# ARISIA 2020 Pocket Program

<table>
<thead>
<tr>
<th>Overview</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Friday</td>
<td></td>
</tr>
<tr>
<td>Saturday</td>
<td></td>
</tr>
<tr>
<td>Sunday</td>
<td></td>
</tr>
<tr>
<td>Monday</td>
<td></td>
</tr>
<tr>
<td>Participant Schedules</td>
<td></td>
</tr>
</tbody>
</table>

(DANCE || (MOVIE && PANEL)) == FUN
Access Services
Info Desk
Anime/Video Room
Griffin (3 East)
Art Show
Harbor Ballroom II/III (3 East)
Bake Sale Galleria Foyer (1 East)
Blood Drive Westin Lobby
Childcare (Turtle Track: ages 2–6) see Ops for room
Coat Check
Con Suite Galleria (1 East)
Cosplay Repair Station
Creators’ Corner Harbor Prefunction (3 East)
Dance Hall (incl. club dancing) Commonwealth Ballroom (1 West)
Dealers Room Galleria (1 East)
Duck Hunt turn in at Volunteer Table in Westin Lobby
Fan Tables Mezzanine near escalator (3 West)
Fast Track (Children’s Program: ages 6–12) Hancock/Webster (2 West)
Feedback
First Aid (in case of emergency, dial 911) Paine (2 West)
Food Options https://www.arisia.org/food
Food trucks at end of Concourse

Food level concessions: Fri/Sat/Sun 4pm—8pm
Starbucks (Westin Lobby): 24 hours (extended menu options)
Gaming—LARPs See schedule. Sign up in Tablopt.
Gaming—Tabletop Harbor Ballroom I (3 East)
Gaming—Video Carlton (3 East)
Gender Free Bathrooms Near Bulfinch (3 West)
Green Room (Program Participants & Staff only) Burroughs (3 East)
Hotels
Westin main number: 617-532-4600
Aloft main number: 857-243-6908
Incident Response Team (IRT)
call/text 617-657-9756, or email incidents@arisia.org
Information Desk Westin Lobby

Innkeeper Lobby near Front Desk
Lost and Found
Lost badges: go to Registration.
Masquerade Grand Ballroom AB (1 West)
Sign-up Grand Prefunction (1 West)
Check-In Concours Level (1 West)
Rehearsals Grand Ballroom B (1 West)
Green Room Grand Ballroom D (1 West)

Deco
Aloft Hotel guest lot, 371-377 D Street: $25/day
Westin Hotel Garage: Self-parking $40/day, valet parking $50/day
Harbor Ballroom I (3 East)
Harbor Ballroom II/III (3 East)
Hancock/Webster (2 West)
Mezzanine Level (3 West)

Paine (2 West)

Hale (3 West)

Frost (3 West)
Frost (3 West)

Frost (3 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)

Paine (2 West)
Anime
2  Tenchi Universe (Episodes 1–4)
18  FLCL Part 1 (Episodes 1–3)
120  Mushishi
149  FLCL Part 2 (Episodes 4–6)
313  The Girl Who Leapt Through Time
342  Outlaw Star
439  Tenchi Universe (Episodes 5–8)

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

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

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

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
126  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 Cosplay
349  Costuming and Movement
406  Masquerade Doors Open
410  Masquerade
432  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 Achille 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
### Fast Track

| 13 | Open Play Time |
| 79 | Geeky Play Date |
| 98 | Make Your Own Wings |
| 99 | Duct Tape Roses |
| 100 | Swords of Chivalry |
| 101 | I've Got All the Balls in the Air, Now What? |
| 102 | An Introduction to Magic: The Gathering |
| 103 | Science Experiments |
| 104 | Project Cosplay |
| 105 | Magic Show: Daniel Dern |
| 106 | Wand Making Workshop |
| 107 | Cartooning & Comic Creating |
| 108 | All About Poi |
| 109 | Fun With Card Games |
| 110 | Mask Making |
| 111 | Dern Grim Bedtime Tales & Other Stories |
| 112 | Geeky Play Date |
| 113 | Short Story Contest |
| 114 | Tubular friendship bracelet weaving |
| 115 | Collectible Card Games |
| 116 | Swords of Chivalry |
| 117 | Improv Theater Games For Kids |
| 118 | What Do You Mean, 10 and Up? |
| 119 | Make your own Slime! |
| 120 | Project Cosplay: Props & Accessories |
| 121 | Learn a Bit of Karate |
| 122 | Spoon-A-Pults |
| 123 | Children's Filk Concert |
| 124 | Learn to Knit |
| 125 | Balloon Cars |
| 126 | Beyond Hogwarts: A Young Fan's Reading List |
| 127 | Capture the Pokemon |
| 128 | Geeky Play Date |
| 129 | Papercraft Workshop |
| 130 | Pokemon TCG Workshop |
| 131 | Quilting Basics |
| 132 | Swords of Chivalry |
| 133 | Classic Playground Games |
| 134 | Paper Rocket War |
| 135 | Last Day Open Play |

### Gaming

| 10 | 10 Things I Wish I’d Known Before My First LARP |
| 11 | The GM-less Game |
| 20 | Fate of the Flowering Lands (Fate) |
| 21 | On Chainmail Bikinis and Succubi: Gender and D&D |
| 22 | NERF WAR: Kids Edition |
| 23 | Worldbuilding in RPG Settings |
| 24 | Cooperative Games |
| 25 | Improving the Plot in Your RPG |
| 26 | It’s NOT my Fault! (Fate) |
| 27 | Harassment, Missing Stairs and Safety in LARP |
| 28 | Legacy Games |
| 29 | Speed Circuit |
| 30 | Crowdfunding and Tabletop Gaming |
| 31 | The Year in Games |
| 32 | What RPG Class is Your Favorite Character/Team? |
| 33 | Playing the Other |
| 34 | The Hacker’s Guide to D&D |
| 35 | The Fate of Scar Peak (Fate) |
| 36 | NERF Gun War |
| 37 | Creating a LARP: Getting it From Idea to Reality |
| 38 | Rhythm Gaming Through The Years |

### Gaming—Board

| 3 | Ogre board game |
| 92 | Leaf Me Alone |
| 121 | Wacky Max 1968 |
| 131 | MtG Cube Draft |
| 133 | Buy the Vote! |
| 150 | Lords of Waterdeep |
| 208 | MtG Channeled Cube Draft |
| 222 | Arkham Horror (original) |
| 270 | MtG Cube Draft |

### Gaming—Video

<p>| 31 | Come play Mario Party! |
| 169 | Super Smash Bros. Tournament |
| 233 | Jackbox—Quiplash 2 |</p>
<table>
<thead>
<tr>
<th>Page</th>
<th>SCHEDULE BY AREA</th>
</tr>
</thead>
<tbody>
<tr>
<td>296</td>
<td>Dance Games</td>
</tr>
<tr>
<td>356</td>
<td>Mario Kart Tournament</td>
</tr>
<tr>
<td>408</td>
<td>Jackbox—Joke Boat</td>
</tr>
</tbody>
</table>

**Guests of Honor**
- 109 Croowell Turnbull Reading
- 123 Croowell Turnbull Signing
- 226 Arisia’s House of Games

**Literature**
- 7 Reading Around the Pictures
- 9 Stories from the Cities
- 29 Not With My Intellectual Property, You Don’t
- 56 Ravenous for The Hunger Games
- 62 Circlet Press Reading (18+)
- 103 What Makes Reading a Pleasure?
- 159 Whispers in the Dark
- 176 Forget Snape; Let’s Talk Dumbledore!
- 179 Fantastic History
- 203 Feet of Clay, Mind of Light
- 218 Isaac Asimov: Celebrating 100 Years
- 226 Weird New England
- 227 Fiction That Dies Unseen
- 236 Beyond Metaphor: Explicit Representation in SFF
- 239 All Ears For a Good Read
- 246 Broad Universe Rapid Fire Reading
- 253 Reading the Rainbow
- 257 End of the Night
- 292 Fifty Years After Ringworld
- 309 Shakespeare and Fantasy
- 329 I Read It Because I Loved the Movie
- 332 Death and Funerary Practices in Science Fiction
- 353 Libraries of the Future
- 355 Daemons and Dust: the Fiction of Philip Pullman
- 373 The Resurgence of Horror Fiction
- 384 Don’t Call My Book “Science Fiction”
- 395 Talking Cats and Political Rabbits
- 414 Prototyping the Possible: Social Change in SFF
- 417 The Fantasy Fiction of John Bellairs
- 479 Ray Bradbury at 100: From Green Town to Mars

**Media**
- 14 Introduction to Anime
- 38 Our Mr. Whedon
- 53 Crisis on (Nearly) Infinite Arrowverse Series
- 69 Freaks and Geeks Can Buy Its Own Beer Now
- 80 Steven Universe: Still Always Finding A Way
- 88 Guillermo del Toro: The Night Eternal
- 112 The Year Nobody Left The Theater
- 113 Fifteen Years of Supernatural
- 143 Movie Year in Review
- 166 Box Office Bombs That Are Better Than You Think
- 229 Let’s Go To The Mall: Stranger Things
- 247 The Orville: Its Continuing Mission
- 258 Rocky Horror: A Wild and Untamed Thing at 45
- 269 1999: The Year Nobody Left The Theater
- 291 2019: The Year in Horror
- 308 Captain Marvel Has Nothing To Prove To You
- 319 Tears in Rain: Rutger Hauer
- 330 Welcome to The Good Place! Everything Is Fine.
- 347 Love Is The Message: Pose
- 354 TV Year in Review
- 367 Star Wars: Episode 2020: The Fandom Gabfest
- 385 The Nice and Accurate Ineffability of Good Omens
- 405 Game of Thrones: And Now Our Watch Is Ended
- 423 The Wachowskis and Gender Representation
- 430 Tabletop Gaming as a Spectator Sport
- 444 Pixar: 25 Years (and Beyond!)
- 465 Smashing the Like Button on Film Criticism
- 485 Where is Star Trek Boldly Going?
- 493 Arisia Casting Call: The Fantastic Four

**Meetups**
- 4 Shabbat Services
- 12 Speculative Fiction Writers Cafe
- 37 POC Meetup
- 52 Arisia First Night Social
- 65 Spike MacPhee Memorial
- 68 Teasecraft Kinky Maker Meetup: Show & Tell (18+)
- 78 Saturday Christian Services
- 128 Cosplay at Hawkins Pool
- 130 In Memoriam
- 156 Tabletop GM Meetup
- 161 Neurodiversity Meetup
- 175 Fans over 65 Meetup
- 182 Fans with Disabilities Meetup
- 197 Gal Pal Gathering- Femslashers unite!
- 201 Artists Collaborate!
- 225 Gender Non-Binary Mixer & Safe Space
- 242 Meetup to Play Board Games
- 244 Polyamory Meetup
- 252 Late Night Writers Cafe
- 255 The Arisia Munch (18+)
- 267 Sunday Christian Services
- 280 Parents of teens/tweens meetup
- 281 Pokemon Go and Wizards Unite Meetup
- 305 Knitting Circle
- 310 Recovery Check-In
- 314 Geocaching and letterboxing meetup
- 418 Indie RPG meetup
- 450 Parents with Infants & Toddlers Meetup
- 468 Asexuality-Umbrella Meetup
- 483 Scale Modeling the Fantastic: Real and Fictional

**Music**
- 6 SCA Bardic Circle
- 26 Sing-along: Yiddish Songs
- 46 Sing-along: CircleSinging
- 60 Sing-along: Gilbert and Sullivan Songs
- 61 Open Singin’
- 71 Drum & Dance
- 74 Singing Into the Night
- 113 Singing in the Pool
- 154 Sing-along: Instrument-Friendly Classic Songs
- 173 Traditional Ballad Bingo
- 194 Songs of Rudyard Kipling
- 217 Sing To Your Friends
- 238 Rousing Chorus Songs
- 251 Open Singing
- 262 Singing Into the Night
- 277 Songs of Protest and Resistance
- 301 Chantey Sing
- 343 Sing-along: Hamilton Songs
- 359 Sing-along: Songs of Tom Lehrer
- 394 Sing-along: Dr. Demento & Friends
- 413 Good Story Songs
- 424 Sing-along: Musicals and Show Tunes
- 425 Open Singing
- 433 Singing Into the Night
- 445 Songwriting Round-table
- 464 Sing-along: Schoolhouse Rock
- 476 Sing-along: Funny Songs
- 490 Music Track Debrief
- 496 Dead Dog Open Filk

**Reconciliation**
- 85 Arisia Town Hall
- 91 Becoming Active Bystanders
- 145 Con Safety: The Watch, IRT & What Comes Next
- 293 How Arisia Inc. Works
- 310 Meet the Eboard
- 487 State of Arisia Community Update

**Science**
- 16 SF Language & Linguistics: The Good, Bad, & Ugly
- 41 The Collective You—Your Biome
- 51 Cope vs. Marsh – the Bone Wars
- 59 Dramatic Readings from the Ig Nobel Prizes
- 105 Machine Learning, Now with Human Biases!
## SCHEDULE BY AREA

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>118</td>
<td>Foodcraft: How Science Can Reinvent Your Kitchen</td>
</tr>
<tr>
<td>192</td>
<td>Still Waiting For My Food Pills</td>
</tr>
<tr>
<td>228</td>
<td>Biohacks, Implants, &amp; Other Internal Accessories</td>
</tr>
<tr>
<td>284</td>
<td>Bio for Computer Scientists: Programming Life</td>
</tr>
<tr>
<td>306</td>
<td>Just the Facts: Telomeres and Aging</td>
</tr>
<tr>
<td>345</td>
<td>The Year in Science—2019</td>
</tr>
<tr>
<td>362</td>
<td>The Year in Bad Science—2019</td>
</tr>
<tr>
<td>374</td>
<td>Just the Facts: CRISPR and Gene-Hacking</td>
</tr>
<tr>
<td>387</td>
<td>The Science of “The Expanse”</td>
</tr>
<tr>
<td>403</td>
<td>A Loaf of Bread, A Jug of Wine, and Anthrax</td>
</tr>
<tr>
<td>422</td>
<td>The Return of Is This A Sandwich?</td>
</tr>
<tr>
<td>440</td>
<td>Everyone’s Going Back to the Moon</td>
</tr>
<tr>
<td>488</td>
<td>Understanding How Guns Work and Their History</td>
</tr>
</tbody>
</table>

### Theater

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>42</td>
<td>The MRS. HAWKING series: Mrs. Frost</td>
</tr>
<tr>
<td>73</td>
<td>Rocky Horror—Shiver with Anticipation (18+)</td>
</tr>
<tr>
<td>117</td>
<td>Bad Ad Hoc Hypotheses</td>
</tr>
<tr>
<td>152</td>
<td>Catalyze Short Play Readings</td>
</tr>
<tr>
<td>171</td>
<td>Princess Bride—Shadowcast Performance</td>
</tr>
<tr>
<td>213</td>
<td>The MRS. HAWKING Series: Fallen Woman</td>
</tr>
<tr>
<td>249</td>
<td>PMRP Doors Open</td>
</tr>
<tr>
<td>259</td>
<td>PMRP Gender-Swapped Star Trek: By Any Other Name</td>
</tr>
<tr>
<td>260</td>
<td>Get Thee Behind Me, Santa (18+)</td>
</tr>
<tr>
<td>264</td>
<td>Dr. Horrible’s Sing-a-long Blog</td>
</tr>
<tr>
<td>265</td>
<td>Buffy the Vampire Slayer: Once More With Feeling</td>
</tr>
<tr>
<td>412</td>
<td>Starship Magic</td>
</tr>
</tbody>
</table>

### Video

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>43</td>
<td>Captain Marvel</td>
</tr>
<tr>
<td>64</td>
<td>Edward Scissorhands</td>
</tr>
<tr>
<td>76</td>
<td>Rollerball</td>
</tr>
<tr>
<td>77</td>
<td>Animaniacs</td>
</tr>
<tr>
<td>89</td>
<td>Ducktales: The Treasure of the Golden Suns Arc</td>
</tr>
<tr>
<td>178</td>
<td>Godzilla vs Destroyah</td>
</tr>
<tr>
<td>206</td>
<td>X-Men (2000)</td>
</tr>
<tr>
<td>231</td>
<td>Real Genius</td>
</tr>
<tr>
<td>248</td>
<td>Ad Astra</td>
</tr>
<tr>
<td>263</td>
<td>Waterworld</td>
</tr>
<tr>
<td>266</td>
<td>Emperor’s New Groove</td>
</tr>
<tr>
<td>274</td>
<td>Tiny Toon Adventures: How I Spent My Summer Vacation</td>
</tr>
<tr>
<td>295</td>
<td>Pinky and the Brain</td>
</tr>
<tr>
<td>378</td>
<td>Ultraman (1966)</td>
</tr>
<tr>
<td>392</td>
<td>Dragonslayer</td>
</tr>
<tr>
<td>416</td>
<td>12 Monkeys</td>
</tr>
<tr>
<td>431</td>
<td>Return of the Living Dead</td>
</tr>
<tr>
<td>434</td>
<td>Tank Girl</td>
</tr>
<tr>
<td>435</td>
<td>Lilo and Stitch</td>
</tr>
<tr>
<td>462</td>
<td>Audience Choice</td>
</tr>
</tbody>
</table>

### Workshops

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Figure Drawing: Basics and Creativity</td>
</tr>
<tr>
<td>25</td>
<td>Make Your Own Wings for Grown-ups</td>
</tr>
<tr>
<td>45</td>
<td>Blockprinting</td>
</tr>
<tr>
<td>86</td>
<td>Hands-on (or Hands-off) Theremin Workshop</td>
</tr>
<tr>
<td>90</td>
<td>Bullet Journaling for Geeks</td>
</tr>
<tr>
<td>110</td>
<td>Figure Drawing: Cosplay edition</td>
</tr>
<tr>
<td>114</td>
<td>Techniques for Body Positive Cosplay</td>
</tr>
<tr>
<td>124</td>
<td>Decorate a Mini-Hat/Fascinator</td>
</tr>
<tr>
<td>155</td>
<td>Gravity Defying Headdresses Using EVA Foam</td>
</tr>
<tr>
<td>174</td>
<td>Bling It On!</td>
</tr>
<tr>
<td>193</td>
<td>Soldering 101</td>
</tr>
<tr>
<td>216</td>
<td>Writers’ Improv</td>
</tr>
<tr>
<td>237</td>
<td>Blockprinting</td>
</tr>
<tr>
<td>250</td>
<td>Rope Fundamentals (18+)</td>
</tr>
<tr>
<td>276</td>
<td>Paint Your Own Suits! Using Fabric Paint</td>
</tr>
<tr>
<td>300</td>
<td>Redesign It!</td>
</tr>
<tr>
<td>304</td>
<td>Create a Telephone Wire Tree</td>
</tr>
<tr>
<td>315</td>
<td>Graphic Novel Writing</td>
</tr>
<tr>
<td>360</td>
<td>Make a Watercolor Sunset</td>
</tr>
<tr>
<td>441</td>
<td>“Figure Writing” with a Live Writing Prompt</td>
</tr>
<tr>
<td>489</td>
<td>Simple Solutions for Creative Project Pitfalls</td>
</tr>
</tbody>
</table>

### Writing

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>8</td>
<td>Where Shall I Begin?</td>
</tr>
</tbody>
</table>
Try Our Mobile App!  
Guidebook works with iOS and Android. 
Download the guide to your phone and mark items for later reference. 
Access everything in this book and more on your phone or tablet!

Try Our Mobile App!
Living Arcanis 5E Intro Adventure: Taboo (4hr 30min) Harbor I (3E) The heroes are asked by a local chieftain to retrieve the body of his dead son, whom he believes to have been killed in an area inhabited by uncLean spirits while on an ordeal to prove himself. But not all is as it seems. Content Warnings: Depiction of torture, fantasy religious violence Thomas Milner-Wohlers (m)

Organized Play Pathfinder: The Emerald Spire 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 chronicle the greatest mysteries and wonders. Ray Diaz (m)

Organized Play Pathfinder: Quests 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 chronicle the greatest mysteries and wonders. Ray Diaz (m)

Organized Play Pathfinder 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 chronicle the greatest mysteries and wonders. Ray Diaz (m)

7:00pm

Ultimate Are You a Werewolf? (3hr) Alcott (3W) Ultimate Are You a Werewolf is a social deduction game that pits you against an unknown enemy. Work with others over multiple rounds to either figure out who is a murderous werewolf before it’s too late or hide yourself from those pesky people attempting to root you out, you murderous werewolf. Dan Chase (m)

Make Your Own Wings for Grown-ups Adams (3W) What can you make with a couple of wire coat hangers, a pair of panty-hose, and duct tape? Wings, of course! This workshop has long been a Fast Track favorite. Now the grown-ups finally get to make their own, and have a blast! The basic designs run from very easy to intermediate skill level, and take about an hour to assemble. Wear as-is, or add feathers, gems, glitter, or other decorations to make your wings one-of-a-kind. Materials fee: $5 per person. Sign up in Program Nexus. Limit: 15. Cyd Brezinsky (m)

Sing-along: Yiddish Songs Buffmitch (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 Laibow-Koser, Danny Miller

Polyamory Basics Douglas (3W) New to polyamory? Interested in exploring polyamorous relationships, or just want to find out what it’s all about? This panel is the one to start with! The panelists will discuss the different kinds of polyamory, the kind of open dialogue necessary, and share insights from their experiences. Kris “Nchander” Snyder (m), Mark W. Richards, Ben Silver, Gail Terman

Starters’ Pack for Science Fiction Fanueil (3W) What are the best 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), Laurence Raphael Brothers, Michael A. Burstein, Andrea Hairston, Kevin McLaughlin, W. B.J. Williams

Not With My Intellectual Property, You Don’t Independence (3E) British author Francis Spufford has written an eighth Narnia novel, praised by all who have seen it, but C.S. Lewis’ estate refuses to discuss any extension of the series. The estate of John Bellairs contracted another writer to continue Bellairs’ fantasy series. How do we feel about the franchising, or the suppression, of commercial (not fanfic) extensions of successful fictional series after their authors’ demise? Shameless corporate greed, more fiction for us to love, or it depends? James L. Cambias (m), Kristin Janz, Emperor Joey-1, B. Diane Martin, Mark Painter

The GM-less Game Lewis (3E) 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

Come play Mario Party! Carlton (3E) A fun game of board game of chance! Come hang out with us and play one of several versions of Mario Party with other like-minded gamers!

An evening with Troika (4hr 45min) Harbor I (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)

Ultima Foran: Dead in Venice (Savage Worlds) (4hr 30min) Harbor I (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 Gunni (m)

Fate of the Flowering Lands (Fate) (4hr 30min) Harbor I (3E) Can your group of Archanaeonts discover what the newly risen warlord Judag 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 Buswell-Wibile (m)

Strange Beasts (Call of Cthulhu) (18+) (4hr 30min) Harbor I (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)

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 editor Shelly Bond and others, allowed creators such as Neil Gaiman, Grant Morrison, Brian K. Vaughn 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 Garmendia (m), E. J. Barnes, Alisa Kvitney, Donna Martinez, Troy Minkowsky

POC Meetup Stone (2W) Colorism often manifests even in communities of color, complicating ethnic and 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 “Moniquill” Poirier, Cadwell Turnbull

Our Mr. Whedon Marina 1 (3E) 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, Whedon’s work with an eye toward reconciling them with the disillusionment some of his fanbase has experienced. Marianna Martin PhD (m), Emma Caywood, Ari Donnelly, Sol Eidan Houser, Karen S.

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 whomever can stump the panel. E. A. Ambrose, Anastasia Holt, Sarah “Tushkari” Morison, Jamila Sisco, Nightwing Whitehead

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 Sagot (m), Jesi Lipp, John O’Neill, Shoshana Traum

The Collective You—Your Biome Marina 4 (2E) All about the multitudes that live with and on humans, why we need them, and what that means for crowded space missions, future housing.
and modern and future hospitals. David G. Shaw (m), Bhadrika Love, Dr. Jim Prego

7:30pm
42 The MRS. HAWKING series: Mrs. Frost (1hr 40min) Grand B (1W) London, 1886—The reveal of Mrs. Hawking’s greatest enemy yet has left her as 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.mrshawking.com Phoebe Roberts (m)

8:00pm
44 Open Fencing (2hr) Grand A (1W) 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)

9:00pm
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

9:30pm
48 Sexualitiy 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. Bhadrika Love (m), Aisha L. Cruse, Forest Handford, Brent Weichsel

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

52 Arisia First Night Social Stone (2W) 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 Yatsushashi

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? Tannya Coven (m), Diana Hsu, Corinne Ludy, Andy Rosquest, 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

10:00pm
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

60 Sing-along: Gilbert and Sullivan Songs Alcott (3W) Do you have a song to sing? OT! 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, Shoshana Traum

61 Open Singing Bulfinch (3W) Come listen and/or make music in this unenthemed 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.

Panelists will discuss the connections between costumed heroes, kink and super sexiness! This panel is 18+, no kids allowed!
8:00am SATURDAY

77 Animiacta (2hr) Griffin (3E)
8:30am
78 Saturday Christian Services Alcott (3W)

80 Steven Universe: Still Always Finding A Way Marina 1 (2E)
Steven Universe, which saw the release of a movie in September, continues to be a show that deals uncompromisingly with issues of gender, childhood, and family in ways both unexpected and delightful (if not without the occasional problem). It’s also telling a great long-form adventure story. We’ll talk about all elements of this show in a panel that, like the show itself, will appeal to fans of all ages. Arthur Chu (m), Sid Hackney, Sioban Kryzwik, Liam McGilhoun

9:00am
81 Organized Play Pathfinder: Bandits of Immemed wood Harbor (13E)
Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. Ray Diaz (m)

82 Organized Play Pathfinder: Trailblazer’s Bounty Harbor (13E)
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)

83 Organized Play Pathfinder: Dragons of Absalom Harbor (13E)
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)

10:00am
84 Kristina Carroll, Putting Yourself into Art Alcott (3W)
Kristina Carroll, Arisia’s Artist Guest of Honor, presents her work, and talks about her inspirations. Kristina Carroll (m)

85 Arisa Town Hall Adams (3W)
Arisa Inc. wants your feedback, your ideas, and your concerns! This is a safer space to talk about and talk to Arisia Inc. (the corporation that puts on the convention) in a semi-structured, town hall-style, public meeting. Discuss what matters to you as a community, in open discourse and small groups. (We will incorporate your questions and concerns into the Community Update on Monday.) Andy Rosequist (m), Rachel Silber, Ellie Younger

86 Hands-on (or Hands-off) Theremin Workshop Bullfinch (3W)
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 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-Koser (m)

87 Economic Speculations Douglas (3W)
How do writers depict worlds with progressive values and economies 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. Alexander Jablakow (m), Sara Codair, Kristin Janz, Cadwell Turnbull, Brent Weishel

88 Guillermo del Toro: The Night Eternal Fanueil (3W)
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 Impakt / Ask Kaylee Frye (m), Reu-

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

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 (13E)
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 (13E)
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 Illust 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 (13E)
Episodes 1 & 2 of Zadmar’s “Saga of the Goblin Horde,” updated to the new SWADE rules. Players take on the role of goblin bosses leading hordes of underlings to wage war on those tine, tiny-headed humans. Robert Ursini (m)

95 WE ARE NOT OURSELVES (Star Trek Adv) (4hr 30min) Harbor (13E)
Players will have an alien mystery to follow and investigate Wesley Toma-Lee (m)

96 Inclusive Feminism Otis (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, the focus on their needs is often done at the expense of women of color, transgender women, disabled women, and women with less privilege. How do we fix that? What can feminists do to make their spaces and adovacy more inclusive? Let’s reframe our thinking to be more mindfully intersectional. Abigail Keenan (m), Vivian Abraham, Bekah Anderson, Marzell Barker, Forest Handford, Kat Tanaka Okopnik

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

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 fun and therapeutic considerations, please do not bring modified NERF guns.

102 Using, Making, and Identifying 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 Pugliese, Marzena Langer-Stach, Judy Slaby

103 Chronicles of Ender: Bandits of Immedwood Harbor (13E)
Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chroni-
103 What Makes Reading a Pleasure? Marina 2 (2E) Fiction readers are a minority—only one in five Americans, on average, reads for pleasure, and of those, some say they prefer non-fiction and never read novels or stories. Reading’s prime Nemesis is television (not the Internet)!—as reading goes down, television viewing goes up. What makes an avid reader so passionate about the written word? What is distinctive about the pleasure of reading—and how do we get more people (of all ages) to share in it? James Hailer (m), Lena G., Carla Gillman, Danny Miller, Meredith Schwartz

104 How to Be A Good Fan of Problematic Things Marina 3 (2E) From NFL football to Kevin Spacey movies to Heinlein novels, our fandoms are rife with things that can be validly critiqued. 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? Gillian Daniels (m), Mildred Carroll, Jennifer Pelland, Karen S., Alan Westblad. See the tree! Alex Feinman (m), Andrea Hairston, John O’Neil, Eyal Sagi

105 Machine Learning, Now with Human Biases! Marina 4 (2E) It began honestly enough: train an Artificial Intelligence to comb social media for hate speech. Machines would be much more objective and capable of keeping up with the gigantic amount of posted speech, right? Unfortunately, the algorithms flagged normal everyday African American speech at twice the rate of European American speech, underscoring the biases of the people who trained the programs. Are such tools inherent in AI? Can we get the apple to fall further from the tree? Alex Feinman (m), Andrea Hairston, John O’Neil, Eyal Sagi

106 Saturday Masquerade Rehearsal (4hr) Grand B (1W) Rehearsal for Masquerade participants. James Hissey (m)

107 Family Friendly Renaissance Dance (1hr) Commonwealth (1W) Family-Friendly Renaissance Dance: Ever wanted to learn some of the greatest heroes! How far can 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? KarlIS Web (m), Amy J. Murphy, Jamila Sisco, Lisa J Steele

110 Massachusetts Bay Colony 1630 Pike & Shot Drill (1hr) Grand A (1W) When the first English colonists came to America, they expected to have to fight. Muskets and pikes dominated the battlefields of Europe, and as soon decide Britain’s fate in the English Civil Wars. See the Salem Trayned Band, a re-enactment unit portraying the militia of the Massachusetts Bay Colony in its earliest years, demonstrate how the colonists brought this military technology—including sixteen-foot pikes—to the New World. Paul Kenworthy (m)

111 Saturday Feedback Sessions Douglas (3W) Tell us how to improve Arisia while there’s still time to fix (some) things! Diana Hsu

112 Fifteen Years of Supernatural Fanueil (3W) Despite dying numerous times Sam and Dean Winchester are in their 15th and final—season of hunting things and saving people. See this kept this show on the air for so long (besides perhaps a deal with a Crossroads Demon)! In the end, will the brothers evade the Reaper once again, or will this finally, truly, really die? And how much pie do you think Dean can really eat in one sitting? Naomi Hinchen (m), Don Chase, Dr. Jim Prego, Lee Clever Roberts, Ilene Tatroe

113 Singing in the Pool (1hr) Pool (3W) What’s better than singing in a shower? Singing in a swimming pool! Bring a bathing suit and help us experiment with the acoustics. We will begin by gathering just outside the pool area for our traditional singing parade through the hotel’s public spaces. Follow the giant rubber duck! (themed participatory song circle) Kat Weiler (m), Jeremy H. Kessler, Marenn Laihov-Koser, Ben Silver

114 Techniques for Body Positive Cosplay Independence (3E) Have you ever felt that you “couldn’t” cosplay your favorite character because you believed your body type was the “wrong” kind? Ever felt like you would have to change your body if you were to cosplay a character you loved? People come in all shapes and sizes, and cosplay 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 Prum (Kirkette Cosplay) (m)

115 For a Brighter Future: The Return of the Legion Otto (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 rebirth, 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? KarlIS Web (m), Amy J. Murphy, Jamila Sisco, Lisa J Steele

117 Bad Ad Hoc Hypotheses 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 Menstruation 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 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 Pereira-Andrews (m), Sid Hackney, Dale Meyer-Carley, Sharaon Sharsky

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

121 Wacky Max 1968 (3hr) 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 whirler their wheels in the way-out-heavy-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 worlds wickedest road rage racer! Maureen Reddington-Wilde (m)

122 The Martial Arts of A Game of Thrones (1hr 30min) Grand A (1W) From swaggering braves to knightly duels, George R.R. Martin drew on historical examples to create his ultra-realistic, ultra-gritty fantasy world. But how did these martial arts really work? Where does truth end and fiction begin? 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 knightly martial arts! Ken Mondschein (m)

123 Cadwell Turnbull Signing Alcott (3W) Signing session with Writer Guest of Honor Cadwell Turnbull 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
We'll cover the basics of using electronics to create light, sound or movement in costume and prop design. We'll cover topics such as soldering, wiring, and batteries, as well as how to get your hands on the basics. Kevin Osborn (m), Shirley Dulcey, Michael Meissner, Jamilla Sisco

**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, wiring, 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, Aran P. Ink, Lisa J Otten.

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 ing husband. As they investigate the strange and sudden disappear-

In Memoriam

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

**Magic Show: Daniel Fern**
Come enjoy an exciting magic show by Daniel Fern. Daniel P. Fern

Fractured Selves: Dis-embodied Identity in SF

**Marina I (2E)**
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” identities 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?

Wonder Woman: Past, Future and Beyond

**Marina II (2E)**
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

Cthulhu: Lovecraftian Comedy

**Rhode Island (3E)**
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. Lee Roberson (m), Brian Libege, Lee Clever Roberts

**An Introduction to Magic: The Gathering**

**Hancock (2W)**
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

Science Experiments

**Hancock (2W)**
Come participate in cool science experiments using common household materials. Stephen R Wilk

Project Cosplay (4hr)

**Webster (2W)**
Fabrics, Pins, Imagination! Come make your own costume. Then, show off your creation in the Masquerade tomorrow if you want. Inanna Arthen, Kate Brick

Movie Year in Review

**Marina II (2E)**
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. Deidre Cinnamn (m), Monica Castilla, Randee Dawn, Megan Kearns

Con Safety: The Watch, IRT & What Comes Next

**Marina III (2E)**
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.

**1:30pm**

Organized Play Pathfinder: Trailblazer’s Bounty

**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 chroni-

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 chroni-

Starfinder/Pathfinder organized play

**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 chroni-

**2:00pm**

FLCL Part 2 (Episodes 4–6) (2hr)

**Griffith (3E)**
Screened in Japanese with English subtitles

Lord of Waterdeep (4hr)

**Harbor I (3E)**
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 Water-

**2:30pm**

**Presentation**

**Reading**

**Anime**

**Video**
Are you a game master for tabletop role playing games, or are you
Arisia is a very welcoming place, but even the best spaces can be dif-
Olivander was not available to come to Arisia this year, so young wiz-
Bring your instruments! Bring your voices! We’ll do a bunch of well-
A selection of short science fiction plays from local playwriting col-
A meeting in a variety of lively dances from the European Renaissance
A few simple techniques can turn you from a newbie into an experienced foamsmith. Learn how
piece and one that’s “not quite right?” A few simple techniques can

2:30pm

154 Sing-along: Instrument-Friendly Classic Songs  Alcott (3W) Bring your instruments! Bring your voices! We’ll do a bunch of well-
song—folk music, waltzes, and 19th-century and contemporary pieces. Participate in sing-along
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 isn’t quite right? A few simple techniques can
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 meaning is acceptable and the distinction between the two is usually difficult to discern. Lilli Fehler (m), Hannah Prun (Kirkette Costumery), James Hiney, Milo Martinez, Monique “Moniquej” Dairier
Photographing 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 Kinggravemeinstein, Michael Meissner, Israel Peskowitz, Kate Wechsler
Whispers in the Dark  Lewis (3E) Come close and listen to authors read from works of horror and dark
Manners, Discourse and Privilege  Otis (2W) Manners and politeness are tools for social gatekeeping, designed not to ing the sense of being different and othering those who are different. This meeting is for non-
Neurodiversity Meetup  Stone (2W) Arisia is a very welcoming place, but even the best spaces can be dif-
Game Making Workshop  Hancock (2W) Olivier was not available to come to Arisia this year, so young wiz-

3:00pm

164 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 poi and learn some basic poi moves. Forest Handford

165 Fantastic Beasts—Houses 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 Turauskys

166 Office Boxes 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 Taaffe (m), Deidre Crimmins, Ari Donnelly, Griffin Ess, Gabriel Valdez

167 Batman: 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. Sioban Krezwicky (m), James Hailer, Kyri Lorenz, A.J. Odasso, Sam Schreiber

168 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 toward revisiting the worldbuilding of the first 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 any way? Jonathan Woodward (m), Genevieve Isseult Eldredge, Renie Janesies, Liam McGlohon, Pablo Vazquez

3:30pm

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

170 Living Arcanis 5E Intro: A Thousand Words (4hr 30min)  Harbor 1 (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 every-
thing right, with the awful activities taking place. Content Warning: Strong themes of fantasy racism, depictions of torture. Thomas Milner-Wohlkers (m)

171 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 Tesserac Players return with their version of this classic—a new family friendly Arisia tradition. Glenn MacGillivray (m)

3:30pm

172 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 Caro-
lingia — Boston’s local Society for Creative Anachronism (SCA) group — will demonstrate 16th & 17th Century rapier techniques. Specta-
tors will experience the duel and group melees up close, and see how historical sword fights differ from the world of Hollywood adventure. Information on how to join the group’s practices will also be available. Meg Swanton (m)

4:00pm

173 Traditional Ballad Bingo  Alcott (3W) Join the fun as attendees (that’s you!) take turns performing traditional
ballads for the assemblage. Listen carefully to mark your Ballad Bingo cards when you detect such classic tropes as drowning, pregnancy out of wedlock, or murder of a loved one. Compete for “valuable” prizes! Bingo cards will be provided, but it wouldn’t hurt to bring a pen or pencil. (themed participatory song circle) Angela Kessler (m), Jeremy H. Kessler, Dan “Griz” Marsh, Rebecca Maxfield, Sonya Taaffe

174 Bling 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

175 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. Marwen Westfield (m)

176 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. Cecilia Tan (m), Lisa Batya Feld, James Hinsley, Cassandra Lease, Karen S.

177 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. A.I. Ostado (m), Reuben Baron, Kate Kaynak, Dr. Jim Prego, Tori Queeno

178 Godzila vs Destroyah (1hr 45min) Griffin (3E)
Screened in Japanese with English subtitles

179 Fantastic History Lewis (3E)
Join authors as they read selections from their works of fantastic history. Laurence Raphael Brothers, Walter H. Hunt, Anne E.G. Nydam

180 Tactile Tour of the Art Show Harbor-I-II (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.

181 Getting Into Character Otis (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. Lee Clever Roberts (m), Michael Bailey, Wonder Wendy Farrell, Ken Kingsgrave-Ernstein, Nightwing Whitehead

182 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 is going. Rants welcome. Bekah Anderson (m)

183 Fun With Card Games Hancock (2W)
Munchkin, Fluxx, Apples to Apples, and more! Jude Shabry, Scott Wilhelm

184 Mask Making Hancock (2W)
 Masks make your personality, with costumes or not.

185 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

186 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 in 75 minutes. Kris “Nchante” Snyder (m), Ken Gale, Ellen Kranzer, Susan Weiner, Ellie Younger

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 the shakeups to the Marvel Universe and where things will go from here! Morgan Crooks (m), Sara Codair, Timothy Luc, Marianna Martin PhD, Troy Miskovsky

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 Mobius, Shaeleen Rogers/Multiverse

189 Cooperative Games Marina 4 (2E)
Board and video games have recently seen a major uptick 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 Lightseabres presents Jedi High School (1hr) Harbor-A (1W)
What happens when it’s the first day a class is using lightseabres, but one of the students doesn’t know which way to point a lightseabre? JEDI HIGH SCHOOL is a farcical comedy, after which we will teach a short workshop (limited availability; we’ll take signatures just before the show starts). David Leung (m), Jackie Martin

5:00pm

191 Roll the Dice! (2hr) Harbor 1 (3W)
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 Skree? Roll the dice! Anything is possible with enough luck! Jack McDaid (m)

5:30pm

192 Still Waiting For My Food Pilis Alcott (2W)
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. This year’s design is the Arisia Lens. NOTE: This is a quick project, so this block is divided into three short sections. Be sure you go to the one you sign up for! Materials fee: $5 per participant. Kids under 10 may participate but must have an adult “assistant.” Sign up in Program Nexus. Limit: 15 per session. Kevin Osborn (m)

194 Songs of Rudyard Kipling Faneuil (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 Taaffe

195 So You Want to Show Your Art (Beyond Arisia) Douglas (3W)
Can it 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. Nicholas “phi” Shectman (m), Ken Gale, Ellie Younger, Summer Hargraves

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. Either way come get together with other fans over 65. Westfield? Either way come get together with other fans over 65. Marwen Westfield (m)

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 Vinomono (m)**

198 **Mind’s Eye Society-Changeling: the Lost 2E (4hr)**  
Lewis (3E)  
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**  
Harbor II-III (3E)  
Tour the Art Show with our Artist Guest of Honor, Kristina Carroll! **Kristina Carroll**

200 **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 Feller, Carol Salemi, Sharon Sharsky, Jamila Sisco**

201 **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 soundtracks, 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)**

202 **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’s 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**

204 **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 didn’t 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

205 **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 Turnbull**

206 **X-Men (2000) (1hr 45min)**  
Griffin (3E)  
5:45pm

6:00pm

207 **It’s NOT my Fault! (Fate) (4hr 30min)**  
Harbor I (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)**

208 **MTG Channeled Cube Draft (4hr 30min)**  
Harbor I (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 have mana screwed or mana flooded when any spell can also be a land!” **Chris Ramsley (m)**

209 **Organized Play: Lost on the Spirit Road**  
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)**

210 **Organized Play Pathfinder:The Absalom Initiation**  
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)**

211 **Organized Play: Cats of Cattullhu**  
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)**

212 **Organized Play: Cyberpunk**  
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)**

215 **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**

216 **Writers’ Improv**  
Adams (2W)  
Using the games and techniques of improvisation, writers break through writer’s block and vanish 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 give a shout out to Cam from The Letters Page. **Donna Martinez (m), Beth Barnett, Andrea Martinez Corbin, Tori Queeno, Mark “Justin” Waks**

217 **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**

218 **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), Bhdhakra Love, A Joseph Ross, Ian Randal Strock**

219 **Harassment, Missing Stairs and Safety in LARP**  
Faneuil (2W)  
Community is 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
community knows of a problem player, but tacitly allows them to keep preying 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


221  Spirit of the Holiday (Clockwork Dominion)  (4hr 30min)  Harbor I  (3E)  In 1845, the people of London are preparing for the Christmas holiday. ACharlotte keeps 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 Hannan (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 Marlin (m)

223  Art Show- Open House for Fans with Disabilities  Harbor II-III  (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 enjoyment. 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)  Androgyny, 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 said in the space stays in the space. Sol Eidan Houser (m)

226  Arisia's House of Games  Marina I  (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 pinball game 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? Lynndsay 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 colleague 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 multiple fronts: By Russians, Mind Flayers, 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 Janez, David Olsen, Richard Ralston, Bey 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, 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. Jade Shabry (m)

7:30pm

231  Real Genius (2hr)  Griffin  (3E)

232  English Country Dance (1hr 30min)  Commonwealth  (1W)  ECD is an elegant, flirtatious, and popular form of community social dance enjoyed by people all over the world, but where else in New England can you try Jane Austen-style dancing with the likes of Darth 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)

8:00pm

233  Jackbox—Quiplash 2 (3hr)  Carlton  (3E)  Bring your phone, and lets play some Quiplash!

234  Ringrealms of Vagenvuur (D&D SE) (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, claustrphobic 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)

235  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. Scott Marchand Davis (m)

8:30pm

236  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 directly present themes such as race, sexuality, gender identity, disability, class, ageism or religion that have been addressed in the past in metaphorical terms? How can authors incorporate explicit representation of diverse identities in their protagonists in ways that include all readers? Sioban Kryzwicki (m), Lisa Batya Feld, Julia Olsstein, Andrea Hairson, Monique “Moniquill” Poirier

237  Blockprinting  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. Nyadam (m)

238  Rousing Chorus Songs  Bullfinch (3W)  Come sing (or just listen, but we hope you’ll sing) songs with uncommonly good and energetic choruses that really pull people in. Folk, folk, and anything else is all welcome, but insufficiently rousing songs and songs without choruses will be gonged! (themed participatory song circle) Nat Budin (m), Angela Kessler, Benjamin Newman

239  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

240  Legacy Games  Fanueil (3W)  Starting with Risk Legacy, and really entering the mainstream with Legacy Games. 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. Cate Schneiderman (m), Morgan Crooks, Walter H. Hunt

Art  Music  Game  Combat  FastTrack

Presentation  Reading  Anime  Video
Many wrote o

Slut-shaming is the act of treating people, often women, as inferior or

Come make connections with other members of the Arisia commu-

T

Come discover your new favorite writer as members of Broad Universe

Reading the Rainbow

A reading of speculative fiction works that center and the stories of

Come play a board game. Meetup, then break into groups to play

Shame on Slut-Shaming

Slut-shaming is the act of treating people, often women, inferior or

Polyamory Meetup

Come make connections with other members of the Arisia community

How do I Live This Life?

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

Broad Universe Rapid Fire Reading

Come discover your new 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

Many wrote of 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 us, and speculate on where it might go when it returns to Hulu in the fall.

The Orville is a love letter to the space operas of its 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 us, and speculate on where it might go when it returns to Hulu in the fall.

A song will have at least one opportunity to do so. (participatory song circle) Ellen Kranzer (m)

Late Night Writers Cafe

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

A reading of speculative fiction works that center and the stories of

Rewarding a Reader’s Expectations

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), Jeane Cavelos, Harrison Demchick, John Sandman, Alison Wilgus

The Arisia Munch (18+)

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 in local their fetish scene. Connect with Arisia’s experienced BDSM players, the kink curious, and fetishists of all kinds. 18+ only. Micah Schneider (m), Mildred Candy

How do I Live This Life?

Disability and chronic illness doesn’t just “get better.” At some point, we accept that we live with this for the rest of our lives, and figure out how to cope and enjoy what we have. We’ll tell stories about the amusing and surprising things we see, and how we deal with it all. Alan Wexelblat (m), Bekah Anderson, Tikva (raycho), Heather Urbanski, Kate Wechsler

End of the Night

End your evening with some great readings from Arisia’s authors. Donald S. Crankshaw, Morgan Cooks, Lee C. Hillman (Gwendolyn Grace)

Rocky Horror: A Wild and Unsanctioned Thing at 45

In 1975, this adaption of Richard O’Brien’s cult stage sensation faced poorly with audiences. But within a year, The Rocky Horror Picture Show became a midnight favorite as a new crowd discovered it, and it with a community that accepted and upraised them. More of an event than a movie, we’ll look back on our own experiences with a film that launched careers, celebrated cheesy B-movies, and had us milling around Church Street in Harvard Square every weekend. Dan “Green” Marsh (m), Kristina Carroll, Max Impakt / Ask Kaylee Frye, Sam Schreiber, Susan Weiner

PMR Gender-Swapped Star Trek (1hr 30min)

By Any Other Name: The crew of the Enterprise is captured by aliens set on reaching the Andromeda galaxy. It is up to Kirk and her officers to stop them, even if only with their wits—and Scotty’s liquor cabinet.

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

An Inexucusably Filthy Children’s Time-Travel Farce, FOR ADULTS ONLY! It’s December 21st, 2012, and something’s gone terribly wrong with the timeline. Now it’s up to Saint Nicholas, a soft-boiled detective, and an unknown carpenter’s son named Jesus of Nazareth to set things right in this giddily blasphemous collection of literary parodies by internationally touring storyteller Phillip Andrew Bennett Low! philip andrew bennett low (m)

Arisa Saturday Night Dance (4hr)

DJ DIRGE returns for another Saturday night Arisia dance. Join us as 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)

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

Waterworld (2hr 15min)

The ice caps have melted and the planet is covered with water. Kevin
Costner plays a mariner trying to help a woman and her daughter find a safe place to live.

12:00am SUNDAY

264 Dr. Horrible’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 Teseract Players for a sing-a-long where the rapture or evil inside of you will be rekindled. Glenn MacWilliams (m)

1:30am

265 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 Teseract Players for a sing-a-long where the rapture or evil inside of you will be rekindled. Glenn MacWilliams (m)

8:00am

266 Emperor’s New Groove (1hr 30min) Griffin (3E)

8:30am

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

268 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 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

269 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, Randee Dawn, Andy Hicks, Troy Minkowsky

9:00am

270 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)

271 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 chroni-

272 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 chroni-

273 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 chroni-

9:30am

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

10:00am

275 Northern Lights Costumers Guild Meeting Alcott (2W)
The Northern Lights is the New England Chapter of the ICG (International Costumers Guild). This will be their monthly guild meeting, new/prospective members are welcome to come and chat and maybe eveng join the guild!

276 Paint Your Own Suits! Using Fabric Paint Adams (3W)
For 10 years I’ve been creating my own characters by fabric painting patterns on cotton unitards. In this workshop I’ll share my approach and my techniques, using jacquard fabric paint. I’ll cover masking, airbrush, spraying, stenciling, creating vinyl patterns with interesting motifs, and of course, brush painting on fabric. This workshop will be a demonstration covering lots of information, and info packets will also be available. No materials fee. Sign up in Program Nexus. Limit: 20. Basil El Halwagy (m)

277 Songs of Protest and Resistance Bulfinch (3W)
Come sing (or just listen, but we hope you’ll sing) songs about resisting oppression in any of its myriad forms. From oppressive overlords to...
In an online article for Bustle, writer JR Keppe describes speculative fiction as helping thinking people be more ethical. How can writers promote/encourage/gloryviolence 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 Birdsell, Mercy Van Vlack

278 The Ethics of Writing Speculative Fiction
Douglas (3W)

In an online article for Bustle, writer JR Keppe describes speculative fiction as helping thinking people be more ethical. How can writers promote/encourage/gloryviolence 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 Birdsell, Mercy Van Vlack

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. Suli Jeffon (m), Lisa Hertel, 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. Heine Tatroe (m)

281 Pokemon Go and Wizards Unite Meetup
Lewis (3E)
This is two meetups in one: Harry Potter Wizards Unite and Pokemon 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 I (3E)
You are bear cubs scheming together to stay up all winter long. Jeff Johnston (m)

283 THE PIERCED VEIL (Star Trek Adventures) (4hr 30min)
Harbor I (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
Otsi (2W)
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 (2W)
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 done fighting 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-I, Israel Rosek (m)

286 Short Story Contest
Hancock (2W)
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 Cohin (m), Inanna Arthen, Sara Codair

287 Tubular friendship bracelet weaving
Hancock (2W)
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 bead (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 (2W)
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 (2W)
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 continued its run of offerings like Ma and Happy Death Day 2U. Big releases (It: Chapter Two, Us, Midsommar), reboots of old favorites (Child’s Play, Pet Sematary) and comedies (The Dead Don’t Die, Zombieland: Double Tap) filled out the roster. We’ll run down the best of what we saw this year! Corinne Luz (m), Deidre Crimmins, Megan Kearns, Timothy Luz, Troy Minkowsky

292 Fifty Years After Ringworld
Marina 2 (2E)
Larry Niven’s classic SF novel Ringworld was published in 1970. How have its concepts and themes held up over time, and how have they influenced SF fiction in the decades since its publication? And why, despite its obvious influence on other SF movies (Interstellar for example), and despite several attempts, has it never been filmed? James L. Cambias (m), Jeff Hecht, Alexander Jablowski, Sioban Krywicki, Mark Painter

293 How Arisia Inc. Works
Marina 3 (2E)
Curious about what’s behind the Arisia curtain? Wondered how to get your voice heard? At this panel, members of the Arisia corporation will explain how to operate the non-profit that keeps the conventions and related activities going. This is an optional entry-level look that will prepare you to participate the official corporate meeting on Sunday at 1pm. Attendance is open to all. Kelly Fabijanic, Rachel Kadell, Nicholas “phi” Shectman

294 Trains in Space
Marina 4 (2E)
Captain Marvel. Firefly. Doctor Who. These all have trains in space. Let’s talk about how awesome trains are, how much more awesome they are in space, and like, how that would actually WORK (or not). TRAINS IN SPACE. How can this go wrong? Jonathan Woodward (m), Debra Doyle, Danny Miller, Andy Rosequist, Kevin Tursausky

11:00am

295 Pinky and the Brain (1hr 30min)
Griffin (3E)

296 Dance Games (3hr)
Carlton (3E)
Come play various dance games in the video game room with other like-minded individuals.

297 Steampunk Martial Arts (1hr)
Grand A (1W)
Characters in the perilous worlds of steampunk study a variety of martial arts. Whether to fight off ruffians, prepare for a duel at dawn, or recreate elegant weapons of a less civilized age, the people of our world’s Victorian era did too. Join Dr. Ken Mondschein, Maitre d’Armes Historique, author of “Game of Thrones and the Medieval Art of War” and his students from MHS as they present an exhibition of historical martial arts, followed by a hands-on class in Victorian greatstick fencing! Ken Mondschein (m)

298 Walk the Labyrinth (1hr)
Commonwealth (1W)
What’s blue & white and bigger on the inside? Our 30’x30’ seven-circuit classical labyrinth! A tool for walking meditation, self-inquiry, relaxation, or just for fun, use it to find a little peace during the excite- ment 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

11:30am

299 Superhero Costuming
Alcott (3W)
In many cases, superhero costuming means spandex and capes, but that doesn’t have to be the case. Bring out your inner hero and learn about the different types of superhero costumes and the techniques used to create them. Also, discuss the most popular and mainstream superhero costumes, and those that get overshadowed by them. Nightrider Whitehead (m), Basil El Halawy. Mercy Van Vlack

300 Redesign It!
Adams (3W)
Cosplay isn’t always about replicating the exact look of a canon charac- ter. 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! Sign up in Program Nexus. Limit: 15. Hannah Prum (Kirkette Cosplay) (m)

301 Chantey Sing
Bulfinch (3W)
Come sing (or just listen, but we hope you’ll join) songs of sailing in all forms, with an emphasis on work songs from the age of sail. Fun for all! (themed participatory song circle) Jeremy H. Kessler (m), Frederic Jennings, Sonya Taafe

302 Get Re’c! Books for Aspiring Writers
Douglas (3W)
A panel of writers will suggest books that they’ve found helpful in learning the craft of writing, describing what makes those books effective and what they learned from them. Books will be drawn from a...
302 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 can 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 Dulecy, Scott Lefton, Michael Meissner, Drew Van Van.

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), Bhadraka Love

306 Just the Facts: Telomeres and Aging
Otsi (2W)
Why do we age? One exciting theory is that telomeres, the extra “buffer” generic material on the ends of each chromosome, deteriorate with each successive cell division. The loss of telomeres 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 Andreidis PhD, Dr. Jim Prego

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), Jaimie Garmendia, Emperor Joey-I, Donna Martinez, Mark “Justin” Waks

308 Captain Marvel Has Nothing To Prove To You
Marina 1 (2E)
February 12th marked the publication of a 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 performance is anything to go by. As the first MCU release with a woman as the title character, we talk about what worked and what could come next. Heather Urbanski (m), Christopher K. Davis, Lyndsay Ely, Victoria Janssen, Jennifer Pellard

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, the huge range of ways they’ve been interpreted and presented, and talk about what more we want of these magical ideas in productions, adaptations, or fanfic. Shoshana Traum (m), Greer Gilman, Dan “Grim” Marsh, Rebecca Massfield, Anne E.G. Nydam

310 Meet the Eboard
Marina 3 (2E)
The Arisia Convention is run by a Con Chair and their team. Con Staff turns over from year to year and focuses on the convention itself, all the programming, events, hotel resources, everything from The Watch to The Rick Hunt. Arisia Inc. is a 501c3 non-profit, volunteer-run organization whose purpose is to promote science fiction and fantasy. Meet the folks who run the corporation and hear a bit about what else Arisia Inc. does besides throw this convention every year. Kelly Fabijanic, Sol Eidan Houser, Nicholas “phi” Shectman, Rachel Silber

311 Celebrating 100 Years of the 19th Amendment
Marina 4 (2E)
Ratified on August 18, 1920, the 19th Amendment gave white women the vote to right. Come learn about the journey to win that right, the fights 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. Burstine, Kate Kaynak, Siobhan 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 many of the historical techniques the Italian Gentleman would have used to defend both his body and his honor. Adrian Gunn (m)

12:30pm

313 The Girl Who Leapt Through Time (1hr 45min)
Griffin (3E)
Screened in Japanese with English subtitles

314 Raising Future Adults
Alcott (3W)
Parents face a lot of criticism about “kids these days” and what the future is to hold. Is there any way to grow into great adults. How do we navigate all the advice and criticism? Is “elf on the shelf” a form of gaslighting? Does reading Harry Potter help develop an awareness of social justice? Is paying kids to do chores a form of bribery? Parents and professionals discuss issues that work and the potential impacts of some experiences. Kate Kaynak (m), Eemeli Ara, Bhadraka Love, melissa macintyre, Kat Tanaka Okopnik, Alan Wexelblatt

315 Graphic Novel Writing
Adams (3W)
Learn how to turn your ideas into a graphic novel script from a former DC Comics editor. We will covering visually, understanding the differences between writing for TV or film and writing for comics, working collaboratively with artists and how to avoid the five biggest mistakes of comic book writing. Sign up in Program Nexus. Limit: 15. Alisa Kwintney (m)

316 Fanfiction Festival (2hr 30min)
Bullfinch (3W)
We’re going to throw a small fanfiction festival to celebrate the creativity of the authors in our community who would like to read short works or selections can sign up for a 10 minute spot before the convention, or at the convention in Program Nexus. Feklar42

317 Proper Pronouns Matter
Douglas (3W)
Most of us were taught that gender was binary: he/she. We live in a world that has a much wider spectrum of people and genders. Let’s discuss the variety of pronouns used today, why it is important to use them properly and respectfully, and why increased awareness of gender and related pronouns can create a greater sense of welcoming community. Nomi S. Burstein (m), Aisha L. Cruse, Lore Graham, Aran P. Ink, Andrew Rosequist, Brent Weichsel

318 Kid-Friendly Maker Projects
Faneuil (3W)
Kids (under 12) can be Makers, too. What sort of projects are complex enough to be interesting, but simple enough for beginners to complete? What projects are good for families to tackle together, and what are appropriate for the kids to do on their own? Kevin Osborn (m), Julia Ausetine, Scott Wilhelm, Guillermo Zeballos

319 Tears in Rain: Rutger Hauer
Independence (3E)
In 2019, we lost Rutger Hauer, a character actor with a long pedigree in genre films. Making a huge impact as self-aware replicant Roy Batty in 1982’s Blade Runner, Hauer could be seen in innumerable SF/F properties, most notably The Hitcher, Ladyhawke, the original Buffy the Vampire Slayer, Sin City, and even Galavant. Join us as we say goodbye to a much beloved mainstay of nearly forty years of science fiction and fantasy entertainment. Dan “Grin” Marsh (m), Griffin Ess, Rachel Kenley, Richard Rakston

320 Just Another Day at School (Little Wizards)
Harbor 5 (3E)
For young Mages and Sorcerers in training, the amount of magical theory (and homework) can be pretty overwhelming to handle. When mischief starts running amok around school grounds however, the Little Wizards may have preferred the essays they had to write. Nevertheless, there’s clearly something wrong and it’s up to you to the wizards to right things again. Keegan Hannon (m)

321 Speed Circuit (3hr)
Harbor 1 (3E)
The original race car game Kenneth Marin (m)

322 Ogre board game (5hr)
Harbor 1 (3E)
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.

323 Gender-Variant Cosplay
Otis (2W)
Cosplay can offer a fun way to play with gender, whether one is cross-dressing, gender-bending a favorite character, or something totally different! This panel will offer tips and tricks for new and experienced cosplayers alike, as well as insight on what it’s like to play with gender in a con scenario. Nightwing Whitehead (m), Hannah Prum (Kirrjeta Cosplay), Lilli Feiler, Milo Martinez, Julia Pugliese
Arisia, Inc. is the non-profit that signs our contracts, owns our equipment, and 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.

Welcome to The Good Place! Everything Is Fine. (3hr)

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? Andy Hicks (m), Arthur Chu, Andrea Martinez Corbin, Ilene Tatroe, Cadwell Johnson

Arisia January Corporate Meeting

(1hr)

H. Hunt, Aaron Marks, Lisa Padol, Mark Painter

Join a group of game funders, players, and creators. But how does it work? Are the games any good? And what makes a successful campaign? Mn is a participatory sing-along with words provided, via either projection or paper handout)

Lee C. Hillman (Gwendolyn Grace (m), melissa macintyre, David Olsen, Tori Queeno, Jude Shababi

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! This annual panel looks out at space, down at particles, around at medicine, and in at psychology! And that’s never all! Mark L Amidon (m), Jeft Hecht, Roy Kilgard, Charity Southworth

Lighting It Up: Adding Sparkle to Your Projects

Faneuil (3W)

This workshop covers how to design basic and intermediate LED and other illumination techniques for set decoration, events, or even home lighting. If you have small projects bring them for show and tell.

Michael Meissner (m), Shirley Dulcey, Phillip Hallam-Baker, Scott Lef- ton, Drew Van Zandt

Love Is The Message: Pose

Independence (3E)

For two seasons and counting, FX’s Pose has followed the largely African-American and Latinx ballroom culture in Reagan/Bush-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 this series, with special attention to an underground culture that’s been lacking positive representation up to this point. Donna Martinez (m), Megan Kearns, Jennifer Pelland, Brent Weichsel

Mind’s Eye Society: Werewolf

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...
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

Costuming and Movement

Otis (2W)

Costumes, by nature have to move! As wearable art, how to 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. Raven Stern (m), Lilli Feiler, Basil El Halwagy, Ken Kingsgrave-Erstein, Mark Millman, Barbara M Pagliese

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? 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 to its most basic elements. A. L. Kaplan (m), Lawrence Raphael Brothers, Timothy Goyette, Ian Randal Strock

Spoon-A-Pults

Hancock (2W)

* Come and construct your own spoon-a-pult.

Children’s Filk Concert

Filk! Sing-a-longs! Bring your voice! Emma Caywood

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 paperless future with no books, and often only AI or holographic librarians. In 2020, libraries still have books (and librarians), but they’re 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

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

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 questions, fi ve years ago, the fi rst 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 questions, and was it all just too far-fetched? Or were the themes and tropes. Is some horror fiction regressive (especially concerning women) or transgressive? Do horror tropes reinforce stereotypes or break them?

Parental Advisory: Language, sexuality, violence, and depictions of grisly violence.

The Resurgence of Horror Fiction

Thomas Milner-Wöhlers (m)

Parents Advisory: Language, sexuality, violence, and depictions of grisly violence.

Teen Sword Fighting

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 long-sword, in the German martial tradition. Mr. Ferguson (m)

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 poster or paper handout) E. J. Barnes (m), Nat Budin, Ellen Kranzer, A Joseph Ross, Mercy Van Vuëck

Make a Watercolor Sunset

Adams (3W)

Learn the watercolor wash technique, and make a sunny sunset painting or two to take home. All materials provided. Ages 8+ suggested. Sign up in Program Nexus. Limit: 20. Lisa Hertel (m)

Recovery Check-In

Bulfinch (3W)

Whether this is your fi rst sober con or you’re an old pro, come share strategies, fi nd a sober buddy, or just check in with other folks in recovery in an informal, non-12-step setting. Emily Walton (m)

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

Make it GAYER! Queering Up Comics

Fanueil (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 Wilgus (m), Jaime Garmendia, Renie Janesian, Kyri Lorenz, A. Szabla

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 Shabry (m), Eric “in the Elevator” Zuckerman

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 he’s not forget 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)

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 Castiello (m)

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; 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 Toland (m), Kevin Cafferty, Monica Castillo, Jennifer Pelland, Mink Rose

Drop in Coloring and Crafting (4hr 30min)

Stone (2W)

Bring your latest sewing or knitting project, your small handcrafts, or just come and color and relax in good company.

Learn to Knit

Hancock (2W)

* Learn to knit—we provide everything! Kate Brick, Mildred Cady, Marnen Laibow-Koser

Balloon Cars

Hancock (2W)

* Come make a balloon car!

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 off the heads faster than a Firebolt? Ken Gale

Capture the Pokemon

Webster (2W)

* Bring your energy and excitement. Be a Pokemon, and dodge, run and hide from the Pokemon trainers. Then take your turn as a Pokemon trainer, and try to capture some Pokemon!

The Resurrection of Horror Fiction

Marina 1 (2E)

* 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 its 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 Crooks, Gordon Linzner, Suzanne Reynolds-Alpert, Sam Schreiber, Sonya Taafe

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 CRISPRs done for us lately? About 50 already have been approved for human trials, with many more in the pipeline. How does CRISPR work? What is CRISPR good for? What are the potential dangers of CRISPR? How do CRISPRs get to the parks? Diane Thomas (m), Jennifer Martinez (m), Rob Erdmann (m), Michael A. Burstein, Greer Gilman, Danny Miller, Meredith Schwartz

FastTrack

44 SUNDAY

- Art Music Game Combat FastTrack

Presentation Reading Anime Video
375 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 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, N天鹅twing Whitehead

377 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 Ultraman (1966) (2hr)
Griffin (3E)
Screened in Japanese with English subtitles

5:00pm

379 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 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 The Dragon’s Disco (D&D 5e) (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 with a bevy of musical bard bashes. 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 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 Iselt Eldredge, Keith Yatsuhashi

383 Super Awesome Advice Panel!
Faneuil (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 Luc

384 Don’t Call My Book “Science Fiction”
Independence (3E)
As science fiction and its themes become more and more mainstream, the “literary” authors are incorporating tropes like AI, alternate reality, futurism and dystopian fiction. Many are like are 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 Jancz, John G. McDaid, Mark Painter, Kevin Tuaukusky

385 The Nice and Accurate Ineﬀability of Good Omens
Otis (2W)
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 miniseries and how well it lived up to the material. A.J. Odasso (m), Julia Gilstein, Lee C. Hillman (Gwendo- lyn Grace), Karen S., Gabriel Valdez

386 Writers React to Bad Writing
Marina 1 (2E)
Some writing doesn’t work. But why? How? A panel of writers will offer up examples of ineffective or lazy writing—or at least doesn’t work in the way intended. While making sure the discussion is respectful of the time and effort necessary to write anything, by reacting to specific scenes and moments in famous works, panelists will show what probably went wrong and how it might have been fixed. Gordon Linzner (m), Elizabeth Birdsal, James L. Cambias, Harrison Demchick, Debra Doyle

387 The Science of “The Expanse”
Marina 2 (2E)
One of the few shows on TV that gets the science right. Grav boots, acceleration couches, constant acceleration gravity. Shoot the juice from blacking out at twelve Gs! KarlS Web (m), Roy Kilgare, Cate Schneiderman, Charity Southworth

388 You’ve Been Framed! Framing Tips for Artists
Marina 3 (2E)
Show your art in the best possible light. Come speak with panelists who have tips on framing up your art for appeal and cost effectiveness. Panelists (including a pro framer, and artists across the framing spectrum) will share tips and answer questions. Lisa Hertel (m), Liz Betts, Kristina Carroll, Anne E.G. Nydam, Nicholas “phi” Shectman

389 Relationship Basics
Marina 4 (2E)
No matter your relationship structure the keys to happy, healthy relationships are similar and every so often we could all benefit from a little refresher. What are the secrets to good relationships? Come learn about ways to make your relationship(s) better. Abigail Keenan (m), Marzell Barker, James Cronen, Aisha L Cruse, Kris “Nchanter” Snyder

6:00pm

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

391 Reminiscence Virtua RPG (Apocalypse) (4hr 30min)
Harborl (3E)
“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 figure out how to use your Virtue.” Inspired by real dreams, Reminiscence Virtua blends the post-apocalyptic and cyberpunk genres into a decidedly surrealist experience.” Chris Ramsley (m)

6:30pm

392 Dragonslayer (2hr)
Griffin (3E)

7:00pm

393 Playing the Other
Alcott (3W)
In roleplaying games, both tabletop and LARP, you are usually playing someone other than yourself. When you adopt a culture or identity not your own, there is a danger of misappropriation, often unintentional, by misusing or abusing that identity. How can you roleplay a culture other than your own respectfully, and what are your responsibilities as an artist? How can you identify or your character cross the line? When should you just choose not to go there? Marzell Barker (m), Benjamin Chicka, Arthur Chu, Feklar42

394 Sing-along: Dr. Demento & Friends
Bullfinch (3W)
Come sing (or just listen, but we hope you’ll sing) the sort of weird songs that Dr. Demento used to play from under the smogberry trees; classics such as “Dead Puppies,” “They’re Coming to Take Me Away,” and “The Existential Blues”. We can’t promise that Dr. Demento will be in attendance, but please invite him if you know him. (participatory sing-along with words provided, via either projection or paper hand-out) E.J. Barnes (m), Dan “Grim” Marsh, Mercy Van Vlack

395 Talking Cats and Political Rabbits
Douglas (3W)
There are several kinds of anthropomorphic fiction, from fantasy in which animals talk and interact with humans, to allegories, to stories in which humans don’t appear at all. They can be played for humor or for intense drama (Watership Down). We’ll talk about our favorite anthropomorphic fiction, how it’s done well...and how it sometimes
Researchers have made wine, beer, and bread from yeast recovered
Panelists and audience members can suggest a fannish property (tv
Increasingly, stories and writing borrow elements and tropes from
We’ll discuss the ways that fanfiction styles can differ based on

In Space, Who Can Hear Your Aria?  

Kink your Fandom (18+)

Spirited of the Holiday (Clockwork Dominion) (4hr 30min)

Axis and Allies and Zombies (4hrs 30min)

Masquerade Doors Open (1hr)

Blues Fusion Fantasy—Dance Lesson (1hr)

Class description: Fusion dancing is a collaborative dance form that

Panelists and audience members can suggest a fannish property (tv
Increasingly, stories and writing borrow elements and tropes from

It’s Axis & Allies with a twist! Now the armies killed will sometimes

In 1845, the people of London are preparing for the Christmas holiday.
Alchemists keep homes of the elite toasty for their parties, and mag-
cians 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.

Those you relied on for order are gone and the city is falling around
you. The night sky holds dark omens and humanity is in chaos. You
know if you want to live to see another night, you have to act and you
have to act fast, but this is more responsibility than you’ve ever had
in your young Unlike. With limited time and resources, what will you
choose to protect? What will you sacrifice to get what you want? DJ
Dirge (m)

It’s Axis & Allies with a twist! Now the armies killed will sometimes
turn into zombies that attack everyone. To win, you’ll not only need
to defeat the other side, but you’ll also need to avoid the Zombiopoca-
lypse. Kenneth Marin (m)

In 1845, the people of London are preparing for the Christmas holiday.
Alchemists keep homes of the elite toasty for their parties, and mag-
cians 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.

To examine sightings of a suspicious individual. Routine
work, but hopefully that means everyone will be home for Christmas
soon. Keegan Hansen (m)

Bringing Horror into Other Genres

Otsi (2W)

Increasingly, stories and writing borrow elements and tropes from
different genres, including horror. What elements of horror can be
brought over into other genres? Other than simply ‘scaring the reader,’
what is the purpose of such cross-pollination? Can the tropes and devices
of horror fiction be used for surprising effects? H. M. White (m), Gillian
Daniels, Liz Salazar, Sam Schreiber

Kink your Fandom (18+)

Marina 1 (2E)

Panelists and audience members can suggest a fannish property (tv
show, movie, book, comic, anime, etc.) and the panelists will discuss
how it is kinky or could be kinked, answers could be fun or a more
serious discussion of the motivations or actions of a character or
show. 18+ only. Hannah Pryan (Kirkette Cosplay) (m), Max Impakt /
Ask Kaylee Frye, Abigail Keenan, Ian Randal Strock

A Loaf of Bread, A Jug of Wine, and Anthrax

Marina 2 (2E)

Researchers have made wine, beer, and bread from yeast recovered
from ancient pottery vessels. Palm trees have grown from 2000-year-
old seeds and are now reproducing. But residents of Siberia were
infected with anthrax from a melting reindeer corpse, and we may
even have to worry about long-dead people thawing and reintroducing
smallpox. How do we balance archaeological discoveries against
public safety? And how else could climate change turn our melting
biome against us? David G. Shaw (m), Thomas A. Amoroso, Bhadrika
Love, Dr. Jim Prego, Susan Weiner

Many of us care passionately about social and political causes, but
don’t know how to act on our passions. Some of us have little money,
constrained time, physical limitations or other barriers. How can we
act effectively on causes we care about? What are good organizations
that we should look into for donating our time and money? How do we
know what kind of commitment will be required for social or political
action (e.g., a march or protest) and whether that fits within our limi-
tations? Amos Meeks (m), Emperor Joey-I, John G. McDaid, Meredith
Schwartz, Kate Wechsler

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 storyline failures 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

Faneuil

Led Zeppelin repeatedly referenced “The Lord of the Rings” in their
music. Queen wrote two soundtracks for SF cinema. “Blows Against
The Empire” was the first musical album nominated for a Hugo.
Throughout the 60+ year history of rock and roll, themes and tropes
from science fiction and fantasy have featured prominently, and vice
versa. Come explore the vast universe of genre fiction within popular
music with Arisia, and we’ll flick our lightning rods for you, Julia Gilstein (m),
Kevin Cafferty, Donna Martinez, Danny Miller, Mark W. Richards

12 Monkeys (2hr 15min)

Time to Bring Back Some Tropes?

Independence (3E)

Like any other art form, techniques that were once popular fall out of
favor, tropes that were all but a requirement for a story are discarded,
and some narrative forms become rare. What styles in older specu-
lative fiction are due for reconsideration? Which ones deserve their
obscenity? Panelists will describe alternate ways to write that deserve

All panels are 75 minutes unless marked otherwise.
consideration in contemporary fiction. Genevieve Iscut Eldredge (m), Liz Salazar, W. B. J. Williams, Keith Yasashashi

419 Let’s Write Together!  
Otis (2W)  
Collaborative fiction writing and shared world fiction continue to hold a fascination for speculative fiction writers. From the masonic 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 narrative? This panel will include discussions of techniques for collaborative fiction writing and common pitfalls. Steve Popkes (m), Tanya Gold, Timothy Goyette, Naomi Hinchen, Cadwell Turnbull

420 Polyamory in Theory and Practice  
Marina 1 (2E)  
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 make up your mind about how you feel about someone if you find people whose polyamorous 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

421 The Hacker’s Guide to D&D  
Marina 2 (2E)  
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

422 The Return of Is This A Sandwich?  
Marina 3 (2E)  
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

423 The Chaworskis and Gender Representation  
Marina 4 (2E)  
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

424 Sing-along: Musicals and Show Tunes  
Alcott (3W)  
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 support the singing, (participatory sing-along with words provided, via either projection or paper handout) Rachel Kenley (m), Dan “Grim” Marsh, Sam Schreiber

425 Open Singing  
Bulfinch (3W)  
Come listen and/or make music in this unhemed 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)

426 Arkham Horror: A Night of Mayhem  
Independence (3E)  
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 success 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)

427 Roll the Dice!  
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 you 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 Skree? Roll the dice! Anything is possible with enough luck! 18+. Jack McDaid (m)

428 Story Pitch Challenge  
Otis (2W)  
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 Goyette, Cassandra Lease, Kevin McLaughlin, Cadwell Turnbull, Alison Wilgus

429 Introduction to Kink  
Marina 1 (2E)  
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 do’s 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 Hwig (m), Avan P. Ink, Lisa Padol, Tobi Queeno

10:45pm

431 Return of the Living Dead  
Griffin (3E)

11:00pm

432 Masquerade Awards  
Grand AB (1W)

11:30pm

433 Singing Into the Night  
Bulfinch (3W)  
Open Singing descends into chaos. Music will continue as long as people are interested. (participatory song circle)
In 2019, the 50th anniversary year of the Apollo 11 moon landing, "Figure Writing" is similar to Figure Drawing where you have a human subject you're deconstructing for visual exploration. 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)

442 Writers Assembly! Writing with a Group
Bulfinch (3W)
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

443 Masquerade Show and Tell (1hr 30min)
Douglas (3W)
A show-and-tell session where masquerade participants may display and discuss 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. James Hisey (m)

444 Pixar: 25 Years (and Beyond!)
Faneuil (3W)
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

445 Songwriting Round-table
Independence (3D)
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

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 (3E)
Your group of thieves and ner’do wells has an easy assignment: watch the bridge into the city for goons trying to intimidate your Guild Master... what could go wrong? Also, Kajiu. David Buswell-Wible (m)

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

449 MtG Unstable Cube Draft (6hr)
Harbor (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 Weselblat

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 get 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)
Come learn how to play the Pokemon Card Game and battle with your friends! Micah Schneider

454 Quitting 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 1 (2E)
As comics’ most famous face, Somin’ 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 who was more than just a writer of 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, cosplaying, 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 makerspaces 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 Hertz, Scott Lefont, 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 eyewear is Mandatory—bring goggles if you have them. A limited number of NERF guns and pro-
462 Arisia RC Raceway (1hr)
Arisia RC Raceway (1W)
Spaces are limited. Hurry to the to the first Annual Arisia RC Raceway! Bring your own cars electric RC cars to compete in our no-marcy, 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)

11:15am

462 Audience Choice (2hr 15min)
Griffin (3E)
Did we show something you wanted to see while you were asleep? Is there something that you just HAVE to see again? We will run any 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.

11:30am

463 Ask a Trans Person
Adams (3W)
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 a few individuals who answer some questions. Questions will be submitted on cards, anonymously, at the beginning of the session. Please no recording devices at this panel—let’s be free to talk, honest answers, which requires some privacy for our panelists. Siobhan Krzywicki (m), Lore Graham, Aran P. Ink, Renie Jesanis, LB Lee, Penny Wilhelm

464 Sing-along: Schoolhouse Rock
Bullfinch (3W)
Are you just a bill? Do you know that interjections show excitement or interest? Do you know that "Yesterday's Weather" is a song? Come and sing your favorites. 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 (m), Fronaldyn Grace (m), Bhadrika Love, Jude Shubry

465 Smashing the Like Button on Film Criticism
Faneuil (3W)
Online video essayists have shown real skill at exploring film in new ways. Whether it’s the insight underneath the nonsense of the Plinkett reviews, the eye Patrick Willems brings to old favorites dressed in sketch comedy, or Lindsay Ellis’ analysis of The Hobbit that earned her a Hugo nod, there are untold numbers of film critics finding new ways to tell you that Star Wars was pretty good. We’ll analyze it in ways that we look for in online film criticism, and the ways they differ from what came before. Deirdre Crimmins (m), Reuben Baron, Megan Kearns, Sam Schreiber

466 Ex Arcana – Memphis (3hr)
Lewis (3E)
Wizards from across time unite to confront an ancient threat. A card-based parlor LARP using the CHRONOS system. Characters provided, or bring a 13-point PC. Costuming hints: Victoriana, Wild West, modern Occultist, pulp adventurer, magic-punk. Jason Schneiderman (m)

467 See You in the Funny Pages! Humor Comics
Otis (2W)
With all the dark n’ gritty reboots and very serious autobiographies, it can be hard to remember that these comic book items can actually be funny! Join in the fun as we remember old favorites from the decades past and gab about the modern day books that make us LOL! Danny Miller (m), Kevin Eldridge, Marianna Martin PhD

468 Asexuality-Umbrella Meetup
Stone (2W)
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 spectrum are invited to share a safe space and speak freely about their experiences in fandom and elsewhere. (To maintain a safe space, Allies are asked not to attend.) Naomi Hinchen (m), Julia Gilstein

469 Paper Rocket War
Hancock (2W)
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.

470 Last Day Open Play
Hancock (2W)
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!

471 The Fantasy Fiction of John Bellairs
Marina 2 (2E)
John Bellairs wrote several adult fantasies and multiple series of middle-grade fantasy-adventure novels before his untimely death at 53 in 1991. Bellairs’ quirky fiction about wizards and magic predated Harry Potter by decades. With “The House With a Clock In Its Walls” turned into a big-budget film in 2018, let’s explore what makes Bellairs’ work so distinctive and the influence he had on middle-grade fantasy. Sonya Taaffe (m), Inanna Arthen, Lisa Batya Feld

472 Creating Cover Art
Marina 3 (2E)
A cover’s artwork plays an important role in attracting new readers. In many cases the cover is the first thing a reader will notice down to an emotional level. Learn what goes into the design of a compelling cover, including how artists are chosen and what information they are given to work with. So that they can design artwork that draws the reader in. Mercy Van Vlack (m), Kristina Carroll, Sara Codair, Griffin Ess, James Hailer

473 Creating a LARP: Getting It From Idea to Reality
Marina 4 (2E)
You’ve come up with a great idea for a LARP, but how do you turn it into reality? What do you need to start? What systems do you use to compose your characters, PC and NPCs? How do you frame plots that rely on human interaction and behavior? How do you find and work with collaborators to come up with a great game? How do you find a space to use, and how can you “set the scene” if the space is lacking? Mark “Justin” Waks (m), Lisa Padoi, Tom Traina

474 Splendid Teapot Racing (1hr)
Commonwealth (1W)
Splendid Teapot Racing involves radio-controlled teapots negotiating an obstacle course. Attach a teapot to an RC vehicle and embellish to taste! Will your racer clear the Antique Crockery Slalom, climb the Ramp of Doom, and leap Crocodile Chasm? It doesn’t matter, because in this sport failure is hilarious! A few loaner teapot racers will be available, but priority will be given to those who bring their own teapot racers, Melissa Honig (m)

1:00pm

475 Rhythm Gaming Through The Years
Alcott (2W)
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, what makes a good rhythm game, and some epic failures that we’ve seen. Julia Pugliese (m), Forest Handford

476 Sing-along: Funny Songs
Bullfinch (3W)
Come sing along with some of the funniest songs, film 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

477 Organizing a Successful Geek Group
Douglas (3W)
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 starting, building, and maintaining social groups, discussing the successes and failures they’ve encountered over the years. Kristin Jain (m), Melissa Honig, Tori Queeno, Mark “Justin” Waks, Ellie Younger

478 Sex Talk: In & Out of the Bedroom (18+)
Faneuil (3W)
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 bring up sex and your needs in a non-threatening way. Sharing tips and dealing with success and failures they’ve encountered over the years.

479 Ray Bradbury at 100: From Green Town to Mars
Independence (3E)
Ray Douglas Bradbury, who passed away in 2012, would have turned 100 this year. From his first published SFF work at the age of 18, Bradbury 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 Taaffe

480 Card-Z: a zombie survival card game (3hr)
Harbor I (3E)
See if you can survive one day (4 phases) in the neighborhood. Gerald Kielpinski (m)

481 Pokemon TCG Cube Draft (4hr 30min)
Harbor I (3E)
“Play the Pokemon TCG without the need to buy your own expensive cards! In this draft, you’ll pick your cards and build your deck, then play some casual 1v1 duels and against each other. In this draft, “mutant evolution” is used, which means Pokemon evolve by type instead of by species, so your Squirtle could evolve into a Gyarados, and then into...”
a Feraligator! This makes drafting function perfectly in a game that doesn’t usually support drafts very well.” Chris Ramsley (m)

482 Relativism and the Superhero Otis (2W)
The last three decades have seen heroes and villains become more complicated as the old stories of black and white morality turn to gray. The motivations behind the characters can make for interesting stories, but has the blurring of the moral lines gone too far? Join our panelists as they attempt to sort out the good, the bad and the morally ambiguous. Michael A. Burstein (m), Gillian Daniels, Emperor Joey-I, Daniel Neff, Israel Peskowitz

483 Scale Modeling the Fantastic: Real and Fictional Stone (2W)Come meet other people interested in SF/F and real space modeling. Get greater detail about the hobby, find out about local resources, and discuss the specific kind of work we do (real space, specific shows, dinos, Lego, scratch-building, etc) Guillermo Zeballos (m)

484 Writing About Disabilities: A Holistic Approach Marina 1 (2E)The inclusion of characters with disabilities many times benefits from first-hand knowledge. When looking to include disabled or chronically ill characters in a story, what advice should writers know? A panel of writers will discuss their successes and challenges in creating authentic and complex characters with disabilities. Sarah Smith (m), Bekah Anderson, Sara Codair, Kyri Lorenz

485 Where is Star Trek Boldly Going? Marina 2 (2E)The new showrunners of the second season of Star Trek: Discovery took the crew in new directions and ended things with a status-shattering finale. Jean-Luc Picard is set to begin his own ten-episode series, while Lower Decks takes a more lighthearted look at some underutilized corners of Starfleet. What does the future hold, and will it make you finally shell out $6 a month for CBS All Access? Join our panelists as they look forward to the upcoming voyages of the Star Trek universe! Nomis S. Burstein (m), Nathan Comstock, Jennifer Pelland, Pablo Vazquez

486 Costuming on a Budget Marina 3 (2E)Costuming can be an expensive hobby, as the elements of a costume and the supplies needed to create them can add up quickly. We’ll discuss how to get the most out of your dollar through the use of inexpensive fabrics and notions, alternative techniques or materials, and how to plan ahead so you can find time and ways to save the most money. We’ll discuss thrifting, upcycling, downcycling/distressing, and how to choose versatile base items that can be used in multiple costumes. Hannah Prum (Kirkette Cosplay) (m), Wonder Wendy Farrell, Sarah “Tashari” Morrison

487 State of Arisia Community Update Marina 4 (2E)The past few years have been tumultuous for Arisia, Inc. and the members of our convention. We’ve been working to address issues and change our processes. We will discuss the steps taken to safeguard the community and regain trust so far. We will also respond to feedback given at other panels (#TimesUp at Arisia, Arisia Town Hall, and Con Safety: The Watch, IRT & What Comes Next) over the weekend. Diana Hsu, Nicholas “phi” Shectman

2:30pm

488 Understanding How Guns Work and Their History Alcott (3W)Have you ever wondered how a gun works? Guns are common in our society, but the mechanics around them are not always easy to understand. Join unnoted gun otaku Paul for this apolitical presentation where he will discuss the various types of guns produced throughout the last half millennium, common technical terms, US federal law around firearms, and what the anime, tv, movies, and video games we all love get wrong about guns. Paul Geronimi (m)

489 Simple Solutions for Creative Project Pitfalls Adams (3W)In most creative endeavors there are key points where failure to complete is more likely than not. About 20% into a new project you’re more likely to give up than keep going. At 50% you’re more likely to restart than finish. Griffin will walk you through the reasons these issues occur from a psychological perspective, and through ways to audit, avoid, and overcome these traps in general. Bring a notebook, and a past or present project to use as an example. Sign up in Program Nexus. Limit: 20. Griffin Ess (m)

490 Music Track Debrief (30min) Bullfinch (3W)Come tell us what you did and didn’t like about this year’s music programming, and help us figure out how to make it even better next year! Jeremy H. Kessler (m), Angela Kessler

491 Monday Feedback Session Otis (2W)Tell us how to improve Arisia for next year! Diana Hsu

492 Using New England in Speculative Literature? Marina 1 (2E)Boston and New England have served as the setting for a great many speculative stories, from Hawthorne to Lovecraft to Atwood. For writers interested in joining that tradition, what makes the New England setting special even in the hyperconnected 21st century? A larger topic for discussion: is it possible to talk about setting when so much of a person’s day is spent in consideration of things happening in the internet and media? James Hailer (m), Inanna Arthen, Monique “Moniquill” Poirier, Sonya Taaffe

493 Arisia Casting Call: The Fantastic Four Marina 2 (2E)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

494 Finding Closure Marina 3 (2E)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

495 How Important is Continuity in Comics? Marina 4 (2E)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 Krywicki (m), Mark L. Amidon, Lisa Butya Feld, Kyri Lorenz, Israel Peskowitz

3:00pm

496 Dead Dog Open Filk (5hr 45min) Bullfinch (3W)One last chance to sing, play, or listen. While nominally a filk session, all sorts of music are welcome. (participatory song circle)
<table>
<thead>
<tr>
<th>PARTICIPANT SCHEDULE</th>
<th>NOTES</th>
</tr>
</thead>
<tbody>
<tr>
<td>123, 205, 226, 239, 330, 419, 428, 442</td>
<td></td>
</tr>
<tr>
<td>Heather Urbanski: 7, 56, 142, 203, 256, 308, 444</td>
<td></td>
</tr>
<tr>
<td>Robert Ursini: 94</td>
<td></td>
</tr>
<tr>
<td>Gabriel Valdez: 88, 166, 385, 395</td>
<td></td>
</tr>
<tr>
<td>Mercy Van Vlack: 115, 144, 163, 277, 299, 359, 394, 472, 476</td>
<td></td>
</tr>
<tr>
<td>Drew Van Zandt: 279, 303, 346</td>
<td></td>
</tr>
<tr>
<td>Pablo Vazquez: 168, 196, 485, 493</td>
<td></td>
</tr>
<tr>
<td>Julie Vinomano: 197</td>
<td></td>
</tr>
<tr>
<td>Mark &quot;Justin&quot; Waks: 10, 153, 202, 215, 307, 473, 477</td>
<td></td>
</tr>
<tr>
<td>Emily Walton: 361</td>
<td></td>
</tr>
<tr>
<td>Jessica Waters: 30, 50, 224</td>
<td></td>
</tr>
<tr>
<td>Karl S Web: 116, 387</td>
<td></td>
</tr>
<tr>
<td>Kate Wechsler: 11, 158, 244, 256, 404, 430, 458</td>
<td></td>
</tr>
<tr>
<td>Brent Weichsel: 48, 87, 224, 317, 347, 380, 423</td>
<td></td>
</tr>
<tr>
<td>Kat Weiler: 46, 113</td>
<td></td>
</tr>
<tr>
<td>Sam Weiler: 232</td>
<td></td>
</tr>
<tr>
<td>Susan Weiner: 154, 186, 219, 258, 290, 403</td>
<td></td>
</tr>
<tr>
<td>Jesse Wertheimer: 107</td>
<td></td>
</tr>
<tr>
<td>Morven Westfield: 12, 175</td>
<td></td>
</tr>
<tr>
<td>Alan Wexelblat: 104, 156, 256, 314</td>
<td></td>
</tr>
<tr>
<td>Michelle Wexelblat: 450</td>
<td></td>
</tr>
<tr>
<td>H. M. White: 30, 189, 293, 219, 332, 401, 421</td>
<td></td>
</tr>
<tr>
<td>Nightwing Whitehead: 39, 161, 181, 279, 299, 323, 376</td>
<td></td>
</tr>
<tr>
<td>Alison Wilgus: 70, 254, 307, 363, 428</td>
<td></td>
</tr>
<tr>
<td>Penny Wilhelm: 463</td>
<td></td>
</tr>
<tr>
<td>Scott Wilhelm: 183, 318, 461</td>
<td></td>
</tr>
<tr>
<td>Stephen R Wilk: 12, 67, 139, 220, 362</td>
<td></td>
</tr>
<tr>
<td>Connie Wilkins: 70, 243, 253, 324</td>
<td></td>
</tr>
<tr>
<td>W. B. J. Williams: 9, 28, 54, 302, 417</td>
<td></td>
</tr>
<tr>
<td>Bey Woodward: 53, 79, 125, 229, 244</td>
<td></td>
</tr>
<tr>
<td>Jonathan Woodward: 53, 168, 196, 294, 375, 421</td>
<td></td>
</tr>
<tr>
<td>Matt Yancik: 234, 409</td>
<td></td>
</tr>
<tr>
<td>Keith Yatsuhashi: 54, 70, 382, 417</td>
<td></td>
</tr>
<tr>
<td>Dr. Willie Yee: 412, 440</td>
<td></td>
</tr>
<tr>
<td>Ellie Younger: 85, 186, 477</td>
<td></td>
</tr>
<tr>
<td>Guillermo Zeballos: 318, 452, 483</td>
<td></td>
</tr>
<tr>
<td>Eric “in the Elevator” Zuckerman: 52, 364, 393</td>
<td></td>
</tr>
</tbody>
</table>

Zambia pull timestamp: Jan 10 06:00