamp Thing and Hellblazer, to create a unique line where other such books could flourish; Vertigo Comics. Founder Karen Berger, along with the editor Shelly Bond and others, allowed creators such as Neil Gaiman, Grant Morrison, Brian K. Vaughan and others to pursue their visions to massive success. As the loss is being felt throughout the industry, our panelists will share their memories of the beloved imprint. Jaime Garemdia (m), E. J. Barnes, Alisa Kintyfee, Donna Martinez, Troy Minkowsky

37 \textbf{POC Meetup}  
Stone (2W)  
Colorism often manifests even in communities of color, complicating an already racial heritage beyond what may be visible to outsiders. Regardless, being a person of color in the geek community can be isolating and alienating, particularly as minority creators, characters, and publishers are often erased and/or whitewashed. Join fellow geeks of color in a safer space to celebrate the joy of fandom without the white gaze. (To maintain a safe space, Allies are asked not to attend.) Diana Hsu (m), Monique "Monigull" Poitier, Cadwell Turnbull

38 \textbf{Our Mr. Whedon}  
Marina 1 (2E)  
From 1997–2010, you could reliably find at least one Joss Whedon-created show running on network TV at any given time. He’ll return soon with The Nevers, another story of strong women with super powers. However, in the decade since Dollhouse went off the air, Whedon’s standing as a feminist ally has taken some hits. Are we ready to welcome him back? We’ll look at the running themes in Whedon’s works and how they mirror the times, and at least one Joss Whedon-verse character he’d like to see. Mary E. Wood, Brandi R. Lin, Sonya Lowery

39 \textbf{How do I do the thing?}  
Marina 2 (2E)  
Do you have a very specific problem that Google is not providing the answer to? We’ve all been there and maybe these panelists can help! Come prepared with your questions that could use an expert’s opinion, nothing is too big or too small! Bragging rights for whoever can stump the panel. E. Ambrose, Anjali Holt, Sarah "Tushari" Morison, Jamila Sisco, Nightwing Whitehead

40 \textbf{Linguistic Experimentation and Evolution}  
Marina 3 (2E)  
Emojis. Vocal fry. The verbing of nouns. Language is constantly evolving; this panel will discuss trends and changes we are seeing in 2019, how these changes vary across communities of age, gender, race, and culture, and the roles played by text-based and digital communication. Eyal Sagit (m), Jesi Lipp, Jolin O’Neil, Shoshana Traum

41 \textbf{The Collective You—Your Biome}  
Marina 4 (2E)  
All about the multiverse that live with and on humans, why we need them, and what that means for crewed space missions, future housing.
7:30pm
42 The MRS. HAWKING series: Mrs. Frost (1hr 40min) Grand B (IW)
London, 1886—The reveal of Mrs. Hawking's greatest enemy yet has left our hero brooding over past failures, so consumed in destroying the criminal mastermind that even apprentices Mary and Nathaniel feel frozen out of her life. But when Nathaniel is taken captive, and an important figure from her past returns, Mrs. Hawking must work with some remarkable women to defeat her nemesis once and for all. CN: mention of sexual assault, Victorian mental health practices. www.mrsfrost.com Phoebe Roberts (m)

7:45pm
43 Captain Marvel (2hr 15min) Griffin (3E)

8:00pm
44 Open Fencing (2hr) Grand A (IW)
Come join us for some inter-group and inter-style sparring sponsored by Massachusetts Historical Swordsmanship! Whether you're a modern sport fencer, a SCadian, a HEMAist, or anyone else who crosses blades for fun, come join us for some Friday-night fun, exercise, and fellowship. Note: Safety equipment is REQUIRED (we have loaner gear) and you MUST abide by the safety rules and listen to the monitors. Info is available at historicalfencing.org/rules.htm. Ken Mondschein (m)

8:30pm
45 Blockprinting Adams (3W)
Relief block printmaking is a magical, sci-fi art form: it's like carving with light into darkness, and then cloning the result. It's also easy to get started, fun to experiment with, and you can print note cards, gifts, or limited edition artwork to frame and hang proudly. Come learn how to wield the magic, by designing, carving, and printing your own original rubber block. $5 materials fee. Sign up in Program Nexus. Limit: 15. Anne E.G. Nydam (m)

46 Sing-along: CircleSinging Bulfinch (3W)
CircleSinging is a form of facilitated vocal improv, inspired by the work of Bobby McFerrin, which could be described as "a drum circle for singers" or "improvised choral music." During the course of the ever-changing chant, the leader develops and gives parts to a circle of singers, which in turn supports individual solos. Both participating in and witnessing the creation of the music that emerges is an exhilarating and joyful experience. Fun for all, and no prior experience required. Ben Silver (m), Benjamin Newman, Kat Weider

47 Materials of the Medium Douglas (3W)
Every art medium has materials used that have their own limitations and specific qualities. This panel will discuss those limitations, qualities, and some unusual and unexpected materials. Sarah "Tashari" Morrison (m), Julia Austein, Kristina Carroll, Lisa Hertel, Scott Lefton

48 Sexuality and Gender Trends in Acceptance Faneuil (3W)
Acceptance of sexuality and gender seems to be gradually spreading, albeit with a lot of pushback in some quarters. This panel will look at the state of things in various subcultures as well as the larger society, and examine how things are changing. Bhandrika Love (m), Aisha L. Cruse, Forest Handford, Brent Wechsel

49 Drop in Coloring and Crafting (2hr 30min) Independence (3E)
Coloring is a relaxing way to ease into the con! We have coloring pages and colored pencils for your enjoyment!

50 On Chainmail Bikinis and Succub: Gender and D&D Lewis (3E)
With the release of D&D 5e, many people were pleased to see characters depicted in a less sexist light, with fully-clothed illustrations of female-presenting characters in its rulebooks. However, WotC also released a pink "Girl's Guide" to D&D, and D&D has traditionally been seen less inclusive. Has D&D—our fantasy RPG in general—moved beyond marginalization of these communities, at least in part? If not, how much further does it need to go, and where could it use improvement? Mildred Cady (m), Danny Miller, Jessica Waters

51 CopE vs. Marsh – the Bone Wars Otis (2W)
In the mid-to-late 19th century, two paleontologists put the U.S. on the scientific map by vastly expanding our collection and knowledge of fossils. But Othniel Charles Marsh and Edward Drinker Cope so hated each other, they actually destroyed priceless bones just to keep each other from getting them. And worse! To this day, we’re still not sure the brontosaurus was real. James L. Cambias (m), Mark L. Amidon, Ken Gale, Jeff Hecht

7:30pm
361 Recovery Check-In Bulfinch (3W)
Whether this is your first ever con or you're an old pro, some some strategies, find a sober buddy, or just check in with other folks in recovery in an informal, non-12-step setting. Emily Walton (m)

362 The Year in Bad Science—2019 Douglas (3W)
Scientists are people, and make mistakes. Many people are not scientists, but use the language of science to mask some outrageous claims. Here are the howlers from the last year. Mark L. Amidon (m), Roy Kilgard, David G. Shaw, Charity Southworth, Stephen R Wilk

363 Make It GAYER! Queering Up Comics Faneuil (3W)
Recent years have brought minor progress to LGBTQIA representation in comics, but there’s vast room for improvement. Straight creators often say they want the addition of Queer characters to be “organic”, but real change will only happen with intent and effort. So how can comics be queered up? What can straight creators do to get the representation right? Our panelists will share their perspectives on what works, what doesn’t and why Queer visibility matters. Alison Wilgas (m), Jaime Garmentica, Renie Jeanonis, Kyri Lorenz, A. Szabla

364 Geocaching and letterboxing meetup Independence (3E)
Come meet others currently participating in or interested in geocaching and/or letterboxing. Trade tips and tricks, or just come to learn more about these geography games. Jude Shahry (m), Eric “in the elevator” Zuckerman

365 Pie Rats and Pitman (3hr) Harbor I (3E)
Pie Rats of the Carob Bean Farm: you’re a “Pie Rat”, trying to steal the Farmer’s Wife’s pies. Gather a crew, choose your moment, and strike! But beware, there are others just like you, angling for the same pies! And h’s not forgotten the Farmer’s Wife. Pitman: a betting, bluffing, card and dice rolling game with a unique set of game mechanics. Great art and gameplay. Michael Sharrow (m)

366 Pokemon TCG—Learn to Play and Tournament (3hr) Harbor I (3E)
Become a Pokemon Trainer and battle against another Trainer using awesome Pokemon in the Pokemon TCG! Trainers use attacks to knock each other’s Pokemon out and claim Prize cards. The first to take all six Prize cards to win the game. Beginner theme deck tournament to follow. Rob Castello (m)

367 Star Wars: Episode 2020: The Fandom Gabfest Otis (2W)
Last month, The Rise of Skywalker hit screens, and with it the Star Wars sequel trilogy came to a close. That won’t be the last we interact with this world, however; the tepid audience response for Solo may have encouraged Disney to dial back on the “new film every year” pace, but there’s still plenty of lightsabers in our future, with new trilogies from both Rian Johnson and from David Benioff & D.B. Weiss on the horizon. We’ll reflect on the state of Star Wars and discuss what’s next! Dan Tolandi (m), Kevin Cafferty, Monica Castillo, Jennifer Pelland, Mink Rose

368 Drop in Coloring and Crafting (4hr 30min) Stone (2W)
Bring your latest sewing or knitting project, your small handcrafts, or just come to color and relax in good company.

369 Learn to Knit Hancock (2W)
Learn to knit—we provide everything! Kate Brick, Mildred Cady, Marnen LaiBow-Koser

370 Balloon Cars Hancock (2W)
Come make a balloon car!

371 Beyond Hogwarts: A Young Fan’s Reading List Webster (2W)
Harry Potter was great, but there are a lot more fantasy and science fiction books out there for kids and young adults. What is out there for kids that doesn’t insult the intelligence, but also doesn’t fly over the heads faster than a Firebolt? Ken Gale

372 Capture the Pokemon Webster (2W)
Bring your energy and excitement. Be a Pokemon, and dodge, run and knock each other’s Pokémon out and claim Prize cards.

373 The Resurgence of Horror Fiction Marina (1E)
Horror has always been a somewhat disdained genre, even more so than SF. But in recent years it’s growing in popularity and sophistication, with publishers like Tom Doherty launching new horror imprints. But like other genres, horror is defined by specific conventions, themes and tropes. Is some horror fiction regressive (especially concerning women) or transgressive? Do horror tropes reinforce stereotypes or force us to face our fears and weaknesses? Gillian Daniels (m), Morgan Cooks, Gordon Linzner, Suzanne Reynolds-Alpert, Sam Schreiber, Sonya Taaffe

374 Just the Facts: CRISPR and Gene-Hacking Marina 2 (2E)
CRISPR is a naturally-occurring genome editor in bacteria, but it’s also short-hand for CRISPR-cas9 human editing of genes. What has
help. The Sept of Fang and Talon answers the call. They must gather resources and assemble a strike force to put their foes to sleep and strike a devastating blow for Gaia. These are the few moments before the Sept makes its move. Do they have what it takes to cut clean the sickness that poisons the land? Dan Chase (m), DJ Dirge

349 Costuming and Movement
Otis (2W)
Costumes, by nature have to move! As wearable art, how do we account for movement, flexibility, drape, flow and rigidity of our materials to bring our costumes to life. Learn how to make costumes that are not just static! Ravens Stern (m)  Lilli Fehler, Basel El Halwayy, Ken Kingsgrave-Erstein, Mark Milliman, Barbara M Pugliese

350 Writing in Brief
Stone (2W)
Could Flash fiction (stories shorter than 1000 words) be one of the literary forms best adapted for the Tweeting, FOMO, Entertainment-on-Demand moment we are living in? What are writers doing with the ultra short story? How can 1000 or less words really be enough to tell a complete (or mostly complete) story. Panelists will bring examples of flash fiction (which in some cases could be read entire) and techniques for boiling fiction onto its most basic elements. A. L. Kaplan (m), Lawrence Raphael Brothers, Timothy Goyette, Ian Randal Strock

351 Spoon-A-Pults
Hancock (2W)  * Come and construct your own spoon-a-pult.

352 Children’s Folk Concert
Webster (2W)  * Folk! Sing-a-longs! Bring your voice! Emma Caywood

353 Libraries of the Future
Marina 1 (2E)  SF predicted ebooks and electronic media many decades ago. Along with the vision of a paperless future came the occasional view of a futuristic library with no books, and often only AI or holographic librarians. In 2020, libraries still have books (and librarians), but they are circulating increasing numbers of ebooks, audiobooks, DVDs and other media. What is the greatest value libraries have to offer, and what will they look like fifty or a hundred years from now? Cate Schneiderman (m), Michael A. Burstein, Greer Gilman, Danny Miller, Meredith Schwartz

354 TV Year in Review
Marina 2 (2E)  Our annual look back at SF, horror, and fantasy in 2019 on TV (including streaming services). What were the memorable shows? What are the new ones to watch? What’s hot, and what’s not? Note: Time for audience participation is reserved for the end of our panel’s high speed review. Randee Dawn (m), Ari Donnelly, Gordon Linzner, Marianna Martin PhD, Timothy J Tero

355 Daemons and Dust: the Fiction of Philip Pullman
Marina 4 (2E)  Twenty years ago, the first book in Pullman’s His Dark Materials trilogy was published in the U.K. Pullman’s vision of a universe where people’s souls are external beings and God is decrepit and dying raised some hackles. Now a new adaptation of His Dark Materials has been made and Pullman has released the second book in a new trilogy. How did Pullman’s work innovative and intriguing, and what makes it so disturbing? John Sudman (m), Bekah Anderson, Reuben Baron, Kristina Carroll, Arthur Chu, Mink Rose

3:00pm

356 Mario Kart Tournament (3hr)
Carlton (3E)  * Come compete in some TBD version(s) of Mario Kart!

357 Living Arcanis 5E Intro Adventure: To Die Alone (4hr 30min)  Harbor 1 (3E)  * A dying noble, disliking all his options for a successor, summons the heroes for a mysterious mission, claiming that a seer told him they could help. But when the heroes arrive, he is already dead. Thomas Milner-Wöhlers (m)

3:30pm

358 Teen Sword Fighting (1hr)
Grand A (1W)  * Swords! Swords for teenagers! Come learn sword-fighting! Teenagers will learn the martial art which was practiced by knights and sword masters in the medieval era. Class will focus on the medieval longsword, in the German martial tradition. Mr. Ferguson (m)

4:00pm

359 Sing-along: Songs of Tom Lehrer
Alcott (3W)  * Come sing (or just listen, but we hope you’ll sing) songs celebrating the musical genius of Tom Lehrer. (participatory sing-along with words provided, via either projection or paper handout) E. J. Barnes (m), Nat Budin, Ellen Kranzer, A Joseph Ross, Mercy Van Vlack

360 Make a Watercolor Sunset
Adams (3W)  * Learn the watercolor wash technique, and make a starry sunset painting or two to take home. All materials provided. Ages 8+ suggested. Sign up in Program Nexus. Limit: 20. Lisa Hertel (m)

52 Arisia First Night Social  Stone (2W)  Welcome whether you are new to Arisia or a long-time attendee, come meet some new people. Say “hi”, share and learn useful info and tips, share interests, and make new friends. Eric “in the Elevator” Zuckerman (m), Matthew McComb

53 Crisis on (Nearly) Infinite Arrowverse Series  Marina 1 (2E)  Now in its eighth season, the Arrowverse has just finished the massive Crisis on Infinite Earths, spreading across Arrow, The Flash, Supergirl, Legends of Tomorrow, and Batwoman, while also bringing in Black Lightning and a wide array of DC superheroes from decades past. Come join the panel as they say goodbye to Oliver Queen, hello to Kate Kane, and stand in amazement at an achievement on TV that rivaled any shared cinematic universe. Bey Woodward (m), Michael A. Burstein, Kevin Eldridge, Naomi Hinchen, Dan Toland, Jonathan Woodward

54 Starters’ Pack for Fantasy Fiction  Marina 2 (2E)  So, you’ve decided to write fantasy stories. That’s awesome, but how does one go about writing about the fantastical in 2020? Join a panel of fantasy writers in a discussion of the fundamentals of writing fantasy, the techniques used to create compelling stories, and a few suggestions on required reading. Andrea Hairston (m), E. C. Ambrose, Debra Doyle, W. B. J. Williams, Keith Yatsuhashi

55 Comfort Food TV: Baking and Cooking Shows  Marina 3 (2E)  Whether it’s sweet British bakers or cutthroat cooking competitions, we love our food TV shows! What is the attraction of watching other people make food we can’t taste and will never be able to create ourselves? Who are your favorite celebrity foodies? Who are the geekiest? Did anyone bring snacks to this panel? Tammy Cosen (m), Diana Hsu, Corinne Luz, Andy Rosequist, Raven Stern

56 Ravenous for The Hunger Games  Marina 4 (2E)  Suzanne Collins’ Hunger Games trilogy has been phenomenally successful. Her series made Collins the top selling Kindle author of all time, inspired many imitators, were adapted into four films and redefined the YA dystopian genre. This May, Collins will release a prequel to the trilogy. What makes these books so compelling to so many readers? Heather Urbanski (m), Lyndsay Eby, Karen S., Sarah Smith

9:00pm

57 Roll the Dice! (2hr)  Harbor 1 (3E)  * Hours of character creation got you down? Sick of a DM who won’t let you do anything fun? Bored of the same old warriors, mages, and rogues? Well boy do I have the game for you! Welcome to Roll the dice! Where the only thing limiting your creativity is RNG. Want to have your character be 100 feet tall and be able to talk to bees? Roll the dice! Want to retire from adventuring to become a peaceful farmer with a nagging spouse named Skee? Roll the dice! Anything is possible with enough luck! Jack McDaid (m)

58 Card Masters! (Apocalypse) (4hr 30min)  Harbor 1 (3E)  * In the underground arenas of Kado City, illegal duels take place using the most dangerous and deadly magic around: the Card Masters(tm) collectable trading card game! Immure yourselves in a seedy world of black market deals, assassinations, and card games. Card Masters is a roleplaying game in which your characters play a trading card game, the rules of which are dubious and mostly improvised by the players. You’ll have cards as props, but dice determine the results of actions." Chris Ramsley (m)

9:30pm

59 Dramatic Readings from the Ig Nobel Prizes (1hr)  Grand CD (1W)  * Highlights from Ig Nobel prize-winning studies and patents, presented in dramatic mini-readings by luminaries and experts (in some field). The audience will have an opportunity to ask questions about the research presented—answers will be based on the expertise of the presenters, who may have a different expertise than the researchers. Marc Abrahams, David Kessler, Michelle Liguori

10:00pm

60 Sing-along: Gilbert and Sullivan Songs  Alcott (3W)  * Do you have a song to sing, O? Steal up with cat-like tread and join us in singing songs from The Pirates of Penzance, HMS Pinafore, Patience, and more! Note that there will be no assigning or claiming of parts—everyone will be free to sing along on everything! Songs will be led by panelists, who may also play accompaniment to support the singing. (participatory sing-along with words provided, via either projection or paper handout) Lee C. Hillman (Gwendolyn Grace) (m), Rebecca Maxfield, Stoshana Traum

61 Open Singing  Bulfinch (3W)  Come listen and/or make music in this unthemed song circle. All types of music are welcome. Time permitting, everyone who wishes to lead...
Kinksters come in all types, but not all of us are represented at the local dungeon. How can we modify and accommodate all kinds of play to be accessible? Come connect with members of the community as we address differing health and ability levels, discuss ways to create safer spaces for marginalized participants, and find new ways to be inclusive. 18+ only. Max Impact / Ask Faylee Fyre (m), Abigail Keenan, A. Szabla, Tikva (raycho).

Edward Scissorhands (1hr 45min) Griffin (3E)

Spice MacPhee Memorial Lewis (3E)

Spice was the original owner of the Science Fantasy Bookstore, in Harvard Square, and many a fan got their start there. He was both a GoH at the first Ariacon, and a Worldcon Fan GoH. Spice always promoted cons and fandom to everyone, made great suggestions, and after he sold his store (which is now Pandemonium Books), he curated the SF section of Avenue Victor Hugo books.

Art Show Reception (2hr) Harbor Il-ll (3E)

Come meet the artists, see their work, and get an early chance to bid! There will be a cash bar.

Its Time to Worry—The End of MAD Otis (2W)

For 67 years MAD Magazine set the standard for humor, biting political satire and all around tomfoolery in comics and publishing at large. The wildly popular book survived the ups and downs in publishing, saw its fair share of imitators and even spun off a successful TV show. But sadly, the Usual Gang of Idiots have found themselves out of work however, have their own superhumans to bring to the battlefield—the notorious Greycroats. Fight in key battles of the American Revolution and help determine the course of history! Scott Marchand Davis (m)

Fighting with Swords! (1hr 30min) Grand A (1W)

Athena School of Arms presents: the Scottish Broadsword, Medieval Longsword, Sword & Shield, Dagger and other historical fighting styles. Followed immediately by hands-on lessons in either the Longsword or Broadsword. All equipment provided, no experience necessary. Advanced lessons available for students who have already done the basic lesson. Steven Hirsch (m)

Sunday Masquerade Rehearsal (3hr 30min) Grand B (1W)

Rehearsal for Masquerade participants. James Hinsey (m)

2:15pm

Sing-along: Hamilton Songs Alcott (3W)

Come sing along on some of your favorite songs from the musical! For added fun, attend dressed as your favorite Hamilton character, or in general dress of the period. Note that there will be no assigning or claiming of parts—everyone will be free to sing along on everything! Songs will be led by panelists, who may also play accompaniment to support the singing. (participatory sing-along with words provided, via either projection or paper handout) Lee C. Hillman (Gwendolyn Grace), Melissa MacIntyre, David Olsen, Tori Queeno, Jude Shaby

Crowdfunding and Tabletop Gaming Adams (3W)

Kickstarter, Indiegogo, and other crowdfunding platforms have exploded in the last few years as a launchpad for tabletop game creators. But how does it work? Are the games any good? And what makes a successful campaign? Join a group of game funders, players, and creators to discuss the crowdfunding process and answer questions about getting started. Panelists will also share some of their favorite games that started through crowdfunding. Christopher K. Davis (m), Walter H. Hunt, Aaron Marks, Lisa Padol

The Year in Science—2019 Douglas (3W)

A compendium of the top science stories of the year! For two seasons and counting, EX’s Pose has followed the largely African-American and Latinx ballroom culture in Reagon/Burish-era New York. An array of LGBTQ+, non-gender-conforming models and performers embrace the love and support of their found families as the ever-spiraling AIDS pandemic becomes a central focus of a community that’s seen too many funerals. We’ll discuss their series, with special attention to an underground culture that’s been lacking positive representation, up to this point. Donna Martinez, M, Megan Kears, Jennifer Pelland, Brent Weichsel

Mind’s Eye Society: Werewolf (4hr) Lewis (3E)

Boston is a city under siege. The Gaians are here to protect it. Beneath a new corporation’s stranglehold over the land, the spirits cry for...
Character Writing Helpline
When writing a character, there are times authors find themselves stuck. The plot has one idea and the character has another. Or perhaps a writer has lost touch with the voice of the character completely. What advice do you need to help with a problematic character? Join this panel of writers as they discuss their own experiences ‘rescuing’ characters in stories and offering advice for common problems in characterization.

Iseult Eldredge, BH Pierce, Connie Wilkins

What Do You Mean, 10 and Up? (3hr)
Have you been playing board games that say “10 and up” since you were 6? Wish you had? Come play with us. We will teach and play some board games intended for adults but accessible to children with a knack for board gaming. Feel free to bring your own (reasonably short) games.

James Cronen, Micah Schneider

Make your own Slime!
It’s a simple recipe but lots of fun! Come make your own slime to bring home.

Kristin Janz

Project Cosplay: Props & Accessories (2hr)
Come make your own props to go with your Project Cosplay costume. Then, show off your creation in the Masquerade tonight.

Webster (2W)

Learn a Bit of Karate
Learn a few basic karate moves. (No hitting allowed.)

Sioban Krzywicki

I Read It Because I Loved the Movie
Or maybe you read it because you hated the movie and wondered if the book wasn’t well known beforehand. What books have you read after you enjoyed the movie, and how did the book change your view of the film adaptation? Is the movie ever better than the book? Can book and film versions always be fairly compared?

Marina 1 (2E)

Welcome to The Good Place! Everything Is Fine.
For four years, The Good Place has challenged us with its combination of sitcom humor and moral philosophy as it presents a fantastical vision of the afterlife. What does this show do so well to attract so many different types of viewers? What lessons can we learn from it about living our own lives ethically? Or is it all just a big joke?

Marina 2 (2E)

Arisia January Corporate Meeting (2hr 30min)
Arisia, Inc. is the non-profit that signs our contracts, owns our equipment, sets our policies, elects and appoints senior leadership, and handles incident investigation between conventions. Recent events have put a spotlight on Arisia governance, and we welcome you to participate in the official business of running Arisia and related activities.

Marina 3 (2E)

Death and Funerary Practices in Science Fiction
Funerary rituals and attitudes towards death vary greatly across distance and time, yet the way a society views, treats, and memorializes its dead gives insight into its beliefs, philosophy, and priorities. What are examples of death rituals in SF? What are examples of alien, space-based and other genre cultures handling their dead? What does it tell us about those societies? How have these themes been handled well... and not so well?

Marina 4 (2E)

Cloak & Dagger: Techniques of Achille Marozzo (1hr)
Come and learn the cloak and dagger fighting techniques of Bolognese fencing master Achille Marozzo. Learn, hands-on, how a 16th century Italian Gentleman would defend his life and honor on the mean streets of Renaissance Italy with both deadly technique and dashing style. No martial arts experience necessary!

Grand A (IW)

Feed Your Inner Demons—A Journey Dance (1hr 30min)
JourneyDance™ is a gently guided free-form movement modality where you simply cannot do it wrong! Dance to sci-fi themed music as you journey through different movement styles and emotions. A guided visualization will take you to meet and befriend your inner demons in a movement based adaptation of an ancient Buddhist practice. Dress in comfortable clothes for moving and stretching, including some floor stretches.

Caroline Meeks (m)

Organized Play Pathfinder: Bandits of Immedwood (1hr)
Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. Ray Diaz (m)

Harbor 1 (3E)

Organized Play Pathfinder: The Flooded Court (1hr)
Organized Play is a living, worldwide fantasy roleplaying campaign

Harbor 1 (3E)
You've heard its spooky noises in movies, but there's so much more. Guillermo del Toro: The Night Eternal

Arisia Inc. wants your feedback, your ideas, and your concerns!

Arisia Town Hall

Hands-on (or Hands-off) Theremin Workshop

You've heard its spooky noises in movies, but there's so much more that the theremin can do! In this hands-on workshop, participants will learn the basics of the theremin technique and will have the opportunity to experiment with this unusual instrument. Some previous musical training is helpful but not required. If you are lucky enough to have a theremin of your own, please bring it! Sign up in Program Nexus. Limit: 5. Marren Laibow-Kosar (m)

Economic Speculations

How do writers depict worlds with progressive values and economics focused on social betterment, not simple profit? Panelists will explore alternate economic systems (gift-based economies, worker cooperatives, solidarity-based economies to name a few) and how to portray these alternate economies in ways that engage readers' imaginations. Alexandra Jablonski (m), Sara Codair, Kristin Fan, Cadwell Turnbull, Brent Weichsel

Guillermo del Toro: The Night Eternal

For thirty-five years, Guillermo del Toro has brought his uniquely dark and beautiful vision to the screens. From his early Spanish-language fantasies (Cronos, The Devil's Backbone, Pan's Labyrinth) to big-budget Hollywood blockbusters (Blade II, Hellboy, Pacific Rim), to his Oscar-winning The Shape of Water, he has proven equally at home helming all manner of stories. We'll look at the remarkable career of this visionary filmmaker. Max Imptak / Ask Kaylee Frye (m), Reu...
303 The State of Microcontrollers
Faneuil (3W)
Micro-controllers like the Arduino and Raspberry Pi have changed a lot in the last few years, and new devices like the Raspberry Pi 4 and the Arduino M0 and M4's have come onto the scene. Not only are these devices more powerful but they come in smaller packages as well. Our panelists will discuss the latest tools and how they use them to make robots, art, and other awesome stuff. Rich Maynard (m), Shirley Duley, Scott Lefton, Michael Meissner, Drew Van Zandt

304 Create a Telephone Wire Tree
Independence (3E)
Using recycled telephone wire, we’ll make small but colorful wire trees for you to take home. All materials and tools provided, and display ideas will be shown. Ages 8+ suggested. Sign up in Program Nexus. Limit: 20. Lisa Hertel (m)

305 Knitting Circle
Lewis (3E)
Come meet other knitters at Arisa. Share patterns. Exchange yarns. Come knit for a while and meet some old and new friends. Dale Meyer-Curley (m), Bhadrika Love

306 Just the Facts: Teratomas and Aging
Otsi (2W)
Why do we age? One exciting theory is that teratomes, the extra "buffer" genetic material on the ends of each chromosome, deteriorate with each successive cell division. The loss of teratomes may lead to impaired functioning throughout our bodies. Since the 1970s, some researchers have speculated that telomere therapy may be a path to human immortality. What's really going on? Richard Moore (m), Athena Andreadis PhD, Dr. Jim Preg

307 Branching out from the Big Two
Stone (2W)
While Marvel and DC dominate the comics landscape with hundreds of super hero titles between them, other publishers such as Image, Dark Horse and IDW are staking a larger claim on the audience every month. This begs the question, can we really call DC and Marvel "The Big Two" anymore? As the readership grows, perhaps its time to make room for a Big Three or even a Big Four. Alison Wilgus (m), Jaime Garmandea, Emperor Joey-1, Donna Martinez, Mark "Justin" Waks

308 Captain Marvel Has Nothing To Prove To You
Marina 1 (2E)
February. Captain Marvel was the culmination of two years of the typical online calls for boycotts and attempts to influence its reviews negatively when a tentpole franchise doesn’t have a white man in the lead; it nevertheless found considerable success, if its box office and an internet full of pictures of fans dressed as Carol Danvers is anything to go by. As the first MCU release with a woman as the sole title character, we talk about what worked and what could come next. Heather Urbanski (m), Christopher K. Davis, Lyndsay Ely, Victoria Janssen, Jennifer Palland

309 Shakespeare and Fantasy
Marina 2 (2E)
Let’s talk about Shakespeare’s fantastic worlds and characters—the witches of Macbeth, the spirits and spells of The Tempest, the fairies of A Midsummer Night’s Dream, and more. We’ll share what we love about them, examine the huge range of ways they’ve been interpreted and debated, and talk about what works and what doesn’t. Angela Jackson (m), C. A. News, Paul McVey, Mary Doria Russell (m), Jennifer Nielson

310 Meet the Eboard
Marina 3 (2E)
The Arisia Convention is run by a Con Chair and their team. Con Staff oversees the programming, events, hotel resources, everything from solicitation to logistics. Join experienced bullet journaler Rachel Kenley as she guides you through the basics and helps you create a planner for your likes and life. Beginners and beyond are welcome. Blank notebooks provided or bring your own. Materials fee: $10. Sign up in Program Nexus. Limit: 10. Rachel Kenley (m)

311 Celebrating 100 Years of the 19th Amendment
Marina 4 (2E)
On August 18, 1920, the 19th Amendment gave white women the right to vote. Come learn about the journey to win that right, the fight to extend voting rights to those who were excluded, and discuss the future of both gender discrimination and voting rights in the decades ahead of us. Melissa Perreira-Andrews (m), Marzell Barker, Michael A. Burstein, Kate Kaynak, Sioban Krzywicki

12:00pm

312 Duels to Daggers: Combat in Renaissance Italy (1hr)
Grand A (1W)
A demonstration of the Science of Defense for the 16th century Italian Gentleman, including the one- and two-handed sword, sword and dagger, sword and cloak, and dagger alone. From duels of honor to desperate fights in the back alleys of Florence or Bologna, we will review

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ben Baron, Monica Castillo, Deirdre Crimmins, Liz Salazar, Gabriel Valdez

89 Ducktales: The Treasure of the Golden Suns Arc (2hr)
Griffin (3E)

90 Bullet Journaling for Geeks
Independence (3E)
Bullet journaling is an intuitive planning method that needs only a notebook and a pen. Add your creativity, collections, movies, books, story ideas and more, and it becomes a personal organizer unlike any other. Join experienced bullet journaler Rachel Kenley as she guides you through the basics and helps you create a planner for your likes and life. Beginners and beyond are welcome. Blank notebooks provided or bring your own. Materials fee: $10. Sign up in Program Nexus. Limit: 10. Rachel Kenley (m)

91 Becoming Active Bystanders (2hr)
Lewis (3E)
A bystander is a person who observes unacceptable behavior. It might be something serious or minor, one-time or repeated, but the bystander knows that the behavior is unacceptable or likely to make a bad situation worse. An active bystander takes steps that can make a positive difference in that situation. This class covers the basics of active bystander action and strategies, with opportunity for discussion and practice. Training provided by the Boston Area Rape Crisis Center

92 Leaf Me Alone (3hr)
Harbor I (3W)
The leaves are falling! Keep your yard the cleanest by quickly making a leaf pile and sending it flying at your opponents. It’s a rake to the finish! Jeff Johnston (m)

93 A Gloom-y Journey (Pokemon Tabletop Adv) (4hr 30min)
Harbor I (3E)
For Pokemon Trainers of the Johto region, everyday is a fun adventure. However today is different than most. Our story begins with several young Pokemon Trainers on their way to Goldenrod City after successfully getting their second gym badges. Before they can get to Goldenrod, they must travel through the winding Ilex Forest and there have been rumors that some curious people have been seen moving through the forest after dark. Do you have what it takes to conquer this challenge? Keegan Hannon (m)

94 Saga of the Goblin Horde (Savage Worlds) (4hr 30min)
Harbor I (3E)
Players take on the role of goblin bosses leading hordes of underlings to wage war on those vile, tiny-headed humans. Robert Ursinii (m)

95 WE ARE NOT OURSELVES (Star Trek Adv) (4hr 30min)
Harbor I (3E)
Players will have an alien mystery to follow and investigate Wesley Toma-Lee (m)

96 Inclusive Feminism
Otsi (2W)
Many traditional feminist causes have focused on the needs of mostly white, cisgender, able bodied, affluent women. This population still experiences sexism, as we routinely hear from the likes of Taylor Swift, but it’s made a lot easier when you add in race, class, ability, and life. Beginners and beyond are welcome. Blank notebooks provided or bring your own. Materials fee: $10. Sign up in Program Nexus. Limit: 10. Rachel Kenley (m)

97 NERF War- Kids Edition (2hr 30min)
Stone (2W)
Bring your NERF guns and plenty of ammo for an all-out NERF gun battle! Please note that protective eyewear is Mandatory—bring goggles if you have them. A limited number of NERF guns and protective goggles are available for those who don’t own any. Because of safety considerations, please do not bring modified NERF guns.

98 Make Your Own Wings (1hr 30min)
Hancock (2W)
Come craft your own fairy or dragon wings to wear this weekend.

99 Duct Tape Roses
Hancock (2W)
Learn how to make roses out of duct tape! Feel free to BYO tape (2–3 colors), but limited colors will be available. Kate Brick, Gail Terman

100 Swords of Chivalry
Webster (2W)
Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used! Mr. Ferguson

101 I’ve Got All the Balls in the Air, Now What?
Webster (2W)
Juggling for Kids; for both first time and experienced jugglers. James Cronen (m), Jude Slaby

102 Using, Making, and Modifying Sewing Patterns
Marina 1 (2E)
Drafting a pattern can be difficult, but it’s made a lot easier when you can take an existing pattern and change it into what you need. But where do you start? Our panelists discuss useful base patterns and how to go about changing them, as well as where to start when making your own. Barbara M Piggie (m), E. C. Ambrose, Lisa A Ashton, Leslie Johnston, Dan “Grin” Marsh
From NFL football to Kevin Spacey movies to Heinlein novels, our fandom is ripe with things that can be validly criticized. How can we continue to like things, even passionately, while acknowledging flaws? How do we respond to valid critiques versus outright attacks on the fandom? How are these issues different when a problematic creator is no longer alive? Does the taint stay with a fandom forever? How are these issues different when a fandom is not, but was, only for a limited time?

Techniques for Body Positive Cosplay

How to Be A Good Fan of Problematic Things

Is no longer alive? Does the taint stay with a fandom forever? What's better than singing in a shower? Singing in a swimming pool! How do we get more people (of all ages) to share in it?

Family-Friendly Renaissance Dance: Ever wanted to learn some of the things inherent in AI? Or can we get the apple to fall further from the tree? Alex Feinman (m), Andrea Hairston, John O'Neil, Eyal Sagi

From the year 1630, Salem’s十五-year-old residents demonstrate how the colonists brought this military technology—including sixteen-foot muskets and pikemen—to the New World. Paul Kenworthy (m)

Family-Friendly Renaissance Dance: Ever wanted to learn some of the things inherent in AI? Or can we get the apple to fall further from the tree? Alex Feinman (m), Andrea Hairston, John O'Neil, Eyal Sagi

Family-Friendly Renaissance Dance

Cosplay isn’t always about replicating the exact look of a canon character. Your favorite character can wear a fancy ball gown or a steampunk suit. You can turn your favorite monster, object, or sci-fi vehicle into a stunning ensemble! But what does it take to make your original cosplay design recognizable? How do you even decide on a concept to start with? This workshop will discuss tips and techniques to bring your unique vision to life.

Cold Tunes

Cold Tunes

Art

Music

Game

Combat

FastTrack

Presentation

Reading

Anime

Video
ordinary ohms, resistance is not always futile. Remember that, while protest and resistance may not always be peaceful, songs which promote/encourage/glorify violence are not appropriate at Arisia. Instead, let's sing songs that speak to hope for a brighter future, and building a more peaceful world. (themed participatory song circle) Angela Kessler (m), Elizabeth Birdsall, Mercy Van Vlack

278 The Ethics of Writing Speculative Fiction  
Douglas (3W)
In an online article for Bustle, writer JR Thorpe describes speculative fiction as helping thinking people be more ethical. How can writers grapple with challenging dilemmas and real-world problems through fiction? This panel will examine the use and misuse of speculative fiction to confront thorny ethical problems. Sam Schreiber (m), Gillian Daniels, Andrea Hairston, Liz Salazar, Sarah Smith

279 Ask a Maker  
Faneuil (3W)
Not sure where to source parts for building your first robot? Wondering what kind of paint to use on your replica blaster pistol? Bring your questions, and our panelists will discuss the tools and techniques they've used to solve problems like yours. Scott Lefson (m), Lisa Hertz, Kevin Osborn, Drew Van Zandt, Nightwing Whitehead

280 Parents of teens/tweens meetup  
Independence (3E)
Do you want to meet other Arisia attendees that are parents of teens or tweens? Come share advice or just some stories. Jene Tatro (m)

281 Pokémon Go and Wizards Unite Meetup  
Lewis (3E)
This is two meetups in one: Harry Potter Wizards Unite and Pokémon Go. Come meet other players. Make new friends. Coordinate group activities, and share strategies and stories. All affiliations and levels are welcome! Cate Schneiderman (m), Lena G.

282 Bearly Asleep  
Harbor (3E)
You are bear cubs scheming together to stay up all winter long. Jeff Johnston (m)

283 THE PIERCED VEIL (Star Trek Adventures)  
Harbor (3E)
Part three brings the campaign to a dramatic conclusion, with the Players tackling the alien scheme head on, they will have to make difficult decisions that will tackle their moral perspective. Wesley Toma-Lee (m)

284 Bio for computer Scientists: Programming Life  
Stone (2E)
Living cells operate both similarly and wildly differently to many principles of modern computing. Learn how the muck that sticks to your shoe can perform feats of data management that would make The Cloud green with envy! John Sundman (m)

285 Current Events in Comics  
Stone (2E)
Ever since the Golden Age, comics haven't shied away from tackling the big stores that affect the real world. From fighting Nazis in the 40's, the Civil Rights Movement and the Vietnam War in the 60's, to today's headlines that remind us that we're not doing nothing yet. Our panelists will confront the hits and misses of seeing real world issues played out in comic books of all kinds. Ken Gale (m), Emperor Joey-J, Israel Peskind (m)

286 Short Story Contest  
Hancock (2E)
Do you have creative ideas that are just bursting to get out? Come and try your hand at writing a short story and submitting it to win a small prize! LJ Cohen (m), Inanna Arthen, Sara Codair

287 Tubular friendship bracelet weaving  
Hancock (2E)
Come learn to weave a friendship bracelet (or two! Or three!) more quickly than the usual “flat” knot-tying method! You can easily complete one in about 30 minutes. Bracelets can have beads, dangles, be multi-color or monotone. Your creativity will be your guide. We will provide everything you need—but if you have a special head (or a few) with an opening of ~1/16–1/4", feel free to bring them along so you can add them in. melissa macintyre

288 Collectible Card Games  
Hancock (2W)
Duel Masters, Yu-Gi-Oh, Magic: The Gathering, and more. Let's talk about our favorites and show off our collections! Micah Schneider

289 Swords of Chivalry  
Webster (2E)
Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used: Mr. Ferguson

290 Improv Theater Games For Kids  
Webster (2E)
Using exercises inspired by improv theater, New Games, and “Whose Line Is It Anyway?”, we’ll play, pretend, and get random together. You'll be surprised by how fast you can think and how creative you can be. No acting experience required, only the willingness to be silly. Gail Terman, Susan Weiner

291 2019: The Year in Horror  
Marina 1 (2E)
2019 had something for every horror film aficionado. Brightburn gave us the darker side of superheroes. Scary Stories To Tell in the Dark aimed its scares squarely at younger audiences. Blumhouse Pictures should too! Join other body-positive cosplayers as we discuss design, construction, and modeling techniques to help your cosplay look good on the body that you have right now. Sign up in Program Nexus. Limit: 15. Hannah Prunn (Kirkette Cosplay) (m)

115 For a Brighter Future: The Return of the Legion  
Otis (2W)
After a prolonged absence from the shelves, The Legion of Super Heroes is set to return at long last! These teen heroes from the future have seen many a reboot, including some that have been regarded as being some of the best that mainstream super-heroes have to offer. Join our panelists as they speculate on what tomorrow holds for Cosmic Boy, Saturn Girl, Lightning Lad and the rest of the 30th century's greatest heroes! Siobhan Krzywicki (m), Michael A. Burstein, Ken Gale, Danny Miller, Mercy Van Vlack

116 Prop Weapons for Costumers  
Marina 1 (2E)
Learn some tips on construction and modification of costume weapons. Special consideration will be given to safety and transport. How far does one go towards looking authentic without risking the safety and comfort of other attendees? Are simulated costume guns now verboten, or at least gauche? What about bladed costume weapons? Does peace-bonding obviate the issue, or is there something more in play? How can you modify your props to be con or stage safe? KarlS Web (m), Amy J. Murphy, Jamila Sisco, Lisa J Steele

117 Bad Ad Hoc Hypotheses  
Marina 2 (2E)
Bad Ad Hoc Hypotheses : the collected BAHFest talks of Michael Anderson, Michael Anderson (m)

118 Foodcraft: How Science Can Reinvent Your Kitchen  
Marina 3 (2E)
Foodies are always inventing and adapting scientific techniques to prepare their favorite ingredients in exciting new ways, but how can these modern miracles be made available to someone on a budget? Or is the Modern Kitchen only a pipe dream? Learn the wonders of sous vide, sonic cavitation, and food grade centrifuges. David G. Shaw (m), B. Diane Martin, Cecilia Tan

119 From Menopause to Menopause  
Marina 4 (2E)
Let's talk about the period. This topic is often shied away from in public, leaving young folks newly menstruating and older folk heading into menopause feeling adrift and alone. Let's come together and share wisdom, and maybe some humor, about everything from cramps to night sweats to vaginal dryness, making sure to include the perspectives of everyone who experiences menstruation, regardless of gender. Nothing is off topic. From beginning to end, we will discuss the period. Melissa Perreira-Andrews (m), Sid Hackney, Dale Meyer-Curley, Shaaron Sharsky

12:00pm

120 Mushi-shi (2hr)  
Griffin (3E)
Screened in Japanese with English subtitles

121 Wacky Max 1968 (5hr)  
Harbor Prefunction (3E)
Wacky Races meets Mad Max — in a dystopian world of 1960s Saturday morning cartoons, join the most daredevil group of daffy drivers to ever whirl their wheels in the way-out heavily-armed wacky races. Test your driving and combat skills with modified Wacky Races model cars on the tabletop using the fast-playing Maximillian 1934 Pulp-Action Road Rage Rules for miniatures gaming. Compete for the title of world’s wickedest road rage racer! Maureen Reddington-Wilde (m)

122 The Martial Arts of A Game of Thrones (1hr 30min)  
Grand A (1W)
From swaggering orbs to knotty duels, George R.R. Martin drew lines that go beyond the page. Join historical combat master Dr. Ken Mondschein, author of Game of Thrones and the Medieval Art of War, and Massachusetts Historical Swordsmanship for a demonstration of the combat skills found in A Game of Thrones, followed by a class in knifty martial arts! Ken Mondschein (m)

1:00pm

123 Cadwell Turnbull Signing  
Alcott (2W)
Signing session with Writer Guest of Honor Cadwell Turnbull

124 Decorate a Mini-Hat/Fascinator  
Adams (3W)
Join us to create your own mini-hat! There will be mini hats and fascinator bases which clip to the hair, and all manner of ribbon, trim, flowers, netting, feathers, and other decorative elements to attach to your hat. $5 materials fee. Sign up in Program Nexus. Limit: 20. Carol Saleni (m), Lisa A Ashton

All panels are 75 minutes unless marked otherwise.
Is This Right for My Kid?  
Bullfinch (3W)
Web sites like Common Sense Media help parents navigate media, from books to TV to movies to apps. Every kid is different, as is every family, and general website recommendations, ratings, or feedback from friends and family don't always match our needs. Panelists discuss how they figure out whether their child is ready, both for media they know well (like Star Wars) and things they may not (Minecraft YouTubers), challenges they've faced, and times where further discussion was needed. Nomi S. Burstein (m), Michael A. Burstein, Ilene Tatroe, Bey Woodward

Using Basic Electronics in Costumes  
Douglas (3W)
We'll cover the basics of the use of electronics to create light, sound or movement in costume and prop design. We'll cover topics such as soldering, wire, and batteries, as well as how to get your hands on the basics. Kevin Osborn (m), Shirley Dulcey, Michael Meissner, Jamilla Sisco

Tools for Computer and Console Game Development  
Faneuil (3W)
Make your own world and tell your own stories. Game development software has come a long way over the last decade. Whether you want to build an actual game, create an MMO sandbox, or create an animated movie, the tools are available to do it and many of them are free. This panel will cover various tools available used for Game development including Unreal Engine 4, Unity, Gamemaker Studio, Godot and others. Rich Maynard (m), Naomi Hinchen, Aron P. Ink, Lisa J Steele

Cosplay at Hawkins Pool  
Pool (3W)
Stranger Things at Hawkins Pool! Stranger Things and/or Stranger Things pool-inspired cosplay for a fun meet-up at the hotel pool! Max Impakt / Ask Kaylee Frye (m)

Call of Cthulhu with Kristina Carroll (4hr)  
Independence (3E)
Kristina will run the first part of "A Cold Fire Within," the pulp Cthulhu campaign she illustrated. "NYC, May, 1935. Members of the Open Mind Group, a loose organization of people interested in strange phenomena, are approached by a fellow member to help find her missing husband. As they investigate the strange and sudden disappearance, they unravel a story of sinister and ancient powers. Will they find their missing member or lose their own sanity in the search?" 4-6 players. Kristina Carroll

In Memoriam  
Lewis (3W)
Please join members of Arisia as we remember and celebrate the people we have lost this year.

MtG Cube Draft (4hr 30min)  
Harbor I (3E)
Cube draft is a collection of MTG cards specifically curated for a custom draft format. Once drafted the game will break off into two 4 player games. A second round can be played if there is interest. INCLUDES PRIZE SUPPORT FOR WINNERS!!! Alan Betts (m)

Star Trek: Horror at Sarkis V (3hr)  
Harbor I (3E)
Captain's Log, Stardate 7740.5: The Ares left Starbase 6 last night, on assignment to patrol the Tholian border. The crew is well-rested after an extended leave at the starbase while the ship underwent maintenance on its warp core. This is expected to be an uneventful deployment. The Tholians, while xenophobic and fiercely territorial, don't tend to venture past their own borders. Generally speaking, if you leave them alone, they'll leave you alone. Charles Leiserson (m)

Buy the Vote! (3hr)  
Harbor I (3E)
A quick 15 minute blind betting game with an US election theme. Tested at Metatopia November 2019 and Anonycon 2019 and people loved it! David Dai (m)

The Infrared god-bot (Paranoia) (4hr 30min)  
Harbor I (3E)
The Infrared God-bot of the Outdoor Sector with a Thousand Clones: Something unauthorized is happening in COC sector. The bots are chanting, the walls are bleeding, and all the yellow clearance clones have disappeared. But don't worry, citizen, the Computer has selected your Troubleshooting team to investigate! It's a mission of mandatory fun and guaranteed safety!" PARANOIA is a lighthearted game of death and betrayal; Now with added cosmic horror! (‘not valid in all dimensions) Matthew Timmins (m)

Directors’ Tour of the Art Show  
Harbor II-III (3E)
Come get a guided tour of the Art Show with commentary by our art show directors, and hear what goes into putting an art show together.

How to Be Inclusive  
Oit's (2W)
Outreach and diversity is awesome! People from different communities have returned to your con, or come for the first time. Now what? We'll discuss strategies to foster an inclusive community, how to create connections, and how to support each other to help facilitate a true sense of community. Abigail Keenan (m), Genevieve Iselt Eldredge, Kat Tanaka Okopinnik, Andy Rosequist

<table>
<thead>
<tr>
<th>12:00am SUNDAY</th>
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| Dr. Horde's Sing-a-long Blog (1hr)  
Grand AB (1W)  
Groupies, corporate tools, and members of the ELE: Does the status not feel quo? Join The Tesserac'te Players for a sing-a-long where the rapture or evil inside of you will be rekindled. Glenn MacWilliams (m) |
| Buffy the Vampire Slayer: Once More With Feeling  
Grand AB (1W)  
Groupies, corporate tools, and members of the ELE: Does the status not feel quo? Join The Tesserac'te Players for a sing-a-long where the rapture or evil inside of you will be rekindled. Glenn MacWilliams (m) |

Sunday Christian Services  
Alcott (3W)  
Non denominational Christian service. Craig R. McDonough (m)

Geeky Play Date  
Webster (2W)  
Looking to meet up with other parents and kids at the con? Geeky Play Date is a casual, drop-in space for you and your kids. Children can bring their favorite toys and make new friends! Parents can do the same! Please note: this is NOT a babysitting service/venue, plan on tending to your children. If you need to leave a Red-Ribbon Fast Track child for a 10am panel, you may do so after 9:45, and checking in with Fast Track staff. James Cronen

1999: The Year Nobody Left The Theater  
Marina 1 (2E)  
1999 was another one of those years where it seemed like there was a new genre film in the cinemas every week: The Matrix, The Iron Giant, Being John Malkovich, The Sixth Sense, The Mummy, Toy Story 2, South Park: Bigger, Longer, and Uncut, plus that one with the midichlorians in it. How many did you see before the Y2K bug destroyed modern civilization? Nomi S. Burstein (m), Monica Castillo, Arthur Chu, Raindee Dawn, Andy Hicks, Troy Minkowsky

MtG Cube Draft (4hr 30min)  
Harbor I (3E)  
Cube draft is a collection of MTG cards specifically curated for a custom draft format. Once drafted the game will break off into two 4 player games. A second round can be played if there is interest. INCLUDES PRIZE SUPPORT FOR WINNERS!!! Alan Betts (m)

Organized Play Starfinder: The Withering World  
Harbor I (3E)  
Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. Ray Diaz (m)

Organized Play Pathfinder: The Mosquito Witch  
Harbor I (3E)  
Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. Ray Diaz (m)

Organized Play Pathfinder: Star-Crossed Voyages  
Harbor I (3E)  
Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. Ray Diaz (m)

Tiny Toon Adventures: Summer Vacation (1hr 30min)  
Griffin (3E)  

Paint Your Own Suits! Using Fabric Paint  
Which is panel will cover various tools available used for Game development including Unreal Engine 4, Unity, Gamemaker Studio, Godot and others. Rich Maynard (m), Naomi Hinchen, Aran P. Ink, Lisa J Steele

How to Be Inclusive  
Oit's (2W)  
Outreach and diversity is awesome! People from different communities have returned to your con, or come for the first time. Now what? We’ll discuss strategies to foster an inclusive community, how to create connections, and how to support each other to help facilitate a true sense of community. Abigail Keenan (m), Genevieve Iselt Eldredge, Kat Tanaka Okopinnik, Andy Rosequist

PRESENTATION  
Reading  
Anime  
Video

Art  
Music  
Game  
Combat  
FastTrack
Costner plays a mariner trying to help a woman and her daughter find a safe place to live.

<table>
<thead>
<tr>
<th>Time</th>
<th>Event</th>
<th>Description</th>
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<tbody>
<tr>
<td>10:00</td>
<td>Trans and Nonbinary Skill Share</td>
<td>Stone (2W)</td>
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<td></td>
<td>This meetup is for trans, nonbinary, and questioning individuals.</td>
<td>Come ask some trans folk about how they figured out they were trans, how they navigate difficult situations, handle dysphoria, etc. Our panel won’t have all the answers, and no one answer will solve a given problem for everyone, so we’ll also be looking to the audience to give suggestions. Forest Handford (m), Brian Liberge, Lee Clever Roberts</td>
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<tr>
<td>10:30</td>
<td>An Introduction to Magic: The Gathering</td>
<td>Hancock (2W)</td>
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<td>✭ Magic: The Gathering is a collectible card game that has been around for over 20 years. Come learn a bit about the game and try it out for yourself. Micah Schneider</td>
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<tr>
<td>11:00</td>
<td>Science Experiments</td>
<td>Hancock (2W)</td>
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<td></td>
<td>✭ Come participate in cool science experiments using common household materials. Stephen R Wilk</td>
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<tr>
<td>12:00</td>
<td>Project Cosplay</td>
<td>Webster (2W)</td>
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<td>✭ Fabrics, Pins, Imagination! Come make your own costume. Then, show off your creation in the Masquerade tomorrow if you want. Inanna Arthen, Kate Brick</td>
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<tr>
<td>12:30</td>
<td>Magic Show: Daniel Dern</td>
<td>Webster (2W)</td>
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<td>✭ Come enjoy an exciting magic show by Daniel Dern. Daniel P. Dern</td>
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<tr>
<td>13:00</td>
<td>Fractured Selves: Dis-embodied Identity in SF</td>
<td>Marina 1 (2E)</td>
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<td>Works such as Battlestar Galactica, Altered Carbon, Westworld, and the Ancillary series all share themes of memory, identity, and trauma, and raise questions of what constitutes “core” identity and what doesn’t. When one consciousness is able to inhabit multiple bodies, what does “identity” even mean? How does this affect what we would call “identity politics” in these universes? What are the ethical and legal ramifications of separating consciousness from the corporeal? Heather Urbanski (m), Athena Andreadis PhD, Griffin Ess, LB Lee</td>
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<td>13:30</td>
<td>Movie Year in Review</td>
<td>Marina 2 (2E)</td>
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<td>✭ Our annual look back at the year in SF, horror, and fantasy film. Our panel of experts will cover every theatrical release of 2019. Find out which ones are worth catching up with. Note: Time for audience participation is reserved for the end of our panel's high speed review. Deirdre Crimmins (m), Monica Castillo, Randee Dawn, Megan Kearns</td>
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<td>14:00</td>
<td>Wonder Woman: Past, Future and Beyond</td>
<td>Marina 3 (2E)</td>
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<td>✭ 2020 promises to be an exciting year for Wonder Woman as highly anticipated projects in both the comics and on screen make their debuts. Fans will see the untold history of the Amazons in DeConnick and Jimenez’s ‘Wonder Woman Historia’. While the sequel to her hit 2017 movie ‘Wonder Woman 1984’ sets Diana’s adventures in the totally radical 80’s. Our panelists will discuss all this and what lies beyond for the world’s most beloved super-heroine. Donna Martinez (m), James Hailer, Cassandra Lease, Dale Meyer-Curley, Mercy Van Vlack</td>
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<td>14:30</td>
<td>Con Safety: The Watch, IRT &amp; What Comes Next</td>
<td>Marina 4 (2E)</td>
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<td>✭ Have questions about how Convention Safety works at Arisia? Meet members of the Watch, Incident Response Team, and Incident Report Management Committee as we discuss how our safety process works now, and what we can do to improve for future years.</td>
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<td>1:30</td>
<td>Organized Play Pathfinder: Trailblazer’s Bounty</td>
<td>Harbor I (3E)</td>
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<td>✭ Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. Ray Diaz (m)</td>
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<tr>
<td>2:30</td>
<td>Starfinder/Pathfinder organized play</td>
<td>Harbor I (3E)</td>
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<td>✭ Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. Ray Diaz (m)</td>
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<td>4:00</td>
<td>FCL Part 2 (Episodes 4–6) (2hr)</td>
<td>Griffin (3E)</td>
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<td></td>
<td>✭ Screened in Japanese with English subtitles</td>
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<tr>
<td>4:30</td>
<td>Lords of Waterdeep (4hr)</td>
<td>Harbor I (3E)</td>
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<td>✭ A Euro style scoring worker placement game with a Dungeons and Dragons feel to it. In Lords of Waterdeep, a strategy board game for 3–6 players, you take on the role of one of the masked Lords of Waterdeep. Through your agents, you recruit adventurers to go on quests on</td>
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### Catalyze Short Play Readings

**Grand CD (1W)**

A selection of short science fiction plays from local playwriting collaboratives. Come join us in a variety of lively dances from the European Renaissance (15th—17th centuries), suitable for historical or LARP events. Everything will be taught, and no previous experience is required. If you have costuming from the period that would be great, but it’s absolutely not necessary. (This is the annual event where we often find a storm-trooper dancing a stately pavan with a warrior princess.) Sponsored by the Society for Creative Anarchonism. Mark “Justin” Waks (m)

**2:30pm**

### Sing-along: Instrument-Friendly Classic Songs

**Alcott (3W)**

Bring your instruments! Bring your voices! We’ll do a bunch of well-known songs—pop, folk, who-knows-what. (participatory sing-along with words, chords, and maybe score provided, via either projection or paper handout) Susan Weiner (m), Nat Budin

### Gravity Defying Headaddresses Using EVA Foam

**Adams (3W)**

Cosplayers everywhere are using EVA foam to create lightweight, self-supporting, wearable pieces. What’s the difference between a perfect piece and one that’s “not quite right”? A few simple techniques can turn you from a newbie into an experienced foamsmith. Learn how to plan, to cut, shape, and attach patterned parts to create incredible headwear that is feather-light yet strong enough to last years! No materials fee. Info packets will be available. Sign up in Program Nexus. Limit: 20. Basil El Halwayy (m)

### Tabletop GM Meetup

**Bulfinch (3W)**

Are you a game master for tabletop role playing games, or are you interested in starting a campaign? Come meet with other GMs, exchange ideas, and maybe set up some game sessions for the weekend. Alan Wexelblat (m), Richard Moore, Lisa J Steele

### Cross-Cultural Costuming

**Douglas (3W)**

When presenting a character or costume of a race, ethnicity, or culture not your own, to what issues must we be sensitive? What are the pitfalls, and how do we avoid them? Where is the line between respectful cultural representation and cultural appropriation? Not everything that is well-meant is acceptable and the distinction between the two is usually difficult to discern. Lilli Fehler (m), Hannah Prun (Kirkette Cosplay), James Hays, Milo Mullis, Monique “Moniquill” Poirier

### Photographic Respectfully

**Fanueil (3W)**

This panel will address, for amateurs and emerging artists, how to respectfully take and share photographs of models, cosplayers, performers, and community members. Raven Stern (m), Ken Kinggrave-Ernest, Michael Meissner, Israel Peskovitz, Kate Wechsler

### Whispers in the Dark

**Lewis (3E)**

Come close and listen to authors read from works of horror and dark fantasy. Lore Graham, Kristin Janz, Gordon Linzner

### Manners, Discourse and Privilege

**Otis (2W)**

Manners and politeness are tools for social gatekeeping, designed not to include people, but to exclude them. Tone policing, calls for logic and civility are regularly used to silence marginalized people. Let talk about how we can have important conversations, when it is important to give space to discussions, and when it is important to close down discussion, for the safety and well being of marginalized people. etana (m), Bekah Anderson, Frederic Jennings, Kat Tanaka Okopnik

### Neurodiversity Meetup

**Stone (2W)**

Arisia is a very welcoming place, but even the best spaces can be difficult to navigate if you are neurodiverse. This meetup is for neurodiverse folks (self-diagnosed welcome) to hang out and meet other individuals who may share similar experiences. (Neurodiversity encompasses mental illness, autism, learning disabilities, and anything else affecting brain function. To maintain a safe space, Allies are asked not to attend.) Nightwing Whitehead (m)

### Wand Making Workshop

**Hancock (2W)**

Olivander was not available to come to Arisia this year, so you young wizards and witches are invited to create a wand of their own design. We will use paint, a glue melting tool, and various decorations. You are a song will have at least one opportunity to do so. (participatory song circle) Ellen Kranzer (m)

### Late Night Writers Cafe

**Independence (3E)**

Come meetup with other writers. Share ideas, read someone else’s work, or just get together to talk about writing. James L. Cambias (m), Julia Gilstein

### Reading the Rainbow

**Lewis (3E)**

A reading of speculative fiction works that center and the stories of LGBTQIA+ people. PG-13 Sara Codair, A.J. Odasso, Mark Painter, Connie Wilkins

### Rewarding a Reader’s Expectations

**Otis (2W)**

In a story, a writer and reader enter into a contract. For the price of reading a work of fiction, a writer agrees to reward the reader with entertainment and perhaps even a deeper message. At times this contract promises the reader that certain topics will not be discussed or handled in a casual manner. What are some other unspoken contracts between writers and readers and how can a writer use these agreements to their advantage and the reader’s entertainment? Sarah Smith (m), Jeanne Cavelos, Harrison Demchick, John Sandman, Alison Wilgus

### The Arisia Munch (18+)

**Stone (2W)**

A munch is an informal gathering of people interested in BDSM and other fetish activities. Munches are held so that kinky people can socialize and talk about any of their hobbies or interests in a non-sexual environment. Munches are often the first step for those interested in kink to join their local fetish scene. Connect with Arisia’s experienced BDSM players, the kink curious, and fetishists of all kinds. 18+ only. Micaih Schneider (m), Mildred Cady

### How do I Live This Life?

**Marina 1 (2E)**

Disability and chronic illness doesn’t just “get better.” At some point, is usually di...

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**SUNDAY**

### Get Thee Behind Me, Santa (18+) (1hr)

An Inexcusably Filthy Children’s Time-Travel Farce, FOR ADULTS ONLY! It’s December 21st, 2012, and something’s gone terribly wrong... It’s December 21st, 2012, and something’s gone terribly wrong... (participatory song circle) Ellen Kranzer (m)

### Arisia Saturday Night Dance

**Commonwealth (1W)**

DJ DIRGE returns for another Saturday night Arisia dance. Join us as DJ DIRGE spins all of your dance floor favorites ranging from Goth, Electronic, and Pop from the 80’s to today. The party goes all night so you can dance until you drop. DJ Dirge (m)

### Singing Into the Night (3hr 30min)

**Bulfinch (3W)**

Open Singing descends into chaos. Music will continue as long as people are interested. (participatory song circle)

### Waterworld (2hr 15min)

**Griffin (3E)**

The ice caps have melted and the planet is covered with water. Kevin
Recent years have seen many options for revenue streams for creative people, such as Patreon, GoFundMe, and Kickstarter. We’ll look at the ways in which these models succeed and fail, and how they have and have not influenced the general public’s perception of how creative product should be paid for and consumed. Do these options actually make it easier to make a living as a creative person? Kristin Janz (m), Griffin Ess, LB Lee, Ian Randal Strock, A. Szabla

Meetup to Play Board Games (3hr)  Harbor I (3E)
Come to the tabletop game room and meet up with other interested in playing a board game. Meetup, say hi, then break into groups to play board games from the large collection of available games.

Writing With The Rainbow  Otis (2W)
The opportunities for LGBTQA speculative fiction writers to find markets for their work have increased, but challenges remain. This panel will explore the current state of science fiction and fantasy for this community both in terms of how writers might use LGBTQA themes in their writing, but also discussing ways for all writers to make sexual orientation and gender identity perspectives part of their work. Alex Feinman (m), Genevieve Iseult Eldredge, Lore Graham, Forrest Handford, Connie Wilkins

Polyamory Meetup  Stone (2W)
Come make connections with other members of the Arisia community who identify as polyamorous or engage in other forms of ethical non-monogamy. Commiserate about the challenges that are unique to people in non-traditional relationship structures. We want this to be a welcoming environment for people of all experience levels and those who are not open to more relationships at the moment—this is not the place to seek out a new partner or date. Santiago Rivas, Micah Schneider, Kate Wechsler, Bey Woodward

Shame on Slut-Shaming  Marina 1 (2E)
Slut-shaming is the act of treating people, often women, as inferior or shameful for engaging in sexual behaviors that deviate from the norm, failing to uphold gender expectations, dressing in provocative ways, accessing access to birth control, or even for being sexually assaulted. We'll seek to examine the sociological stress this places on people, where it comes from, and how it serves those in positions of power, as well as what can be done to change these behaviors. Melissa Perreira-Andrews (m), Marzell Barker, Tammy Coxen, Abigail Keenan, Ken Kingsgrave-Ernstein

Broad Universe Rapid Fire Reading  Marina 2 (2E)
Come discover your favorite writer as members of Broad Universe read short excerpts from their work. Each writer has just a few minutes to show you what we're capable of! We offer chocolate and the chance to win prizes. Broad Universe is an international organization that supports women and other non-privileged gender writers, editors, and publishers. NOTE: Not all authors may be in attendance for the entire time slot. Other members of Broad Universe not listed may be reading.

The Orville: Its Continuing Mission  Marina 4 (2E)
Many wrote off The Orville as “Family Guy in Space”. We soon saw that Seth MacFarlane’s SF outing was actually a surprisingly straight-faced love letter to the space operas of his youth, especially Star Trek: The Next Generation. In between the antics, The Orville has tackled such weighty topics as racism, gender identity, and religious fanaticism. Our panel will go over the ways The Orville has surprised and impressed, and speculate on where it might go when it returns to Hulu in the fall. Gordon Linzner (m), Melissa Honig, Cassandra Lease, Dale Meyer-Carley, Dan Toland

Super Smash Bros. Tournament (3hr)  Carlton (3E)
Come compete with some TDB version of smash! Bring your best Kirby voice.

Living Arcanis 5E Intro: A Thousand Words (4hr 30min)  Harbor I (3E)
At What Price, Immortality? A noble uncomfortable with an immoral activity he has gotten involved with calls upon the heroes to right a grave wrong. But there are others who see nothing wrong, and everything right, with the awful activities taking place.... Content Warning: Strong themes of fantasy racism, depictions of torture. Thomas Milner-Wohlers (m)

En Garde! SCA Rapier Fencing Demo (1hr)  Commonwealth (1W)
Ever wish you could duel like the Three Musketeers, swashbuckle like a pirate, or fight in a tavern brawl? Fencers from the Barony of Carolingia — Boston’s local Society for Creative Anachronism (SCA) group — will demonstrate 16th & 17th Century rapier techniques. Spectators will experience the duel and group melee up close, and see how historical sword fights differ from the world of Hollywood adventure.

Art  Music  Game  Combat  FastTrack

Presentation  Reading  Anime  Video

Hope is not a Business Plan  Independence (3E)
Recent years have seen many options for revenue streams for creative people, such as Patreon, GoFundMe, and Kickstarter. We’ll look at the ways in which these models succeed and fail, and how they have and have not influenced the general public’s perception of how creative product should be paid for and consumed. Do these options actually make it easier to make a living as a creative person? Kristin Janz (m), Griffin Ess, LB Lee, Ian Randal Strock, A. Szabla

Cartooning & Comic Creating  Hancock (2W)
Learn how to draw cartoons and construct a comic. Mercy Van Vlack

All About Poi  Webster (2W)
Poi is a performance art in which a ball or balls suspended from a length of flexible material, usually a plaited cord, are held in the hand and swung in circular patterns. In this class, you will create practice poi and learn some basic dance moves. Forrest Handford

Fantastic Beasts, and How to Heal Them  Marina 1 (2E)
When a centaur has a heart attack, do you put the pads on the horse part or the human part? Or both? Is it safe to do mouth-to-mouth resuscitation on a medusa? Do mermaids have gills? If not, can they be drowned? Aran P. Ink (m), LJ Cohen, Bladrika Love, Daniela Sharma, Kevin Turakosky

Box Office Bombs That Are Better Than You Think  Marina 2 (2E)
Every year there’s a film that comes out and tanks something awful. Sometimes, however, that’s not because they were terrible; perhaps the studio overspent, or promotion was lacking, or the stars failed to align, and a worthy(-ish) film just didn't work. Perhaps you thought Hugo was gorgeous, or John Carter was fun, or you’re the one who’ll defend Speed Racer to anyone who’ll listen. What movies do you feel deserve a better reputation, despite their not having been financially successful? Sonya Tiaffe (m), Deirdre Crimmings, Ari Donnelly, Griffin Ess, Gabriel Valdez

Bateman: 80 Years in the Shadow of the Bat  Marina 3 (2E)
2019 marked the 80th anniversary of Batman, who is easily the world’s most recognized and successful super hero ever. Few characters in popular culture have seen the range of portrayals that the Caped Crusader has. Batman has been everything from a ruthless, brooding vigilante to campy kids’ hero. And we couldn’t discuss Batman without Robin, the Boy Wonder and every member of ever-growing Bat Family. Join our panelists to celebrate 80 years of everyone’s favorite Dark Knight.

Worldbuilding in RPG Settings  Marina 4 (2E)
With the release of D&D 5e, Wizards of the Coast set its “core” game world as the Forgotten Realms, one of the most fully-realized RPG settings ever. This past year, the re-release of the fourth edition of Warhammer, made a conscious effort towards revisiting the worldbuilding of the past and second editions. How much does the worldbuilding in the core manuals of any RPG matter for the actual gameplay? And does it matter at all if players are going to homebrew their own settings anyway? Jonathan Woodward (m), Genevieve Iseult Eldredge, Renie Janisian, Liam McGlohon, Pablo Vazquez

Princess Bride—Shadowcast Performance (2hr)  Grand B (1W)
A show sure to make you believe in true wuv—to miss it would be inconceivable! The Tersacete Players return with their version of this classic—a new family friendly Arisia tradition. Glenn MacWilliams (m)

Traditional Ballad Bingo  Alcott (3W)
Join the fun as attendees (that's you!) take turns performing traditional
Readers of Harry Potter often focus on Severus Snape as an “evil” character, but what about Albus Dumbledore? From his sympathies with Gellert Grindelwald’s wizard supremacy to his insisting on keeping Harry in an abusive Muggle household (perhaps to groom him as a personal weapon against He-Who-Shall-Not-Be-Named?), Dumbledore is at least as problematic a character as any other in J.K. Rowling’s franchise. Come discuss these issues, and we’ll decide who the real problem is.

**Fans on the Spectrum**
Faneuil (3W)

There are many people in the fandom community on the Autism Spectrum. We’re here to discuss the range of challenges to participation at conventions, and look at some ways conventions can innovate to be more inclusive and welcoming.

**Forget Snape; Let’s Talk Dumbledore!**
Douglas (3W)

Readers of Harry Potter often focus on Severus Snape as an “evil” character, but what about Albus Dumbledore? From his sympathies with Gellert Grindelwald’s wizard supremacy to his insisting on keeping Harry in an abusive Muggle household (perhaps to groom him as a personal weapon against He-Who-Shall-Not-Be-Named?), Dumbledore is at least as problematic a character as any other in J.K. Rowling’s franchise. Come discuss these issues, and we’ll decide who the real problem is.

**Godzilla vs Destroyah (1hr 45min)**
Griffin (3E)

Screened in Japanese with English subtitles

**Fantastic History**
Lewis (3E)

Join authors as they read selections from their works of fantastic history.

**Tactile Tour of the Art Show**
Harbor II-III (3E)

The use of touch can stimulate the imagination and help complete your mental image of a work of art. This guided tour allows access to selected art in the Art Show.

**Getting Into Character**
Ots (2W)

Getting into character is the key to making your cosplay shine. Our panel of performance-minded costumers share with you their secrets for bringing their costume to life through communication, movement, visual, verbal, and nonverbal actions.

**Fans with Disabilities Meetup**
Stone (2W)

Being disabled in fandom has its ups and downs. Some things are more accessible in fan spaces; others still need a lot of work. Come relax with some fellow disabled folks in a low-stim environment, and tell us how your con experience can improve. Rants welcome. Bekah Anderson (m)

**Fun With Card Games**
Hancock (2W)

Munchkin, Fluxx, Apples to Apples, and more! Jade Shabry, Scott Wilhelm

**Mask Making**
Hancock (2W)

 Masks make your personality, with costumes or not.

**Dern Grim Bedtime Tales & Other Stories**
Webster (2W)

* Gather 'round to listen to Daniel Dern read from his Dern Grim Bedtime Tales (Few Of Which End Well) & Other Stories, like “The Boy Who Didn’t Like His Food Touching Each Other”, “The Girl Who Put Off Cleaning Her Room A Little Too Long, Oh No!”, “The Girl Whose Mama Was A Kangaroo”, and his ever-popular “If You Give A T. Rex A Cookie”. Daniel P. Dern

**So you want to start a con...**
Marina 1 (2E)

How do you start a con from scratch? From financials to hotel relationships and cultivating culture, there’s a lot to consider, and our panelists will break it all down for you. Or, as much as they can in 75 minutes. Kris “Nchunter” Snyder (m), Ken Gale, Ellen Kranzer, Susan Weiner, Ellie Younger

**Marvel: Cinematic Universe, 2019 Edition**
Marina 2 (2E)

While we could spend an entire panel talking about Avengers: Endgame and the culmination of an eleven-year, 22 film epic storytelling event, 2019 had Captain Marvel and Spider-Man: Far From Home hit theaters as well. Further, with the Disney/Fox merger, Dark Phoenix retroactively became Kevin Feige’s problem. With a slew of forthcoming announcements at this year’s SDCC panel, come talk with us about relaxation, or just for fun, use it to find a little peace during the excitement of Arisia. The labyrinth is open to all who can respect the space. You can arrive anytime and walk it as many times as you’d like.

**Blind It On!**
Adams (3W)

Learn how to work with and attach Swarovski rhinestones. Pre-packed kit provided for $10 fee payable to instructors. Sign up in Program Nexus. Limit: 20. Carol Salemi (m), Lisa A Ashton

**Fans over 65 Meetup**
Bulfinch (3W)

Have you been a fan all your life or did you recently get into fandom? Either way come get together with other fans over 65. Morven Westfield (m)

**English Country Dance**
Vander (2hr)

Vader? Teaching by experienced caller Sam Weiler; lively music by TBD. Dancers are encouraged to change partners between dances. All experience levels welcome. No partner necessary. Costumes optional. Sam Weiler (m)

**Jackbox—Quiplash 2 (3hr)**
Carlton (3E)

Bring your phone, and let's play some Quiplash!

**Ringrealms of Vagveuur (D&D 5E) (3hr)**
Harbor I (3E)

"Mother" is a square pit carved half a mile deep into solid rock. At another half a mile wide, it serves as downtown to the densely packed metropolis of the City of Lost Souls. Citizens shoulder their way through dark, claustrophobic streets. Buildings, carved from rock, reach into the sky like cadaverous hands from a grave. Wooden trains, suspended on ropes crisscrossing the pit, ferry people from one district to another. You, dear adventurer, ride one such train down into the dark streets... Matt Vancik (m)

**Savage Worlds: Relics and Rayguns (3hr)**
Harbor I (3E)

Savage Worlds: Relics and Rayguns takes players into a far future where wormhole networks left behind by an ancient alien civilization connect millions of alien races, and where faster-than-light social networking is king. Players build their character’s reputations by undertaking dangerous expeditions into lost alien monuments, seeking fame and lost technologies, and broadcasting the results in real-time to their fanbase.

**Beyond Metaphor: Explicit Representation in SFF**
Alcott (3W)

There are many SFF works that talk around an issue, rather than facing it head-on. What SFF books and stories currently present themes such as race, sexuality, gender identity, disability, class, ageism or religion that have been addressed in the past in metaphoric terms? How can authors incorporate explicit representation of diverse identities in their protagonists in ways that include all readers? Sioban Krzywicki (m), Lisa Batya Feld, Julia Gilstein, Andrea Hairston, Monique "Moniquill" Poirier

**Blockchain**
Adams (3W)

Relief blockprintmaking is a magical, sci-fi art form: it’s like carving with light into darkness, and then cloning the result. It’s also easy to get started, fun to experiment with, and you can print note cards, gifts, or limited edition artwork to frame and hang proudly. Come learn how to wield the magic, by designing, carving, and printing your own original rubber block. $5 materials fee. Sign up in Program Nexus. Limit: 15. Anne E.G. Nydam (m)

**Rousing Chorus Songs**
Bulfinch (3W)

Come sing (or just listen, but we hope you’ll sing) songs with uncommonly good and energetic choirs that really pull people in. Filk, folk, and anything else are all welcome, but insufficiently rousing songs and songs without choirs will be gonged! (themed participatory song circle) Nat Budin (m), Angela Kessler, Benjamin Newman

**All Ears For a Good Read**
Douglas (3W)

Audiobooks are the new ebook revolution in publishing, their sales increasing by double digit percentages each month. Is the experience of listening to narrated prose different from reading oneself and “hearing the voice in your head?” Are audiobooks produced as mini-radio dramas with multiple actors the next wave—or do we never outgrow the absorbing pleasure of simply being read to? Dan “Grim” Marsh (m), Bekah Anderson, Emma Caywood, Bhadrika Love, Mike Luoma, Cadwell Turnbull

**Legacy Games**
Faneuil (3W)

Starting with Risk Legacy, and really entering the mainstream with Pandemic Legacy, we have seen the rise of games that change and evolve over time—games where you add stickers, change rules and even tear up old cards as the months pass. This panel will explore the Legacy Game field, which games work well (and which ones don’t), and discuss the characteristics of a great Legacy game.

**FastTrack**
Presentation

**Reading**
Anime

**Video**
community knows of a problem player, but tacitly allows them to keep playing on others by failing to take concerted action. This panel will explore these problems, and discuss some of the do's and don'ts of writing (and enforcing) codes of conduct and helping your players stay safe in your community. Shaheen Rogers/Multiverse (m), Susan Weiner, H. M. White

220 Weird New England Independence (3E)
Weird and wonderful stories set around New England. Alex Feinman, Sonya Taafe, Stephen R Wilk

221 Spirit of the Holiday (Clockwork Dominion) (4hr 30min) Harbor I (3E)
In 1845, the people of London are preparing for the Christmas holiday. Alchemists keep homes of the elite toasty for their parties, and magicians are banishing the malevolent spirits that congregate around this time of year. For a select few however, the days before Christmas are met with assignments. The Witchfinders have a special task for a specialist group: To examine sightings of a suspicious individual. Routine work, but hopefully that means everyone will be home for Christmas soon. Keegan Hannon (m)

222 Arkham Horror (original) (4hr 30min) Harbor I (3E)
I'm bringing the rare 1987 original version of Arkham Horror to Arisia, so get your shotgun and your Eldritch Signs and let's go save Arkham. Kenneth Marini (m)

223 Art Show- Open House for Fans with Disabilities Harbor I-Ill (3E)
The Art Show will be open for people who use mobility devices to navigate or who otherwise need an uncrowded space to navigate the Art Show

224 Dungeons, Dragons, and Writers: The Return Otis (2W)
Using the most recent edition of Dungeons & Dragons, a select group of writers will delve into a classic dungeon for the audience's delight and amusement. Panelists/Role-players will draw from a variety of backgrounds, genres, and familiarity with role-playing games. Come for the monster-slaying, stay for the table banter between writers who also game. Morgan Crooks (m), Genevieve Iseult Eldredge, Jessica Waters, Brent Weichsel

225 Gender Non-Binary Mixer & Safe Space Stone (2W)
Androgyne, GenderQueer, Gender Expansive, BiGender, questioning, and everyone whose identity lies outside of the male-female gender binary is invited to socialize with new and old friends in a judgment free zone. We’ll begin with introductions, follow with a party game, and end with attendees having the space to mix and mingle. (To maintain a safe space, allies are asked to not attend.) That’s what’s in the space stays in the space. Sol Eidan Houser (m)

226 Arisia’s House of Games Marina 1 (2E)
Watch the Con Chair and the Guests of Honor match wits in Arisia’s House of Games! Hosted by Wes Hazard, this event inspired by a popular running game show pits contestants against each other in a variety of games that will test their creativity, trivia knowledge, teamwork, and more! Wes Hazard (m), Kristina Carroll, Arthur Chu, Diana Hsu, Cadwell Turnbull

227 Fiction That Dies Unseen Marina 2 (2E)
In recent years numerous books (for example, Amelie Wen Zhao’s YA fantasy, Blood Heir) have been withdrawn or postponed before publication after early publicity created a storm of outrage on Goodreads or Twitter. Although especially vigorous in the YA community, “cancel culture” has doomed adult books, too. Some authors insist that some of the critics haven’t read the books and are misrepresenting selected details. Is this censorship, or should some books never be published? Lyndsay Ely (m), Michael Bailey, Meredith Schwartz

228 Biohacks, Implants, & Other Internal Accessories Marina 3 (2E)
A gambler implanted magnets under his fingertips in 1981. Since then, “extra senses” have been tried to varying levels of success. A hacker recently implanted a networked hard drive, limited only by the size of its SD card. Medical teams have been working on a subcutaneous glucometer, powered by a body’s own glucose. What else is out there? What’s working well? What’s a major security risk? Richard Moore (m), Thomas A. Amoroso, Dr. Jim Prego

229 Let’s Go To The Mall: Stranger Things Marina 4 (2E)
The latest iteration of this neverending story saw Hawkins, Indiana’s new Starcourt Mall under siege. Our teenaged heroes were beset on all sides by Russians, Mind Players, and the changing interpersonal dynamics between the kids themselves. The panel will discuss the latest season, chart the growth of the characters, and continue to pine for The Robin and Steve Show. Kevin Eldridge (m), Kristin Janz, David Ralston, Bev Woodward

230 Walk the Labyrinth (1hr) Grand A (1W)
What’s blue & white and bigger on the inside? Our 30’x30’ seven-circuit classical labyrinth! A tool for walking meditation, self-inquiry, the shakups to the Marvel Universe and where things will go from here! Morgan Crooks (m), Sara Codair, Timothy Lue, Marianna Martin PhD, Troy Minksy

188 The George Perez Retrospective Marina 3 (2E)
Legendary comics creator George Perez has worked on every super hero comic ever. He’s had stellar runs on The Avengers, Justice League America, Wonder Woman and perhaps most famously, The New Teen Titans. Perez’s art inspired a generation of creators with his skills at depicting action, emotional expression and truly epic crowd scenes. This panel will celebrate his work and wish him well in his retirement, however long that may last! Kevin Eldridge (m), Donna Martinez, James Mohbius, Shaheen Rogers/Multiverse

189 Cooperative Games Marina 4 (2E)
Board and video games have recently seen a major up tick in games that emphasize cooperation between players. In titles ranging from Sentinels of the Multiverse to Overcooked! to Pandemic to Lovers in a Dangerous Spacetime to Spirit Island, the notion of working together to battle a common foe is becoming more normal. Panelists will explore these games, as well as “hybrid” social-deduction games (where most players are working together against a secret enemy). H. M. White (m), Nathan Comstock, David Olsen, Raven Stern, Gail Terman

190 Boston Lightsaber presents Jedi High School (1hr) Grand A (AW)
What happens when it’s the first day a class is using lightsabers, but one of the students doesn’t know which way to point a lightsaber? JEDI HIGH SCHOOL is a farcical comedy, after which we will teach a short workshop (limited availability; we’ll take signup just before the show starts). David Leung (m), Jackie Martin

5:00pm

191 Roll the Dice (2hr)
Harbor I (3E)
Hours of character creation got you down? Sick of a DM who won’t let you do anything fun? Bored of the same old warriors, mages, and rogues? Well boy do I have the game for you! Welcome to Roll the dice! Where the only thing limiting your creativity is RNG. Want to have your character be 100 feet tall and be able to talk to bees? Roll the dice! Want to retire from adventuring to become a peaceful farmer with a nagging spouse named Skeer? Roll the dice! Anything is possible with enough luck! Jack McDaid (m)

5:30pm

192 Still Waiting For My Food Pills Alcott (SW)
How far can science take us in the kitchen? We’ve clearly moved beyond “astronaut food,” but are some of the more outlandish predictions SF has made about food within reach? We’ll look at examples—both old and new—of the extremes to which cooking can be pushed. David G. Shaw (m)

193 Soldering 101 Adams (3W)
Learn to solder by building a simple circuit that blinks. It can be intimidating thinking about getting your art in a professional workshop (limited availability; we’ll take signups just before the show starts). Morgan Crooks (m)

194 Songs of Rudyard Kipling Bullfinch (3W)
Rudyard Kipling wrote a wealth of poems that make excellent songs, as demonstrated by the likes of Peter Bellamy and (especially in folk and SCA circles) Leslie Fish. Come “Kiple” with us as we indulge in a number of them and maybe a few parodies. If you can, bring some to share! (themed participatory song circle) Ellen Kranzer (m), Jeremy H. Kessler, Benjamin Newman, Sonya Taafe

195 So You Want to Show Your Art (Beyond Arisia) Douglas (3W)
It can be intimidating thinking about getting your art in a professional art show. The panel will discuss how to show at an art fair, show, or other event, what kind of events exist, what practices are predatory, and how to tell if it’s a good show to enter. What you need to get ready, and what you will need to be successful as a professional artist. Nicho- las “phi” Shectman (m), James Hailer, Lisa Hertel, Anne E.G. Nydam

196 Improving the Plot in Your RPG Faneuil (3W)
From D&D forward, the main plot of RPGs often revolves around killing members of other races and taking their stuff. This cliche is not only truly problematic, but can be boring as well. How have GMs, players, and game designers created more interesting stories in both traditional and narrative tabletop RPGs. What tips can you learn to make your game better? Pablo Vazquez (m), Marzell Barker, Aaron Marks, Lisa J Steele, Jonathan Woodward

197 Gal Pal Gathering- Femslashers unite! Independence (3E)
Let’s get together and share what queer lady romances in SFF media we can’t get enough of right now! Discussions will likely be all ages
friendly, but not every piece of media discussed or recommended will be. Julie Vinomomo (m)

198
Mind’s Eye Society-Changeling: the Lost 2E (4hr)
Chatham’s a quintessential Cape fishing town—but the Changelings there are anything but typical. The Tide Courts are welcoming visitors for the first time in almost a century. Rumor says a bargain struck 200 years ago has kept them safe, but people go missing anyway. If the lighthouse stays lit, the town is safe...so why are the beaches so crowded? Part of an ongoing chronicle; focused on mystery, discovery, and personal turmoil. Build a character or use our sheets for new players.

Kristina Carroll Tour of the Art Show
Tour the Art Show with our Artist Guest of Honor, Kristina Carroll!

199
Judging and Being Judged in Costume Contests
Otis (2W)
What makes a good judge? How involved is the process, and what are the expectations of the judge? And why does it take soooooo long? Our panelists will discuss what goes on in the judging process, the difference between presentation and workmanship, and why skill categories exist, in addition to offering their advice on how to prepare yourself to be judged...or be a judge yourself. James Hinsey (m), Lilli Fehler, Carol Salem, Sharon Shrarksy, Jamilta Sisco

200
Artists Collaborate!
Stone (2W)
Meetup of creative types who are looking to collaborate. Let’s say you’re making an indie game, and you need someone to write a killer sound track. Or, you’re a musician, but you need a graphic designer to work on your merch. Or, you’re a graphic designer who wants to learn animation, or an animator who needs voice talent. Bring samples of your work if you like, but mostly you’re hanging out, meeting people, making friends, building connections, etc. Andy Hicks (m)

201
Graphic Headlines: Comics as Journalism
Marina 1 (2E)
Comics is a flexible medium that can be used to tell a variety of stories, including real ones. Creators like Joe Sacco, Barbara Slate and Guy Delbo. We tackled everything like the Marvel character Vision, what do these characters say about our uneasy relationship between our minds and our all-too-breakable bodies? Jeffrey A Carver (m), Laurence Raphael Brothers, Andrea Hairston, Heather Urbanski, H. M. White

202
Feet of Clay, Mind of Light
Marina 2 (2E)
Fascination with, and stories about, sentient life in non-organic bodies go back to ancient times. From the Jewish lore of the golem to the robots of SF to AI entities like the Marvel character Vision, what do these characters say about our uneasy relationship between our minds and our all-too-breakable bodies? Jeffrey A Carver (m), Laurence Raphael Brothers, Andrea Hairston, Heather Urbanski, H. M. White

203
Diversity in History
Marina 3 (2E)
The perennial refrain: but having gay people/women/people of color in this fantasy story would be historically inaccurate! Panelists will challenge whitewashed assumptions about American and European history, and what kinds of people did and did not exist in “the past” (spoiler alert: they pretty much all existed) and discuss their favorite facts and stories about black people in the Renaissance, queer folks in the 17th century, women in the Age of Sail, and more. A.J. Odasso (m), Sol Eidan Houser, Diana Hsu, Victoria Janssen, Sioban Krzywicki

204
What Sort of Writer are You?
Marina 4 (2E)
In last year’s Writers’ Round Table Andrea Hairston mentioned her approach in writing as being a choreographer for characters and plot. Are there different approaches to writing a story rather than simply writing one word after another? Can other elements of a writer’s life (job, hobby, family, etc.) help organize a writer’s ideas? A panel of writers discuss their own strategies for performing the work of a writer. E. C. Ambrose (m), Sara Codair, Rachel Kenley, Kevin McLaughlin, BH Pierce, Cadwell Taylor

205
X-Men (2000) (1hr 45min)
Griffin (3E)

206
It’s NOT my Fault! (Fate) (4hr 30min)
Harbor (3E)
This is a pickup style game of Fate, using their It’s NOT My Fault cards that let you generate characters and a starting situation in minutes. It is improvised fun! David Buswell-Wible (m)

207
MTG Channeled Cube Draft (4hr 30min)
Harbor (3E)
“A wild, casual experience in Magic drafting, the Channeled Cube has been curated and fine tuned for years now. This cube features “modifiers” that change cards in a variety of ways, keeping things fresh every draft, as well as rules updates that make the game even more fun. No more will players be mana screwed or mana flooded when any spell can also be a land!” Chris Ramsley (m)

Organized Play: Lost on the Spirit Road
Harbor (3E)
Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicking the greatest mysteries and wonders. Ray Diaz (m)

Organized Play Pathfinder: The Absalom Initiation
Harbor (3E)
Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicking the greatest mysteries and wonders. Ray Diaz (m)

Organized Play: Cats of Caththulhu
Harbor (3E)
Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicking the greatest mysteries and wonders. Ray Diaz (m)

The MRS. HAWKING Series: Fallen Woman (1hr 40min)
Grand B (1W)
London, 1888—Mrs. Hawking’s great rival may have been vanquished, but the struggle has left rifts in the once-close bond between our heroes. They find themselves alienated and in pain even as they must take on the infamous murderer Jack the Ripper. A new life path opening up for Mary, Nathaniel’s lingering trauma, and Mrs. Hawking’s pulling away from her chosen family threaten to shatter the team forever. CN: gunshots, mention of spousal violence, violence against sex workers. Phoebe Roberts (m)

Geeky Belly Dance (2hr)
Grand CD (1W)
From a galaxy far, far away, the geeky bellydancers return to Arisia once more! From Star Trek to Firefly, science fiction and fantasy have long been entranced by the shimmying undulations of bellydance. Join us as we explore brave new worlds of geeky bellydance fusion, featuring performances from some of infinity and beyond’s finest dancers! Samara Metzler (m)

7:00pm
Praise the Dead: The End of WicDiv
Alcott (2W)
Kieron Gillen and Jamie McKelvie’s hit series The Wicked + The Divine took readers into a world where gods were pop stars and pop stars were gods and examined the connections between fandom and hero worship. It was decadent, complicated, hated, loved and now it is over. Did Gillen and McKelvie accomplish what they set out to do? Our panelists are here to praise and bury the book, the characters and maybe even give a shout out to Cam from The Letters Page. Donna Martinez (m), Beth Barnett, Andrea Martinez Corbin, Tori Queeno, Mark “Justin” Waks

Writers’ Improv
Adams (2W)
Using the games and techniques of improvisation, writers break through writer’s block and vanquish their inner critics. There are games to help writers come up with plots, games to explore character motivations, and games to develop scenes and settings. Writers come away enthused and excited to write. Interview your protagonist! Have your protagonist and antagonist debate! Turn the scene around and find out how it looks from another character’s point of view! Sign up in Program Nexus. Limit: 15. Alisa Kwitney (m)

Sing To Your Friends
Bulfinch (3W)
Come sing (or just listen, but we hope you’ll sing) songs that you feel like sharing, from any musical tradition or topic. Most of our song circles are heavily weighted towards songs that have a chorus the whole room can join in on, but this one will be heavily weighted towards songs that don’t. (themed participatory song circle – this theme is one of structure rather than content) Angela Kessler (m), Nat Budin, Naomi Hinchen

Isaac Asimov: Celebrating 100 Years
Douglas (3W)
January 2, 2020 would have been Isaac Asimov’s 100th birthday. Let’s discuss the life and career of one of SFF’s legends, and celebrate the centennial of a true literary polymath. Michael A. Burstein (m), Bhadrakia Love, A Joseph Ross, Ian Randal Strock

Haunishment, Missing Stairs and Safety in LARP
Faneuil (2W)
Communities are often prone to problems of harassment and coercion; LARP’s are no exception. When these problems are swept under the rug, the “missing stair” situation often arises, where much of the