

# ARISTA 2015



[Overview](#)

[Friday](#)

[Saturday](#)

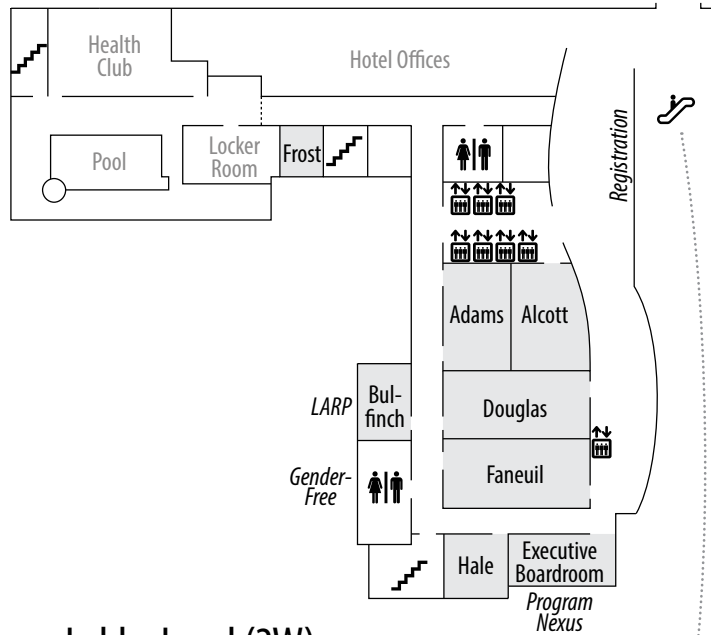
[Sunday](#)

[Monday](#)

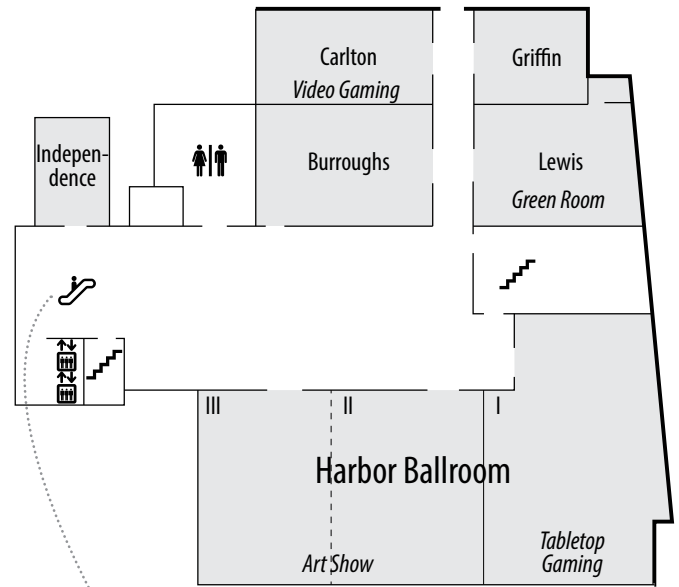
[Participant  
Schedules](#)

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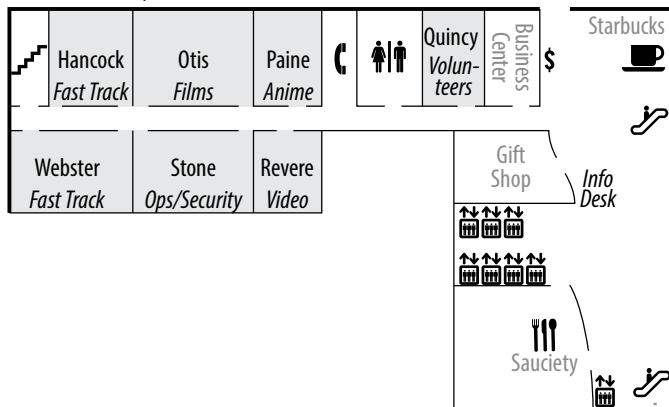
## Mezzanine Level (3W)



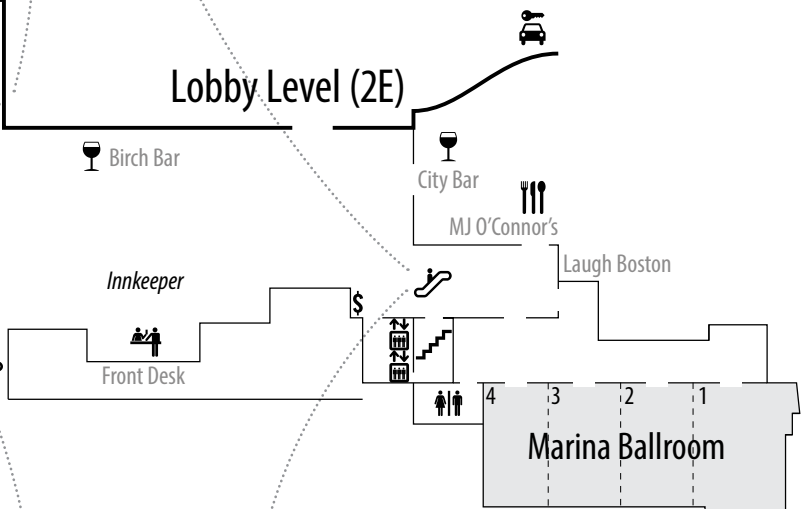
## Conference Level (3E)



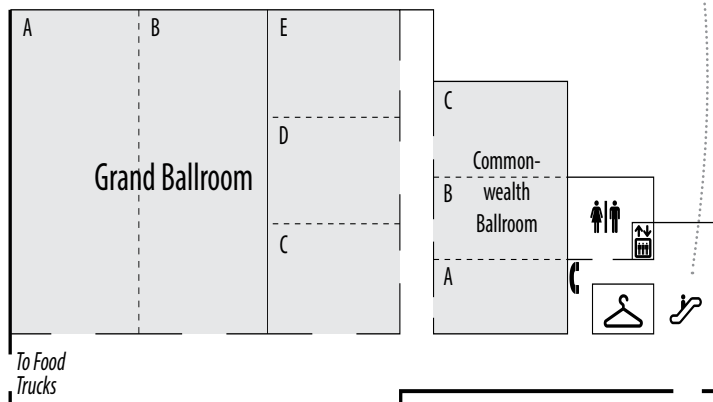
## Lobby Level (2W)



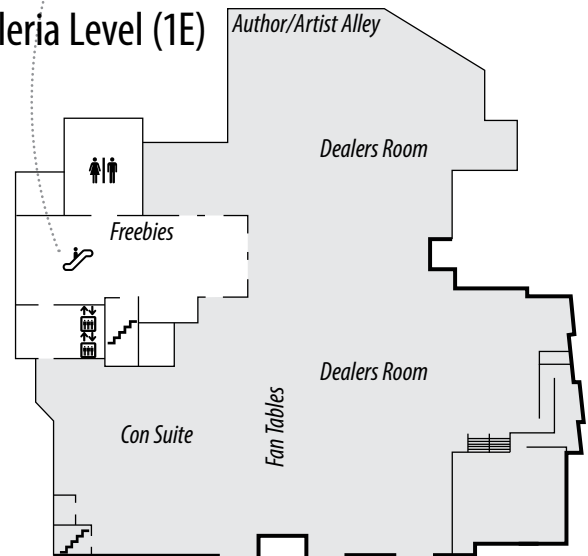
## Lobby Level (2E)



## Concourse Level (1W)



## Galleria Level (1E)



<b>Access/Handicapped Services</b>	see Info Desk
<b>Anime Room</b>	Paine (2W)
<b>Arisia TV</b>	Channel 86 in Guest Rooms
<b>Art Show</b>	Harbor Ballroom II/III (3E)
Friday	6pm–9pm
Saturday	10am–6pm, 8pm–10pm
Sunday	10am–6pm Paper auction ends at 5:30
Monday	6pm–7:30pm Sales Pickup
	10am–noon Sales Pickup/Artist Checkout
<b>Artists &amp; Authors Alley</b>	Galleria (1E)
Friday	5pm–9pm
Sat/Sun	10am–6:30pm
Monday	10am–3pm
<b>Blood Drive</b>	Lobby near elevators
Friday	1:30pm–7:30pm for Children's Hospital
Saturday	9am–5pm for Mass General Hospital
Request an appointment at <a href="mailto:blooddrive@arisia.org">blooddrive@arisia.org</a> , or walk up during the drive for our next available appointment.	
<b>Bone Marrow Drive</b>	Lobby near elevators
Friday	1:30pm–7:30 pm
Saturday	9am–5pm
<b>Childcare/Turtle Track (2–6yr)</b>	see Ops for room
Friday	5pm–6pm, 7pm–10pm
Sat/Sun	10am–noon, 1pm–6pm, 7pm–10pm
Monday	10am–noon, 1pm–3pm
<b>Coat Check</b>	Concourse Level (1W)
Friday	3pm–1am
Sat/Sun	8am–1am
Monday	8am–2pm
<b>Con Suite</b>	Galleria (1E)
<b>Cosplay Repair Station</b>	Concourse Level (1W)
Friday	4pm–10pm
Sat/Sun	10am–10pm
<b>Dealers Room</b>	Galleria (1E)
Friday	5pm–9pm
Sat/Sun	10am–6:30pm
Monday	10am–3pm
<b>Duck Hunt</b>	turn in at Team Arisia HQ: Quincy (2W)
<b>Fan Tables</b>	Galleria (1E)
Friday	5pm–9pm
Sat/Sun	10am–6:30pm
Monday	10am–3pm
<b>Fast Track</b> (Children's Program: ages 6–12)	Hancock/Webster (2W)
Friday	4pm–6pm
Sat/Sun	10am–11:30am, 1pm–5:30pm ( <i>closed for lunch</i> )
Monday	10am–1pm
<i>No adults allowed without children!</i>	
<b>Feedback</b>	
Fill out a form at Info Desk or Ops. There will be Feedback Sessions Saturday and Monday. See <a href="http://www.arisia.org/feedback">http://www.arisia.org/feedback</a>	
<b>Filk</b> (all night open filk)	Griffin (3E)
<b>Film Room</b>	Otis (2W)
<b>First Aid</b>	Stone (2W)
In case of medical emergency call 911.	
<b>Food Options</b>	
Food trucks on Concourse level, past Grand Ballroom	
Friday 4pm–9pm, Sat/Sun 11am–9pm, Monday 11am–3pm	
Hotel restaurants on Lobby level.	
Lobby level concessions: Fri/Sat/Sun 4pm–8pm	
Starbucks (Lobby level): 24 hours (extended menu options)	
Restaurant Guide (incl. delivery options) at Info Desk.	
See also <a href="http://www.arisia.org/food">http://www.arisia.org/food</a>	
<b>Freebie &amp; Promotional Tables</b>	Galleria Foyer (1E)
<b>Gaming</b>	
Tabletop	24hr Harbor Ballroom I (3E)
LARPs	Faneuil/Bulfinch (3W), Signup in Harbor I (3E)
Video Games	10am–1am Carlton (3E)
Arcade Games	24hr Concourse Level (1W)
<b>Gender Pronoun Identification Ribbons</b>	Concourse Level (1W)
<b>Hall Costumes</b>	go to Masquerade Check-In

<b>Hotels</b>	
Westin main number: 617-532-4600	
Renaissance main number: 617-338-4111	
<b>Information Desk</b>	Lobby near elevators
Friday	noon–11pm
Sat/Sun	9am–9pm
Monday	9am–1pm
<b>Internet Access</b>	Wireless Only
In Public areas—use 'WestinBostonLobby' (no password)	
In Guest Rooms—Password: arisia2015	
<b>Lost and Found</b>	Hotel Front Desk
Go to Registration for lost badges.	
<b>Masquerade</b>	Grand Ballroom AB (1W)
Sunday	8pm (doors open at 7pm)
<b>Check-In</b>	Mezzanine near Alcott (3W)
Friday	4pm–9pm
Saturday	10am–5pm
Sunday	10am–noon
<b>Tech Rehearsals (Required)</b>	Grand Ballroom AB (1W)
Saturday	10am–2pm
Sunday	2pm–6pm
<b>Green Room (adults)</b>	Grand Ballroom DE (1W)
Sunday	6pm–½ hour after awards
<b>Green Room (Kamikaze Kids)</b>	Grand Ballroom C (1W)
Sunday	7pm–9pm
<b>Ribbon &amp; CD pickup</b>	Masq Show and Tell
Monday	11:30am
<b>Newsletter</b>	Frost (3W)
Mail to <a href="mailto:newsletter@arisia.org">newsletter@arisia.org</a> or submit at Info Desk or Ops.	
<b>Operations (Con Ops)</b>	Stone (2W)
Fri–Mon	8am–midnight (Monday until 7pm)
Hotel phone 617-502-2249 (x2249), cell/text 617-652-1785	
<b>Parking</b>	
Hotel Garage: Self-parking \$36/day, valet parking \$46/day	
Off Site: See <a href="http://www.arisia.org/parking">http://www.arisia.org/parking</a>	
<b>Party Room Block (Open Parties)</b>	4th floor
<b>Photo Booth</b>	Concourse Level (1W)
Fri–Mon	noon–6pm Props, lighting, and assistance
Backdrop will be available all weekend.	
<b>Press Liaison</b>	Check-In with Ops: Stone (2W)
<b>Program Nexus</b>	Executive Boardroom(3W)
Friday	3pm–10pm
Sat/Sun	9am–8pm
Monday	9:30am–2pm
Hotel phone 617-502-4993 (x4993)	
<b>Quiet Room</b>	401
Friday	4pm–8pm
Sat/Sun	10am–8pm
Monday	10am–2pm
<b>Registration</b>	Mezzanine near escalator (3W)
Friday	3pm–11pm (\$20)
Sat/Sun	9am–8pm (\$45/30)
Monday	9:30am–2pm (\$10)
Lost badges \$5 (once only, after that full price)	
Arisia 2016 memberships available Sunday noon – Monday 2pm.	
<b>Security</b>	Stone (2W)
Hotel phone 617-502-2211 (x2211), cell/text 617-858-9364	
<b>Swimming Pool</b>	Mezzanine Level (3W)
Fri–Mon	8am–3am (special convention hours)
<b>Teen Lounge</b> (Ages 13–19 only)	466/467
Friday	4pm–10pm
Sat/Sun	10am–10pm
Monday	10am–noon
<b>Tiptree Bakesale</b>	Galleria Foyer (1E)
Saturday	10am until sold out
<b>Video Room</b>	Revere (2W)
<b>Volunteer Lounge/ Team Arisia Headquarters</b>	Quincy (2W)
Friday	noon–midnight
Sat/Sun	9am–midnight
Monday	9am–4pm
Hotel phone 617-502 4525 (x4525)	

**FRIDAY**

25	6:00pm	Mrs. Hawking: A Steampunk Play	Grand DE (1W)
46	7:00pm	Lost Pig Performance	Grand B (1W)
71	9:30pm	Matthew Ebel, Piano Rocker	Grand B (1W)
86	10:15pm	Silent Movie: Hunchback of Notre Dame	Otis (2W)
88	10:30pm	Paranoid Spaceship Concert	Grand DE (1W)
95	12:00am	Rocky Horror—Up Close & In Your Face	Grand B (1W)

**SATURDAY**

150	11:30am	Convention Feedback	Alcott (3W)
171	12:30pm	Improbable Research & Ig Nobel Prizes	Grand DE (1W)
190	1:00pm	The Art of Lee Moyer	Marina 4 (2E)
213	2:30pm	Angry Ginger Concert	Grand DE (1W)
223	4:00pm	N.K. Jemisin Reading	Burroughs (3E)
237	4:30pm	Sailor Moon-Inspired Concert	Grand DE (1W)
238	4:30pm	RKO Army Presents Firefly Out of Gas	Grand AB (1W)
263	6:30pm	Brighter Than 1,000 Suns Concert	Grand DE (1W)
264	6:30pm	Belly Dance Show	Grand AB (1W)
284	8:00pm	I Remember The Future	Revere (2W)
298	8:30pm	Best of the Kirk Poland	Grand DE (1W)
303	9:30pm	PMRP Presents Space Seed	Grand AB (1W)
326	12:00am	RKO Army Presents Serenity	Grand AB (1W)

**SUNDAY**

355	10:00am	Lightning Talks	Burroughs (3E)
387	11:30am	Art History & Modern Masters	Marina 2 (2E)
401	1:00pm	N.K. Jemisin Reading and Q&A	Burroughs (3E)
403	1:00pm	So You Want to Start a Convention?	Independence (3E)
418	1:00pm	Cyberpunk Fairytale Concert	Grand DE (1W)
454	3:00pm	Real: A One Act Play	Grand DE (1W)
456	3:30pm	The Devil In The Details: A One Act Play	Grand DE (1W)
457	3:45pm	The Corporate Bored: A One Act Play	Grand DE (1W)
513	8:00pm	Masquerade	Grand AB (1W)
543	1:00am	Buffy: Once More With Feeling	Grand CDE (1W)

**MONDAY**

608	2:30pm	Convention Feedback	Alcott (3W)
614	2:30pm	The Infamous Bad Book Covers Panel	Marina 4 (2E)
615	7:00pm	Dead Dog Party	Lewis (3E)

**Anime**

2	Aldnoah.Zero
16	The Gundam Universe
70	Cross Ange
74	Edge of Tomorrow and the World of Japanese SF
99	Samurai Flamenco
110	Best Manga Series That Don't Have an Anime
122	Sword Art Online II
140	The Early Days of Gainax
163	Anime/Manga: Ain't Nobody Got Time For That
174	Anime Cons: Behind the Scenes
177	Pretty Soldier Sailor Moon
210	Lost in Translation
234	30 Years of Studio Ghibli
254	Anime vs. Western Animation
280	Akame ga Kill!
333	Noragami
348	Psycho-Pass 2
367	Clamp: The Good, The Bad, and The Strange
388	Ultraman, Power Rangers & the World of Tokusatsu
392	Space Boy Soran
398	Vertical Press and "Alternative Manga"
428	Argevollen
444	Anime 101: My Kid is Watching What?
485	Super Robot Anime
497	If You Like X, You May Like Y (Anime)
515	Space Dandy: A Dandy Panel, Baby
527	The Best and Worse of Hentai
539	Gonna Be The Twintail!
549	Terra Formars
572	Anime and Their Remakes
574	World Trigger
581	Magical Girls: Sugar, Spice, and Kickin' Butt
595	Anime Out into the Wider World

**ArisiaTV**

4	Them
26	The Hitchhiker's Guide to the Galaxy, Ep 1
28	Howl's Moving Castle
68	Serenity
89	MythBusters—Exploding Water Heater
90	Spirited Away
98	Terry Pratchett's The Color of Magic 1
101	Terry Pratchett's The Color of Magic 2
103	Serenity
106	The Pilot Episode Sanction
107	Classic Cartoons
121	Men in Black
148	Final Fantasy
169	Terry Pratchett's Hogfather
217	A Night at the Opera
242	Crouching Tiger, Hidden Dragon
281	The Princess Bride
304	PMRP on TV
317	Blackadder Back & Forth
320	Young Frankenstein
328	Predestination
330	The Accidental Occidental Conception
332	The Sino-Mexican Revelation
334	Yellow Submarine
336	Classic Cartoons
347	How to Train Your Dragon
375	The Hitchhiker's Guide to the Galaxy, Ep 2
377	The Hitchhiker's Guide to the Galaxy, Ep 3
390	The Hitchhiker's Guide to the Galaxy, Ep 4
393	The Hitchhiker's Guide to the Galaxy, Ep 5
419	Galaxy Quest
447	Edward Scissorhands



474	The Train Job
495	The Producers
514	Masquerade
535	Once More With Feeling
538	The Manicoid Teleportation Conundrum
542	The Flying Fish Zombification
544	The Boy-Band Superfan Interrogation
546	Masquerade (rerun)
550	Willy Wonka & the Chocolate Factory
552	Classic Cartoons
559	Arsenic & Old Lace
575	Out of Gas
592	The Message
594	Going Postal

## Art & Maker

37	Makers and Burners: Burning Man Calling
45	Chainmail Show & Tell
60	Chainmail 101: European 4 in 1 Weave
75	Circuit Bending
78	Getting Started with Cheap CNC
92	Teasecraft Kinky Maker Meetup: Fun with Silicone
130	Materials Safety for the Artist
159	The Future of Art Education
179	Making Makers Make
205	Handling Your Online Image As an Artist
227	Tactile Tour of the Art Show
231	Foodcraft: How Science Can Reinvent Your Kitchen
240	Tim's Vermeer
248	Designing Things That Don't Exist
250	Safe Making
274	Make a Renfair Rosette
292	Photographing Costumes and Conventions
293	Docent Tour of the Art Show
307	Can't Trust Your Own Eyes: Photos and Photoshop
309	Crafting Spirits: Home Brewing and Distilling
311	Soldering 101
322	Make a Scale Flower
341	Chainmail For Breakfast
350	Building Your Workshop: Must-Have Maker Tools
379	Arduino For Beginners
466	Guest of Honor Tour of the Art Show
484	Chainmail 102: Byzantine Weave
499	Miniatures and Modeling for Gamers and Fans
517	Art and Copyright
519	Make a Scale Flower
603	Chainmail 101: European 4 in 1 Weave
609	Yarn Bombing!

## Comics

17	Comics Metallurgy: From Gold to Bronze and More
44	There Came a Day Unlike Any Other...
65	Comic Book Movies: The Gateway Drug
83	Grant Morrison: Comic Book Supergod
141	Comics for Everyone from Nine to Ninety Nine
164	The New Big Three: Image, Dark Horse, and IDW
220	The Timeliness of Marvel Comics
245	Building a Better Comic Shop
272	Teen Heroes, Unite!
279	Behind the Bristol Board: Comics as a Profession
356	The Year in Webcomics
383	Superman and Religion
473	How to Not Be Awful: The Ecology of Comic Fandom
488	Diversity in Comics and the Readership
509	Wonder Women: The Great Heroines of Comics!
526	No Capes! Non-Superhero Comics
579	I Give Up! Knowing When to Walk Away

## Communities

8	Otherkin and Therians
33	Psi, SF, and Storytelling
58	Addressing Sexual Harassment in Our Communities
64	Transgender Fen: The Next Generation
76	BDSM 101: A Beginner's Guide
82	Paganism 101
94	Getting Started in the Public BDSM Scene
112	Saturday Morning Prayer
189	Poly 101: An Introduction
211	Coming Out
233	Transgender Fen
278	Poly 301: When the Sh*t Hits the Fan
288	Shame on Slut-Shaming
290	Race and Identity Issues in SF
296	Relationships 101
315	BDSM 201: The Next Steps
316	Blurring The Lines: Paganism and Popular Culture
324	Fun With Rope
339	Sunday Morning Prayer
416	Building a Poly Home
434	Flirt Like a Pro
508	Asexuality 101
520	Diversity and Inclusion
525	Navigating Non-Monogamy
529	Magickal Traditions: A Review
531	Introduction to Power Exchange
537	Negotiation and BDSM
561	Poly Parenting
590	Fandom and Disability—Best Practices
606	Alternative Activism
613	The Autism Community

## Con Tech

19	Learn/Assist With Shooting a Live TV Show
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## ConComm

29	Introduction to Arisia
61	Guided Tour of Arisia
137	Guided Tour of Arisia
150	Convention Feedback
436	Arisia Corporate Meeting
608	Convention Feedback
615	Dead Dog Party

## Costuming

9	Buying Off the Rack
30	Masquerade Basics
55	Costuming to Body Type
138	Recreations, with a Twist
161	Cross-Cultural Costuming
175	Practical Considerations for Costumers
201	Costume Foundations
219	Gender-Variant Cosplay
244	Using, Making, and Modifying Sewing Patterns
268	Men's Costuming Challenges
289	Judging and Being Judged in Costume Contests
308	Stage Presentation: A Minute or Less to Impress
352	Costuming Without Breaking the Bank
380	Northern Lights Costumers' Guild Meet-up
385	Military Influence on Costuming
396	Hot Topics in Cosplay
432	How Fabric Works
583	Masquerade Show and Tell
599	Learn from my Fail: Costume Horror Stories
611	Historical Costuming

**Events**

18	Kahler/Calkins Handfasting
25	Mrs. Hawking: A Steampunk Play by Phoebe Roberts
46	Lost Pig Performance
95	Rocky Horror—Up Close and In Your Face
114	Gentle Yoga
144	Walk the Labyrinth
149	Massachusetts Bay Colony 1630 Pike & Shot Drill
168	A Roman Legion: Legio III Cyrenaica
191	The Cutting Truth of the Sword
303	PMRP Presents Gender-Swapped Space Seed
343	Gentle Yoga
369	Walk the Labryinth
430	Salem Zouaves: Civil War Swords & Sabers
446	Salem Zouaves: Civil War Musket & Bayonet Drill

**Fan Interest**

11	Backstage Tour: Arisia Films
32	Avoiding Con Crash
56	WW II in SF/F
66	Everything in <i>A Game of Thrones</i> is Wrong
73	Cataloging
79	Home Movies from Worldcon
111	Plan Your Con Mornings
125	Housekeeping for Nerds
142	Wand Dueling Workshop with HP-NYC
153	Paneling 101: A Primer
165	Belly Dance Class
173	Atheist Fen
187	What Censorship Is and Isn't
195	En Garde! SCA Rapier Fencing Demo
199	Religious and Philosophical Beliefs
209	How to Disagree Better
218	Bicycles, Bicycles, Bicycles
243	What Makes a Good Panel
255	A Gaslight Grand Assault of Arms
265	Fan Etiquette: How Not to Be <i>That</i> Fan
271	Panel in the Pool
286	Taverns, Bars and Saloons
305	Fortune Telling Methods
306	Convention Running Tips
323	Eye of Argon
340	Practical Self-Defense
355	Lightning Talks
414	Disaster Preparedness for Fans
425	Wand Dueling Workshop with HP-NYC
442	Queering Up Canon
453	Highland Charge!
461	Fan Speak: The Language of Fandom
476	The Martial Arts of <i>A Game of Thrones</i>
480	Fandom Etiquette
483	Improv Theater Workshop
500	Lawyers in SF/F
518	The Nature of Gender: Past, Present and Future
604	Corsets, Clockwork, Colonialism: Perspective
612	Beyond the Stereotypes

**Fast Track**

13	Open Play Time
113	Geeky Play Date
120	Make Your Own Wings
134	Learn to Knit
135	Short Story Contest
136	Princesses & Princes Playdate
182	An Introduction to Magic: The Gathering
183	Open Discussion Group: Books
184	Duct Tape Roses

185	Kamikaze Costuming
186	Swords of Chivalry 1
206	Spoon-A-Pults
207	The Hobbit, Session 1
208	Magic Show
228	Fun With Card Games
229	Papercraft Workshop
230	Dern Grim Bedtime Tales & Other Stories
342	Geeky Play Date
360	Face Painting
361	Quilting Basics
362	Mister Penny
363	Let's Play Quidditch
364	Science Experiments
406	Collectible Card Games
407	Kids Crafts with Maker Parents
408	Open Discussion Group: TV
409	The Hobbit, Session 2
410	Kamikaze Costuming: Props & Accessories
411	I've Got All the Balls in the Air, Now What?
412	Children's Filk Concert
413	Swords of Chivalry 2
440	Open Discussion Group: Movies
441	Little Homes
451	Improv Theater Games For Kids
452	Balloon Cars
468	Beyond Hogwarts: A Young Fan's Reading List
469	Fun with Legos
494	NERF Gun War
556	Geeky Play Date
567	What Do You Mean, 10 and Up?
568	Open Discussion: The One and Only Harry Potter
569	Classic Playground Games
586	Learn to Crochet
587	Swords of Chivalry 3

**Film and Video**

1	Invasion of the Body Snatchers
3	Satellite in the Sky
12	Radio Free Albemuth
27	The Lottery
40	The UFO Experience
47	Weekend Previews
52	They Live!
53	Captain America 2: The Winter Soldier
86	Silent Movie: The Hunchback of Notre Dame
87	Joss Whedon's In Your Eyes
97	Kiss of the Damned
100	Forbidden Zone
102	Thale
104	Europa Report
105	Owls' Castle
109	Bringing Up Baby
119	Matango: The Fungus of Terror
147	Dr. Who and the Daleks
160	The Creation of the Humanoids
170	Space Is the Place
181	Gatchaman
197	The World's End
216	Beauty & The Beast
236	My Favorite Martian: Man from Uncle Martin
241	Invasion of the Body Snatchers (Second Showing)
261	Dimensions
262	The Veldt
275	The Skin I Live In
284	I Remember The Future
301	Elysium
302	Guardians of the Galaxy

318	Extra Bad Movie: Serpent Island
319	Lucy
327	Lady Battle Cop
329	Amanda & the Alien
331	Brazil
335	Harvey
337	My Little Pony: Equestria Girls
344	My Little Pony: Equestria Girls—Rainbow Rocks
346	Godzilla vs. the Cosmic Monster
359	Tenchi: The Samurai Astronomer
394	Agora
405	The 21st Century
424	Under the Atmosphere
427	Repo Man
439	I Remember The Future (Second Showing)
450	This Week in Brit TV
467	Outer Limits: Premonition
475	Classic Trailer Park
496	Elysium (Second Showing)
512	The Fisher King
522	The Skin I Live In (Second Showing)
533	The Zero Theorem
534	Dirty Movie: 2069 A Sex Odyssey
541	Les 1001 Nuits
545	Shock Treatment
547	Space Station 76
548	I Wake Up Yesterday
551	P-51 Dragon Fighter
554	Time Bandits
558	Audience Choice Film
566	Selected Shorts
577	Coming Attractions 2015–2019

## Gaming

6	The Plight of the Older Gamer
36	Failing with Style in Games
72	Games and Minority Representation
126	Worldbuilding for Games
129	Gender and Gaming
154	Does the Real World Belong in Games?
155	Breathing Life into Your Player Character
176	Game Design From First Principles
221	DIY Digital: Homemade Video Games
246	The Internet Hate Train: Moving Past Gamergate
368	Kickstarter, Patreon, and Games
389	LARPs Beyond Lightning Bolt
459	Games as Interactive Literature
478	Video Games as Art
502	Video Gaming Year in Review
570	Running Great Games
588	Death in Gaming
601	Cooperative Games

## Gaming—Scheduled Games

5	7 Wonders
20	Boss Monster
21	Pathfinder Society
22	Waking Dreams Games
23	Reach For The Stars
24	D&D Expeditions: 1–1 Defiance in Phlan
31	LARP—Ex Arcana: Legacy of the Broken Tower
38	Magic Draft
39	The Unicorn's Tears
48	Cuckoo for Cthulhu
50	Frag
51	Dungeontown Abbey
69	LARP—Nexus Elements (Part 1)
108	Waking Dreams Games

115	Pathfinder Society
116	MoonQuake Escape
117	Reach For The Stars
118	Star Hero: Noble Ideas
131	Stone Age
132	Ticket to Ride
145	Kingmaker
146	The Perilous Halls of Sorrow
152	LARP—Terosian Adventures
166	Warring Kingdom
167	Blackjack
180	The Big Board Game Tournament
192	Pathfinder Society
193	Space 1889: Red Sands
194	Gamma-Ray Burst Over Sweetwater Shores
196	Firefly Board Game
215	The Perilous Halls of Sorrow
226	Star Wars X-Wing
235	Cirque: Prison Break
256	Suburbia
257	Pathfinder Society
258	Reach For The Stars
259	Star Hero: Noble Ideas
260	D&D Expeditions: 1–2 Secrets of Sokol Keep
267	LARP—Vampire: The Masquerade
283	Thurn & Taxis
285	Faros LARP Adventure—Minds of Madness
299	LARP—Nexus Elements (Part 2)
300	The World's Worst Dungeon Crawl
312	DC Card Game
338	Waking Dreams Games
345	Pathfinder Society
357	Rails of New England
358	Stone Age
370	Relic Knights
371	Assassiner par les corbeaux
372	Cirque: Ice Follies of 1111
373	The Perilous Halls of Sorrow
374	Space 1889: Red Sands
391	Reach For The Stars
399	LARP—The Realms: The Mountain Citadel
404	Power Grid
420	Pathfinder Society
421	Warring Kingdom
422	How Many Clones Does It Take to Change a Bulb?
423	Gamma-Ray Burst Over Sweetwater Shores
426	Munchkin Tournament
448	Cirque: Ferris Wheel
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**All panels are 75 minutes unless marked otherwise.**

### 4:00pm

- 1 **Invasion of the Body Snatchers (1hr 20min)** *Otis (2W)*  
 In the city of Santa Mara, people are being replaced with things that seem to be people but aren't, and the town doctor discovers what is going on. Stephen King says this classic film has "A crazily convincing documentary feel", and some draw parallels between fears of Russian invaders in the fifties and the fears of alien invasion in this film. Byron Connell says it is "absolutely chilling" and it remains just as so today as it did when it first hit theatres in 1956.

### 2 **Aldnoah.Zero (5hr)**

*Paine (2W)*

- In 1972, an ancient alien hypergate was discovered on the surface of the moon. Using this technology, humanity began migrating to Mars and settling there. After settlers discovered additional advanced technology, the Vers Empire was founded, which claimed Mars and its secrets for themselves. (Complete series—12 episodes.)

### 3 **Satellite in the Sky (1hr 20min)**

*Revere (2W)*

- The British launch the world's first orbital vehicle. 1956, PG.

### 4:45pm

#### 4 **Them (1hr 32min)**

*ArisiaTV*

- The earliest atomic tests in New Mexico cause common ants to mutate into giant man-eating monsters that threaten civilization. 1954, NR.

### 5:00pm

#### 5 **7 Wonders (1hr)**

*Harbor I (3E)*

- The award winning card game where you choose one card at a time to build the best empire of them all.

### 5:30pm

#### 6 **The Plight of the Older Gamer**

*Alcott (3W)*

- It was so easy in college. Nothing but time to kill and plenty of other gamers on campus. But now that you've got a job and a family, is it possible to still be a gamer? Can you be a gamer *and* have a life as an adult? *William Frank, Peter Maranci, Elizabeth McCoy, Jessa Phillips, Victor Raymond (m)*

#### 7 **You Know That's Based on a Book, Right?**

*Adams (3W)*

- Consumption and acceptance of SF is at an all time high. So how do we translate that interest into greater readership of SF? How can we draw the fans of other media into the classics, into diverse works, or into short fiction? We'll talk about our successes, failures, and strategies to draw potential fans in. *M. L. Brennan, Jeffrey A. Carver (m), Steve Davidson, Dennis McCunney, Jennifer Allis Provost*

#### 8 **Otherkin and Therians**

*Douglas (3W)*

- Otherkin are people who are non-human in all but physical outward form. Therians, a subset of the Otherkin community, are animals. Come hear about Otherkin and Therians, the development and history of these communities, and Otherkin/Therian experiences in SF/F fandom. *Susan Hanniford Crowley, Cassandra Lease (m), Rubi*

#### 9 **Buying Off the Rack**

*Faneuil (3W)*

- This is a panel for fans who love to costume, but don't want to craft everything from scratch. Topics will include best places to hunt for costumes and accessories, as well as re-purposing common items. *Hanna Lee Rubin Abramowitz, Milo Martinez, Tori Queeno (m), Danielle Souza, Nightwing Whitehead*

#### 10 **Reading: Chu, Longyear, Shawl**

*Hale (3W)*

- Authors John Chu, Barry Longyear, and Nisi Shawl read selections from their works.

#### 11 **Backstage Tour: Arisia Films (1hr)**

*Otis (2W)*

- Arisia is the last con left in the country still running 35mm film, and possibly the only event of any kind running 35mm outside of a theatre environment. Come backstage and see sausage being made and the many hundreds of hours of preparation and presentation work that go into every Arisia film program.

- 12 Radio Free Albemuth (1hr 50min)** *Revere (2W)*  
 From the Philip K. Dick novel. Berkeley record store clerk Nick Brady begins to experience strange visions from an entity he calls VALIS. 2010, R.
- 13 Open Play Time (2hr)** *Webster (2W)*  
 Meet other kids and the Fast Track crew as we warm up for the weekend.
- 14 Do We Need Science Fiction?** *Marina 1 (2E)*  
 The BBC's Business section recently asked whether or not we need science fiction to encourage the development of new technologies. What technologies have been inspired by SF? Would they have happened without SF? What devices in SF do you think are likely to be the next new technologies? As we enter the future described in SF books and movies, are our expectations changing? *James L. Cambias (m), B. Diane Martin, Suzanne Reynolds-Alpert, Jeff Warner, Stephen R Wilk*
- 15 The Supernatural Detective** *Marina 2 (2E)*  
 From Asimov's Olivaw to Sara Gran's Claire DeWitt and beyond, we have a fascination with detective stories. Set in outer space, the city next door (but with vampires), and epic-fantasy worlds, the intricate steps of a procedural can be both soothing and interest-piquing. We like our rogues, but we also love the fearless investigators who solve the crime and set things right. Where's the line between "Damn the man!" and "Book 'em, Danno?" *Keith R. A. DeCandido, Max Gladstone, Adam Lipkin (m), Daniel José Older, Margaret Ronald*
- 16 The Gundam Universe** *Marina 3 (2E)*  
 The Gundam metaseries started in 1979 and has been going strong with over 30 anime storylines in its 35 year history and a new series on the way. We'll discuss what were our favorites and least favorites and how the series has influenced the anime world. *Mario "DigiCom" Di Giacomo, Jared Griego (m), Felicitas Ivey, Richard Ralston, Michael Toole*
- 17 Comics Metallurgy: From Gold to Bronze and More** *Marina 4 (2E)*  
 Comics have gone through many shifts in tone, style, and marketing throughout their creation and popularization. In this panel, we give a wide view of the different ages of comics, what they represent, and how we measure how the medium moves from one to another. *Ken Gale (m), Alex Jarvis, Joey Peters, Dan Toland*
- 18 Kahler/Calkins Handfasting (1hr)** *Grand A (1W)*  
 Cameron met Mary at Arisia in 2012. He asked her out at Arisia 2012, and proposed at Arisia 2014, so it seems only fitting that they complete the circle and join together to form a family—a man, a woman, a dragon, and a herd of plushy sheep. They have chosen to go Steampunk instead of Star Trek Betazoid, much, we are certain, to everyone's relief.
- 19 Learn/Assist With Shooting a Live TV Show** *Grand B (1W)*  
 Learn to shoot a live TV show! ArisiaTV will be airing the several shows this year and we need you! Learn to operate studio cameras in a multi-camera set-up shooting a staged production, and come back to shoot live productions later this evening and on Saturday. We will be shooting Lost Pig, Mathew Ebel, RKO Out of Gas, The Belly Dance Show, and the Post Meridian Radio Players. There are also opportunities to try learn shading, technical directing, and directing. *Syd Weinstein*
- 6:00pm**
- 20 Boss Monster (2hr)** *Harbor I (3E)*  
 You're the monster. Your job is to lure would-be heroes to your dungeon and kill them! What more could one ask? An incredibly fun game for everyone.
- 21 Pathfinder Society (4hr)** *Harbor I (3E)*  
 Pathfinder is an RPG where the character you create or have already created plays in the Pathfinder universe. As you gain levels and bonuses, you can bring your character to any Pathfinder Society game and use it. Pathfinder GMs: David Montgomery, Ray Diaz, Anthony Li, and Dan Hennessey.
- 22 Waking Dreams Games (12hr)** *Harbor I (3E)*  
 A custom made plot using our newly published rule system that was beta tested at Arisia 2014. Open to all, running non-stop,

feel free to come and go as you please. GMs: Chad Brayman, Nick Malinowski.

- 23 Reach For The Stars (5hr)** *Harbor I (3E)*  
 This uses the Serenity system. Continue to travel in Joss Whedon's Firefly/Serenity verse, adventure as far into the black as you can, maybe meet a familiar face or two, and dodge the Reavers and Alliance every step of the way! And remember out there, space cowboys...You can't stop the signal! GM: Sonya Feinn.
- 24 D&D Expeditions: 1-1 Defiance in Phlan (4hr)** *Harbor I (3E)*  
 The Cult of the Dragon has come to Phlan, a lawless refuge on the Moonsea. Now, with no significant authority to stop the cult, other power groups in the Realms must unite to stop the cult from fulfilling its dark purpose in the city. Participate in any one of five different missions aimed at stopping the cult. Introductory adventure for 1st-level characters. Part of the official D&D Adventurers League and the Tyranny of Dragons storyline. Please have your DCI number ready. GM: Russ Morgridge.
- 25 Mrs. Hawking: A Steampunk Play by Phoebe Roberts (2hr)** *Grand DE (1W)*  
 London, 1880—When Mary Stone accepts a job as housemaid to a fierce, brooding society widow, she is drawn into Mrs. Hawking's heroic crusade as secret champion to society's downtrodden ladies. Join us for this Victorian action caper, and explore what would happen if Sherlock Holmes were more like a lady Batman. More information at [www.mrshawking.com](http://www.mrshawking.com).

#### 6:18pm

- 26 The Hitchhiker's Guide to the Galaxy, Ep 1 (32min)** *ArisiaTV*  
 The story begins when a 6-foot tall ape descendant named Arthur Dent is saved from the destruction of planet Earth thanks to Ford Prefect, who is in fact from a small planet somewhere in the vicinity of Betlegeuse, and not from Guildford as Arthur had first thought. 1981, NR.

#### 6:30pm

- 27 The Lottery (30min)** *Otis (2W)*  
 This adaptation of Shirley Jackson's famous *New Yorker* story of a traditional ritual in a small New England town features the film debut of Ed Begley Jr., and if you don't think it's science fiction you're not thinking about it quite right. 16mm Kodachrome print.

#### 6:51pm

- 28 Howl's Moving Castle (1hr 59min)** *ArisiaTV*  
 The Miyazaki film based on the Diana Wynne Jones novel. When an unconfident young woman is cursed with an old body by a spiteful witch, her only chance of breaking the spell lies with a self-indulgent yet insecure young wizard and his companions in his legged, walking home. 2004, PG.

#### 7:00pm

- 29 Introduction to Arisia** *Alcott (3W)*  
 Is this your first time at Arisia? Maybe your first time at a con? Welcome! Our experienced panelists will give you tips on how to get the most out of the con, and on con survival in general. *Mario "DigiCom" Di Giacomo, Jaime Garmendia, Kris "Nchanter" Snyder, Michael Sprague (m), Tanya Washburn*
- 30 Masquerade Basics** *Adams (3W)*  
 Whether you're entering the masquerade or only just now thinking about it, we'll cover what to expect from registration through rehearsals, in the green room and after you've come off the stage. We'll cover such topics as how to prep audio and what's expected of documentation. *Hanna Burnett, Aurora Celeste, Gaia Eirich (m), Syd Weinstein*
- 31 LARP—Ex Arcana: Legacy of the Broken Tower (6hr)** *Bulfinch (3W)*  
 Boston's always been a hotbed of supernatural activity. When a WWI-era act of supernatural terrorism failed to open a gateway to a realm of Eldritch Darkness in 1915, the town's dwindling Magician community breathed a collective sigh of relief. However, that gate was on a century-long timer that's just gone off. You and your friends are new to the world of magic: plenty of raw



power but little training. Can you and your Victorian “Magister” allies close the gate before it’s too late?

- 32 **Avoiding Con Crash** *Douglas (3W)*  
It’s the day after con, all the fatigue hits at once, feelings of sadness and/or loneliness pervade, and it’s difficult to stay motivated. Sound familiar? We’ll discuss the causes of, as well as tips for avoiding, con crash. *Lori Del Genis (Weegoddess), Lisa Hertel, Melissa Kaplan (m), David Larochelle, James Prego*
- 33 **Psi, SF, and Storytelling** *Faneuil (3W)*  
Since the days of John W. Campbell at *Astounding*, psi has been a staple in SF, though public discussion of the subject, by those with these experiences in real life, has been limited. Why do so many real life psi people find irresistible even problematic SFnal narratives? As children or adults, how do we identify with these depictions of people “like us,” for better or worse? What do we gain? What do we lose? And what from these flawed but enticing narratives do we embrace, reject, or reclaim? *Inanna Arthen, Dash (m), Catherine Kane*
- 34 **The Care and Feeding of Secondary Characters** *Hale (3W)*  
Your main protagonist is solidly built. You know their drives, their fears, and even the way they part their hair. But your secondary characters could use some work. How do you breathe as much life into your supporting cast as into your main character? How do you make sure those characters are more than just minions, romantic interests, or sword caddies? And how do you avoid having them outshine your main character? *M. L. Brennan, D. L. Carter, Vikki Ciaffone (m), Catt Kingsgrave-Ernstein, Everett Soares*
- 35 **State of the Muppets 2015** *Burroughs (3E)*  
In the 25 years since Jim Henson died, there have been five Muppet theatrical movies, a TV series, multiple TV specials, and a series of YouTube videos. The Muppets themselves were also sold to Disney. While the renewed big screen success certainly speaks to the profitability, how are the Muppets doing creatively since Henson’s death? Have they been well-stewarded, or used as a cheap property for Disney to exploit? What are the highlights and lowlights of the last 25 years of Muppet productions? *Stephanie Clarkson, Deirdre Crimmins, Christopher Davis (m), Shira Lipkin, JoSelle Vanderhooft*
- 36 **Failing with Style in Games** *Griffin (3E)*  
For a story to have meaningful stakes, the protagonist needs to fail. Indeed, the best stories can come from overcoming failure to fight towards a final victory: e.g., *Return of the Jedi*. How does this translate into an RPG? If the PCs never fail, the game is boring; if they fail too much, they become discouraged and unhappy. How can you construct a fair and satisfying story out of failure? What techniques can give the satisfying feeling of snatching victory from the jaws of defeat? *William “Ian” Blanton, Brian Liberge, Peter Maranci, David Nurenberg, Rebecca Slitt (m)*
- 37 **Makers and Burners: Burning Man Calling** *Independence (3E)*  
Burning Man and its affiliated regional festivals are steeped in Maker culture. How are the two communities interconnected, and what effects are they having on each other? *Andrew Anselmo (m), David J. Friedman, Andrew Van Zandt*
- 38 **Magic Draft (4hr)** *Harbor I (3E)*  
 Magic Khans of Tarkir Booster Draft
- 39 **The Unicorn’s Tears (4hr)** *Harbor I (3E)*  
 In this game, all of the characters are awakened animals with the exception of Cat, who is a familiar. While druid and witch are away at a Burning Toad festival, it is up to bear, wolf, raven, owl, horse, alpaca, puma, cat, ferret, and fox to defend the forest and save the Unicorn from villagers, necromancers, and, of course, Chelsea the wandering Chimera. GM: Michael Dlott
- 40 **The UFO Experience (1hr)** *Otis (2W)*  
 A satirical look at the UFO craze of the 1970s, this fan-created film has been in production for twenty years and was only recently completed. “Ken Burns meets Ed Wood,” says Blithe. Starring a cast of thousands, many of them well-known fans, some of them right here at Arisia. This educational satire will

teach you many things you never knew about UFOs, some of which are completely contradictory. In 16mm.

- 41 **The Legend of Korra** *Marina 1 (2E)*  
The third season of “The Legend of Korra” found the show finally starting to live up to its potential and expectations, with mature storylines and character development. It also saw Nickelodeon removing the show from the air and only streaming it online. We’ll discuss the changes on both fronts in this panel about one of the better and more diverse cartoons on the air. *Gillian Daniels, Juliet Kahn, Donna Martinez, Rubi, James A. Wolf (m)*
- 42 **Brother Can You Spare a Shire? Class in SF&F** *Marina 2 (2E)*  
Certain kinds of adventures are only going to happen to farm kids in the frontier or on the outer rim; others are going to happen to knights, to city-bound refugees, and still others to back country gentry. In this panel, we’re going to look at the ways that class and affluence affect characters and the stories they inhabit, as well as look toward the economic and class assumptions that fuel a lot of our stories. *Max Gladstone, Andrea Hairston, Ken Kingsgrave-Ernstein (m), Gail Z. Martin, Victor Raymond*
- 43 **The Map and the Story** *Marina 3 (2E)*  
Maps are a familiar sight in our field, but lately a number of stories have placed maps and cartography at the core of the stories themselves. Maps serve as portals to other worlds, cartographers remake the world in a map’s image, and mapmaking itself becomes a means to discuss the distance between perception and reality, between the map and the territory. Panelists will discuss the ways in which maps and cartography have escaped from the endpapers in recent works of fiction. *Erik Amundsen, Greer Gilman, Walter H. Hunt, N. K. Jemisin, Lee Moyer (m)*
- 44 **There Came a Day Unlike Any Other...** *Marina 4 (2E)*  
Why do superheroes team up? What is the allure of the team of super-people, and how did they come about? All flavors and canons are to be discussed, be they Avenging, the Just, or otherwise. *Kevin Cafferty, Ed Fuqua, Alex Jarvis (m), Julia Pugliese, Dan Toland*
- 45 **Chainmail Show & Tell (1hr)** *Grand A (1W)*  
Come chat and share and show off your work. This is not a selling event, rather a place to share everything from sources to tools to techniques to finished work.
- 46 **Lost Pig Performance (1hr 30min)** *Grand B (1W)*  
*You are the player! No, all of you are the player!* The audience collaborates (“yells commands at the screen”) to play Admiral Jota’s award-winning interactive fiction game (“you know, like Zork and stuff?”) *Lost Pig* with live voice acting for every part. Only you can help Gronk, a simple farm orc, bring home the bacon!

## 7:20pm

- 47 **Weekend Previews (40min)** *Revere (2W)*  
 Previews of featured presentations this weekend.

## 7:30pm

- 48 **Cuckoo for Cthulhu (4hr)** *Harbor I (3E)*  
 This time, you start out insane, being treated in a psychiatric hospital. However, you now need to escape, to prevent a terrorist incident that could shake the entire world. Is the Husam-Nu‘man, the Sword of Blood, preparing the way for an even greater evil? GM: Richard Auffrey
- 49 **Contra Dance (2hr)** *Commonwealth (1W)*  
 Beginner-friendly, traditional New England style contra dances, called by Kristin Seibert with live music by JAM. All welcome! *Mari Black, Amy Englesberg, Jeff Kaufman, Kristin Seibert (m)*

## 8:00pm

- 50 **Frag (2hr)** *Harbor I (3E)*  
 The board game version of a FPS video game, *Frag* is a fast-paced version of *Quake Arena*. Dodge enemy shots while running around picking up power-ups, weapons, and armor, then take aim and fire.
- 51 **Dungeontown Abbey (4hr)** *Harbor I (3E)*  
 Semiranta the Bold is a mighty heroine. She and her friends have done great deeds, and she has been well-rewarded by the



Empress. There's not much she can't handle. Too bad she's out of town. Take on the role of her servants as disaster strikes at Penhallow Manor while the Lady of the House is off adventuring. Are the servants up to the task of keeping everything ship-shape and Bristol fashion while they deal with...something...coming out of the woods and up from the basement? GM: Jacob Evans

52 **They Live! (1hr 33min)** Otis (2W)

A drifter discovers a pair of sunglasses that allow him to wake up to the fact that aliens have taken over the Earth. 1988, R. A Rich Macchi Memorial Presentation.

53 **Captain America 2: The Winter Soldier (2hr 10min)** Revere (2W)

Steve Rogers struggles to embrace his role in the modern world and battles a new threat from past. Worldwide #2 movie. 2014, PG-13.

8:30pm

54 **3D Printing—Where Does It Go From Here?** Alcott (3W)

There's a 3D printing studio in Back Bay now, printing kits are within the range of hobbyists, and the technology is mature for several materials. Let's look beyond making chess pieces of ourselves and arguing about Plastic Gun Kits. What are the real, immediate implications? What developments are just over the horizon? What effect will this have on current products and commerce? What new things will people be able to do that they couldn't do before? Is there a market for "green" 3D printing? *James Bredt (m), T Christopher Davis, Phillip Hallam-Baker, Sarah Smith, Stephen R Wilk*

55 **Costuming to Body Type** Adams (3W)

Costumers come in a wealth of dimensions, and costumes should too! Some clothing designs and silhouettes may look amazing on one body, yet unflattering on the next. Learn about designs to flatter different body types, and the tips and tricks to altering what you've got. Learn to think outside the box when it comes to adapting existing characters to your own. *Lori Del Genis (Weegoddess), Gaia Eirich (m), Barbara M Pugliese, Jamila Sisco, Nightwing Whitehead*

56 **WW II in SF/F** Douglas (3W)

With the 70th anniversary of the end of World War II approaching, an assessment of how the conflict influenced and affected science fiction and fantasy is in order. SF/F cinema has not dealt with World War II extensively, and much of it has been done obliquely. Television has not been much more prolific. The printed word has seen far more treatment of World War II, from alternative histories to time travel stories, to first-hand accounts and stories that defy easy categorization. *Lisa J. Evans, Terry Franklin (m), Megan Lewis, Sonya Taaffe*

57 **Imagining an Anti-Oppressive SF/F Universe** Hale (3W)

Gene Roddenberry's *Star Trek* series imagined a post-oppressive future with no war, poverty, or racism on Earth. Is such a society possible? How do you convincingly portray utopian societies in your fiction? *Forest Handford, David Larochelle (m), Elizabeth McCoy, David Nurenberg, Pablo Miguel Alberto Vazquez III*

58 **Addressing Sexual Harassment in Our Communities**

Burroughs (3E)

Harassment and safety at conventions is not a new topic, but it has been very much in the spotlight for the past couple of years. Many conventions, including Arisia, are taking steps to prioritize safety. What are the best ways to make convention attendees safer? Should we be looking at convention policies and enforcement, reporting procedures, or social change on what fans tolerate as acceptable behavior? How do our current strategies work, how could they work better, and who is doing it well? *Hanna Burnett, Mary Catelynn Cunningham, Colette H. Fozard, Amos Meeks, Michelle Wexelblat (m)*

59 **Bloody Songs** Griffin (3E)

In honor of the blood drive, we'll be having a moderated song circle on the topics of blood, bleeding, and vampires. Come sing, play, or just listen! *Nat Budin (m), Merav Hoffman, Angela Kessler*

60 **Chainmail 101: European 4 in 1 Weave** Independence (3E)

Learn how to make this basic armor weave. We provide a kit of

rings and pliers to borrow. A sign-up sheet will be located at the Program Nexus, or you can stop by before the workshop to see if there's room. This workshop is limited to 15 people. Materials fee: \$5 per participant. *Liz Cademy, Ket Waters*

61 **Guided Tour of Arisia** Lobby (2W)

Are you new to Arisia? Could you use some help making sense of the layout of the hotel? Have you been attending for some time, and feel like checking out some new areas at the convention? Please join us for a walking tour of Arisia with highlights of the convention. We will start the tour at the Information Desk (located in the lobby, between the elevators and the Starbucks). *Kris "Nchanter" Snyder, Tanya Washburn (m)*

62 **Remembering Robin Williams** Marina 1 (2E)

The world lost one of its great funnymen last year when Robin Williams died. From his start as Mork from Ork through cult hits like *Toys* and *Hook* to big budget movies like *Jumanji* and *Aladdin*, he's worked in some incredibly memorable genre roles as well. Join us as we remember some of his greatest moments. *Hanna Lee Rubin Abramowitz, Daniel M Kimmel (m), Santiago Rivas, Ken Schneyer, Cheryl Wallace*

63 **Tricksters of All Trades** Marina 2 (2E)

Trickster gods pop up in the folklore of many cultures. Coyote, Loki, The Monkey King, and Hermes all play tricks and struggle to escape punishment. How have they been revisited in fiction and stories? Has contemporary literature cultivated its own tricksters? *Vikki Ciaffone, Andrea Hairston, N. K. Jemisin, Catt Kingsgrave-Ernstein, Daniel José Older (m)*

64 **Transgender Fen: The Next Generation** Marina 3 (2E)

Let's discuss the experiences and needs of the younger transgender fen community (including non-binary folk). What concerns and messages do trans\* youth and young adults have to share with the larger community? *Dash, Lorelei Erisis, Cassandra Lease, Tori Queeno, Hannah Elyse Simpson (m)*

65 **Comic Book Movies: The Gateway Drug** Marina 4 (2E)

So, you liked *Guardians of the Galaxy*, but didn't get why everyone was freaking out during the closing credits. If you or a friend has been sucked into comics via movies, TV shows, or video games, come to this panel to learn how to take a new habit and transform it into a steady weekly addiction. *Bob Chipman (m), Alexa Dickman, Troy Minkowsky, Julia Pugliese*

66 **Everything in A Game of Thrones is Wrong (1hr)** Grand A (1W)

Athena School of Arms presents: Hollywood and TV are notoriously bad at depicting the medieval setting correctly. Combat and warfare in medieval-ish settings for both fantasy and historical movies and books are woefully misleading. Swords aren't heavy, armor worked, and longbows didn't rule the battlefield. Personal combat and the conduct of war through the ages will be discussed to expose these myths.

67 **Hallucinating Shakespeare (1hr)** Grand DE (1W)

A euphoric spoken word show on the politics of the Plays—stage malfunction, cheap special effects, baseball chatter as iambic pentameter, and what if Romeo had checked his voicemail?

8:55pm

68 **Serenity (1hr 26min)** ArisiaTV

Firefly episode 1. The crew of the spaceship *Serenity* take on several passengers and make their way to another planet to try and sell goods they salvaged from a wrecked ship. Their efforts are impeded, though, when Wash and Mal realize that there is an undercover alliance Fed on board. 2002, TV-14.

9:00pm

69 **LARP—Nexus Elements (Part 1) (3hr 30min)** Faneuil (3W)

The developing town of Yestin has changed much. The new town guard has dramatically decreased the number of hooligans terrorizing the farmers. They have suffered a zombie plague and anti-magic holes. What will they face next? All adventurers welcome to help tame this wild land! Come use powers of brawn, brain, and magic to settle the wilderness for great reward! (Part 1 of 3. If you have your own boffers, bring them; loaners are in short supply.)



- 70 Cross Ange (4hr 15min)** *Paine (2W)*  
 Set in an utopia generated through Mana, focusing on the first princess of the Misurugi Empire, Angelise Misurugi. She was celebrated by the people of the empire, and was supposed to wear the crown. However, the shocking truth is that she is a Norma: an irregular that cannot use Mana, treated as heretics and as "things" rather than people. Exiled to a remote island, she instead meets a group of Norma girls who know nothing but battle. (First 13 episodes of an ongoing 25 episode run.)

**9:30pm**

- 71 Matthew Ebel, Piano Rocker (1hr 30min)** *Grand B (1W)*  
 Piano-rocker Matthew Ebel returns to Arisia's Main Stage for a sci-fi adventure concert on Friday night. This year you're invited to join him for 90 minutes (or potentially a life sentence) as an inmate of the notorious Fortran Prison: the galaxy's most inescapable (and glitch-ridden) fully-automated incarceration facility. With the help of his robots and audience members, he might be able to stage a jailbreak by the end of the concert. Or he might get vaporized. Come to the show and find out!

**10:00pm**

- 72 Games and Minority Representation** *Alcott (3W)*  
 Why are games (LARP, tabletop, and video games) still so predominantly white, male, straight, and cis? Who is pushing for diversity in gaming, and who should be, but isn't? What can allies do to make games more inclusive and diverse? What are some recent successes, and where is there still work to be done? *Heather Albano, Bob Chipman, Caelyn Sandel (m), Pablo Miguel Alberto Vazquez III*
- 73 Cataloging** *Adams (3W)*  
 At some point we accumulate a certain critical mass of things, whether DVDs, books, or action figures. How do we sort these items to make sure we read/watch everything, loan to friends, keep a neat house, etc. How do we keep track of our stuff so we know we haven't lost something? Do we put everything in chronological order or alphabetical order, by author, creator, or title? Join us as our panel gives tips and pointers on organization on a more particular scale than Housekeeping for Nerds. *Alexa Dickman, Dennis McCunney, Daniel Miller, Mark Waks (m), Michele Weinstein*
- 74 Edge of Tomorrow and the World of Japanese SF** *Douglas (3W)*  
 Tom Cruise's SF time-twister failed to hit at the box office, but it's notable for being a Western adaptation of Eastern science fiction, Hiroshi Sakurazaka's *All You Need Is Kill*. It's a first in a cinematic world dominated by the west. But modern Japanese SF and fantasy has a rich history, and happily much of it is now available in English. Come and discover some new favorites from the land of the rising sun. *Barbara M Pugliese, Julia Pugliese, Richard Ralston, Michael Toole (m)*
- 75 Circuit Bending** *Hale (3W)*  
 Circuit bending is the creative customization of the circuits within electronic devices (children's toys, small digital synthesizers, and low-voltage battery-powered guitar effects) to create new musical or visual instruments and sound generators. Jimmie will lead you in hacking your own musical device from parts. \$20 materials fee. *Jimmie Rodgers*
- 76 BDSM 101: A Beginner's Guide** *Burroughs (3E)*  
 There are a lot of different ways to practice 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, more importantly, don'ts of trying BDSM. 18+ Only. *Adri, Michelle Driscoll (m), Shana Fuqua, Rachel Kenley, Percival*
- 77 Open Filk** *Griffin (3E)*  
 Come listen and/or make music in this unthemed song circle. We will go around in a circle giving every person a chance to perform (play), request a song (pick), or pass. All types of music are welcome, but expect to hear a lot of songs related to science fiction, fantasy, science, and fandom. *Daniel Marsh, Benjamin Newman (m)*

- 78 Getting Started with Cheap CNC** *Independence (3E)*  
 In 2014, 3D printing and CNC machining are suddenly a lot cheaper. With 3D printers under \$500 and CNC mills even cheaper, there has never been a better time to buy in! In this panel, we will discuss the exciting possibilities and how to get started yourself. *James Bredt, Phillip Hallam-Baker, Clarence Risher, Andrew Van Zandt (m)*

- 79 Home Movies from Worldcon (15min)** *Otis (2W)*  
 See artists drinking obscure Scandinavian beverages! See the secret passageways where only Hugo winners are allowed to tread! See a full orchestra performing at a Worldcon! See Filthy Pierre playing his special instrument and Alastair Reynolds on a panel! View the Owl of the Remove! Using the latest in government-surplus imaging technology, we bring Loncon 3 to those who were unable to attend as well as those who had such a good time they want to see it all over again. In 16mm Kludgearama. *Marnen Laibow-Koser*

- 80 Fairy Tales on Film and TV** *Marina 1 (2E)*  
 Between *Once Upon a Time* and *Grimm* on television, and movies like *Maleficent* and *Frozen*, it's a good time for fans of entertainment based on fairy tales. What makes these works so effective at translating these classics into other media? Why aren't we seeing more works based on fairy tales and folklore from other cultures? What other works are coming up that deserve to be highlighted? *Hanna Lee Rubin Abramowitz, Monica Castillo, George Claxton, James Macdonald, David Olsen, Heather Urbanski (m)*

- 81 Speculative Fiction: The Year in Review** *Marina 2 (2E)*  
 What books, short stories, and poetry have we read this year? What trends and patterns have emerged in the genre? *Morgan Crooks, Gillian Daniels (m), Tegan Mannino*

- 82 Paganism 101** *Marina 3 (2E)*  
 What does it mean to be pagan? What resources are available for pagans in their communities? Our panelists discuss how they came to their tradition, how paganism impacts their daily life, and what challenges and rewards they experience as a modern pagan. *Gayle Blake, D. Cameron Calkins, Damarie—Aurora Freyasdottir, Sean Kane, Emily Walton (m)*

- 83 Grant Morrison: Comic Book Supergod** *Marina 4 (2E)*  
 Chaos Magician, Shaman, and comic writer, Grant Morrison has written some of the most colorful, eccentric, and straight-up confusing comics of the past twenty years. We'll go over his comics, his ethos, and his plans with the DC universe in this panel. *Ed Fuqua, Jaime Garmendia, Alex Jarvis (m), Troy Minkowsky, Joey Peters*

- 84 Drum and Dance at Arisia (3hr)** *Grand A (1W)*  
 This is an open Drum Circle. All are welcome—if you have a drum, please bring it. You don't need a drum to dance or enjoy the ambience, but if you have one, don't forget to pack it. You can also bring zills, tambourines, and any non-amplified instruments. Yes, kids are welcome, but this is not babysitting, so please do not leave children unattended.

- 85 Techno Contra (2hr)** *Commonwealth (1W)*  
 Beginner-friendly, traditional New England style contra dances, but with a modern twist! Calling by Kristin Seibert with live music by JAM. All welcome. *Mari Black, Amy Englesberg, Jeff Kaufman, Kristin Seibert (m)*

**10:15pm**

- 86 Silent Movie: The Hunchback of Notre Dame (2hr)** *Otis (2W)*  
 This 1923 adaptation of the Victor Hugo classic was Universal's most successful film of the silent era. Lon Chaney Sr. plays the deaf, half-blind bell ringer of the cathedral trying to survive as a complex web of intrigue weaves around him. The special effects made it unique, with makeup considered so horrifying that crew members were made squeamish. Carl Sandburg called it "Surely the best piece of character work [Chaney] has done." This film will be accompanied by a live organist. *Marnen Laibow-Koser*



## 10:20pm

- 87 **Joss Whedon's In Your Eyes (1hr 45min)** *Revere (2W)*  
 Two seemingly unconnected souls from different corners of the United States make a telepathic bond. 2014, R.

## 10:30pm

- 88 **Psyche Corporation—Paranoid Spaceship Concert (1hr)** *Grand DE (1W)*  
 Bring-your-own-conspiracy-theory and gather round to listen to cyberpunk songs with actual secret messages embedded in them, from Morse Code, to poliovirus DNA, to barcoded telephone numbers of high-end courtesans. Rest assured that all songs can be enjoyed even in the absence of paranoid ideation; just let the alternative electrorock world music sound in, and ignore the subliminal messages.

## 10:40pm

- 89 **MythBusters—Exploding Water Heater (41min)** *ArisiaTV*  
 Jamie and Adam get steamed testing if a water heater can rocket through the roof and into the atmosphere.

## 11:15pm

- 90 **Spirited Away (1hr 22min)** *ArisiaTV*  
 In the middle of her family's move to the suburbs, a sullen 10-year-old girl wanders into a world ruled by gods, witches, and monsters, where humans are changed into beasts. 2001, PG.

## 11:30pm

- 91 **Erotica Reading: Tan, Wilkins, Williams** *Hale (3W)*  
 Authors Cecilia Tan, Connie Wilkins, and Jennifer Williams read selections from their works.
- 92 **Teasecraft Kinky Maker Meetup: Fun with Silicone** *Burroughs (3E)*  
 Do you have a sex toy that you like but wish it were a slightly different size, shape, or firmness? Perhaps you have an idea for a brand new toy, or you'd really like a copy of that Special Someone? We'll talk about the basics of casting and moldmaking, including body casting and body-safe materials. Teasecraft is a meetup group for folks interested in making their own sex toys, BDSM equipment, & other fun things. Not working on a project right now? No worries! Come out and be inspired. *Jimmie Rodgers, Kristen Stubbs*
- 93 **Filking into the Night (5hr 45min)** *Griffin (3E)*  
 Open Filk descends into chaos. Music will continue as long as people are interested. *Paul Estin*
- 94 **Getting Started in the Public BDSM Scene** *Marina 3 (2E)*  
 So you enjoy kink and think it might be fun to step out of the bedroom and meet others who share your interests. How can you find your local BDSM groups? Once you've found them, what should you expect... and how should you behave? 18+ Only. *Mary Catelynn Cunningham (m), Walter Allen Kahn, Lawrence Nelson, Percival, Ian Cooper Rose*

## 12:00am SATURDAY

- 95 **Rocky Horror—Up Close & In Your Face (3hr 30min)** *Grand B (1W)*  
 It's a love story about a boy, a girl, a scientist, his creation, a maid and butler who are brother and sister, and an unrelated tap dancing groupie. In Facebook terms "it's complicated", and it's a musical. Come watch the Tesseracte Players of Boston free-style shadowcast this 70's cult classic.
- 96 **Club Dance (4hr)** *Commonwealth (1W)*  
 The party is on! Come and get on the dance floor! Move your body to a high-energy mix of electro, goth, industrial, pop, and more, provided by local DJ crew Rabbit Revolution!
- 12:05am
- 97 **Kiss of the Damned (1hr 30min)** *Revere (2W)*  
 The vampire Djuna resists the advances of Paolo, but soon gives in to their passion. When her trouble-making sister unexpectedly comes to visit, Djuna's love is threatened, and the whole vampire community becomes endangered. 2012, R.



*All panels are 75 minutes unless marked otherwise.*

## 12:40am

- 98 **Terry Pratchett's The Color of Magic 1 (1hr 41min)** *ArisiaTV*  
 Part 1 of a two-part British TV adaptation of the first two Discworld novels.

## 1:15am

- 99 **Samurai Flamenco (8hr 30min)** *Paine (2W)*  
 Male model Masayoshi Hazama decides to fulfill his childhood dream of becoming a superhero, despite having no superpowers or the technology to create a high-powered suit. He becomes the hero Samurai Flamenco and begins to fight crime in the name of justice. (Complete series—22 episodes.)

## 1:45am

- 100 **Forbidden Zone (1hr 10min)** *Revere (2W)*  
 The bizarre, surreal, and musical tale of a girl who travels to another dimension through the gateway found in her family's basement. 1980, R.

## 2:22am

- 101 **Terry Pratchett's The Color of Magic 2 (1hr 35min)** *ArisiaTV*  
 Part 2 of a two-part British TV adaptation of the first two Discworld novels.

## 3:00am

- 102 **Thale** *Revere (2W)*  
 Norwegian folklore turns out to be real when Leo and Elvis encounter Thale in a basement. But who, or what, is Thale? Subtitled 2012, R (nudity).

## 4:00am

- 103 **Serenity (1hr 58min)** *ArisiaTV*  
 The movie based on and continuing *Firefly*. In the future, a spaceship called Serenity is harboring a passenger with a deadly secret. Six rebels on the run. An assassin in pursuit. When the renegade crew of Serenity agrees to hide a fugitive on their ship, they find themselves in a battle with the relentless military might of a totalitarian regime who will destroy anything—or anyone—to get the girl back. 2005, PG-13.

## 4:15am

- 104 **Europa Report (1hr 30min)** *Revere (2W)*  
 An international crew of astronauts undertakes a privately funded mission to search for life on Jupiter's fourth largest moon. 2013, PG-13.

## 5:45am

- 105 **Owls' Castle (2hr 15min)** *Revere (2W)*  
 As the great military commander Nobunaga Oda was consolidating his power across Japan, one of his actions was to wipe out a clan of assassins, killing every man, woman, and child. Years later, one of the survivors has hired a young but skilled assassin to avenge the deaths of his friends and family. His mission: to sneak into the most heavily guarded castle in Japan, and kill the supreme ruler of the country. Subtitled Japanese. 1999, PG-13.

## 6:00am

- 106 **The Pilot Episode Sanction (43min)** *ArisiaTV*  
 Middleman episode 1. A struggling artist, Wendy Watson, is fired from her temp agency and barred from all other temp agencies after a science experiment at her temp job goes monstrously wrong. Quality campy sci-fi. 2008, PG.

## 7:00am

- 107 **Classic Cartoons (2hr)** *ArisiaTV*  
 Something special to start your morning.

## 8:00am

- 108 **Waking Dreams Games (16hr)** *Harbor I (3E)*  
 A custom made plot using our newly published rule system that was beta tested at Arisia 2014. Open to all, running non-stop,



feel free to come and go as you please. GM: Chad Brayman, Nick Malinowski

## 8:05am

109 **Bringing Up Baby (1hr 40min)** *Revere (2W)*

While trying to secure a \$1 million donation for his museum, a befuddled paleontologist (Cary Grant) is pursued by a flighty and often irritating heiress (Katherine Hepburn) and her pet leopard (Baby). For Science! B/W, 1938, G.

## 8:30am

110 **Best Manga Series That Don't Have an Anime** *Douglas (3W)*

An anime does not a good manga series always make! Our panelists will bring up some of their favorite manga series that haven't received an anime adaptation, and tell you why you should pick them up the next time you see them on the shelf at the local store! *Yitzy Abramowitz (m), Mary Dumas, Michael Toole*

111 **Plan Your Con Mornings** *Hale (3W)*

Are you a morning person in a night owl world? Things at the con usually don't start before 10:00, but early birds can get together for this meet up/planning session. This is a chance to plan some group activities such as morning walks, a swim in the pool, or maybe just planning your activities for the weekend. Come find your fellow early birds. *Howard G Beatman, Samantha Dings, Elaine Isaak, Michele Weinstein (m)*

112 **Saturday Morning Prayer** *Burroughs (3E)*

Being a geek and being spiritual don't need to be mutually exclusive. Come join us for a morning prayer service, on Saturday and Sunday morning, modeled from the Episcopal Book of Common Prayer and the Iona Abbey Book of Worship. This is a non-denominational Christian service, but all are welcome, regardless of faith, gender, sexuality, or gender expression. Children are also welcomed. And don't worry about being late—you will still be welcomed! *Craig R McDonough*

113 **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 after checking in with Fast Track staff. *Damarie—Aurora Freyasdottir*

114 **Gentle Yoga (1hr)** *Commonwealth (1W)*

This is a restorative, restful, flowing (*vinyasa*), one-hour class suitable for all levels. There are no standing poses. All movement is coordinated with the breath. Practitioners at all fitness levels who revel in a deep slow session are encouraged to attend, including those of us who are older, obese, or otherwise have significant physical limitations. Enjoy a lighter heart and a greater sense of harmony. Please bring a Yoga mat or a towel and dress comfortably.

## 9:00am

115 **Pathfinder Society (4hr)** *Harbor I (3E)*

An official Pathfinder RPG.

116 **MoonQuake Escape (3hr)** *Harbor I (3E)*

Players find themselves desperately attempting to escape a high-security prison facility on the lonely planet of Zartaclaton as the latter is unexpectedly giving away to collapse. Spinning rings on a multi-level, 3D board with a rotating and revolving moon mark this unique, light family friendly tabletop game. GM: Jeff Johnston

117 **Reach For The Stars (5hr)** *Harbor I (3E)*

Continue to travel in Joss Whedon's Firefly/Serenity verse, adventure as far into the black as you can, maybe meet a familiar face or two, and dodge the Reavers and Alliance every step of the way! And remember out there, space cowboys....You can't stop the signal! GM: Sonya Feinn

118 **Star Hero: Noble Ideas (4hr)** *Harbor I (3E)*

A group of dedicated individuals have come together to fix the



problems they see in a galactic culture that has existed for thousands of years. Roleplaying stressed over mechanics. This game does not use the Hero Games "official" Star Hero setting. An Infinite Imaginations, Inc. event. GM: Geoff Speare

119 **Matango: The Fungus of Terror (1hr 29min)** *Otis (2W)*

In this dark Japanese classic, survivors of a shipwrecked yacht arrive on an island where they encounter mysterious mushrooms. Driven to starvation, they develop an uncontrollable urge to eat them, and only then realize that most of the mushrooms is under the surface. Directed by Ishiro Honda and many of the Toho crew who brought you *Godzilla*. "The thrills here aren't so much visceral as they are psychological," says Jeff Axtman. "Mushrooms can really mess you up," says Wavy Gravy.

120 **Make Your Own Wings (2hr)** *Hancock (2W)*

Come craft your own fairy or dragon wings to wear this weekend. *Shari Brezinsky*

121 **Men in Black (1hr 37min)** *ArisiaTV*

A streetwise NYPD detective joins a secret organization that polices extraterrestrial affairs on Earth. 1997, PG-13.

## 9:45am

122 **Sword Art Online II (9hr 30min)** *Paine (2W)*

The sequel to the 2012 *Sword Art Online* anime series, SAO II follows the events of volumes 5 and 6 of the light novels, titled "Phantom Bullet." It also covers the "Caliber" (part of volume 8) and "Mother's Rosario" (volume 7) arcs. After putting an end to the SAO incident in 2024 and rescuing Asuna in Alheim Online (ALO), Kazuto Kirigaya (Kirito) finally return to the real world to resume a normal life with his friends. (Complete series—24 episodes.)

## 10:00am

123 **Cosmos: A Spacetime Odyssey** *Alcott (3W)*

Neil deGrasse Tyson hosted a successful season of "Cosmos". Seen by many as a "remake" of Carl Sagan's PBS show, others consider it a bold shot back from scientists at the anti-science nabobs of our day. Let's talk about how much it has (or hasn't) changed the discussion. *Mark L Amidon, Justine Graykin, Gordon Linzner (m), Marlin May, N.A. Ratnayake*

124 **Low-Fi Sci-Fi** *Adams (3W)*

Low-budget movies have long been a part of the SF/F/H landscape, but recent years have seen a trend towards low-budget movies that aim (and often hit) much higher than expected. Films like *Primer*, *Moon*, *Another Earth*, *Monsters*, and *Chronicle* have outshined (and sometimes outearned) movies with nine-figure budgets. We'll talk about the rise of these indie genre flicks, and how they're affecting the movies produced by the major studios. *Deirdre Crimmins, Terry Franklin (m), Resa Nelson, Eric M Van, Jennifer Williams*

125 **Housekeeping for Nerds** *Douglas (3W)*

You may be easily distracted (ooh, shiny!) or quickly bored, but at some point you will want to show off your place to a girl, boy, your parents, or maybe a new guild member. Come discuss tips and tricks for having and maintaining livable space by creating organizing and housekeeping systems that will keep your house from smelling like feet, without cutting into your WoW time too much. *Hanna Lee Rubin Abramowitz, Bonnie Barlow, Samantha Dings, David Larochelle (m), Sarah Smith*

126 **Worldbuilding for Games** *Faneuil (3W)*

There's nothing like running a game in a world of your own creation. The construction of your campaign and setting can make or break your campaign down the road. Our experts share their experiences, best practices, and common pitfalls for creating a world that will give your players an experience they'll never forget. *Cassandra Lease, Joshua A.C. Newman, Percival, William C. Walker III, Jonathan Woodward (m)*

127 **Religions, Holidays, and Rituals in Your Fiction** *Hale (3W)*

Our panelists discuss religions, holidays, and rituals across the genres (fantasy, horror, SF) and their creation. What are the differences in belief systems associated with traditional holidays of our world's different cultures as compared to those in genre



fiction? Terri Bruce (m), Barbara Chepatis, Debra Doyle, Barry Longyear, Morven Westfield

- 128 **Erasure Is Not Equality** *Burroughs (3E)*  
A discussion of the erasure of people of color in history-based SF/F. Good writers research their subject matter, so why are we seeing SF/F set in the Old West or major cities or anywhere that doesn't include the actual people of color who were present and who are part of the historical record? Everything from the Moors in Scotland to Chinese laborers in the Old West to Africans in the Roman Empire will be discussed. *N. K. Jemisin, Daniel José Older, Mark Oshiro, Victor Raymond (m), Nisi Shawl*
- 129 **Gender and Gaming** *Griffin (3E)*  
This panel seeks to explore how American views on gender roles affect what games we choose to play, and how we behave when we play. You know the stereotypes: men like violence and strategy, women like sparkles and community-oriented games. But what about gamers who don't fall into those categories—gamers who don't like what they're "supposed" to like, or who reject this binary entirely? Let's talk about how to make each other feel welcome, and rethink how we play together and what we enjoy. *Chris Denmead, Brian Liberge, Meghan McGinley (m), Maddy Myers, Caelyn Sandel*
- 130 **Materials Safety for the Artist** *Independence (3E)*  
With all due respect to Van Gogh, don't poison yourself with cadmium. If you plan on doing art professionally, you should be thinking about longevity of your craft. What are ways to protect your physical and mental health while still performing? We will talk about hazards for both the 2D and 3D artist, covering a range of media. *Hanna Burnett, Lisa Hertel, Sarah "Tashari" Morrison, Carsten Turner (m)*
- 131 **Stone Age (2hr)** *Harbor I (3E)*  
🎮 Use your meeples to gain items, cards, huts, and resources to give you an advantage in your quest for victory points.
- 132 **Ticket to Ride (2hr)** *Harbor I (3E)*  
🎮 The train game everybody loves. Build your routes across the country but be careful you don't get shut out by your opponents.
- 133 **Particle Fever (1hr 30min)** *Revere (2W)*  
🎬 Two competing theories predict values for the Higgs particle. No spoilers please.... Check <http://arxiv.org/>. 2013, PG.
- 134 **Learn to Knit** *Hancock (2W)*  
✳️ Learn to knit—we provide everything! *Katherine Brick, Nicole Robinson, Jill Singer, Aimee Yermish*
- 135 **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! *Abby Hafer, Elaine Isaak, Ian Randal Strock*
- 136 **Princesses & Princes Playdate (1hr 30min)** *Webster (2W)*  
✳️ Children of all ages are invited to spend a morning with their favorite Disney princesses! The princesses (and some princes) from all your favorite Disney films will be at Arisia to lead a wonderful playdate full of games, reading stories, and singing songs, with plenty of time to play and take pictures too! *Emiy Simon*
- 137 **Guided Tour of Arisia** *Lobby (2W)*  
Are you new to Arisia? Could you use some help making sense of the layout of the hotel? Have you been attending for some time, and feel like checking out some new areas at the convention? Please join us for a walking tour of Arisia with highlights of the convention. We will start the tour at the Information Desk (located in the lobby, between the elevators and the Starbucks). *Tanya Washburn*
- 138 **Recreations, with a Twist** *Marina 1 (2E)*  
Whether it's a Victorian twist on superheroes, club wear inspired by cartoons, or a steampunked version of your favorite space captain, there's a new twist on yesterday's character costume. Our panelists discuss some of the endless possibilities in this growing trend of mashups, reimaginations, and reinterpretations. *Milo Martinez, Elizabeth O'Malley, Julia Pugliese (m), Danielle Souza*

- 139 **The Arisia Book Club: Reading the Hugos** *Marina 2 (2E)*  
Read this year's Hugo-winning novel (*Ancillary Justice* by Ann Leckie) and stories ("Equoid" by Charles Stross, "The Lady Astronaut of Mars" by Mary Robinette Kowal, and "The Water That Falls on You from Nowhere" by John Chu), and come on down to discuss! *Erik Amundsen, Christopher Davis (m), Elektra Hammond, Kate Nepveu, Jennifer Allis Provost*

- 140 **The Early Days of Gainax** *Marina 3 (2E)*  
In 1981, a gang of outcasts, nerds, and college students got together to throw the greatest anime and science fiction convention in history. Three years later, they'd form a company that would change the face of anime forever. Learn the secret history of Studio Gainax, its early works, and how a group of fanboys turned their passion into something extraordinary! *Mario "DigiCom" Di Giacomo, Dan Morris, Richard Ralston, Michael Toole (m)*

- 141 **Comics for Everyone from Nine to Ninety Nine** *Marina 4 (2E)*  
Once upon a time comics struggled with proving that they weren't just for kids anymore. In the last few years comics have proven that they're not just for grown-ups anymore either! More and more titles are reaching out to the audience at large regardless of age. Join us as we recommend our favorites and discover new and exciting reads! *Zachary Clemente, Alexa Dickman, Ken Gale (m), David Marshall*

- 142 **Wand Dueling Workshop with HP-NYC (1hr)** *Grand A (1W)*  
✂️ The art of wand dueling is a centuries old practice that has unfortunately fallen by the wayside in today's modern wizarding curriculum. Join Harry Potter NYC as their top wand dueling instructors demonstrate several of the offensive and defensive moves most frequently employed in duels. Many of these can be seen being used in the now famous Harry Potter documentary films. You can bring your own wands, or if needed training wands can be provided.

- 143 **Masquerade Rehearsal (4hr 30min)** *Grand B (1W)*  
Rehearsal for Masquerade participants.

- 144 **Walk the Labyrinth** *Commonwealth (1W)*  
Take a long walk in a small space. Come find your center in our 30'x30' Seven-Circuit Classical Labyrinth. A tool for walking meditation, use it to find a little peace during the excitement of Arisia. Supervised children welcome.

#### 10:30am

- 145 **Kingmaker (5hr)** *Harbor I (3E)*  
🎮 A classic Avalon Hill game set in the time of the English Wars of the Roses. Build and control a faction of nobles that, through battle, diplomacy, and politics, attempts to eliminate other players' factions, and gain control of one or more members of the two rival royal families, the House of Lancaster and the House of York. GM: Corbin Covault

- 146 **The Perilous Halls of Sorrow (4hr)** *Harbor I (3E)*  
🎮 There was no cataclysm that brought the world low. Sure—there are stories of a golden age of heroes and gods, but the people standing before you now, watching and waiting for your answer, are all there is. Life is tough and terrifying and dangerous and, for the most part, utterly unfair. People huddle in their cramped and muddy villages behind walls of wood and daub hoping that the underworld doesn't find them. But it did. That is why you are here. GM: Dale Houston

- 147 **Dr. Who and the Daleks (1hr 22min)** *Otis (2W)*  
🎬 One of two films made with Peter Cushing as the Doctor, unrelated to the BBC productions, with the rest of the Who family including his granddaughters Susan and Barbara. Barbara's boyfriend Ian accidentally sends the TARDIS to the planet of the Thals, where we meet brightly-colored Daleks. This is in a way an altered retelling of the BBC's second serial. Radio Times says "Despite its many faults, it's still a fun ride for both the uninitiated and die-hard fans alike." 1965, in 35mm Technicolor.

#### 10:40am

- 148 **Final Fantasy (1hr 45min)** *ArisiaTV*  
🎬 Final Fantasy movie.



## 11:00am

- 149 **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 would 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. *Salem Trayned Band*

## 11:30am

- 150 **Convention Feedback** *Alcott (3W)*  
 Tell us how to improve Arisia while there's still time to fix (some) things! *Anna R Bradley, David D'Antonio, Jaime Garmendia, Benjamin Levy, Amos Meeks, Micah Schneider, Kris "Nchanter" Snyder, Michael Sprague (m), Thomas Traina*
- 151 **Movie Year in Review** *Adams (3W)*  
 Our annual look back at the year in SF, horror, and fantasy film. Our panel of experts will cover every theatrical release of 2014. 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. *John Bowker, Monica Castillo, Bob Chipman, Chris Denmead, Daniel M Kimmel (m)*
- 152 **LARP—Terosian Adventures (6hr)** *Bulfinch (3W)*  
 In the Terosian kingdom of Ishtek, a merchant wagon is daring the goblin pass in the Krosh mountains. Good pay, glory, and a chance to show your skills are offered to those who are willing to protect the merchants. All levels of experience are welcome in this boffer fantasy LARP. If players have their own weapons, then they should bring them, as loaners are finite. All rules information, including character creation, can be found on our site: <http://terosio.weebly.com>
- 153 **Paneling 101: A Primer** *Douglas (3W)*  
 A panel on doing panels, for noobs and the plain unaware. Learn etiquette, preparing, benefits, the role of the moderator, how to moderate, how to handle a rogue panelist, and how to handle a rogue audience member. *Susan Hanniford Crowley, Bob Kuhn (m), Joy Marchand, Percival, Michele Weinstein*
- 154 **Does the Real World Belong in Games?** *Faneuil (3W)*  
 While some games may be escapist pastimes, they will always be a reflection of the world we live in. Should we be able to ignore reality when we dive into our games? Our panelists will discuss whether "fun" is necessarily opposed to "social commentary", and games that have successfully combined the two. Can we use "it's just a game" to avoid discussing the extreme violence in games or the ongoing questions about how women and minorities are treated in the industry? *T Christopher Davis, N. K. Jemisin, Maddy Myers, William C. Walker III (m)*
- 155 **Breathing Life into Your Player Character** *Hale (3W)*  
 Putting some "character" into your player character will help make your role-playing experience awesome and memorable for everyone at the table, but it can be daunting. Our seasoned panel will share tips and techniques for creating memorable and fun characters for all sorts of tabletop role-playing games, followed by a Q&A session. *William "Ian" Blanton (m), Sharone Horowitz-Hendler, Peter Maranci, Daniel Miller, Jonathan Woodward*
- 156 **Singing in the Pool** *Pool (3W)*  
 What's better than singing in a shower? Singing in a swimming pool! We hear the acoustics are great, so bring a bathing suit and help us test them! *Jeff Keller, Jeremy Kessler (m)*
- 157 **The World Fantasy Award: Behind Lovecraft's Back** *Burroughs (3E)*  
 China Mieville has been quoted as having his World Fantasy Award bust of H. P. Lovecraft turned face toward the wall so he can write behind the old man's back. Daniel José Older has recently launched a petition to change the award to a bust of Octavia Butler, prompting a rather heated response from Lovecraft scholar S. T. Joshi. Round two: fight. *Erik Amundsen, Andrea Hairston, Mark Oshiro (m), Nisi Shawl*

- 158 **Filk 101** *Griffin (3E)*  
 Curious about Filk? Come to this interactive introduction and ask your questions or request songs. Find out if anyone knows a song based on your favorite author's work or about your favorite small furry animal. See how a song circle works. *Nat Budin, Ellen Kranzer, Peggi Warner-Lalonde (m)*
- 159 **The Future of Art Education** *Independence (3E)*  
 Art class in public schools is an endangered species. Despite studies that show creative activities and learning are critically important, the demands of standardized testing are reducing and even eliminating time for art. What is lost when art is banished from school? How will the next generation study their crafts? What can we do to reverse this trend? *David J. Friedman, Sarah "Tashari" Morrison, Meredith Schwartz, Carsten Turner (m), Penelope Wilhelm*
- 160 **The Creation of the Humanoids (1hr 20min)** *Revere (2W)*  
 In a post atomic holocaust society, robots take it on their own to help the dying human race. Retro polyamory. 1962, PG.
- 161 **Cross-Cultural Costuming** *Marina 1 (2E)*  
 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? *Aurora Celeste (m), Catt Kingsgrave-Ernstein, Milo Martinez, Jamila Sisco*
- 162 **Neurodiversity in SF/F** *Marina 2 (2E)*  
 How are autistic and other neurodiverse characters presented in SF/F? What works handle this subject well, and which do not? Who are some neurodiverse authors whom we should all be reading? And how, as a genre, do we move beyond stories only focused on a "cure"? *Thom Dunn, Don Sakers, David G. Shaw (m), JoSelle Vanderhooft*
- 163 **Anime/Manga: Ain't Nobody Got Time For That** *Marina 3 (2E)*  
 Are you terrified of starting a series like *Bleach* or *One Piece* when you see the multitude of volumes sitting on the bookstore shelf? Never fear—whether you are busy with work, kids, or just can't fathom starting a series the creator hasn't finished in 10 years, we'll talk about some anime and manga options that you can finish in days or weeks, not years. *Yitzy Abramowitz, William Frank, Diana Hsu, Elizabeth O'Malley (m), Doug Wilder*
- 164 **The New Big Three: Image, Dark Horse, and IDW** *Marina 4 (2E)*  
 Over the last decade, a number of small, up-and-coming publishers have joined the likes of Image and Dark Horse in becoming the new mainstream over the Big Two. Some of these new companies, such as BOOM! Studios and even the returning Valiant Comics, have even scored big name licensing deals with hit properties ranging from *My Little Pony* to *Ghostbusters* to *Star Trek*. Join us as we discuss who the next big publisher could be. *E. J. Barnes, Zachary Clemente, Jaime Garmendia (m), Joey Peters*
- 165 **Belly Dance Class (1hr)** *Commonwealth (1W)*  
 Crash course in the art of bellydance! We will cover stretching for dance, basic posture, hip and chest movements, snake arms and shimmies. No experience required! Please wear comfortable clothing; water bottle also recommended.
- 12:00pm

166 **Warring Kingdom (4hr)** *Harbor I (3E)*  
 Learn and play the successfully kickstarted local board game featuring tactical combat and deck building, *Warring Kingdom!* See why reviewers are calling it "Highly interactive and highly fun." "A game surpassing classics in its field." "I can't speak enough praise about the battle mechanics. I love it so much." GM: Harry Gao

167 **Blackjack (6hr)** *Harbor I (3E)*  
 Learn how to play blackjack or practice your game. No real money is used or awarded. This is a teaching game. GMs: Dave Cantor and Dale Farmer.

168 **A Roman Legion: Legio III Cyrenaica (30min)** *Grand A (1W)*  
 ✕ The Roman Legions are undoubtedly among the best known and most influential military forces in history. Their exploits remain legendary, and they continue to be a subject for books, movies,

and TV. This New England-based reenacting group seeks to accurately portray the Legion in the 1st Century AD, initially tasked with keeping Egypt's rich ports, grain supplies, and mines under Roman control. Members will showcase various arms, armor, tactics, and troop types (Legionaries and Auxiliaries). *Legio III Cyrenaica*

## 12:26pm

169 **Terry Pratchett's Hogfather (3hr 11min)** ArisiaTV

Two-part British TV adaptation of the novel. It's Hogswatch (equivalent to Christmas) on the Discworld and the Hogfather has gone missing, requiring Death to take his place while his granddaughter Susan endeavors to find out what has happened.

## 12:30pm

170 **Space Is the Place (1hr 22min)** Otis (2W)

Space jazz musician Sun Ra lands in Oakland after many years in space, bringing a new message and offering to take Black people to a new planet. But it turns out he's being monitored by agents of the Overseer who are out to get him. It's a little disjointed and a lot weird and it's a great introduction to Sun Ra's brand of jazz and philosophy. On the internet some people say this is a Blaxploitation film, some say it's a jazz film, but at Arisia we know it's a science fiction film.

171 **Improbable Research and the Ig Nobel Prizes (1hr 30min)**

Grand DE (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. NOTE: Some of the presenters will be selected from nominations made in advance by you the fen! Nominate someone here: <http://bit.ly/1GfEYQm>

## 1:00pm

172 **Avoiding Culturefail** Alcott (3W)

How can writers best avoid creating simplistic or hurtful imaginary cultures? How can you avoid portraying real world cultures without resorting to stereotypes? Is doing research enough? Where do you start? *Steve E Popkes, Victor Raymond, Kiini Ibura Salaam, Nisi Shawl (m), W. B. J. Williams*

173 **Atheist Fen** Adams (3W)

They say science fiction has gone mainstream, but atheism is still one of the last taboos in many parts of America. Still, atheist voices have been getting more attention in the press. Does fandom tend toward a higher percentage of atheists than the general public? And is fandom more accepting of atheists, or are some fans still "in the closet"? *Steve Davidson, Ed Fuqua, Shana Fuqua (m), Peter Maranci, Jeff Warner*

174 **Anime Cons: Behind the Scenes** Douglas (3W)

Seasoned anime convention staffers discuss how much work it actually takes to put on a successful con. Perfect for people who are interested in staffing or volunteering for cons in the future. You're sure to hear some amazing horror stories from cons gone wrong and the lessons learned as well. *Colette H. Fozard, Jared Griego (m), Bettina Kurkoski, Pam Larson, Richard Ralston*

175 **Practical Considerations for Costumers** Faneuil (3W)

Our panel of veteran costumers talk about everything from pockets, to footwear, to how to wear your badge in character. They'll address costume and prop transport and storage, ways to increase your own personal comfort in costume, and safety tips for costuming in crowds. *Hanna Burnett (m), Gaia Eirich, Kerri Knorr, Karen Purcell DVM*

176 **Game Design From First Principles** Hale (3W)

From roleplaying to card games, wargames to abstract games, surrealist word games to sports, games all share some basic features as a human endeavor and art form. How do we apply the principles of soccer to a roleplaying game? What do we learn from abstract games that we can apply to our field of elven war machines? Our panel of game designers will talk about social structure, complexity, and randomness before turning the mic

around to help you define and focus your game design ideas. *James L. Cambias, Jaime Garmendia, Joshua A.C. Newman (m), David Olsen, Carolyn VanEseltine*

177 **Pretty Soldier Sailor Moon** Burroughs (3E)

The story that changed a generation, Sailor Moon has spanned 18 manga volumes, multiple anime series (including a brand new 2014 series), movies, specials, live action series, live musicals, and more product than you could possibly own (but we can darn well try). Come listen to our panel of Sailor Moon enthusiasts as they talk about the good, the bad, and the sparkly. *Hanna Lee Rubin Abramowitz, Yitzy Abramowitz (m), Dan Morris, Elizabeth O'Malley*

178 **Rounds and Other Voice Braiddings** Griffin (3E)

Take simple threads of music and weave them into a fabric of harmony: Rounds, guazas, and maybe a quodlibet or two. *Barbara Chepatis (m), Benjamin Newman*

179 **Making Makers Make** Independence (3E)

As anyone who's ever tried to create something knows, the biggest hurdle is starting in the first place. How do you go from talking about what you want to make (armchair making) to actually building things? *Andrew Anselmo (m), Lori Del Genis (Weegod-dess), Scott Lefton, Suzanne Palmer, James Turner*

180 **The Big Board Game Tournament (5hr)** Harbor I (3E)

The games: Stone Age (with expansion), Puerto Rico, Lords of Waterdeep, Ticket to Ride (US). Tournament rules are posted in the game room.

181 **Gatchaman (1hr 50min)** Revere (2W)

Live action version—Set in the near future in Tokyo, Japan. The evil terrorist organization Galactor has declared war on the world. The group possesses more advanced technology than governments and occupies over half of the planet. Dr. Kozaburo Nambu of the International Science Organization gathers together 5 superhero ninja agents, known collectively as Gatchaman, to stop Galactor. Subtitled. 2013, PG.

182 **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*

183 **Open Discussion Group: Books** Hancock (2W)

Let's talk about your favorite science fiction and fantasy books! Old and new, let's share our favorites and maybe find some new ones. *Adri*

184 **Duct Tape Roses** Hancock (2W)

Learn how to make roses out of duct tape! Feel free to BYO tape (2-3 colors), but limited colors will be available. *Lucy Backman, Katherine Brick (m)*

185 **Kamikaze Costuming (4hr)** Webster (2W)

Fabrics, Pins, Imagination! Come make your own costume. Then, show off your creation in the Masquerade tomorrow if you want. *Dawn Albright, Damarie—Aurora Freyasdotir, Josephine Monreal, Jill Singer, Aimee Yermish*

186 **Swords of Chivalry 1** Webster (2W)

Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used! *Mr. Ferguson*

187 **What Censorship Is and Isn't** Marina 1 (2E)

Over the past few years, several arguments over issues in fandom, both offline and online, invoke cries of censorship or violations of the First Amendment where none may have occurred. What qualifies as censorship or violations of the First Amendment? Where do libel and slander come in? And what about parody/satire? Chilling effects and "thought crimes"? Our panel discusses these and other issues related to protected speech. *William Frank (m), David J. Friedman, Daniel M Kimmel, Gordon Linzner, Daniel Miller*

188 **Unruly Places: When the Setting Does Not Behave** Marina 2 (2E)

Streets that shift in the night, pathways that change destination, hills that certainly weren't there yesterday: some places just don't



behave. What works of genre fiction have explored these unruly places? What stories can only happen where our rules just don't apply? *Erik Amundsen (m), Greer Gilman, Elektra Hammond, Adam Lipkin, Shira Lipkin*

**189 Poly 101: An Introduction** *Marina 3 (2E)*

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! Our panelists will tell you all about their adventures in polyamory, and what they've learned along the way. *Walter Allen Kahn (m), Shelley Marsh, Amos Meeks, Pablo Miguel Alberto Vazquez III, Valerie White*

**190 The Art of Lee Moyer** *Marina 4 (2E)*

35 years of art to show and, hopefully, audience questions to answer. *Lee Moyer*

**191 The Cutting Truth of the Sword (1hr 30min)** *Grand A (1W)*

⌘ Athena School of Arms presents: A demonstration of cutting with real swords, and other elements of advanced training. Followed immediately by hands-on lessons with the Longsword. Learn the basics of attack and defense in the German Longsword tradition. Advanced lessons available for students who have already done the basic lesson. All equipment provided, no experience necessary.

**1:30pm**

**192 Pathfinder Society (4hr)** *Harbor I (3E)*

🎲 An official Pathfinder RPG.

**193 Space 1889: Red Sands (3hr)** *Harbor I (3E)*

🎲 Played using the Savage Worlds system, enter the world of Space 1889. As members of the British Explorer's Society, you travel to exotic locales of Earth, Mars, Venus, and beyond, foiling the plots of the mysterious Brotherhood of Luxor, discovering ancient artifacts, and spreading civilization among the savage lizardmen of Venus or in the decadent canal-side cities of Mars. GM: Scott Marchand Davis

**194 Gamma-Ray Burst Over Sweetwater Shores (4hr)** *Harbor I (3E)*

🎲 That last job turned out a little rough. Your ship took some hits, the pay was short, and your crew had to hustle offworld ahead of some unpleasant fallout. At least you got out alive, but now you need a safe port where you can gas up, patch the hull, throw back some stiff drinks, and unwind a bit. Fortunately, you know just the place, a modest little anti-matter mining rig and waystation orbiting a white dwarf just a few days' worth of spike-drive travel away. GM: Eric Smith

**195 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 Barony of Carolingia—Boston's local Society for Creative Anachronism (SCA) group—will demonstrate 16th & 17th Century rapier techniques. Spectators will experience the duel and group 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.

**2:00pm**

**196 Firefly Board Game (3hr)** *Harbor I (3E)*

🎲 With expansions. You can watch or join in. GM: Maya Dinerstein

**2:15pm**

**197 The World's End (1hr 49min)** *Otis (2W)*

🎲 In this comedy/sci-fi spectacle, Simon Pegg and Nick Frost star as the core of a group of middle-aged men who go back to their hometown to re-enact the last epic pub crawl of their youth. But things don't go according to plan. The pubs they remember have turned into plastic copies, and the people they knew weirdly haven't aged. Directed by Edgar Wright (*Shaun of the Dead*), In 35mm Cinemascope. 2013, R.

**2:30pm**

**198 World Building 101** *Alcott (3W)*

What makes for a believable fictional world? Have you accounted for geology, weather, culture, and religion? What is the psychological impact of having six legs or speaking with flashes of color?



Writers and creators will discuss how to get started in world building. *Jeff Hecht, Barry Longyear, Gail Z. Martin (m), Elizabeth McCoy, Allen M. Steele*

**199 Religious and Philosophical Beliefs** *Adams (3W)*

Creators often use their own philosophy and beliefs in their work. When has it gone in reverse? Are there characters whose beliefs were so compelling that they affected your own practices or beliefs? Do Yoda's words still impact the person you are today? G'Kar, Shepherd Book, and Morpheus all provide different takes on characters who are in their own way devout. Come and share stories about how your own path has been shaped or influenced by characters of SF/F. *Craig R McDonough, Jeff Warner, Penelope Wilhelm (m)*

**200 The Girl's a Monster** *Douglas (3W)*

What's a monster? One of the undercurrents in YA fiction is that the monster is a girl, and vice versa. All manner of supernatural afflictions have been coded to the maturation of young women—if you're not a perfect little lady, you can easily be viewed as monstrous. We'll discuss monster as metaphor and how girls are claiming the title of monster as a positive signifier. *Heather Albano, Jeanne Cavelos, Genevieve Iseult Eldredge (m), Shira Lipkin, Kiini Ibura Salaam*

**201 Costume Foundations** *Faneuil (3W)*

History started it, but a good support structure can take your modern and fantasy costumes to new heights, *and* widths. Corsets, hoops, bustles, and more. Come see examples and get an idea of how to create, wear, and care for these foundation pieces. *Kerri Knorr (m), Shelley Marsh, Sarah "Tashari" Morrison, Antonia Pugliese, Jamila Sisco*

**202 The Ecology of Fantasy Worlds** *Hale (3W)*

Magic is not a get-out-of-logic-free card. There's only so far readers will suspend their belief, even for fantasy. From mythical creatures to multi-year winters, learn how to design the ecology of your fantasy world so it serves your story and still makes sense. *Ken Altabef, D. L. Carter, Walter H. Hunt, Jules (m)*

**203 The Twelfth Doctor: Everybody Panic/Rejoice** *Burroughs (3E)*

So we've now all seen Peter Capaldi's Doctor. Is he everything we hoped for? He's the first Doctor since Eccleston who has been prominent coming into the role; does that have an impact on how we view his character? Is the new Doctor too different from Smith and Tennant? How do folks feel about Stephen Moffat's handling of the transition? We'll talk about all our Twelfth Doctor thoughts in this panel. *John Chu, Andy Hicks (m), Michael Lee, Jennifer Pelland, Hildy Silverman*

**204 Rousing Chorus Songs** *Griffin (3E)*

🎵 An open sing emphasizing songs—folk, filk, whatever—with uncommonly good choruses that really pull people in. Insufficiently rousing songs will be gonged! *Jeff Keller (m), Angela Kesler, Jeremy Kessler*

**205 Handling Your Online Image As an Artist** *Independence (3E)*

How do you create effective online presence? How and where should you sell work online? What social networking tools should you be using, and how? What are best practices for building a fan base and then interacting with them? *Bob Eggleton, Lee Moyer (m)*

**206 Spoon-A-Pults** *Hancock (2W)*

★ Come and construct your own spoon-a-pult. *Scott Wilhelm*

**207 The Hobbit, Session 1** *Hancock (2W)*

★ Join us for a reading of J.R.R. Tolkien's classic story of burglary, jail-breaking, armed robbery, and dragoncide. Continued in a later session. *Peter Maranci*

**208 Magic Show** *Webster (2W)*

★ A magic show for kids! *Daniel P Dern*

**209 How to Disagree Better** *Marina 1 (2E)*

Someone is wrong on the Internet! Discussion of new and sometimes challenging ideas is one of the hallmarks of fandom and any free society. We can do a better job of arguing and disagreeing with each other. How do we do this? What tools do we have for sorting out those arguments and finding where the areas of



agreement might be hiding? This is not a plea for everyone to agree, this is about how to disagree honestly and respectfully, in ways that allow us to remain a community. *Inanna Arthen, Ken Kingsgrave-Ernstein, Bob Kuhn (m), Joy Marchand, A Joseph Ross*

- 210 **Lost in Translation** *Marina 2 (2E)*  
What things get lost as anime is translated and dubbed for American audiences? While we all may have seen or heard of series being dramatically edited in the '70s and '80s (*Sailor Moon*, for example), to what extent are movies and series still edited to make them more comprehensible to non-Japanese audiences? *Mario "DigiCom" Di Giacomo, William Frank, Eri Kagami (m)*

- 211 **Coming Out** *Marina 3 (2E)*  
Coming out of the closet is not an easy decision or process, regardless of whether you are coming out as LGBT, poly, kinky, pagan, or Republican. Come share stories and advice on how and whether to come out to family, friends, and co-workers. *Lorelei Erisis, Marlin May, Don Sakers, Hannah Elyse Simpson (m), Michelle Wexelblat*

- 212 **Face Off: The Best Reality Show for Geeks** *Marina 4 (2E)*  
Plenty of geek-oriented reality shows have sprung up in recent years, but few have found the success of Syfy's *Face Off*, about to head into its eighth season. With its parade of Oscar and Emmy-award winners as judges and guest judges, some truly entertaining challenges, and incredible insight into the world of make-up and practical f/x, it's become a huge hit. Join us as we discuss what makes the show work creatively and how it's changed the way we view special effects. *Mark L Amidon, Toni "Leigh Perry" Kelnner, Resa Nelson, Kate Nepveu (m), Suzanne Reynolds-Alpert*

- 213 **Angry Ginger Love In Hell Concert (1hr)** *Grand DE (1W)*  
Come join Angry Ginger for an intimate acoustic rendition of their hard-hitting album *Love in Hell* as showcased on PIXY 103, including 'Sandra's Song,' written to raise awareness of domestic violence. A songwriting rock duo from Southeastern Mass with a popular local following, Angry Ginger released their debut album in December 2014.

- 214 **SCA/Renaissance Dance (2hr)** *Commonwealth (1W)*  
Come dance with the Society for Creative Anachronism (SCA) at a Renaissance Ball! We will be doing many types of dances, from the formal and elegant to the bouncy and energetic. No experience or partner necessary. All dances will be taught, so everyone will be able to join in the fun! Live music will be provided by the world famous Waytes of Carolingia. Medieval or Renaissance garb is welcome if you have some (and will certainly add to the atmosphere) but not required. *Marnen Laibow-Koser*

### 3:00pm

- 215 **The Perilous Halls of Sorrow (4hr)** *Harbor I (3E)*  
There was no cataclysm that brought the world low. Sure—there are stories of a golden age of heroes and gods, but the people standing before you now, watching and waiting for your answer, are all there is. Life is tough and terrifying and dangerous and, for the most part, utterly unfair. People huddle in their cramped and muddy villages behind walls of wood and daub hoping that the underworld doesn't find them. But it did. That is why you are here. GM: Dale Houston

- 216 **Beauty & The Beast (1hr 50min)** *Revere (2W)*  
Lavish lush live action—An unexpected romance blooms after the youngest daughter of a merchant who has fallen on hard times offers herself to the mysterious beast. Subtitled French. 2014, PG-13.

### 3:38pm

- 217 **A Night at the Opera (1hr 42min)** *ArisiaTV*  
The Marx Brothers classic. A sly business manager and two wacky friends of two opera singers help them achieve success while humiliating their stuffy and snobbish enemies. 1935, NR.

### 4:00pm

- 218 **Bicycles, Bicycles, Bicycles** *Alcott (3W)*  
Many fans love their bicycles. Whether it's your primary mode of transportation or just a hobby, come join our panelists as

they discuss their passion for bicycles, how you can get out and ride more, and bicycles in SF/F. *Aimee Bouchard, D. Cameron Calkins (m), Mark Oshiro, Jude Shabry*

- 219 **Gender-Variant Cosplay** *Adams (3W)*  
Cosplay can offer a fun way to play with gender, whether one is cross-dressing, gender-bending a favorite character, or cosplaying while trans—or all of the above! How can we make Arisia a more comfortable environment for cosplayers of all gender identities and expressions? This panel will offer tips and tricks for new and experienced cosplayers alike. *Leo D'Entremont, Mary Dumas, Cassandra Lease, Milo Martinez, Tori Queeno (m)*

- 220 **The Timeliness of Marvel Comics** *Douglas (3W)*  
Marvel Comics continues to have another bang-up year with another hit movie and critically acclaimed comics hits like *Hawkeye* and the new *Ms. Marvel*. 2015 promises to be even bigger as Marvel takes over the *Star Wars* line from Dark Horse. What does the future hold for the House of Ideas? Come find out! *Bob Chipman (m), Michael Lee, Donna Martinez, Troy Minkowsky, Israel Peskowitz*

- 221 **DIY Digital: Homemade Video Games** *Faneuil (3W)*  
Game-making tools like RPG Maker, Twine, Unity, Inform 7, and others make it possible for more people to create digital games from scratch, even if they have limited experience with code. The rise of more accessible tools has led to a growing group of punk game devs that re-energizes the rest of the games industry. Let's talk about the impact of indie games of the past year and also share tools and ideas for folks who want to make a digital game and aren't sure where to start. *Adri, Heather Albano, Caelyn Sandel (m), Carolyn VanEseltine*

- 222 **Genre Soup** *Hale (3W)*  
There's cyberpunk, steampunk, and dieselpunk. Then there's horror, dark fantasy, and suspense. Do genre distinctions matter to anyone other than booksellers? Does marketing your book in one genre over another increase your chances of getting published or increase sales? What happens if your work exists outside the current genre classifications? *Terri Bruce (m), Max Gladstone, Felicitas Ivey*

- 223 **N.K. Jemisin Reading** *Burroughs (3E)*  
Our Writer Guest of Honor reads from one of her selected works and answers questions from the audience. *N. K. Jemisin*

- 224 **Ballads of the Supernatural** *Griffin (3E)*  
Many traditional songs tell stories of the supernatural: ghosts, faeries, shape-changers, and so forth. Come listen or sing in this themed song circle. *Elizabeth Birdsall, Merav Hoffman, Sonya Taafe (m), Peggi Warner-Lalonde*

- 225 **How To Do Cryptography** *Independence (3E)*  
Many in the crypto world are yet again looking at secure e-mail. Almost all e-mail clients are capable of secure e-mail. But the problem is that they are too hard to use securely. Come learn the basics of crypto and how you can use it! Bring your Internet devices!

- 226 **Star Wars X-Wing (4hr)** *Harbor I (3E)*  
Ready your proton torpedoes, angle your deflectors, and accelerate to attack speed as you plunge into this X-Wing demo. Learn the skills and strategies you will need to master for the tournament on Sunday.

- 227 **Tactile Tour of the Art Show** *Harbor III (3E)*  
The use of touch can stimulate the imagination and help complete your mental image of a work of art. This guided tour allows those with impaired vision access to selected art in the Art Show to do just that. *Tanya Washburn*

- 228 **Fun With Card Games** *Hancock (2W)*  
Munchkin, Fluxx, Apples to Apples, and more! *Ken Olum*

- 229 **Papercraft Workshop** *Hancock (2W)*  
A piece of paper and some instruction are all you need to create creatures interesting to our younger fans. Origami swans and such are still a lot of fun to make, but there have been a lot of additions to the art of crafting creatures and characters out of paper. For instance, Minecraft aficionados can get into creating



their favorite Minecraft characters using Papercraft from <http://minecraftpapercraft.com/>. Are there any other paper crafts that would appeal to the younger audience? *Andrew Anselmo*

- 230 **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*

- 231 **Foodcraft: How Science Can Reinvent Your Kitchen** Marina 1 (2E)  
Foodies are always inventing new scientific techniques to prepare their favorite ingredients in exciting new ways, but are these modern miracles 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. *Stephanie Clarkson, B. Diane Martin, David G. Shaw (m), Cecilia Tan*

- 232 **True Detective** Marina 2 (2E)  
The first season of HBO's *True Detective* grafted a tinge of the supernatural onto its hardboiled story structure, and managed to create a nationwide frenzy over the works of Robert Chambers. We'll talk about the way the show played with genre tropes, and talk more generally about the show's structure, characters, and fascinating visual elements. *Morgan Crooks, Shira Lipkin (m), Megan S. Markland, John P. Murphy, Steve Sawicki*

- 233 **Transgender Fen** Marina 3 (2E)  
Sci-Fi and Fantasy can be very progressive in its treatment of gender and gender identity, but how does this translate to the real world experience of the trans\* fan? What does the community get right when it comes to accepting transgender individuals into fandom, and what areas need improvement? And when is Sci-Fi and Fantasy not as progressive as it thinks it is? *Dash, Shirley Dulcey, Lorelei Erisis (m), Allison Fin, Hannah Elyse Simpson*

- 234 **30 Years of Studio Ghibli** Marina 4 (2E)  
Studio Ghibli has produced some of the most beloved animated features since its start in 1985. With 20 feature films, many became the highest-grossing features of their years in Japan and, with the partnership of Walt Disney Studios to spread the stories to a global audience, have become household names around the world. We'll discuss the history of the studio, the artists of the studio, and what our favorites were in this impressive history of animation. *Hanna Lee Rubin Abramowitz (m), Susan Hanniford Crowley, Jared Griego, Richard Ralston, Timothy J Tero*

#### 4:30pm

- 235 **Cirque: Prison Break (4hr)** Harbor I (3E)  
🎭 Once again, Cirque des Sirkas performs its ancient arts for the masses. This stop is Derchon, a small, inhospitable world circling a flare star. Long before humans came to Derchon, the central star erupted in a superflare. Now its eruptions are minor in comparison—only occasionally sending the residents scurrying into deep shelters. GM: Gregory Lee

- 236 **My Favorite Martian: Man from Uncle Martin (22min)** Otis (2W)  
🎭 A friendly Martian living in a suburban town in the sixties helps his landlady out when her brother has a new get-rich-quick scheme. This show, in a silly television fashion, goes far to show views of aliens and space in that era and it is very much a creature of its time. Presented in 16mm.

- 237 **Sailor Moon-Inspired Concert (1hr)** Grand DE (1W)  
🎵 Join Mary Bichner and Planetary Quartet for a musical set celebrating everyone's favorite magical girl, Sailor Moon! The ensemble will perform the contents of Mary's new Sailor Moon-inspired EP "Now The Spell Is Broken", as well as theme songs and instrumental music from the series specially arranged for double-violin string quartet. In the name of the moon, they will rock you!

- 238 **RKO Army Presents Firefly—Out of Gas** Grand AB (1W)  
🎭 Join the RKO Army in their shadowcast presentation of the "Firefly" episode "Out of Gas"! Episode will be projected on screen as Mal and the crew perform on stage. Can Mal get the compres-

sion coil in time to save himself and his dying ship? Will the crew freeze to death, or run out of air first? Find out during this special performance!

- 239 **Swing Dancing with Lessons (1hr)** Commonwealth (1W)  
🎵 Join instructor Julie Kaufmann for an hour of swing dancing. Even if you don't know how, this is still the place to be! Julie will teach you the basics to get you going; if you already know how, she'll show you a cool new move (or two). Dance to music from the 40's to the 14's. No partner needed.

#### 4:55pm

- 240 **Tim's Vermeer** Revere (2W)  
🎨 Inventor Tim Jenison seeks to understand the painting techniques used by Dutch master Johannes Vermeer. Alternate art history. 2013, G.

#### 5:00pm

- 241 **Invasion of the Body Snatchers (Second Showing)** Otis (2W)  
🎭 In the city of Santa Mara, people are being replaced with things that seem to be people but aren't, and the town doctor discovers what is going on. Stephen King says this classic film has "A crazily convincing documentary feel" and some draw parallels between fears of Russian invaders in the fifties and the fears of alien invasion in this film. Byron Connell says it is "absolutely chilling" and it remains just as so today as it did when it first hit theatres in 1956.

#### 5:20pm

- 242 **Crouching Tiger, Hidden Dragon (2hr)** ArisiaTV  
📺 Two warriors in pursuit of a stolen sword and a notorious fugitive are led to an impetuous, physically skilled, adolescent nobleman's daughter, who is at a crossroads in her life. 2000, PG-13.

#### 5:30pm

- 243 **What Makes a Good Panel** Alcott (3W)  
You believe you have a terrific idea for a con panel. How do you suggest it to the convention? What makes a good convention panel? Why did Arisia choose the panels and panelists it did? And what is the moderator's job? *Susan Hanniford Crowley (m), Christopher Davis, Elaine Isaak, Ken Kingsgrave-Ernstein, Peter Maranci, Meredith Schwartz*

- 244 **Using, Making, and Modifying Sewing Patterns** Adams (3W)  
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. *Lori Del Genis (Weegoddess), Kristina Finan, Angela Kessler (m), Daniel Marsh, Sarah "Tashari" Morrison*

- 245 **Building a Better Comic Shop** Douglas (3W)  
In years past comic book shops have been stereotyped as dingy, unwelcoming man-caves. Here in the Boston area we're gifted with a number of great shops that happily break that stereotype, but there's still plenty of room for improvement all over. What does the ideal comic book shop look like and does it already exist? *Zachary Clemente, Alexa Dickman (m), Ed Fuqua, Glenn MacWilliams, Jennifer Williams*

- 246 **The Internet Hate Train: Moving Past Gamergate** Faneuil (3W)  
The topic of internet harassment in gaming spaces is always sadly relevant. This past summer, the scandal known as Gamergate gained national media attention. It involved a lady game developer, a spurned lover, and terrible public bullying. How can the gaming community outgrow this terrible behavior? *Adri, Bob Chipman, Maddy Myers (m), Caelyn Sandel, Alan Wexelblat*

- 247 **From First Draft to Second Draft** Hale (3W)  
What's your writing process? Is the first draft a private letter to yourself while the second draft is more accessible to others? How does the fiction change through the writing and revision process? Our panelists discuss their methods for rewriting. *D. L. Carter, Felicitas Ivey, Alexander Jablovok, Catherine Kane, Steve Sawicki, Sarah Smith (m)*

- 248 **Designing Things That Don't Exist** Burroughs (3E)  
We are always trying to depict the alien, but how far do you have

to go to be truly out of this world? When you can't draw from a model, how do you create a believable fantasy creature or technological object? What artistic techniques help convince the viewer you were there? What in the natural order can you change? Are there rules you should never break? *Lisa Hertel, Scott Lefton (m), Lee Moyer, Mercy E Van Vlack*

**249 Open Mic Concert** *Griffin (3E)*

A showcase of prepared songs. Performers must sign up in advance. One song per performer. *Lynn Feingold*

**250 Safe Making** *Independence (3E)*

What are the most common small shop injuries, and how can you avoid them? Which tools are the safest for the job? Get some tips and tricks from the experts to help you keep all your fingers in the woodshop and avoid injuries in other hobbies. *Hanna Burnett, T Christopher Davis, Jim Paradis, Carsten Turner (m)*

**251 How They Lie with Statistics** *Marina 1 (2E)*

Bar graphs with non-zero floors. Line graphs with no labels on the axes. Cherry-picked data that seem to prove arguments beyond a shadow of a doubt. "Ten times more dangerous!" when the danger is measured in incidents per billion. Learn how to spot when someone is loading the numbers to lie to you. *Amy Chused (m), Mr. Ferguson, James Meickle, Psyche Corporation, David G. Shaw*

**252 DC Comics on the Small Screen: 2015 Edition** *Marina 2 (2E)*

For all of DC's much-disdained recent lack of creative success on the big screen, they've put together a string of received cartoons going back over twenty years ranging from episodic (Batman) to serialized (Young Justice) to goofy (Teen Titans Go). They've also launched multiple TV series, including Arrow, The Flash, and Constantine, even as their actual comics have become a pit of creative despair. We'll discuss DC's success (and occasional flop) over the years on television. *Nomi S. Burstein (m), George Claxton, Thom Dunn, Jaime Garmendia, Dan Toland*

**253 Brain Chemistry, Personality, and the MBTI** *Marina 3 (2E)*

Join lecturer Eric Van as he presents his original theory of the fundamental roles of the brain's six most important neurotransmitters, shows how they lead to a set of "Deep Six" personality traits, and show how correlations in the Deep Six map beautifully to (and hence underlie) the four traits of the Meyers-Briggs Type Indicator. *Eric M Van*

**254 Anime vs. Western Animation** *Marina 4 (2E)*

What are the main differences in style, characterization, and narrative between anime and western style animation? Which anime series are considered to be strongly influenced by Western culture and tropes? Which Western animations series are influenced by anime? Come compare and contrast these two different styles of animation. *Diana Hsu, Juliet Kahn, Rubi (m), James Turner, James A. Wolf*

**255 A Gaslight Grand Assault of Arms (1hr)** *Commonwealth (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 fit into their fancy trousers for an upcoming ball, the people of our Victorian age did, too. Come experience the elegant weapons of a more civilized age as Dr. Ken Mondschein, Maître d'Armes Historique, and his students from Worcester Historical Swordsmanship present an exhibition of authentic gaslamp martial arts followed by a hands-on fencing class!

**6:00pm**

**256 Suburbia (2hr)** *Harbor I (3E)*

A sly game of city planning. Buy tiles that work with the other tiles in your city to gain money and respect. Take care, however, because if you gain population too fast, you'll lose income and reputation.

**257 Pathfinder Society (4hr)** *Harbor I (3E)*

An official Pathfinder RPG.

**258 Reach For The Stars (5hr)** *Harbor I (3E)*

Continue to travel in Joss Whedon's Firefly/Serenity verse, adventure as far into the black as you can, maybe meet a familiar face or two, and dodge the Reavers and Alliance every step of the way!

And remember out there, space cowboys...You can't stop the signal! GM: Sonya Feinn

**259 Star Hero: Noble Ideas (4hr)** *Harbor I (3E)*

A group of dedicated individuals have come together to fix the problems they see in a galactic culture that has existed for thousands of years. Roleplaying stressed over mechanics. This game does not use the Hero Games 'official' Star Hero setting. An Infinite Imaginations, Inc. event. GM: Geoff Speare

**260 D&D Expeditions: 1-2 Secrets of Sokol Keep (4hr)** *Harbor I (3E)*

Decades have passed since Sokol Keep was reclaimed, and a small garrison placed there along with a beacon to help guide ships. Now that beacon has gone dark, and the garrison has disappeared. In Phlan, rumors circulate that something ancient was discovered in the grounds beneath the keep, dating to before the clerics of Tyr built the small fortress. Uncover the secrets of Sokol Keep! An adventure for 1st-4th level characters. GM: Russ Morgridge

**6:15pm**

**261 Dimensions (1hr 40min)** *Revere (2W)*

A brilliant young scientist becomes obsessed with finding a way back to his past—no matter what the cost. 2011, PG-13.

**6:30pm**

**262 The Veldt (24min)** *Otis (2W)*

In this adaptation from the classic Ray Bradbury story, two parents worry about their children's increasing obsession with a scene of African lions in their virtual reality nursery and the slow disruption of their lives. In 16mm.

**263 Brighter Than A Thousand Suns Concert (1hr)** *Grand DE (1W)*

The intelligent alternative rock sound of Brighter Than A Thousand Suns is as refreshing as it is satisfying. Formerly known as Self Made Soul, the band has had a prolific recording career including 2011's *Survival Machines*. The Milford, CT trio includes husband and wife team Angelika and Randy Roswell, and drummer Andre Tangredi. The group has shared the stages with acts such as Saosin and Versa, and has graced the pages of *Alternative Press* magazine.

**264 Belly Dance Show (2hr)** *Grand AB (1W)*

The belly dancers return again to Arisia! From *Star Trek* to *Firefly*, science fiction has long been entranced by the shimmying undulations of belly dance. Join us as belly dancers explore brave new worlds of geeky belly dance fusion, featuring inventive performances from some of the Milky Way's finest dancers!

**7:00pm**

**265 Fan Etiquette: How Not to Be That Fan** *Alcott (3W)*

Have you ever been embarrassed by your fellow fans when meeting actors, musicians, and other people of note? How can you control your emotions and come across as a fan, not a stalker? Even at movies, some fans are yelling at the screen distracting other viewers from enjoying the film. This panel would give some insight as to what is the best way to present yourself and your fandom in a favorable light. *Mary Dumas, Genevieve Iseult Eldredge, Randee Dawn Kestenbaum (m), Pam Larson, James Prego*

**266 Science via Debate** *Adams (3W)*

Much has been made of whether it's worthwhile to debate skeptics of generally accepted science. Bill Nye went to the "home" of creationism to debate evolution; Neil deGrasse Tyson, by contrast, refuses to engage in debates, pointing out that this is not how science is done, nor how scientific advancement happens. How does science progress, popularize, and overcome general resistance? How should we participate? Is the answer to that question different if we are scientists ourselves? *James Bredt (m), Carl Fink, Abby Hafer, Richard Moore, Tom Wysmuller*

**267 LARP—Vampire: The Masquerade (4hr)** *Bulfinch (3W)*

Something has gone wrong in the city of Boston, and threats from within and without confront the Kindred. Will you side with the status quo, or rise up with these new unknown elements? These long winter nights are cold and full of horrors, but if you can cut the right deal you just might find yourself holding the reins of real



power. Come and play an old game with all new rules and setting updated for the current day from By Night Studios! Pre-made character sheets are available at the door.

- 268 **Men's Costuming Challenges** Douglas (3W)  
So much of costuming and costume programming focuses on women's styles—what are the challenges and rewards for men in the hobby? We'll discuss everything from male characters, to costume construction, to finding your niche in the community. William "Ian" Blanton (m), Kristina Finan, Mark Millman, Nigh-twing Whitehead
- 269 **Science—Diversity Needed** Faneuil (3W)  
Scientists in our diverse country come from a very narrow subset of our ethnicities and subcultures, and a majority are cisgender and male. What are the hazards of this lack of diversity in the profession? How does this lead scientific fields to fail the populace? And most importantly, what can we do about it? Leo D'Entremont, Lisa Hertel, David Larochelle, N.A. Ratnayake, Tikva (m)
- 270 **Character Dynamics** Hale (3W)  
You have your cast of characters, now how do you get them to interact the way you want? How can you make them fight, love, and laugh at each other convincingly? How do you make changes in a relationship between characters come about naturally, rather than seeming forced? Our panelists will elucidate on the finer points of getting your characters to behave with each other on the page the way you imagine them in your head. M. L. Brennan, Jeffrey A. Carver (m), Timothy Goyette, Suzanne Palmer, Ken Schneyer
- 271 **Panel in the Pool** Pool (3W)  
"So Long, and Thanks For All The Fish!" Dolphins have social groupings, interpersonal communications, and now we know they have individual names. At what point will the Marine Biologists call in the SF geeks and treat this like the 'First Contact' scenario it really is? (This is a lightly moderated open discussion group, put on a suit and drop in.) Hanna Lee Rubin Abramowitz, D. Cameron Calkins, Anna Erishkigal, Jeff Warner (m)
- 272 **Teen Heroes, Unite!** Burroughs (3E)  
What is the draw of the teenage superhero teams and the transformation of the sidekick into full-fledged hero? We'll discuss them all from the New Mutants, Teen Titans, Legion of Super Heroes, Young Avengers, and anyone in between. Alexa Dickman, Donna Martinez (m), Troy Minkowsky, Dan Morris, Julia Pugliese
- 273 **Funny Songs** Griffin (3E)  
Sing along with some of the funniest songs (folk and otherwise) we could find! Lyrics will be projected and a leader will play accompaniment so everyone can join in! Nomi S. Burstein, Lynn Feingold, Angela Kessler (m)
- 274 **Make a Renfair Rosette** Independence (3E)  
Come join a fun workshop making a rosette by sewing gathered fabric together and then adding ribbons and beaded strands. Attach it to a pin-back or a barrette and you have an instant decoration! No prior sewing or crafting experience needed. You are only limited by your own imagination. \$10 fee for the materials kit, including everything needed for project. Guaranteed to give you even more creative ideas! Lisa A Ashton (m), Carol Salemi
- 275 **The Skin I Live In (2hr)** Otis (2W)  
A plastic surgeon haunted by his past creates a perfect, eternal skin replacement and tests it on a mysterious patient who holds the key to his obsession. Director Pedro Almodovar describes it as "A horror story without screams or frights" but you'll find that it is frightening with a slow onset that may not occur until after the film is over. 35mm. Subtitled Spanish. 2011, R.
- 276 **Marvel Cinematic (and TV) Universe, 2015** Marina 1 (2E)  
In 2014, we saw *Agents of S.H.I.E.L.D.* and *Captain America: The Winter Soldier* deal with global corruption, while *Guardians of the Galaxy* took on Thanos and Ronan. As this panel takes place, we'll have Agent Carter on TV, with a Netflix Daredevil show hitting in May. We'll talk about where this increasingly complex



and connected universe goes from here, and how things are looking after the last year. Kevin Cafferty, Gillian Daniels, Ed Fuqua, Elektra Hammond, Shira Lipkin (m), Heather Urbanski

- 277 **Dialect in SF/F** Marina 2 (2E)  
Classic literature and some SF have used dialect successfully, but much of our literature is written in received pronunciation. SFF use of dialect has been criticized as appropriative when done by non-native speakers, or exclusionary when stories in authentic dialect are painted as "too hard to read". Junot Diaz wrote: "Motherfuckers will read a book that's one third Elvish, but put two sentences in Spanish and they think we're taking over." What modern authors are making progress here? John Chu, Greer Gilman, Andrea Hairston (m), Daniel José Older, Nisi Shawl
- 278 **Poly 301: When the Sh\*t Hits the Fan** Marina 3 (2E)  
Poly isn't the bunny slope, and the longer you practice poly, the more difficulties you may face. Let's brainstorm solutions for the real world problems many poly people face. Mary Catelynn Cunningham, Ken Olum, Ian Cooper Rose, Alan Wexelblat (m), Michelle Wexelblat
- 279 **Behind the Bristol Board: Comics as a Profession** Marina 4 (2E)  
If you're a comics fan, odds are you've thought about what it's like to actually work in the comics industry. This panel will feature working professionals explaining the ins-and-outs of everything from writing and drawing, to editing and publishing. It's everything you ever wanted to know about being a comics pro, but were afraid to ask. Thom Dunn, Ken Gale (m), Bettina Kurkoski, Alisa Kwitney Sheckley, Mercy E Van Vlack

#### 7:15pm

- 280 **Akame ga Kill! (9hr 30min)** Paine (2W)  
Tatsumi is a fighter who sets off to the Capital to make money to assist his poverty-stricken village. Tatsumi is rescued by a group of assassins known as Night Raid, and is invited to join their ranks. Composed of the swordswoman Akame, Sheele, Lubbock, Bulat, Mine, Leone, and their leader Najenda, a former general of the imperial army, Night Raid is a part of the revolutionary forces to overthrow Prime Minister Honest, who is manipulating the young emperor. (Complete series—24 episodes.)

#### 7:25pm

- 281 **The Princess Bride (1hr 38min)** ArisiaTV  
A classic fairy tale, with swordplay, giants, an evil prince, a beautiful princess, and yes, some kissing (as read by a kindly grandfather). 1987, PG.

#### 7:30pm

- 282 **Fairy Tales Ball (3hr)** Commonwealth (1W)  
Fairy tales have come completely up to date. Nowadays Disney princesses are more likely to morph into superheroes than to wait for their prince. From *Grimm* to *Once Upon a Time*, fairy tale characters live modern day lives. One thing we can be sure of, everyone will turn out in their fairy tale best to dance at the ball. Join us in romantic waltzes and fun contradances. Dances will be taught.

#### 8:00pm

- 283 **Thurn & Taxis (2hr)** Harbor 1 (3E)  
Set up postal routes across England, earning victory points all the way.
- 284 **I Remember The Future (1hr)** Revere (2W)  
During a visit from his estranged daughter, an elderly writer struggles with his fading mind and the future. Michael A. Burstein will discuss the film of his short story. 2014, NR.
- 285 **Faros LARP Adventure—Minds of Madness (3hr)** Webster (2W)  
Deep space travel and extended life come with a price. Most of the home planet was destroyed by radiation storms. Resources are scarce. Material, information, and data exchange control the worlds known to man and his new off-planet associates. Seaforge, Avalon, and KrotoTech play on the chessboard of a multiple-star-systems industry with planets as pawns. Your adventure starts on Rimor 1, where you are being trained for deep space research, exploration, and adventure on off-world planets.

## 8:30pm

- 286 Taverns, Bars and Saloons** *Alcott (3W)*  
Whether as the traditional location for assembling the party in RPGs, or as a venue for exposition and moving the plot along in too many SF/F novels and stories to name, taverns, pubs, and other like establishments are a fundamental aspect of literature in general and genre literature in particular. In what saloons and taverns would you most like to hang out after a long day at Arisia? What is it about pubs and bars that so links them to the conventions of SF literature? *Jaime Garmendia, James Macdonald, Gail Z. Martin, Dennis McCunney (m), Daniel Miller*
- 287 Alternative Energy** *Adams (3W)*  
How plausible are alternatives to fossil fuels at the moment? What new options are out there? Just how expensive is it to "go green" in our energy generation? What are the world governments doing to this end right now, and what can the average citizen do? *Ken Gale (m), Ken Olum, Andrew Van Zandt, William C. Walker III, Tom Wysmuller*
- 288 Shame on Slut-Shaming** *Douglas (3W)*  
Slut-shaming is the act of making a woman feel guilty or inferior for engaging in sexual behaviors that deviate from the norm, failing to uphold gender expectations, dressing in sexually provocative ways, requiring access to birth control, or even for being sexually assaulted or raped. What are the psychological and sociological causes of slut-shaming? What can be done to change people's attitudes? *Terry Franklin (m), Megan S. Markland, Michael McAfee, Melissa Perreira-Andrews, Suzanne Reynolds-Alpert*
- 289 Judging and Being Judged in Costume Contests** *Hale (3W)*  
What do judges look for in a competition costume, both up close and from the stage? How involved is the process, and what are the expectations of the judge? 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. *Aurora Celeste, Gaia Eirich (m), Karen Purcell DVM, Syd Weinstein*
- 290 Race and Identity Issues in SF** *Burroughs (3E)*  
Race and identity have been issues in science fiction for about as long as SF itself. From the whitewashing of SF settings to "the black guy dies first" phenomenon to the underrepresentation of minority authors in the genre, there's a long way to go. What can we do as individuals and as a community to encourage progress? *N. K. Jemisin, Mark Oshiro (m), Jessa Phillips, Victor Raymond, Nisi Shawl*
- 291 Open Singing** *Griffin (3E)*  
Come listen and/or make music in this unthemed song circle. We will go around in a circle giving every person a chance to perform (play), request a song (pick), or pass. All types of music are welcome. *Barbara Chepatis, Peggi Warner-Lalonde (m)*
- 292 Photographing Costumes and Conventions** *Independence (3E)*  
Join our panelists in a discussion of the tips, techniques, and etiquette for doing photography at conventions—whether it's of people in costume, sellers in the dealer's room, or just you and your friends. *Ken Kingsgrave-Ernstein (m), Christa Newman, Israel Peskowitz, Carsten Turner*
- 293 Docent Tour of the Art Show** *Harbor III (3E)*  
Art Show Tour. Limited to 10 people. *Megan Lewis, Nicholas Shectman*
- 294 Person of Interest: Politically-Relevant SF TV** *Marina 1 (2E)*  
*Person of Interest* gained new relevance in 2013 when the stories of the NSA's massive surveillance program made the show appear a lot less fictional. But PoI has upped the stakes, adding hints of AI and other concepts as it begins to explore the implications of Finch's machine. We'll discuss what makes this show work, from the top-notch cast to the tight writing and plots. *Keith R. A. DeCandido, Gordon Linzner (m), Adam Lipkin, Sarah Smith*
- 295 Focus: From Solo Narrative to Sprawling Empire** *Marina 2 (2E)*  
Literature gives us great freedom to explore; one of the interest-

ing choices available to writers is how to focus their narrative. Some writers give us massive epics with dozens of POV characters. Some give us two people in a locked room. Both, and everything in between, provide varied opportunities. We'll talk about how some of our favorite writers have chosen to use broad or narrow focus to tell their stories, and how a change in focus changes the story completely. *Heather Albano, Erik Amundsen, Vikki Ciaffone (m), Debra Doyle, Elaine Isaak*

- 296 Relationships 101** *Marina 3 (2E)*  
Whether you are young or old; mono or poly; gay, lesbian, straight, or bi; trans\* or cis-gendered, 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. *Leo D'Entremont, Shelley Marsh, Amos Meeks, James Prego, Aimee Yermish (m)*
- 297 Black Chick Watching** *Marina 4 (2E)*  
A black chick, watching black chicks in media. For fans of black chicks and diversity in general. A rating system evaluating how different media treat black women and girls. The format of the presentation is a multi-media presentation showing good and bad examples. Through audience engagement we have an interactive discussion. One result is that members of other marginalized groups can develop a system of their own. This is a light, fun, and informative presentation. *Amber P. Knight*
- 298 Best of the Kirk Poland Bad Prose Competition (1hr 30min)** *Grand DE (1W)*  
Featuring All New Material! Readercon's famously popular audience-participation game show comes to Arisia after a two-and-half year absence from the conventional space-time continuum. "Kirk Poland" is based on the game of "Fictionary," but uses genuine, published bad genre prose from authors both well-known and deservedly obscure. Warning: the Surgeon General has determined that *this* trash is hazardous to your health; i.e., if it hurts to laugh, you're in big trouble. *Craig Shaw Gardner (m), Walter H. Hunt, Alexander Jablovkov, Margaret Ronald, Eric M Van*

## 9:00pm

- 299 LARP—Nexus Elements (Part 2) (3hr 30min)** *Faneuil (3W)*  
The developing town of Yestin has changed much. The new town guard has dramatically decreased the number of hooligans terrorizing the farmers. They have suffered a zombie plague and anti-magic holes. What will they face next? All adventurers welcome to help tame this wild land! Come use powers of brawn, brain, and magic to settle the wilderness for great reward! (Part 2 of 3. If you have your own boffers, bring them; loaners are in short supply.)
- 300 The World's Worst Dungeon Crawl (4hr)** *Harbor I (3E)*  
Panic has gripped the halfling kingdom of Turnipton! Beloved Princess Bumblebottom has been kidnapped by the ruthless minotaur Maxwell B'Dassitude. Imprisoned beneath the ruins of Castle Skullhammer, her life and the future of the kingdom hang in peril. King Orono Bumblebottom has given a 24-hour reprieve to you, the lowly prisoners of his dungeon, to rescue the princess from the *Flaming Deathpits of the Minotaur Mage*. GM: Dan Williams
- 301 Elysium (1hr 49min)** *Otis (2W)*  
In the year 2154, the very wealthy live on a man-made space station while the rest of the population resides on a ruined Earth. A man takes on a mission that could bring equality to the polarized worlds. Presented in 35mm Cinemascope.
- 302 Guardians of the Galaxy (2hr)** *Revere (2W)*  
A group of intergalactic criminals are forced to work together to stop a fanatical warrior from taking control of the universe. Worldwide #1 movie. 2014, PG-13.

## 9:30pm

- 303 PMRP Presents Gender-Swapped Space Seed (1hr)** *Grand AB (1W)*  
Join Captain Jane T. Kirk and the rest of the Enterprise crew in the Post-Meridian Radio Players' latest production: a gender-swapped interpretation of Star Trek: The Original Series episode:





Space Seed! In this episode, the crew discovers an ancient spaceship carrying genetically enhanced superhumans from late 20th century Earth, and meets their enigmatic warrior leader: Ms. Khan Noonien Singh. This will be a live "old-time radio" style performance, complete with Foley sound effects!

**304 PMRP on TV (1hr)** *ArisiaTV*

A live broadcast of the Post-Meridian Radio Players' gender-swapped interpretation of Star Trek: The Original Series episode: Space Seed. It's TV on the radio on TV.

**10:00pm**

**305 Fortune Telling Methods** *Alcott (3W)*

A discussion of favorite fortune telling methods, their uses, and how they're portrayed in popular culture. Covering tarot cards to hydromancy and everything in-between. *Anna Erishkigal, Catharine Kane (m), Sean Kane, Morven Westfield*

**306 Convention Running Tips** *Adams (3W)*

How to keep the key parts of your convention running smoothly—volunteers, venue and vendors. Come learn some of the tricks of the trade for keeping your volunteers motivated and directed, keeping your venue informed and involved and how to get the most out of them, and how to make sure your outside vendors are working for you. *Colette H. Fozard, Michael Lee, Kris "Nchanter" Snyder (m), Jeff Warner, Tanya Washburn*

**307 Can't Trust Your Own Eyes: Photos and Photoshop** *Douglas (3W)*

Image manipulation is ubiquitous, so much so that it is safer to assume that the media we view has been altered in some way. Technologies such as watermarking original images and statistical techniques to analyze pictures exist for court evidence. Should journalists submit their Photoshop logs for journalistic integrity? How can we be certain we are getting the truth? And why does it matter? *Scott Lefton (m), Jim Paradis, Israel Peskowitz*

**308 Stage Presentation: A Minute or Less to Impress** *Hale (3W)*

A minute can seem so short when trying to put together a masquerade presentation, but it can feel like an eternity on stage. How do you use the time allowed to both entertain the audience and wow the judges? Can it be done in less than 30 seconds? *Gaia Eirich (m), Julia Pugliese, Don Sakers, Syd Weinstein*

**309 Crafting Spirits: Home Brewing and Distilling** *Burroughs (3E)*

Home brewing and distilling have exploded in popularity in recent years. Come learn the difference between an ale and a lager, or a vodka and a gin. Discuss brewing techniques, trade recipes, and share stories. Sampling must be saved for your hotel room! *Sean Dixon-Gumm (m), Abby Hafer, Felicitas Ivey, Rachel Kory, Steve E Popkes*

**310 Open Filk** *Griffin (3E)*

Come listen and/or make music in this unthemed song circle. We will go around in a circle giving every person a chance to perform (play), request a song (pick), or pass. All types of music are welcome, but expect to hear a lot of songs related to science fiction, fantasy, science, and fandom. *Nat Budin, Paul Estin (m)*

**311 Soldering 101** *Independence (3E)*

Learn to solder by making a simple circuit that blinks. *Jack Babb, Shelley Marsh (m), Andrew Van Zandt*

**312 DC Card Game (2hr)** *Harbor I (3E)*

The original DC Card Game. An LCG that has you purchasing heroes, villains, and equipment to take out the Super Villains.

**313 Se7en and the Ragged Thriller** *Marina 1 (2E)*

David Fincher's Seven, launched 20 years ago, wasn't the first thriller to shift from glorified police procedurals and cheap erotic suspense, but it took the dark, off-the-rails story to a more prominent level. Debuting just as the cast were hitting their popular and critical strides, it helped lay groundwork for films like Red Eye, The Talented Mr. Ripley, and Fincher's own Panic Room. We'll discuss why Seven worked so well, its influence, and maybe even discuss the history of the thriller. *Deirdre Crimmins, Deb Eskie (m), James Macdonald, Troy Minkowsky, Cheryl Wallace*

**314 Orgasmatron: The Erotic & Not So Erotic in SF/F** *Marina 2 (2E)*

Not every SF/F story fades to black when the sexy times start.

Let's talk about our favorite erotic SF/F stories and some that just Aren't Right. *Victoria Janssen, Tegan Mannino, JoSelle Vanderhoof (m), Connie Wilkins*

**315 BDSM 201: The Next Steps** *Marina 3 (2E)*

You've dipped your toes in the water and are ready to go a bit deeper. Before you dive in head first, what are some good next steps? Let's discuss the topics that go a bit more in-depth. What is edgeplay? power-exchange? What BDSM skills require some advanced study? 18+ Only. *Adri, John Bacon, Rachel Kenley, Mark W. Richards (m), Pablo Miguel Alberto Vazquez III*

**316 Blurring The Lines: Paganism and Popular Culture** *Marina 4 (2E)*

How many have gone looking for the Necronomicon, and what Sandman reader can honestly say they're not quietly hoping to meet Neil Gaiman's Death at the end of all things? Are the new gods of popular culture less valid than the gods of ancient myth? This panel will explore popular culture through the eyes of the neo-pagan, offering diverse perspectives on finding power and magic in the archetypes of modern fiction. *Cassandra Lease (m), James Prego, Emily Walton, Jennifer Williams*

**10:40pm**

**317 Blackadder Back & Forth (33min)** *ArisiaTV*

At a New Millennium Eve party Blackadder and Baldrick test their new time machine and ping pong through history encountering famous characters and changing events rather alarmingly... 1999, NR.

**11:00pm**

**318 Extra Bad Movie: Serpent Island** *Otis (2W)*

A woman with an old letter about a treasure hires two sailors who are sworn enemies to take her to Haiti together. One of them had been there during the war and knew where the golden voodoo idol was. Steps away from touching it, she is attacked by a giant rubber snake in a series of jump cuts whose climax teaches two morals: 1. Don't mess with voodoo, and 2. Hire a professional editor. MST3K commentary encouraged. Sponsored by the Institute For the Promotion of Bad Cinema. In 16mm Ekachrome.

**319 Lucy (1hr 25min)** *Revere (2W)*

A woman, accidentally caught in a dark deal, turns the tables on her captors and transforms into a merciless warrior evolved beyond human logic. Best Singularity Film of 2014. R.

**11:15pm**

**320 Young Frankenstein (1hr 46min)** *ArisiaTV*

Dr. Frankenstein's grandson, after years of living down the family reputation, inherits granddad's castle and repeats the experiments. Mel Brooks. 1974, PG.

**11:30pm**

**321 Filking into the Night (5hr 45min)** *Griffin (3E)*

Open Filk descends into chaos. Music will continue as long as people are interested. *Ellen Kranzer*

**322 Make a Scale Flower** *Independence (3E)*

Make colorful aluminum flowers using chainmail techniques and supplies used for scale-mail armor. Materials fee \$5. Sign up in advance at Program Nexus, or stop by beforehand to see if any space is still available. Limited to 10 participants. *Liz Cademy, Ket Waters*

**323 Eye of Argon** *Marina 1 (2E)*

This perennial Arisia favorite is back! Can you make it through a reading without making a mistake? Or laughing? Our panelists will try! And so can you! *Keith R. A. DeCandido, Walter H. Hunt, Daniel M Kimmel, Hildy Silverman, Ian Randal Strock*

**324 Fun With Rope** *Marina 3 (2E)*

One of the first things that comes to mind when you think about BDSM is rope. Come learn about rope bondage, from basic knots to some of those pretty harnesses you've seen around. No previous experience necessary! You don't even need a partner. 18+ Only. *D. Cameron Calkins, Percival, Clarence Risher*

**325 Club Dance—Knowhere (5hr)** *Commonwealth (1W)*

Join DJs Dirge and Xero as they provide the soundtrack for all

of your intergalactic adventures. Are you prepared to dance-off against the most powerful villains in the 'verse? The party don't stop until the last person drops, so be prepared to dance until the break of dawn. If anyone asks where the party is, tell them KNOWHERE!

## 12:00am SUNDAY

- 326 **RKO Army Presents Serenity (3hr 30min)** *Grand AB (1W)*  
 Join the RKO Army in their shadowcast presentation of the film Serenity with extended and deleted scenes! With River Tam's psychic powers emerging, the crew goes on the run from a mysterious, lethal operative of the Alliance. Film will be projected on screen as Mal and the crew perform on stage. This isn't the movie you saw in theaters; it features 15 more minutes of deleted/extended footage! Don't miss this epic and action packed conclusion to the beloved (and short lived) Firefly series.

## 12:30am

- 327 **Lady Battle Cop (1hr 20min)** *Revere (2W)*  
 Set in the near future, Neo Tokyo cop Saijo embarks on a mission to crack down on the rampant crime wave plaguing the city. After tragedy strikes, a lone cyborg warrior, Lady Battle Cop, rises to mete out justice to the criminal cartel. Subtitled Japanese. 1990, R.

## 1:15am

- 328 **Predestination (1hr 37min)** *ArisiaTV*  
 The life of a time-traveling Temporal Agent. On his final assignment, he must pursue the one criminal that has eluded him throughout time. 2014, R.

## 1:55am

- 329 **Amanda & the Alien (1hr 30min)** *Revere (2W)*  
 A young Bohemian artist falls in love with a human-eating alien. Based on a Robert Silverberg story. 1995, R.

## 3:00am

- 330 **The Accidental Occidental Conception (43min)** *ArisiaTV*  
 Middleman episode 2. A Terra Cotta Warrior is brought back to life, sending The Middleman and Wendy on a mission into the underworld to stop him before he can kidnap the last living heir of the Qin dynasty. Should they fail, fire will rain down on the Earth for a thousand years. 2008.

## 3:30am

- 331 **Brazil (2hr 15min)** *Revere (2W)*  
 Film by Terry Gilliam—A bureaucrat in a retro-future world tries to correct an administrative error and becomes an enemy of the state. 1985, PG-13.

## 3:45am

- 332 **The Sino-Mexican Revelation (44min)** *ArisiaTV*  
 Middleman episode 3. A decade-long blood-feud between Wendy's inbound martial arts instructor Sensei Ping and a band of rebellious Lucha Libre wrestlers finally comes to a head when both Sensei Ping and The Middleman are kidnapped. 2008.

## 4:45am

- 333 **Noragami (5hr)** *Paine (2W)*  
 Hiyori Iki was a regular middle school student until she was hit by a bus while trying to save the life of a jersey-wearing person named Yato. This incident causes her to transform into a half-phantom. Soon after she learns that Yato is a god, and her life is never going to be the same again. (Complete series—12 episodes.)

## 5:30am

- 334 **Yellow Submarine (1hr 31min)** *ArisiaTV*  
 The Beatles agree to accompany Captain Fred in his Yellow Submarine and go to Pepperland to free it from the music hating Blue Meanies. 1968, G.

## 5:45am

- 335 **Harvey (1hr 40min)** *Revere (2W)*  
 Due to his insistence that he has an invisible six-foot rabbit for a best friend, a whimsical middle-aged Jimmy Stewart is thought

**All panels are 75 minutes unless marked otherwise.**

by his family to be insane—but he may be wiser than anyone knows. B/W. 1950, G.

## 7:00am

- 336 **Classic Cartoons (2hr)** *ArisiaTV*  
 Something special to start your morning.

## 7:25am

- 337 **My Little Pony: Equestria Girls (1hr 10min)** *Revere (2W)*  
 Twilight Sparkle travels into an alternate universe in order to recover a crown that was stolen from the Crystal Empire. Upon her arrival she is horrified to learn that she has turned into a human. 2013, G.

## 8:00am

- 338 **Waking Dreams Games (16hr)** *Harbor I (3E)*  
 A custom made plot using our newly published rule system that was beta tested at Arisia 2014. Open to all, running non-stop, feel free to come and go as you please. GM: Chad Brayman, Nick Malinowski

## 8:30am

- 339 **Sunday Morning Prayer** *Burroughs (3E)*  
 Being a geek and being spiritual don't need to be mutually exclusive. Come join us for a Morning Prayer Service, on Saturday and Sunday morning, modeled from the Episcopal Book of Common Prayer and the Iona Abbey Book of Worship. This is a non-denominational Christian service, but all are welcome, regardless of faith, gender, sexuality or gender expression. Children are also welcomed. And don't worry about being late—you will still be welcomed! *Craig R McDonough*

- 340 **Practical Self-Defense** *Griffin (3E)*  
 Second-degree black belt Keith R.A. DeCandido demonstrates some simple but effective self-defense maneuvers in case you are physically assaulted. No special training necessary (that's kinda the point), but please wear comfy clothes. *Keith R. A. DeCandido*

- 341 **Chainmail For Breakfast** *Independence (3E)*  
 For early risers! Work on your own chainmail project with experts on hand to make suggestions, or buy a simple kit to learn a basic chainmail weave or project. A sign-up sheet will be located at the Program Nexus, or you can stop by before the workshop to see if there's room. This workshop is limited to 15 people. Materials fee: \$5 per participant if you need a kit. *Liz Cademy, Ket Waters*

- 342 **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. *Damarie—Aurora Freyasdottir*

- 343 **Gentle Yoga (1hr)** *Commonwealth (1W)*  
 This is a restorative, restful, flowing (*vinyasa*), one-hour class suitable for all levels. There are no standing poses. All movement is coordinated with the breath. Practitioners at all fitness levels who revel in a deep slow session are encouraged to attend, including those of us who are older, obese, or otherwise have significant physical limitations. Enjoy a lighter heart and a greater sense of harmony. Please bring a Yoga mat or a towel and dress comfortably.

## 8:40am

- 344 **My Little Pony: Equestria Girls—Rainbow Rocks** *Revere (2W)*  
 When a new all-girl band comes to Canterlot High, Sunset Shimmer fears they have more sinister plans after they call for a school wide "Battle of the Bands", which begins to ruin friendships. Also in the hoofless alternate universe. 2014, G.

## 9:00am

- 345 **Pathfinder Society (4hr)** Harbor I (3E)  
 An official Pathfinder RPG.
- 346 **Godzilla vs. the Cosmic Monster (1hr 23min)** Otis (2W)  
 Aliens intend to take over Japan, which is protected by Godzilla. So they construct a fake mechanical Godzilla as a distraction. This is the only Godzilla film in which Godzilla has ever come close to being killed, and to our minds it is the one of the best of the series. In 16mm P&S reduction from Super-Tohoscope.
- 347 **How to Train Your Dragon (1hr 37min)** ArisiaTV  
 A hapless young Viking who aspires to hunt dragons becomes the unlikely friend of a young dragon himself, and learns there may be more to the creatures than he assumed. 2010, PG.

## 9:45am

- 348 **Psycho-Pass 2 (4hr 15min)** Paine (2W)  
 Akane, now the leader of a restored Unit One including rookie inspector Mika Shimotsuki, Ginoza, who is demoted to an enforcer, Yayoi and two new enforcers, Sakuya Togane and Sho Hinakawa, face a new threat in the form of Kirito Kamui. Skilled in avoiding all forms of detection and capable of helping his supporters to keep their Crime Coefficients low. (Complete series—11 episodes.)

## 10:00am

- 349 **Damsels of Color** Alcott (3W)  
 Black women in movies and TV too often serve as threats or as assistants/sexual conquests, functioning in service to the needs of a white lead. Some would say that Strong Black Woman is a feminist archetype, while others regard it as damaging to actual black women. Similar problems exist around the handling of Latina, Asian, and other non-white women. Where are the damsels of color? Can women of color in fiction be vulnerable, need protection, and can that depiction be both feminist and healing? *Monica Castillo, George Claxton, Andrea Hairston (m), Diana Hsu, Amber P. Knight*
- 350 **Building Your Workshop: Must-Have Maker Tools** Adams (3W)  
 How do you fit a usable workshop into the smallest possible space, or that odd corner of your garage? What are the most widely useful tools that use the least space and have the fewest other requirements? What new tools have come along that you may not be aware of? Come to this panel for discussion of this and more. *Stephanie Clarkson, Phillip Hallam-Baker, Scott Lefton (m)*
- 351 **Reading: Cambias, Palmer, Sakers** Bulfinch (3W)  
 Authors James Cambias, Suzanne Palmer, and Don Sakers read selections from their works.
- 352 **Costuming Without Breaking the Bank** Douglas (3W)  
 Costuming can be an expensive hobby, and all the various elements of a costume and the supplies needed to create them can add up quickly. Discuss how to get the most out of your dollar with inexpensive fabrics and discount notions, how to find what you need at thrift stores, and how to plan ahead so you can find time and ways to save the most money. *Lisa A Ashton, Lisa J. Evans (m), Barbara M Pugliese, Danielle Souza*
- 353 **So You Think You Can Write a Fight?** Faneuil (3W)  
 Come find out how viable your fight scene really is. An experienced panel of talented authors, martial artists, and maybe one hapless would-be victim will take your quick fight scene and act it out while our esteemed panelists help you work out the physical and literary kinks. Please no epic wave battles. *Keith R. A. DeCandido (m), Genevieve Iseult Eldredge, Catt Kingsgrave-Ernstein, James Macdonald, Mark Millman, Resa Nelson*
- 354 **The Many Paths to Perdition** Hale (3W)  
 How does a villain become a villain? Is it a single traumatic event? A lifetime of adversity and desperation? Often a villain doesn't see themselves as a villain. Is this due to a differing point of view, delusion, or denial? Our panelists discuss the many roads to ruination a character can take. *Ken Altabef, Debra Doyle, Anna Erishkigal, Bob Kuhn (m), Barry Longyear*

- 355 **Lightning Talks** Burroughs (3E)  
 A variety of short talks on a number of different topics. *Stephen R Balzac, B. Diane Martin, Science Babe, David G. Shaw (m), David Silverman, Sarah Smith, Michelle Wexelblat, Aimee Yermish*
- 356 **The Year in Webcomics** Independence (3E)  
 The presence of online comics remains as strong as ever with more and more creators taking their work to the web as a way of bypassing the mainstream publishing tedium. Our panelists will be discussing the titles that made waves in 2014 and what to look forward to in 2015. *Mary Dumas, David J. Friedman, Bettina Kurkoski, Daniel Marsh (m), Dan Morris*
- 357 **Rails of New England (4hr)** Harbor I (3E)  
 Build your empire by any means possible. Build businesses, build rail lines, build specific routes, get a subsidy, take over a mail route...there's a lot of ways to make money but can you manage your money to take advantage of them all?
- 358 **Stone Age (2hr)** Harbor I (3E)  
 Use your meeples to gain cards, resources, and huts to gain advantages that give you big victory point bonuses.
- 359 **Tenchi: The Samurai Astronomer (2hr 20min)** Revere (2W)  
 A chronicle of the life of Yasui Santetsu, a 17th century master of Go who challenged the imperial court by turning his attention to astronomy and creating a new calendar for Japan. Subtitled. 2012, PG-13.
- 360 **Face Painting** Hancock (2W)  
 Come and get your face painted! *Jill Singer*
- 361 **Quilting Basics** Hancock (2W)  
 Learn how to take small pieces of fabric and put them together to make a doll-sized blanket or a teddy bear blanket. *Dawn Albright*
- 362 **Mister Penny** Hancock (2W)  
 A reading of Marie Hall Ets' classic story of talking animals, trespassing, overeating, and "witches and goblins and fairies and things!" Can the animals put things right? *Peter Maranci*
- 363 **Let's Play Quidditch** Webster (2W)  
 Ever want to play Quidditch like in Harry Potter? Come learn this version! *James Hinsey*
- 364 **Science Experiments** Webster (2W)  
 Come participate in cool science experiments using common household materials. *Ian Cooper Rose, Stephen R Wilk*
- 365 **Climate Science 2015** Marina 1 (2E)  
 Tide Gauges, Satellites, & Altimeters, but only one Ocean! The record breaking "Ice Donut" surrounding Antarctica! The science behind the "Niñas" (La and El). Come hear from Tom Wismuller on what the state of climate science is and isn't! *Tom Wismuller*
- 366 **Untold Tales: Fox Spirits and Golden Slippers** Marina 2 (2E)  
 Many people are familiar with Sleeping Beauty and Little Red Riding Hood, but what about Ye Xian, the oldest known "Cinderella" story from China, where a magic fish gives a girl golden slippers and a gown to win over the king? What about the tricky fox spirits that appear in Japanese folklore, the swan maidens in Russian tales, or all the pranks of Anansi from Ghana? What tales remain unfamiliar to Western audiences and where can they be found? *M. L. Brennan, Barbara Chepatis (m), Greer Gilman, Nightwing Whitehead*
- 367 **Clamp: The Good, The Bad, and The Strange** Marina 3 (2E)  
 Clamp is an all-female Japanese manga artist group that formed in the mid-1980s. For more than 20 years Clamp has created a universe that could rival anything Marvel or DC could create, except their series (for the most part) come to an end. They've done everything from magical girl series to mecha stories. A look at the long history of this artist group and discussion on their body of work. *Hanna Lee Rubin Abramowitz (m), Jared Griego, N. K. Jemisin, Elizabeth O'Malley, Richard Ralston*
- 368 **Kickstarter, Patreon, and Games** Marina 4 (2E)  
 Innovative publishing and funding platforms have changed the indie developer scene dramatically. Join our panel as they discuss the positive and negative impact, and the challenges of working

in this new paradigm. *Meghan McGinley (m), Maddy Myers, Joshua A.C. Newman, Caelyn Sandel*

- 369 Walk the Labyrinth** *Commonwealth (1W)*  
Take a long walk in a small space. Come find your center in our 30'x30' Seven-Circuit Classical Labyrinth. A tool for walking meditation, use it to find a little peace during the excitement of Arisia. Supervised children welcome.

#### 10:30am

- 370 Relic Knights (4hr)** *Harbor I (3E)*  
Relic Knights is a new table top miniatures game with a distinct anime feel. The Calamity is coming. Will you stand against the Calamity to save the last universe, or align with the forces of destruction? Learn about the ready queue, the esper deck, and all other basic mechanics of the game. Who will come out on top: The Star Nebula Corsairs or the Shattered Sword Paladins? GM: Simon Strauss
- 371 Assassiner par les corbeaux (4hr)** *Harbor I (3E)*  
The adventure starts with a short night at the last-stop inn before braving the mountain pass. It then becomes a race against time, the elements, and things that do not belong in nature. Then again, this may be a one way trip.... Let's hope the Inn is not overbooked if we stay a second night? Shadows of Esteren is a very atmospheric LOW fantasy RPG from France that has had 3 successful kickstarters so far. Characters will be provided, and rules taught. GM: Robert Rosenthal
- 372 Cirque: Ice Follies of 1111 (4hr)** *Harbor I (3E)*  
Cirque des Sirkas visits Dyrnwyn, the Ancients-modified Planet of the Midnight Sun, now occupied by humans. Your plan is to spread joy and possibly even convince the Sword Worlders that the Imperial occupation isn't so bad. Alas, a missing Admiral causes the group to venture into the dark side of the planet. GM: Gregory Lee
- 373 The Perilous Halls of Sorrow (4hr)** *Harbor I (3E)*  
There was no cataclysm that brought the world low. Sure—there are stories of a golden age of heroes and gods, but the people standing before you now, watching and waiting for your answer, are all there is. Life is tough and terrifying and dangerous and, for the most part, utterly unfair. People huddle in their cramped and muddy villages behind walls of wood and daub hoping that the underworld doesn't find them. But it did. That is why you are here. GM: Dale Houston
- 374 Space 1889: Red Sands (3hr)** *Harbor I (3E)*  
Enter the world of Space 1889. As members of the British Explorer's Society, you travel to exotic locales on Earth, Mars, Venus, and beyond, foiling the plots of the mysterious Brotherhood of Luxor, discovering ancient artifacts, and spreading civilization among the savage lizardmen of Venus or in the decadent canal-side cities of Mars. GM: Scott Marchand Davis

#### 10:40am

- 375 The Hitchhiker's Guide to the Galaxy, Ep 2 (31min)** *ArisiaTV*  
Arthur and Ford find themselves thrown off the Vogon spaceship into the vacuum of space. Improbably, they are rescued 29 seconds later by the Starship Heart of Gold, which has just been hijacked by the President of the Universe, Zaphod Beeblebrox.

#### 11:00am

- 376 NASA Documentary Films (1hr)** *Otis (2W)*  
We will be showing two films on the Skylab third manned mission in 1973, a JPL film about cometary science, and a very rare and humorous JPL film intended for internal use only about the Sergeant missile. This is a great selection of films provided courtesy of the JPL films library. Presented in 16mm.

#### 11:11am

- 377 The Hitchhiker's Guide to the Galaxy, Ep 3 (32min)** *ArisiaTV*  
Zaphod is certain he's located the fabled planet of Magrathea, the richest planet of all time. Soon the 'dead planet' fires two missiles at the Starship Heart of Gold, leading him to deduce there must be something very valuable and hoopy worth protecting down there.

#### 11:30am

- 378 TV Year in Review** *Alcott (3W)*  
Our annual look back at SF, horror, and fantasy in 2014 on TV. What were the memorable shows? What are the new ones to watch? Vampires, time travel, super heroes—what's hot and what's not? *Howard G Beatman (m), Gayle Blake, Randee Dawn Kestenbaum, Adam Lipkin, Thomas Vitale*
- 379 Arduino For Beginners** *Adams (3W)*  
Arduino is a popular, open-source, single-board microcontroller designed to make the process of using electronics in multidisciplinary projects more accessible. Interested in Arduino, but not sure where to start? This panel will introduce you to the basic concepts, give you ideas for future projects, and tell you where to go to learn more. *Jack Babb, Shirley Dulcey (m), Andrew Van Zandt*
- 380 Northern Lights Costumers' Guild Meet-up** *Bulfinch (3W)*  
Northern Lights is a chapter of the International Costumers' Guild, a non-profit organization that seeks to educate the public and enjoy the construction and wearing of all forms of costume. *Hanna Lee Rubin Abramowitz, Jamila Sisco (m)*
- 381 Broad Universe Rapid-Fire Reading (1hr 30min)** *Douglas (3W)*  
Broad Universe is an international organization of women and men dedicated to celebrating and promoting the work of women writers of science fiction, fantasy, and horror. Come listen to dramatic live readings from works of members of the Broad Universe organization. Participants are members of the Broad Universe writers' group. *Terri Bruce, Anna Erishkigal, Lisa J. Evans, Justine Graykin, Elektra Hammond, Elaine Isaak, Jennifer Allis Provost, Suzanne Reynolds-Alpert, Morven Westfield, Trisha Wooldridge (m)*
- 382 Tales from the Slush Pile** *Hale (3W)*  
Our esteemed panelists describe the worst of the worst that have crossed their editorial desk. Panelists will also discuss ways aspiring authors can avoid being cast into the slush pile. *Inanna Arthen, Joy Crelin, Genevieve Iseult Eldredge (m), Joy Marchand, Hildy Silverman, Cecilia Tan*
- 383 Superman and Religion** *Burroughs (3E)*  
Superman remains an enigmatic figure in American mythology. Created by two Jewish kids from Cleveland, perhaps as a metaphor for Jewish assimilation, Superman also represents a Christlike figure in many stories, and the screenwriter of Man of Steel consulted, among other sources, the Sumerian epic of Gilgamesh. Does the wide cast of Superman's religious influences render him a defender-of-all-faiths? Can any religion claim him as one of their own? Come explore this thorny issue with Arisia 2015. *Michael A. Burstein, Thom Dunn, Ken Gale, Alex Jarvis (m), Daniel Miller*
- 384 Best of Filk** *Griffin (3E)*  
Come sing along with filk classics and new favorites! *Nat Budin, Peggi Warner-Lalonde (m)*
- 385 Military Influence on Costuming** *Independence (3E)*  
Military uniforms have a style all their own. This panel will explore how that style has influenced fashion and costume, with examples from both historical and media costuming. *Sean Dixon-Gumm (m), Paul Kenworthy, Mark Millman, Barbara M Pugliese*
- 386 The Science Babe's Guide to BS Detection** *Marina 1 (2E)*  
Have you heard something too good to be true? But you've also seen things everyone thought too good to be true that were actually true? Here's how to use science to distinguish between things which are truly awesome from things which are just B.S. *Science Babe*
- 387 Inspiration—Art History & Modern Masters** *Marina 2 (2E)*  
We live in an Age of Miracles and Wonders—the art treasures of the world, past and present, are at our fingertips! Please join Artist Guest of Honor Lee Moyer as shows some of his inspirations, answers questions and signs calendars, games, and/or book covers! *Lee Moyer*

**388 Ultraman, Power Rangers & the World of Tokusatsu** *Marina 3 (2E)*  
In 1954, director Ishiro Honda made history with Godzilla—but his chief special effects artist, Eiji Tsubaraya, would later make some history of his own. Today, there's a new crop of great tokusatsu films and TV shows every year. Join a panel of experts to discuss the continuing evolution of this exciting, eye-popping, and unique entertainment. *Mario "DigiCom" Di Giacomo, Cassandra Lease, Richard Ralston, Michael Toole (m)*

**389 LARPs Beyond Lightning Bolt** *Marina 4 (2E)*  
Almost everyone has heard of LARPs, but what goes on besides or instead of robes, wizard hats, and lightning bolts? From boffer LARPs to theatrical games like *Vampire: the Masquerade*, this genre of gaming has so much more to offer. Our panelists will present a crash course on the many settings and styles of Live Action Role Play. *Stephen R Balzac (m), Anna R Bradley, Sharone Horowitz-Hendler, David Olsen, Mark Waks*

#### 11:44am

**390 The Hitchhiker's Guide to the Galaxy, Ep 4 (32min)** *ArisiaTV*  
Deep down inside the planet Magrathea, coastline designer Slartibartfast is working on Earth, Mark II. It seems the previous version was destroyed just before it managed to complete its purpose.

#### 12:00pm

**391 Reach For The Stars (5hr)** *Harbor I (3E)*  
Continue to travel in Joss Whedon's *Firefly/Serenity* verse, adventure as far into the black as you can, maybe meet a familiar face or two, and dodge the Reavers and Alliance every step of the way! And remember out there, space cowboys....You can't stop the signal! GM: Sonya Feinn

**392 Space Boy Soran (23min)** *Otis (2W)*  
Classic anime from 1967 seldom shown in the US: A human refugee raised by aliens on a distant planet, Soran and his space squirrel Chappy visit an undersea city which is under attack by mysterious forces, only to discover the city endangers a mermaid nation. With live translation by James Hinsey, you will see this nowhere else. Presented in original 16mm. *James Hinsey*

#### 12:17pm

**393 The Hitchhiker's Guide to the Galaxy, Ep 5 (35min)** *ArisiaTV*  
Arthur, Ford, Trillian, and Zaphod travel in time by way of an exploding computer to the Restaurant at the End of the Universe, where you can enjoy a good meal while watching the end of all things.

#### 12:20pm

**394 Agora (2hr 5min)** *Revere (2W)*  
A historical drama set in Roman Egypt, concerning a slave who turns to the rising tide of Christianity in the hope of pursuing freedom while falling in love with his mistress, the famous philosophy and mathematics professor Hypatia of Alexandria. 2009, R (violence, nudity).

#### 1:00pm

**395 TV Writing: Sci-Fi/Fantasy/Horror/Genre** *Alcott (3W)*  
We often talk about what we like and don't like about particular TV shows, but it's not easy to tell some genre tales *right* on the screen. Our panelists discuss the challenges of telling supernatural tales for TV and film, what the limitations of the medium mean for telling those stories, and common pitfalls of writing for TV/films. *Chris Denmead, Randee Dawn Kestenbaum, Steve Sawicki, Heather Urbanski, Thomas Vitale (m)*

**396 Hot Topics in Cosplay** *Adams (3W)*  
The internet is abuzz, and everyone has an opinion on such topics as gender and racial expectations, cosplay for profit, and sexual harassment. Our panel of the informed and opinionated will discuss. *Hanna Burnett, Aurora Celeste (m), Eri Kagami, Cassandra Lease*

**397 Reading: Altabef, Gladstone, Martin** *Bulfinch (3W)*  
Authors Ken Altabef, Max Gladstone, and Gail Z. Martin read selections from their works.

**398 Vertical Press and "Alternative Manga"** *Douglas (3W)*  
Vertical Press is a long time publisher of manga in the US. While known for being the publisher of the popular series *Gundam: The Origin*, Vertical is best known for being the publisher of lesser seen manga in the United States, and has made a name for itself over the last decade publishing historically significant manga of the 60s and 70s. So let's talk about this publisher and its efforts to expand the public perception of what manga is and what manga is capable of being! *Juliet Kahn, Dan Morris (m), Michael Toole*

**399 LARP—The Realms: The Mountain Citadel (6hr)** *Faneuil (3W)*  
In this fantasy LARP scale the dizzying heights and face insidious foes holed up in an inaccessible mountain citadel. Sword fights, treasure, traps, mysteries and escapes are all part of the program!

**400 MIT at 150** *Hale (3W)*  
In the autumn of 1865, after a long delay due to the American Civil War, a local institution held its first classes: The Massachusetts Institute of Technology. Whether in engineering, management, chemistry, or linguistics, MIT is renowned for its quality education and international prestige. Come celebrate MIT with its graduates, students, and fellow travelers, as we commemorate its sesquicentennial. *Phillip Hallam-Baker (m), Richard Moore, Stephen R Wilk*

**401 N.K. Jemisin Reading and Q&A** *Burroughs (3E)*  
Our Writer Guest of Honor reads a chapter from her latest novel *The Fifth Season*, and answers questions from the audience. *N. K. Jemisin*

**402 The Strong Sound** *Griffin (3E)*  
Sing and be heard without strain. Lead songs with confidence. Learn to sing with a loud, clear voice without harming your throat. Improve your range and increase your vocal stamina. This workshop is an introduction to Anabel's vocal and centered breathing technique. Helpful for all singers. This workshop is limited to 25 students and a sign-up sheet is available at con in the Program Nexus on the Mezzanine. *Anabel Graetz*

**403 So You Want to Start a Convention?** *Independence (3E)*  
So you want to start a convention? I won't tell you not to do it, I'll tell you how to do it! Come to this workshop with our Fan Guest of Honor. (Limited to 16 people. Sign-up sheet available at con in the Program Nexus on the Mezzanine.) *Colette H. Fozard*

**404 Power Grid (4hr)** *Harbor I (3E)*  
Buy your power plants. Buy the resources to power those plants. Expand into nearby cities to earn more money and conquer the industry. A classic game of manipulation and resource management. GM: Mike Sharrow

**405 The 21st Century (22min)** *Otis (2W)*  
A 1967 discussion of the space program of the 21st century and Man's future in space, with Walter Cronkite, Arthur C. Clarke, and a number of visionaries. In 16mm.

**406 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*

**407 Kids Crafts with Maker Parents** *Hancock (2W)*  
Let's make stuff! Come with your ideas and get ready to be creative! *Adri, Andrew Anselmo, Lisa Hertel (m), Scott Wilhelm*

**408 Open Discussion Group: TV** *Hancock (2W)*  
In the old days science fiction and fantasy shows for kids were rare. Now they're *everywhere*! What are your favorites? Which ones do you wish they'd bring back, or hope they'll renew?

**409 The Hobbit, Session 2** *Hancock (2W)*  
Join us for a reading of J.R.R. Tolkien's classic story of burglary, jail-breaking, armed robbery, and dragoncide. Continued from an earlier session. *Peter Maranci*

**410 Kamikaze Costuming: Props & Accessories (2hr)** *Webster (2W)*  
Come make your own props to go with your Kamikaze costume. Then, show off your creation in the Masquerade tonight. *Dawn Albright, Damarie—Aurora Freyasdottir*

- 411 **I've Got All the Balls in the Air, Now What?** Webster (2W)  
 ★ Juggling for Kids; for both first time and experienced jugglers. *David J. Friedman*
- 412 **Children's Filk Concert** Webster (2W)  
 ★ Filk! Sing-a-longs! Bring your voice! *Nat Budin*
- 413 **Swords of Chivalry 2** Webster (2W)  
 ★ Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used! *Mr. Ferguson*
- 414 **Disaster Preparedness for Fans** Marina 1 (2E)  
 In this Arisia favorite, we'll discuss ways to protect what's important to you from random acts of disaster, including yourself. How do I protect my books from flooding? What should I put in a disaster kit? Is renters insurance worth buying? Come learn how to prepare yourself for when the alien cyborg zombies invade! *D. Cameron Calkins, Forest Handford, James Macdonald, Carsten Turner, Eric Zuckerman (m)*
- 415 **Women Destroy Science Fiction** Marina 2 (2E)  
 Actually, women created science fiction! Over the years, SF was taken over by a bit of a boys' club, and there was considerable backlash against women's work in the field. To which women said: screw you. 2014 saw a sea change in the field, and a tide of Women Destroying all manner of subgenres—and winning all the awards for it. Let's talk about taking back the industry, and the need to broaden it from Women Destroy to include nonbinary and other writers that are still underrepresented. *Elizabeth Birdsall, Lisa J. Evans, Nisi Shawl (m), JoSelle Vanderhooft, Trisha Wooldridge*
- 416 **Building a Poly Home** Marina 3 (2E)  
 You know that multiple relationships are the right path for you, and are thinking of moving from dating to cohabitating. Deciding to move in together can be a tricky proposition for any relationship, but it can get even more complicated when there are more than two people involved. When it's time to pack the U-Haul, what are the potential issues—emotional, legal, and logistical—that you might face? Come hear from our panelists about the joys and challenges of creating a poly home. *James Meickle, Ken Olum, Ian Cooper Rose (m), Tikva, Valerie White*
- 417 **The Quest: Behind the Scenes** Marina 4 (2E)  
 On ABC's *The Quest*, a number of contestants from our world were "transported" to a mystical realm, where they competed as paladins to determine the one true hero who could save that world. It was a fun mix of scripted fantasy and real competition, and we'll have guests from the show talking about what it was like, and answering your questions. *Adria Kyne*
- 418 **Psyche Corporation—Cyberpunk Fairytale Concert (1hr)** Grand DE (1W)  
 🎵 Cyberpunk Fairytale Storytime Music with Psyche Corporation. Bring your own tea (or tea substitute) and gather round to listen to cyberpunk tales of downloadable dreams laid out in musical form by Psyche Corporation, a cello-guitar-vocal trio fronted by a former Ladies of Steampunk model and programmer who produces both original and filk works, such as Perl-Operated Boy.
- 419 **Galaxy Quest (1hr 42min)** ArisiaTV  
 📺 The alumni cast of a space opera television series have to play their roles as the real thing when an alien race needs their help. 1999, PG.

## 1:30pm

- 420 **Pathfinder Society (4hr)** Harbor I (3E)  
 🎲 An official Pathfinder RPG.
- 421 **Warring Kingdom (4hr)** Harbor I (3E)  
 🎲 Learn and play the successfully kickstarted local board game featuring tactical combat and deckbuilding, Warrior Kingdom! See why reviewers are calling it: "Highly Interactive and highly fun" "A game surpassing classics in its field" "I can't speak enough praise about the battle mechanics. I love it so much" GM: Harry Gao
- 422 **How Many Clones Does it Take to Change a Bulb? (4hr)** Harbor I (3E)  
 🎲 Well, you lucked out this time! Your mission is to change a light-bulb. What could possibly go wrong? Note, the following items

could possibly go wrong: treason, commies, radiation leaks, sabotage, mutants, faulty equipment, vending machines, random explosions, contradictory paperwork, and/or aggressive marketing. Paranoia is a game of light-hearted treachery and death. Fun is mandatory. GM: Matthew Timmins

- 423 **Gamma-Ray Burst Over Sweetwater Shores (4hr)** Harbor I (3E)  
 🎲 That last job turned out a little rough. Your ship took some hits, the pay was short and your crew had to hustle offworld ahead of some unpleasant fallout. At least you got out alive, but now you need a safe port where you can gas up, patch the hull, throw back some stiff drinks and unwind a bit. Fortunately, you know just the place, a modest little anti-matter mining rig and waystation orbiting a white dwarf just a few days worth of spike-drive travel away. GM: Eric Smith
- 424 **Under the Atmosphere (15min)** Otis (2W)  
 🎬 This abstract film is a series of images about space and what lies below it. Filmed on the Central Florida "Space Coast," site of many NASA launch pads. Dormant, arcane text, activated landscape. Is it about something, or is it just pretty images? Is any movie? Direct to you from a screening at the International Documentary Film Festival Amsterdam. Presented in 16mm.
- 425 **Wand Dueling Workshop with HP-NYC (1hr)** Grand A (1W)  
 ✂ The art of wand dueling is a centuries old practice that has unfortunately fallen on the wayside in today's modern wizarding curriculum. Join Harry Potter NYC as their top wand dueling instructors demonstrate several of the offensive and defensive moves most frequently employed in duels. Many of these can be seen being used in the now famous Harry Potter Documentary films. You can bring your own wands, or if needed training wands can be provided.

## 2:00pm

- 426 **Munchkin Tournament (4hr)** Harbor I (3E)  
 🎲 That crazy dungeon game is back, and this will follow tournament rules. Prizes awarded at the end of the tournament.
- 427 **Repo Man (1hr 32min)** Otis (2W)  
 🎬 The 1984 cult classic. Young punk Otto becomes a repo man after helping to steal a car, and stumbles into a world of conspiracy, crime, and bizarre characters. A Rich Macci Memorial Presentation.
- 428 **Argevollen (10hr)** Paine (2W)  
 🎬 Taking place in a world where two countries, Arandas and Ingelmia, have been warring against each other for a very long time. Tokimune, a young man belonging to Independent Unit 8 of Arandas, saves a girl named Jamie when she is attacked by enemy forces. In order to survive, he pilots the new mech Argevollen and fights. (Complete series—24 episodes.)
- 429 **Masquerade Rehearsal (3hr)** Grand B (1W)  
 Rehearsal for Masquerade participants.
- 430 **Salem Zouaves: Civil War Swords & Sabers (30min)** Commonwealth (1W)  
 ✂ In the mid-nineteenth century, a military fashion craze swept Europe and the United States. Known as Zouaves, they were originally French-Algerian light infantry famous for their colorful Turkish uniforms, athletic precision drill, and ferocity with cold steel in battle. The Salem Light Infantry, an elite militia company from Salem, Massachusetts, went Zouave in April, 1861. This demonstration will feature saber drills and fencing styles practiced during the Civil War era. *Salem Light Infantry*

## 2:30pm

- 431 **Story Autopsy** Alcott (3W)  
 Our group of panelists takes a few well-known works of genre fiction and picks them apart to show you how they work, why they work, and in some cases point out the parts that don't work at all. If you don't like spoilers this is probably not the panel for you. *M. L. Brennan, James L. Cambias (m), Thom Dunn, John P. Murphy, Ian Randal Strock*
- 432 **How Fabric Works** Adams (3W)  
 Learn why fabric slithers and creeps, and how you can control



it; or what makes some fabric flow while others are stiff. Discuss the 'wrong' side of fabric, the difference between warp and weft. Learn how to pick the best fabric for your costume and how to best use it. *Angela Kessler, Shelley Marsh (m), Sarah "Tashari" Morrison, Nightwing Whitehead*

- 433 **Reading: Hafer, Kimmel, Oshiro** *Bulfinch (3W)*  
 Authors Abby Hafer, Daniel M. Kimmel and Mark Oshiro read selections from their works.

- 434 **Flirt Like a Pro** *Douglas (3W)*  
 Flirting, like any skill, can be learned and gets better with practice. Our panel of experts are here to help! They will discuss and maybe even demonstrate ways to flirt like a pro, and what never to do under any circumstances! *Genevieve Iseult Eldredge, Alex Jarvis, Rachel Kenley (m), Megan S. Markland, James Prego, Hannah Elyse Simpson*

- 435 **How We Learn** *Hale (3W)*  
 How does the human mind absorb, retain, and recall information? What psychological and biological processes are involved? Does one learning method work for all, or do some learning styles suit certain types of people better? *Carl Fink (m), Abby Noyce, Psyche Corporation, N.A. Ratnayake*

- 436 **Arisia Corporate Meeting** *Burroughs (3E)*  
 An open meeting of Arisia Inc., the organization that helps the con committee do its job every year. Non-members welcome (and welcome to join us).

- 437 **Chantey Sing** *Griffin (3E)*  
 Songs of sailing in all forms, with an emphasis on work songs from the age of sail. Open sing. Fun for all! *Jeff Keller (m), Jeremy Kessler, James Macdonald*

- 438 **Portfolio Review with Lee Moyer** *Independence (3E)*  
 Our Artist Guest of Honor is graciously making himself available to critique your work, answer questions, and possibly make career recommendations. Listen to the critique of others works, as you may learn something valuable from the experience of others. (Limited to 10 people. Signup sheet available at con in the Program Nexus on the Mezzanine.) *Lee Moyer*

- 439 **I Remember The Future (Second Showing) (26min)** *Revere (2W)*  
 During a visit from his estranged daughter, an elderly writer struggles with his fading mind and the future. 2014, NR.

- 440 **Open Discussion Group: Movies** *Hancock (2W)*  
 What were your favorite movies this year? What as a hit and what was a miss? Come share your opinions in this interactive discussion. *Deirdre Crimmins, Elektra Hammond, Rubi*

- 441 **Little Homes** *Hancock (2W)*  
 Do your fairies or goblins need a home? Come and build one for them! *Josephine Monreal*

- 442 **Queering Up Canon** *Marina 1 (2E)*  
 Much fanfic has a large interest in QUILTBAG themes. Maybe your fic involves making characters of the same gender fall in love with each other, having a character established as cis turn out to be trans, or asking if Sherlock has never shown any interest in a "proper" Victorian marriage because he's asexual. Can fanfic writing and QUILTBAG activism potentially intersect? What does it mean that fans of works with cis, straight characters are looking for more variety in the fiction they consume? *Leo D'Entremont (m), Melissa Kaplan, Kate Nepveu, Adrienne J. Odasso, JoSelle Vanderhoof*

- 443 **The Almanac of Dead Guardians, Teachers, and Mothers** *Marina 2 (2E)*  
 In numerous fairy tales, Disney films, and superhero back stories, when a character's parents die, so does a sense of security and safety regarding the world. It can also free up the main character to have adventures. Is killing off a parent (or guardian of any kind, really) helpful cultural shorthand for a story or a thin stab at character motivation? Are there some ways, reasons, and motives to kill off a parent figure that are worse than others? *Greer Gilman, Timothy Goyette, Merav Hoffman (m), Gail Z. Martin, Rebecca Slitt*

- 444 **Anime 101: My Kid is Watching What?** *Marina 3 (2E)*  
 A panel on the difference between the different genres of anime. From the simple stuff like explaining Shoujo and Shonen, to what to look for when you want to start showing your kids anime. *Mario "DigiCom" Di Giacomo, Jared Griego, Eri Kagami, Richard Ralston (m)*

- 445 **The Arisia Mega Fan-Casting Panel** *Marina 4 (2E)*  
 Believe it or not, not every great book or comic has been made into a movie or TV show. Come hear the panelists talk about properties that need to be filmed, and the perfect dream cast they've come up with. Audience participation will be encouraged, so come armed with your own suggestions! *Nomi S. Burstein, Mary Dumas, Victoria Janssen, Daniel Miller, James A. Wolf (m)*

- 446 **Salem Zouaves: Civil War Musket & Bayonet Drill (30min)** *Commonwealth (1W)*

- ✕ In the mid-nineteenth century, a military fashion craze swept Europe and the United States. Known as Zouaves, they were originally French-Algerian light infantry famous for their colorful Turkish uniforms, athletic precision drill, and ferocity with cold steel in battle. The Salem Light Infantry, an elite militia company from Salem, Massachusetts, went Zouave in April, 1861. This demonstration will feature the uniforms and the bayonet-fencing and musket drills practiced by the Salem Zouaves. *Salem Light Infantry*

## 2:40pm

- 447 **Edward Scissorhands (1hr 44min)** *ArisiaTV*  
 An uncommonly gentle young man, who happens to have scissors for hands, falls in love with a beautiful girl. 1990, PG-13.

## 3:00pm

- 448 **Cirque: Ferris Wheel (4hr)** *Harbor 1 (3E)*  
 Cirque des Sirkas comes to the played-out Zaibon asteroid belt and docks with the Ferris Wheel Resort Station. A double-wheel two kilometers in diameter, this rotating station provides entertainment to the surrounding subsectors. With everything from stadiums and locations for wargaming and more. When the rides break and murders occur, the entertainers and crew are dragged into larger politics and must confront Zhodani terrorists. GM: Gregory Lee

- 449 **The Perilous Halls of Sorrow (4hr)** *Harbor 1 (3E)*  
 There was no cataclysm that brought the world low. Sure—there are stories of a golden age of heroes and gods, but the people standing before you now, watching and waiting for your answer, are all there is. Life is tough and terrifying and dangerous and, for the most part, utterly unfair. People huddle in their cramped and muddy villages behind walls of wood and daub hoping that the underworld doesn't find them. But it did. That is why you are here. GM: Dale Houston

- 450 **This Week in Brit TV (5hr)** *Revere (2W)*  
 Review of current Brit TV. See Schedule at door.

- 451 **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 make a fool of yourself. *Lorelei Erisis*

- 452 **Balloon Cars** *Webster (2W)*  
 Come make a balloon car! *Scott Wilhelm*

- 453 **Highland Charge! (1hr 30min)** *Grand A (1W)*  
 Athena School of Arms presents: the Scottish Broadsword—A weapon of soldiers, nobles, mercenaries and criminals. A demonstration of the fighting methods of both the army regiments and duellists of the 18th century. Followed immediately by hands-on lessons—learn the Regimental drill of the Scottish tradition. Advanced lessons available for students who have already done the basic lesson. All equipment provided, no experience necessary.

- 454 **Real: A One Act Play (30min)** *Grand DE (1W)*  
 In the near future, retired veteran Leslie uses virtual reality to

make a fresh start after a brutal war. How long can he keep going before he is exposed in his new community? "Real" is about how deep relationships can become, even when you are fundamentally lying to people.

- 455 **Victorian Era Afternoon Dance (1hr 30min)** *Commonwealth (1W)*  
 From New England inventors to Queen Victoria herself, everyone loved a good dance. Join us as we enjoy lively music, good company, and a bit of time travelling to a world of romance and fun. Quadrilles, contradances, waltz, and polka will be taught.

### 3:30pm

- 456 **The Devil In The Details: A One Act Play (15min)** *Grand DE (1W)*  
 Set in the year 2020, this play is set in a world where reality TV has a sharper edge. Condemned prisoners get to plead their case, and if viewers are entertained by their remarks, the featured criminals get to live longer, 5 minutes at a time. The main characters are an over-the-top announcer, the featured criminal, and a surprise guest at the end. The scene shifts back and forth between the outrageous announcer with his tacky commercials and sarcastic quips, and the deadly serious prisoner.

### 3:45pm

- 457 **The Corporate Bored: A One Act Play (15min)** *Grand DE (1W)*  
 Chairman of the Bored, Ms Lord, and her staff—Gabby (a techy engineer) and Luci (dark-side E&M expert)—are tasked from Above to create a 3-minute universe. Cranking Time back and forth, Gabby's grad students prep the primordial mix and Luci brings the light. There are troubles in Paradise: how many dimensions are required ("Just string it together"), will light work as a particle or a wave? This light-hearted, pun-filled comedy takes a pre-Big Bang look at worlds designed by committee.

### 4:00pm

- 458 **The Year in Bad Science 2015** *Alcott (3W)*  
 People use the aura of science to further their own agenda but remain perfectly willing to ignore actual science to present their side. We will present some of the more egregious abuses of the name of science over the last year. *Mark L Amidon (m), Carl Fink, Jeff Hecht, Science Babe, Stephen R Wilk*
- 459 **Games as Interactive Literature** *Adams (3W)*  
 Gamers have spent years defending their genre as a "legitimate" form of "literature" without having a clear sense of what that means, or more than one or two examples. This panel will explore literature in a medium where one or more live people co-create a story—action, characters, challenges, plots, resolutions, adventures—with a game's authoring team. *Adri, Meghan McGinley, Joshua A.C. Newman, Rebecca Slitt, Alan Wexelblat (m)*
- 460 **Poetry Reading: Daniels, Odasso, Taaffe** *Bulfinch (3W)*  
 Authors Gillian Daniels, Adrienne Odasso, and Sonya Taaffe read selections from their works.
- 461 **Fan Speak: The Language of Fandom** *Douglas (3W)*  
 What communications styles, methods, and vocabulary seem unique to fandom? Hyperbole seems to be used more than in mainstream speech. Also, literary and media references are more common. Interrupting conversation isn't seen as rude. How did these patterns develop and why? Have they changed? *Nomi S. Burstein, Victoria Janssen, Ellen Kranzer, JoSelle Vanderhooft, Eric Zuckerman (m)*
- 462 **Worldbuilding with the Soft Sciences** *Hale (3W)*  
 Let's skip past geology and cosmology and go straight to the sciences that study culture: linguistics, psychology, cultural anthropology, and the like. How does knowledge in these areas inform (or laughably fail to inform) speculative fictions' world building? How can we use insights from these disciplines to build worlds with a realistic diversity in their cultures? *Vikki Ciaffone, Alexander Feinman (m), James Meickle, Suzanne Reynolds-Alpert, W. B. J. Williams*
- 463 **The Arisia Curmudgeon Panel** *Burroughs (3E)*  
 Do you hate one of the holy grails of fandom? Can't stand the original Star Wars movies? Think the answer to "Kirk or Picard?" is "neither"? Want to revoke Peter Jackson's Oscar? Cross the

street to avoid Browncoats? This is the panel for you! Expect a mix of vitriol, snark, and actual media criticism at this wide-ranging panel. *Abby Hafer, Adam Lipkin (m), Shira Lipkin, Mark Oshiro, Pablo Miguel Alberto Vazquez III*

- 464 **Your Voice and How to Love It** *Griffin (3E)*  
 Hate the sound of your own voice? You'd be surprised how many singers do. Learn to enjoy singing more, sing more in tune and lead songs with confidence. Bring your problem songs; we can make time for three or four people to work individually. Filk, folk traditional or modern, chanteys or theatre songs; this workshop will be helpful for all singers. *Anabel Graetz*
- 465 **Pitch Session with N.K. Jemisin** *Independence (3E)*  
 Have a novel you'd like to get published? Aspiring fantasy writers can sign up to pitch their novel ideas at our Writer Guest of Honor and discuss how to move forward with them. Fantasy novels only, please! This is first come, first served as signup is limited to 8 spaces. Signup sheet available at con in the Program Nexus on the Mezzanine. *N. K. Jemisin*
- 466 **Guest of Honor Tour of the Art Show** *Harbor III (3E)*  
 Art Show Tour by our GoH. Limited to 10 people. This is after the auction but before anyone picks up their loot. Come see what you missed with commentary by our Guest of Honor! *Lee Moyer*
- 467 **Outer Limits: Premonition (48min)** *Otis (2W)*  
 An Air Force test pilot is flying a high altitude test flight. After executing the probatory maneuver, he is suddenly thrust into a world in which time moves very differently than normal. But why is his wife there? What of the mysterious shadowy figures? What about the accident about to occur to his child? And what is a probatory maneuver anyway? This film leaves more questions than it answers but that's how the Outer Limits is. B&W 16mm syndication print.
- 468 **Beyond Hogwarts: A Young Fan's Reading List** *Hancock (2W)*  
 Harry Potter was great, but there are a lot more fantasy and science fiction books out there for kids and young adults. What is out there for kids that doesn't insult the intelligence, but also doesn't fly over the heads faster than a Firebolt? *Peter Maranci*
- 469 **Fun with Legos** *Hancock (2W)*  
 Everything is Awesome! Let's break away from the instructions and be master builders. What can you come up with? *Ian Cooper Rose*
- 470 **Read All the Things!** *Marina 1 (2E)*  
 Sure, we have limited reading time, but there are some authors whose works clamor to be read in their entirety! Which authors? Come to this panel and find out! Each panelist will discuss the author whose complete works they deem absolutely essential. Come develop your reading list for the next year! *Heather Albano (m), Ed Fuqua, Rachel Kory, Daniel Marsh, Sarah Smith*
- 471 **Saving the World vs. Changing the World** *Marina 2 (2E)*  
 We like vast scope and terrible conflict, where the world is in jeopardy. As the narratives roll, we're bound to see aspects of the setting that probably need to be destroyed or, at least, to change. Sometimes, the world is changed by the end of the story (as in each book in the Inheritance Trilogy) and sometimes it is merely saved (as with the Harry Potter series). We'll talk about stories that changed their settings forever and ones where the status quo is restored. *Erik Amundsen (m), Debra Doyle, Max Gladstone, Catt Kingsgrave-Ernstein, Meredith Schwartz*
- 472 **Outlander: Scotland, Romance, and Time Travel** *Marina 3 (2E)*  
 Outlander has been a huge hit for Starz. How well has Diana Gabaldon's series translated to the small screen? Does it reflect the tone that fans expected? Is it really aimed at viewers not familiar with the plot? Does the amount of sexual violence in a female-centric fantasy differentiate it or make it indistinguishable from material like *A Game of Thrones*? Join us for a fun, spoiler-filled discussion! *Gayle Blake, Anna Erishkigal, Forest Handford, Heather Urbanski (m), Trisha Wooldridge*
- 473 **How to Not Be Awful: The Ecology of Comic Fandom** *Marina 4 (2E)*  
 Comic communities are beginning to take diversity seriously. Despite this, men in the community continue to harass and



exclude those who are different. In this panel, we discuss how to embrace inclusivity in the comics community, and how to counteract negative arguments you may hear or read. *Bob Chipman, Alex Jarvis (m), Juliet Kahn, Donna Martinez, Dan Toland*

#### 4:25pm

- 474 **The Train Job (40min)** *ArisiaTV*  
 Firefly episode 2. Mal and his crew pull a train robbery. 2002.

#### 5:00pm

- 475 **Classic Trailer Park (1hr 30min)** *Otis (2W)*  
 Everybody's favorite event! Ninety minutes of trailers for movies you love, movies you hate, and movies you've never heard of! Once again we reach into the dumpster behind the movie theatre for the finest trailers possible, old and new.

- 476 **The Martial Arts of A Game of Thrones (1hr)** *Grand A (1W)*  
 From swaggering bravos to knightly duels, George R.R. Martin drew on historical exemplars in creating his ultra-realistic, ultra-gritty fantasy world. But how did these martial arts really work, and where does truth end and fiction begin? Join renowned historical combat master Dr. Ken Mondschein and his students of Worcester Historical Swordsmanship for an exploration and demonstration of the combative skills found in A Game of Thrones, followed by a hands-on class in the knightly martial arts!

#### 5:30pm

- 477 **Science Year in Review** *Alcott (3W)*  
 2014 was a great year for science! Come learn about the greatest happenings and discuss the ramifications for the future. *Mark L Amidon (m), Terry Franklin, Ken Olum, Psyche Corporation, Science Babe*

- 478 **Video Games as Art** *Adams (3W)*  
 What makes a video game "art"? With the concept of "anything can be art" why is the world so divided when it comes to video games? Why are "artsy" games looked down on by many gamers? How can we work on convincing the world that video games can be called art the same way movies and books can be? Or do we think that only some video games, those focused on being called art, be considered art in the future? *Bob Chipman, Israel Peskowitz (m), Caelyn Sandel, Carolyn VanEseltine*

- 479 **Reading: Ivey, Roy, Silverman** *Bulfinch (3W)*  
 Authors Felicitas Ivey, Lauren M. Roy, and Hildy Silverman read selections from their works.

- 480 **Fandom Etiquette** *Douglas (3W)*  
 We all know bullying is wrong, but what about other behavior that might fall under the radar? This includes things like fannish gatekeeping, and tagging your hate and cultural appropriation under the guise of fandom. What are the guidelines for what's appropriate in this rapidly changing world? *Genevieve Iseult Eldredge, Colette H. Fozard, Michael Lee (m), Mark Oshiro, Pablo Miguel Alberto Vazquez III*

- 481 **The Medium and the Message** *Hale (3W)*  
 A story can be told in a multitude of formats. Anything from short stories and epic poems to graphic novels and screenplays can be used to convey a narrative. How do the various formats compare? Do certain genres work well in one but not another? What about translations from one medium to another? How can you tell which works best for your story? *Heather Albano (m), Thom Dunn, Alexander Feinman, John G. McDaid, Sarah Smith*

- 482 **Doom, Gloom, and Despondency** *Burroughs (3E)*  
 This is a serious, formal, thematic, judged song contest. Attendees are expected to maintain a solemn aspect (e.g., dark clothes, long face, and soft, respectful speech). In the event of a breach of decorum (e.g., laughter), the offender will be evicted for the duration of the current song—and the singer will receive bonus points. Contestants should sign up in advance at Program Nexus. *Lynn Feingold, Anabel Graetz, Jeff Keller, Angela Kessler, Jeremy Kessler (m)*

- 483 **Improv Theater Workshop** *Griffin (3E)*  
 Using exercises inspired by improv theater, New Games, and "Whose Line Is It Anyway?", we'll play 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 make a fool of yourself. This workshop is for the adults! *Lorelei Erisis*

- 484 **Chainmail 102: Byzantine Weave** *Independence (3E)*  
 Learn to make this popular and easy jewelry pattern. We provide a kit of rings and pliers to borrow. A sign-up sheet will be located at the Program Nexus, or you can stop by before the workshop to see if there's room. This workshop is limited to 15 people. Materials fee: \$5 per participant. *Liz Cademy, Ket Waters*

- 485 **Super Robot Anime** *Marina 1 (2E)*  
 When people of a certain age think of anime, the first thing that comes to mind is "Giant Robots". This is a panel discussing the history and aesthetics of the "Super Robot" genre, starting with (of course) Giant Robo, and taking it through the Go Nagai-dominated 70's all the way to recent examples like *Tengen Toppa Gurren Lagann*. *Mario "DigiCom" Di Giacomo, William Frank, Jared Griego (m), Doug Wilder*

- 486 **Positive Representations of Women's Sexuality** *Marina 2 (2E)*  
 Too often, women's sexuality in genre fiction is used to penalize or caricature them. Our Guest of Honor's work is an example of positive representations of female sexuality. Let's discuss works that show a full spectrum of female sexuality, beyond madonna/whore and into real-life complexity. *M. L. Brennan, Barbara Chepatis, Vikki Ciaffone, Victoria Janssen, Rachel Kenley (m)*

- 487 **Castle Above The Clouds: Gargoyles at 20** *Marina 3 (2E)*  
 Premiering in 1994, Disney's *Gargoyles* was revolutionary—a dramatic urban fantasy cartoon series tapping into history and world mythology, with a mixed-race female lead who openly celebrated her African and Native American heritage, compelling characters, morally complex antagonists, wide-ranging story arcs, and one of the best voice casts ever assembled. This panel will explore the rich depths of the series, the profound love still felt by its fans, and its impact upon its audience. *Cassandra Lease (m), Maddy Myers, David Olsen, James Prego, Richard Ralston*

- 488 **Diversity in Comics and the Readership** *Marina 4 (2E)*  
 Despite the board rooms and trolls, we are beginning to see a breath of fresh air for Diversity among characters and creators in our comics. We'll be discussing representation and characterization, as well as examining ways that creators have got it wrong in the past. *Zachary Clemente, Alexa Dickman, Juliet Kahn, Donna Martinez (m), Tori Queeno*

#### 6:00pm

- 489 **Merchants of Venus (4hr)** *Harbor I (3E)*  
 Fly around the galaxy buying and selling merchandise to build a retail empire.

- 490 **Pathfinder Society (4hr)** *Harbor I (3E)*  
 An official Pathfinder RPG.

- 491 **Lords of Waterdeep (3hr)** *Harbor I (3E)*  
 Use your meeples to hire helpers, take on quests, use intrigue, or build buildings to gain victory points and rule Waterdeep.

- 492 **Star Wars X-Wing Tournament (4hr)** *Harbor I (3E)*  
 Lock your S-foils in attack position, and switch your deflexors on. Double front! as you charge into the fray. This tournament will boast several fabulous prizes including X-Wing figures and dice! \$5 entry fee.

- 493 **D&D Expeditions: 1-3: Shadows over the Moonsea (4hr)** *Harbor I (3E)*

- Life on the Moonsea isn't easy. Bandits, pirates, and cruel lords dominate the land, threatening those who make an honest living there. Now, a new scourge is prowling the waters: A ghost ship has been striking small coastal villages, leaving its victims whispering about the "eye of the dracolich." Join the adventure and learn the truth behind this threat! An adventure for 1st-4th level characters. GM: Russ Morgridge

- 494 **NERF Gun War (3hr)** *Webster (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. *Scott Wilhelm*

## 6:10pm

- 495 **The Producers (1hr 29min)** *ArisiaTV*  
 Producers Max Bialystock and Leo Bloom try to make money by producing a sure-fire flop. Mel Brooks. 1967, PG.

## 6:30pm

- 496 **Elysium (Second Showing) (1hr 49min)** *Otis (2W)*  
 In the year 2154, the very wealthy live on a man-made space station while the rest of the population resides on a ruined Earth. A man takes on a mission that could bring equality to the polarized worlds. Presented in 35mm Cinemascope.

## 7:00pm

- 497 **If You Like X, You May Like Y (Anime)** *Alcott (3W)*  
 You may have liked the anime you've seen on Adult Swim and you're hungering for more. We'll suggest new or unfamiliar titles which might complement the ones you've already enjoyed. Come find unexpected gems! *Mario "DigiCom" Di Giacomo, Jared Griego, Richard Ralston (m)*
- 498 **For Science!** *Adams (3W)*  
 The phrase "for science!" has become a cry equivalent to "anything goes" in pop culture. But what do scientists do "for science"? From venturing into volcanoes that are erupting, to chasing tornadoes, to testing new procedures on themselves, scientists do a lot more than sit in a lab and write research reports. What are the ethical and sensible limits of doing things "for science" and how much should we really not try this at home? *Terry Franklin, Justine Graykin, Abby Hafer, N.A. Ratnayake, Science Babe (m)*
- 499 **Miniatures and Modeling for Gamers and Fans** *Bulfinch (3W)*  
 Come and learn about making miniatures and models for games, or as fan art for your favorite series. Panelists will tell you about some of the resources available, and show some examples of things they've made. *John David Cook, T Christopher Davis, Guillermo Zeballos*
- 500 **Lawyers in SF/F** *Douglas (3W)*  
 In the early 1990s, veteran SF author Robert J. Sawyer pointed out that lawyers are few and far between in science fiction, and in 1997, law professor Eugene Volokh indicated the same for fantasy. Volokh insists that there's no inherent contradiction between the legal thriller and the SF/F novel. What's the reason for this phenomenon? Are the strict structures of the legal system anathema to the open-mindedness that SF/F requires? Or is there some other motivation entirely? *David J. Friedman, Daniel Miller (m), Kate Nepveu, A Joseph Ross*
- 501 **Self-Publishing 101: Fiction, Non-Fiction & RPGs** *Hale (3W)*  
 Do you have an unpublished manuscript sitting in your drawer? Are your gamer friends encouraging you to kickstart your cool RPG? Are you a tradipub author who just got back the rights to your backlist? Would your non-fiction client manual look awesome as a book instead of photocopied papers? This panel of indie authors, small presses, and RPG gamers will tell you what resources are out there, scams to avoid, and what to expect. Come over to the Dark Side of indie publishing. We have candy... *Inanna Arthen, Don Chase, Susan Hanniford Crowley, Anna Erishkigal (m), Brian Liberge*
- 502 **Video Gaming Year in Review** *Burroughs (3E)*  
 Our annual look back at the electronic games released in the past year. Big franchises like Dragon Age, Bayonetta, and Super Smash Bros. have all had major updates this year, and a few new big IPs like Titanfall and Watchdogs arrived (with mixed results). Meanwhile, indie games like Five Nights at Freddy's, The Banner Saga, and Octodad: Dadliest Catch and have attracted a lot of attention. Our panel will discuss these and more. *Adam Lipkin (m), Maddy Myers, Israel Peskowitz, Jessa Phillips*

503 **Bawdy Songs**

Griffin (3E)

A moderated open circle for songs amorous, erotic, sexy, raunchy, or just plain lewd—with an emphasis on songs from a woman's perspective. Songs may be as rude as you like, but rudeness in excess of cleverness is tacky. (Note: If you think violence is clever, you're probably mistaken.) Sing, play, or just listen! Some material may be unsuitable for children. *E. J. Barnes, Lynn Feingold, Anabel Graetz (m)*

504 **Authentic Voices: Dialogue and Dialect (2hr 45min)**

Independence (3E)

All of us who write fiction want to clearly convey our characters' voices to readers through our words. This can be especially tough when characters' speech patterns differ significantly from our own. This workshop will explore ways to let characters speak their authentic truths, to help them reveal themselves and their worlds. From rhythm, slang, and pidgins, to jargon and code-switching, we'll cover the power and techniques of representing diverse voices. (Limited to 15 participants.) *Nisi Shawl*

505 **Star Wars: Sith Relics (4hr)**

Harbor I (3E)

This game uses the new Fantasy Flight Star Wars System. A variety of bounty hunters have been tasked by the empire to locate and retrieve a sith holocron from the planet Ziost. The rebel alliance has also made an impressive counter offer, and the players will have to determine who can be trusted, which side they will take, and for how long. Please be Aware this game has a strong PVP element to it. GM: Michael Dlott

506 **Sleepy Hollow**

Marina 1 (2E)

*Sleepy Hollow* came out of nowhere last year to become a hit, somehow surpassing its cheesy-looking setup to provide action, worldbuilding, and some great characters. It's also been the rare network showcase for actors of color in a genre show, with characters like Abby, Jenny, and Frank standing tall in the fight against evil. We'll discuss how the show has fared with its increased visibility and expectations, as well as just talking about our favorite scenes, characters, and plot twists. *Keith R. A. DeCandido, Dan Morris (m), Jennifer Pelland, Barbara M Pugliese*

507 **Fear Is the Mind-Killer: Dune at Fifty**

Marina 2 (2E)

In 1965, Frank Herbert's *Dune*, which went on to win the 1966 Hugo award, was published. Arriving in the wake of Rachel Carson's *Silent Spring* a few years earlier, *Dune* was perhaps the first SF novel to explore ecology on a grand scale. It has spawned several sequels, been adapted into multiple filmed adaptations, and inspired countless works of music in several genres. Come celebrate the 50th anniversary of this seminal work. *John Chu, Max Gladstone, Karl G Heinemann, Ken Schneyer (m), Heather Urbanski*

508 **Asexuality 101**

Marina 3 (2E)

We're all familiar by now with the sexual orientations homosexual, heterosexual, and bi/pansexual. Much less discussed are asexuals, people who do not experience sexual attraction (but who may experience romantic attraction). We'll discuss what asexuality is and is not, the umbrella of asexual identities, and talk about some common challenges asexual people face and why visibility matters. *Adri, Dash (m), Faith Karklin, Nightwing Whitehead*

509 **Wonder Women: The Great Heroines of Comics!**

Marina 4 (2E)

For the last few years this panel has focused on the world's most well-known heroine, Wonder Woman. But now Diana is far from the only super-lady the world knows and loves. This year we're broadening the spotlight to include her sisters in the ever-expanding comics canon. *Ed Fuqua, Juliet Kahn, Cassandra Lease, Donna Martinez (m), Mercy E Van Vlack*

510 **Masquerade Doors Open (1hr)**

Grand AB (1W)

Doors open for seating.

## 7:30pm




511 **Fafnir's Treasure (4hr)**

Harbor I (3E)

Garm is howling from the Gnipa Cave, the rope will break, and the Wolf run free. Great is my knowledge, I can see the doom that awaits almighty gods. The Fimbulvetr rages, the sun and moon

have been eaten, and darkness and winter covers all the land. Journey to the town of Evingard, where both the gods and the giants seek adventurers for a quest, where the mine has closed down, and where a plague of bears besets the town. Viking-age RPG using the Runic Game System. GM: Dan Williams



## 8:00pm

- 512 **The Fisher King (2hr 15min)** *Revere (2W)*  
 A Terry Gilliam Film—Urban fantasy with Robin Williams. A former radio DJ, despondent because of a terrible past mistake, finds redemption in helping a delusional homeless man on his noble quest. 1991, R.
- 513 **Masquerade (4hr)** *Grand AB (1W)*  
 The 26th annual Arisia Masquerade. Come watch the entrants perform short vignettes to show off their costumes, and see if your pick matches that of the judges. *Colette H. Fozard, N. K. Jemisin, Lee Moyer*
- 514 **Masquerade (3hr)** *ArisiaTV*  
 Watch the Masquerade from the comfort of your room.


## 8:30pm

- 515 **Space Dandy: A Dandy Panel, Baby** *Alcott (3W)*  
 Sixteen years after *Cowboy Bebop*, director Shinichiro Watanabe got much of its creative team back together for a new project, a rollicking space adventure about a hard-luck alien hunter. The resulting show has been a new international hit, and a delightful playground for emerging animation and storytelling talent. We'll break down some of the show's finest moments and cleverest references, and talk about what *Space Dandy* means for anime around the world. *Zachary Clemente, Hayley "Shenanigans" Goldstein, Rubi, Michael Toole (m)*
- 516 **Transhumanism—The Sum of Our Parts** *Adams (3W)*  
 Oscar Pistorius ran in the Olympics on fiberglass feet. Scientists (and pundits) lament and celebrate how smartphones change how we process and use information. Dean Kamen invented a wheelchair that can climb stairs, and created new arms for injured military veterans. Are we moving toward a place where we judge ourselves on what we do, and not what we use to accomplish it? Are we ready for prostheses that allow us to do more (faster, better) than our "factory installed" equipment? *Amy Chused (m), Carl Fink, Tikva, William C. Walker III, Jeff Warner*
- 517 **Art and Copyright** *Bulfinch (3W)*  
 Artists have been copying from each other since the first cave painting. Even Renaissance artists based their works on those of previous artists. But digital media has brought a whole new dimension to copying another artist's work. If you draw a character from a known source, is that a copyright violation? What if your painting incorporates a stock photo? Where are the lines drawn? And what can you do if you find someone using your art without your permission? *Andrew Anselmo (m), David J. Friedman, Abby Hafer, Forest Handford, A Joseph Ross*
- 518 **The Nature of Gender: Past, Present and Future** *Douglas (3W)*  
 What is gender? What makes most of us feel we have one, some of us feel we have more than one, and others feel we have no gender at all? In some cultures two genders is considered the norm (or the only reality), but in other cultures there are more genders and more flexibility between them. How is the meaning of gender changing in present-day American culture? Will gender still have the same meaning in the future? *Sharone Horowitz-Hendler, Melissa Kaplan (m), Victor Raymond, Penelope Wilhelm*
- 519 **Make a Scale Flower** *Hale (3W)*  
 Make colorful aluminum flowers using chainmail techniques and supplies used for scale-mail armor. Materials fee \$5. Sign up in advance at Program Nexus, or stop by beforehand to see if any space is still available. Limited to 10 participants. *Liz Cademy (m), Ket Waters*
- 520 **Diversity and Inclusion** *Burroughs (3E)*  
 Arisia is a diverse community, and with that comes multiple voices and potentially divergent perspectives and ideas. How do we discuss multiple points of view—some of which may be mutually exclusive or hard to hear—and make sure everyone gets heard

without resorting to the kinds of name-calling and divisiveness that often marks such discussions? *Dash, David Larochelle, Mark Oshiro, Pablo Miguel Alberto Vazquez III, Michelle Wexelblat (m)*

- 521 **Open Filk** *Griffin (3E)*  
 Come listen and/or make music in this unthemed song circle. We will go around in a circle giving every person a chance to perform (play), request a song (pick), or pass. All types of music are welcome, but expect to hear a lot of songs related to science fiction, fantasy, science, and fandom. *Grant Carrington, Benjamin Newman (m)*
- 522 **The Skin I Live In (Second Showing) (2hr)** *Otis (2W)*  
 A plastic surgeon haunted by his past creates a perfect, eternal skin replacement and tests it on a mysterious patient who holds the key to his obsession. Director Pedro Almodovar describes it as "A horror story without screams or frights" but you'll find that it is frightening with a slow onset that may not occur until after the film is over. 35mm. Subtitled Spanish. 2011, R.
- 523 **Beyond The Guild: Webseries Worth Watching** *Marina 1 (2E)*  
 Web-only series have taken off over the last few years, and while everyone knows about *The Guild*, folks might not be as familiar with fare like *H+*, *The Man in the Booth*, or even Tom Hanks's *Electric City*. The panelists will talk about the rise of web programming and highlight some of the best shows to hit the web over the last few years. *Jessa Phillips, Steve E Popkes, Sarah Smith (m), Everett Soares*
- 524 **Topical, Typical, and Trope-ical** *Marina 2 (2E)*  
 Essays are devoted to analyzing them and TVTropes curates them. "Tropes" usually refer to the motifs we're used to consuming in fiction, like the Casanova, the Action Girl, the Trickster, or the Hero's Journey. What families and variations of archetypes add to the grand, literary tradition, and what are the stale, even harmful stereotypes readers could do without? *Heather Albano, Gordon Linzner, Adam Lipkin (m), Israel Peskowitz, Heather Urbanski*
- 525 **Navigating Non-Monogamy** *Marina 3 (2E)*  
 Let's discuss the many forms of non-mongamy, from polyamory, swinging, "monogamish", open relationships, intentionally serial monogamy, emotional non-monogamy, etc. How can people try out relationship and partnering styles that work for them, including situations where one or more members of a relationship prefer a different style than other member(s)? *John Bacon, Michelle Driscoll (m), Shelley Marsh, James Meickle, Mark W. Richards*
- 526 **No Capes! Non-Superhero Comics** *Marina 4 (2E)*  
 Comics are often synonymous with Superheroes, but we know that isn't the case. What can comics do to make their non-caped counterparts shine? What are some great examples of the medium? We'll talk about that—and our favorites—in this panel. *Alexa Dickman, Ken Gale, Jaime Garmendia, Eric Zuckerman (m)*

## 10:00pm

- 527 **The Best and Worst of Hentai** *Alcott (3W)*  
 Why is it so popular? Why do men and women love watching it? There is no line to cross when it comes to this taboo cartoon genre, whether straight, gay or tentacle. Let's talk about the best and worst in terms of animation and story line, and take a look at some of our panelists' favorites! *Chris Denmead, Ed Fuqua, Jared Griego (m), John C. Watson*
- 528 **Open Singing** *Griffin (3E)*  
 Come listen and/or make music in this unthemed song circle. We will go around in a circle giving every person a chance to perform (play), request a song (pick), or pass. All types of music are welcome. *Barbara Chepatitis, Paul Estin (m)*
- 529 **Magickal Traditions: A Review** *Marina 1 (2E)*  
 As with any religious or spiritual path, there is a wide diversity in the practices and beliefs of modern Pagans, Neo-Pagans, Heathens, and practitioners of other Magickal traditions. Panelists will discuss their respective paths, their practices and beliefs. *Damarie—Aurora Freyasdotir, Catherine Kane (m), Sean Kane, Pablo Miguel Alberto Vazquez III, Jennifer Williams*

530 **Does It Matter If SF Is Wrong About the Future?** Marina 2 (2E)

For decades, many have believed that Science Fiction writers from Verne to Gibson were also futurists. Because of the belief that a main purpose of speculative literature is to predict the future, works are often scrutinized and criticized when they get things "wrong." Does it matter if SF is incorrect about the future? What are writers really trying to do when they write about the upcoming years and their developments? *Erik Amundsen (m), Walter H. Hunt, B. Diane Martin, John G. McDaid, Ian Randal Strack*

531 **Introduction to Power Exchange** Marina 3 (2E)

TPE, Collars, Contracts, 24/7? Dominance and submission is a huge part of the BDSM world. Giving control to another person, whether it is for the duration of scene, a night, or an entire relationship, can be thrilling and a little terrifying. Come hear experienced kinksters discuss how they engage in power exchange, what makes it fun, and how to negotiate a D/s or M/s relationship. 18+ Only. *Rachel Kenley, Ken Kingsgrave-Ernstein, Shelley Marsh, Percival (m), Ian Cooper Rose*

532 **A Game of Thrones: 2015 Edition** Marina 4 (2E)

As *A Game of Thrones* continues, it manages to diverge from the book in significant ways, while still fitting into George R.R. Martin's vision. The story has now caught up to the books for some characters, and changes to the story are becoming more rampant. We'll talk about the state of the show after the fourth season, with potential book and TV spoilers as we predict the fifth season. *George Claxton, Terry Franklin (m), Jessa Phillips, Mark W. Richards, Lauren M. Roy*

## 10:20pm

533 **The Zero Theorem (1hr 45min)** Revere (2W)

Terry Gilliam Film—A spiritual successor to *Brazil*. A computer hacker whose goal is to discover the reason for human existence continually finds his work interrupted thanks to the Management. 2013, R.

## 11:00pm

534 **Dirty Movie: 2069 A Sex Odyssey (2hr)** Otis (2W)

The planet Venus is dying because there are no longer any men alive, so five women are sent to earth to become impregnated in this German 1974 softcore extravaganza. Needless to say, they find it easier than expected. In 35mm, dubbed, color by Agfa.

535 **Once More With Feeling (50min)** ArisiaTV

Buffy season 6 episode 7. Sunnydale is alive with the sound of music as a mysterious force causes everyone in town to burst into full musical numbers, revealing their innermost secrets as they do. But some townsfolk are dancing so much that they simply burst into flames, and it becomes clear that maybe living in a musical isn't so great after all. 2002, TV-14.

## 11:30pm

536 **Tune and Song Jam (5hr 45min)** Griffin (3E)

An open music session for tunes and songs, with an emphasis on instrumental participation. *Nat Budin (m), Benjamin Newman*

537 **Negotiation and BDSM** Marina 3 (2E)

Whether you're into hard limits, soft limits, or just curious, finding a new play partner can be very exciting. However, before you get to the fun, come get some ideas for how to best negotiate that scene. Learn some skills on how to talk to your partner about what your fantasies might be—and what boundaries not to cross. Consent is sexy! 18+ Only. *Michelle Driscoll, Walter Allen Kahn, Ken Kingsgrave-Ernstein, Shelley Marsh (m), Percival*

## 11:50pm

538 **The Manicoid Teleportation Conundrum (44min)** ArisiaTV

Middleman episode 4. Aliens who look like plastic surgery patients are being hunted by an unseen assailant seeking revenge. 2008.

## 12:00am MONDAY

539 **Gonna Be The Twintail! (5hr)** Paine (2W)

Sōji Mitsuka is a high school boy who has an obsession for twin-

**All panels are 75 minutes unless marked otherwise.**

tail hair. He encounters a mysterious girl named Thouars from a parallel world when monsters appear who declare that all twintails in the world belong to them and they feed off the attribute power/spiritual energy of humans. Thouars entrusted Sōji with Tail Gear, armor initiated by powerful twintail attributes. With this, Sōji transforms into Tail Red, a twintail warrior, to protect Earth. (Complete series—12 episodes.)

540 **Dr. Horrible's Sing-A-Long Blog (1hr)** Grand CDE (1W)

Ever wonder what it would be like if the entire cast was female? So did we. See how our experiment turns out, as the Tesseracte Players of Boston free-style shadowcast Joss Whedon's hit internet musical. Wear your favorite villain costume and join us on stage to close the show with the largest gathering of the Evil League of Evil. Group photo opportunities will follow the show.

## 12:05am

541 **Les 1001 Nuits (1hr 30min)** Revere (2W)

Adventures of Sheherazade through the legends of the 1001 nights. She meets all the great heroes and kings, and is helped on her journey by a Genie who's living in 1990 London and uses his TV to reach Sheherazade. Fantasy comedy, subtitled French. 1990, R.

## 12:34am

542 **The Flying Fish Zombification (43min)** ArisiaTV

Middleman episode 5. A trout-eating zombie goes on a rampage, and the Middleman and Wendy uncover a sinister scheme to promote a fish-tasting energy drink. 2008.

## 1:00am

543 **Buffy the Vampire Slayer: Once More With Feeling (1hr)** Grand CDE (1W)

The next generation of Tesseracte take on the classic that started the sing-a-long movement. An all-new cast brings their own twist and jokes to Buffy and The Scoobies. Watch as they sing—and dance!—their way in and out of trouble. Always wanted to be in the show? Bring your own "dry cleaning" and join in our interactive Mustard Dance scene!

## 1:16am

544 **The Boy-Band Superfan Interrogation (44min)** ArisiaTV

Middleman episode 6. When warp-holes start opening up across the world, the energy trail leads to a young girl who is obsessed with a boy band...and an expert at alien technology. 2008.

## 1:40am

545 **Shock Treatment (1hr 30min)** Revere (2W)

Loose sequel to *Rocky Horror*. Janet and Brad become contestants on a game show...but wind up as captives instead. 1981, PG-13.

## 2:00am

546 **Masquerade (rerun) (3hr)** ArisiaTV

If you missed it live, or just want to see it again.

## 3:10am

547 **Space Station 76 (1hr 30min)** Revere (2W)

A parody of 1970s version of the future. Comedy retro SF. 2014, R.

## 4:45am

548 **I Wake Up Yesterday (1hr 55min)** Revere (2W)

A 40 year old teacher is transported in time to his 18 year old life under communism. Subtitled Czech retro Soviet SF comedy. 2012, PG-13.

## 5:00am

549 **Terra Formars (5hr 15min)** Paine (2W)

In an attempt to colonize Mars, 21st century scientists tasked with terraforming the planet seed it with a modified algae to absorb sunlight and purify the atmosphere, and cockroaches whose corpses spread the algae across the planet as they feed. Five hundred years later, the first manned ship to Mars lands and



its six crew members are attacked by giant mutated humanoid cockroaches with incredible physical strength, later labeled “Ter-raformars”. (Complete series—13 episodes.)

- 550 **Willy Wonka & the Chocolate Factory (1hr 39min)** *ArisiaTV*  
 A poor boy wins the opportunity to tour the most eccentric and wonderful candy factory of all. Starring Gene Wilder. 1971, G.

## 6:45am

- 551 **P-51 Dragon Fighter (1hr 20min)** *Revere (2W)*  
 As World War Two rages on, the allies are about to push the Nazis out of North Africa. That's when the Nazis turn up the heat, unleashing their secret weapon—dragons. 2014, PG-13

## 7:00am

- 552 **Classic Cartoons (2hr)** *ArisiaTV*  
 Something special to start your morning.

## 8:00am

- 553 **Waking Dreams Games (7hr)** *Harbor I (3E)*  
 A custom made plot using our newly published rule system that was beta tested at Arisia 2014. Open to all, running non-stop, feel free to come and go as you please. GM: Chad Brayman, Nick Malinowski

## 8:10am

- 554 **Time Bandits (1hr 50min)** *Revere (2W)*  
 A young boy accidentally joins a band of dwarves as they jump from era to era looking for treasure to steal. Directed and co-written by Terry Gilliam. 1981, PG.

## 8:30am

- 555 **LARP—Nexus Elements (Part 3) (3hr 30min)** *Faneuil (3W)*  
 The developing town of Yestin has changed much. The new town guard has dramatically decreased the number of hooligans terrorizing the farmers. They have suffered a zombie plague and anti-magic holes. What will they face next? All adventurers welcome to help tame this wild land! Come use powers of brawn, brain, and magic to settle the wilderness for great reward! (Part 3 of 3. If you have your own boffers, bring them; loaners are in short supply.)

- 556 **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. *Damarie—Aurora Freyasdottir*

## 9:00am

- 557 **Pathfinder Society (4hr)** *Harbor I (3E)*  
 An official Pathfinder RPG.

- 558 **Audience Choice Film (2hr)** *Otis (2W)*  
 We will run any of the films listed for this weekend. You must arrive at 9:00 in order to cast your vote. Film will begin promptly at 9:15 after setup and preparation.

- 559 **Arsenic & Old Lace (1hr 28min)** *ArisiaTV*  
 A drama critic learns on his wedding day that his beloved maiden aunts are homicidal maniacs, and that insanity runs in his family. 1944, NR.

## 10:00am

- 560 **Eat Your Vegetables** *Alcott (3W)*  
 A well-balanced diet is essential for human functioning, but how do we get the variety we need on a starship, space colony, or other tightly enclosed environment? What other uses could “farms” be in these types of environments? *Amy Chused (m), David Laro-chelle, W. A. Thomasson, Matthew Zielinski*

- 561 **Poly Parenting** *Douglas (3W)*  
 Mixing multiple relationships with raising children introduces a host of new complications as well as possibilities. How do you answer questions, schedule your time, and mix parenting styles?



Does your parenting strategy change when your children are older? Does your style differ if the kids were blended, or born into the poly group? These and other questions will be discussed. *Michelle Driscoll, Ken Olum, Ian Cooper Rose, Alan Wexel-lat (m), Valerie White*

- 562 **Memorable Characters** *Hale (3W)*

Whether you are writing about humans, necromancers, aliens, or shape-shifters, you have to create characters that people will care about and want to read about. That starts with the very first page. Let's discuss what makes a character memorable and relatable to readers. What does a writer need to do to achieve this objective? *Grant Carrington, Timothy Goyette, Elaine Isaak (m), Toni “Leigh Perry” Kelner, Suzanne Palmer*

- 563 **Puerto Rico (2hr)** *Harbor I (3E)*

A game with no chance. No dice and no cards, the outcome of this game is based entirely on the choices the players make.

- 564 **Caverna: The Cave Farmers (4hr)** *Harbor I (3E)*

Dwarves, farming and mining combine to make an indepth and fun “Agricola-esque” experience. We will teach you how to play and give you some strategy tips on developing a great dwarven land. GM: Melissa Hamilton

- 565 **The Unicorn's Tears (4hr)** *Harbor I (3E)*

In this game, all of the characters are awakened animals, with the exception of Cat, who is a familiar. While druid and witch are away at a Burning Toad festival, it is up to bear, wolf, raven, owl, horse, alpaca, puma, cat, ferret, and fox to defend the forest and save the Unicorn from villagers, necromancers, and, of course, Chelsea the wandering Chimera. GM: Michael Dlott

- 566 **Selected Shorts (1hr)** *Revere (2W)*

Tea Time, Space Cat Hob, Firefly The Verse, Space NASA, Without U, Ambition ESA. 2014.

- 567 **What Do You Mean, 10 and Up? (3hr)** *Hancock (2W)*

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

- 568 **Open Discussion: The One and Only Harry Potter** *Hancock (2W)*

Sectumsemptra! Just kidding. Since we can't read your thoughts, come discuss Hogwarts, Harry, Hermione, Ron, and all the rest. What house would *you* be in? Or would you be in a different school altogether? Are Muggles being treated unfairly? What do you think the future will hold for the world of Harry Potter? *James Hinsey (m), Melissa Perreira-Andrews*

- 569 **Classic Playground Games** *Webster (2W)*

Play some classic playground games with us!

- 570 **Running Great Games** *Marina 1 (2E)*

Any gaming group can kick open doors and collect treasure. How do you and your friends collectively tell an engaging and memorable story that you'll talk about for years to come? Our panel of experienced GMs will share stories, tips, and tricks. *William “Ian” Blanton (m), Morgan Crooks, Peter Maranci, Lauren M. Roy, William C. Walker III*

- 571 **The Gods of The Inheritance Trilogy** *Marina 2 (2E)*

The pantheon in N.K. Jemisin's Inheritance Trilogy is less artificially structured and more like a family. In addition, they have some fascinating ways of being bound by their natures. We'll discuss the gods and demigods of the series and the way they interweave with the story. *Erik Amundsen (m), N. K. Jemisin, Mark Oshiro, Sarah Smith*

- 572 **Anime and Their Remakes** *Marina 3 (2E)*

With the upcoming remake of *Sailor Moon*, let's talk about other Animes that have been remade, like *Death Note*, *Fullmetal Alchemist*, and the like. We include things that got OVAs in addition to things that got rebooted TV shows, like *Magic Knights Rayearth* and *X1999*. *Hanna Lee Rubin Abramowitz, Eri Kagami, Richard Ralston, Doug Wilder (m)*

- 573 **Free Kazoo: Freakazoid's 20th Anniversary** Marina 4 (2E)  
(Note: Free kazoo not included.) Twenty years ago, Bruce Timm and Paul Dini created the strangest superhero cartoon of all, the story of a boy who gets zapped with all the information in cyberspace and becomes a Freakazoid. The show was ahead of its time, but left a strong impression on fans and other creators. We'll reminisce about the show, its influence on contemporary cartoons, and probably throw in a bunch of jokes and references. *Nomi S. Burstein (m), Bob Chipman, Cassandra Lease, David Olsen, Joey Peters*

## 10:15am

- 574 **World Trigger (4hr 45min)** Paine (2W)  
In Mikado City, a gate to another world is opened suddenly one day, and monsters called "Neighbors" start appearing from it. Everyone is afraid of them because Earth's weapons don't work against them, but a mysterious group starts fighting off the Neighbors. They, the "Border" defense agency, create a defense system against the Neighbors. Four and a half years after the gate is first opened, Yūma Kuga, a humanoid Neighbor, meets Osamu Mikumo, a Border agent. (Complete series—12 episodes.)

## 10:45am

- 575 **Out of Gas (37min)** ArisiaTV  
Firefly episode 8. When Serenity's life support system fails, Mal orders the crew off the ship—but he stays behind. 2002.

## 11:00am

- 576 **Magic Draft (4hr)** Harbor I (3E)  
Magic Khans of Tarkir Booster Draft  
577 **Coming Attractions 2015–2019 (2hr)** Revere (2W)  
For Film, TV, Internet and Alternate Realities in the upcoming Years.

## 11:30am

- 578 **Where the Hell is Everyone?** Alcott (3W)  
The Fermi Paradox had a good deal of coverage in 2014 media. Improvements in SETI data analysis and our ability to examine other stars for things as small as Earth-sized planets means there is a good argument that if a Type II or III civilization was out there we'd be able to detect something like their waste heat, even if we couldn't understand their communications. But so far, nothing. Why might that be and are we just wasting our time and money proving we're actually all alone? *Justine Graykin, Richard Moore, Ken Olum, Don Sakers, Ian Randal Strock (m)*
- 579 **I Give Up! Knowing When to Walk Away** Adams (3W)  
As comics readers, we've all been there, right? The creative team you loved leaves a book, your favorite character gets killed, or you're just plain sick of all those crummy crossovers. What makes a comics fan throw their hands up and say "I Give Up!"? And what could possibly bring us back? Should we come back? This panel will help us cope with breaking up with our comics. *Jared Griego, Catt Kingsgrave-Ernstein, Daniel Miller (m), Joey Peters, Dan Toland*
- 580 **Reading: Lipkin, Salaam, Vanderhooft** Bulfinch (3W)  
Authors Shira Lipkin, Kiini Ibura Salaam, and JoSelle Vanderhooft read selections from their works.
- 581 **Magical Girls: Sugar, Spice, and Kickin' Butt** Douglas (3W)  
Magical Girls is one of the largest sub-genre of Japanese fantasy anime and manga and is popular with children and adults alike. Just because it sparkles doesn't mean it's for children. We'll discuss some of the best and worst series in the sub-genre and give a bit of a guide for parents of kids just starting out with Magical Girls. *William Frank, Cassandra Lease, Elizabeth O'Malley (m), Richard Ralston*
- 582 **Managing Backstory** Hale (3W)  
The backstory is the set of events that happened before your main story begins. These details cover everything from a character's personal history to the origins of the world itself. How does an author relay that information effectively? How do you determine what should be backstory and what should take center stage?

*Genevieve Iseult Eldredge, Elaine Isaak (m), Rachel Kenley, Suzanne Palmer, Ken Schneyer*

- 583 **Masquerade Show and Tell** Burroughs (3E)  
Masquerade participants are invited to bring in their costumes to show them off in a more intimate setting. *Aurora Celeste, Jill Eastlake, James Hinsey (m), Jennifer Old-d'Entremont*
- 584 **NESFA Hymnal Sing** Griffin (3E)  
Group singing from the NESFA Hymnals, a collection of folk songs set to well-known tunes. Singers and listeners both welcome. Loaner hymnals provided. Here is a chance for new filkers to learn a few songs and experienced filkers to sing some old favorites. *Ellen Kranzer*
- 585 **Inspired By** Independence (3E)  
Our panelists will discuss the authors and stories that most inspired them to become authors themselves, as well as other influences on their work. *Walter H. Hunt (m), Everett Soares, Stephen R Wilk, Trisha Wooldridge*
- 586 **Learn to Crochet** Hancock (2W)  
Learn to crochet—we provide everything! *Aimee Yermish*
- 587 **Swords of Chivalry 3** Webster (2W)  
Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used! *Mr. Ferguson*
- 588 **Death in Gaming** Marina 1 (2E)  
The consequences of death vary greatly from game to game. Almost every gamer ends up getting killed and having to deal with the death of their character. How do various systems treat death—are there differences between formats (video, tabletop, LARP, etc.)? *T Christopher Davis, Karl G Heinemann, Brian Liberge, Peter Maranci, William C. Walker III (m)*
- 589 **Non-Genre Books That Fans Love** Marina 2 (2E)  
Many of us are very well-versed in genre classics and new genre work—but some fiction that's not specifically SF/F has rooted itself in our canon as well. Which books that aren't genre are familiar and beloved by genre readers? *Grant Carrington, Max Gladstone, Adam Lipkin (m), Meredith Schwartz, Sonya Taaffe*
- 590 **Fandom and Disability—Best Practices** Marina 3 (2E)  
Access for fans with disabilities is clearly not something we can consider solved, but more and more conventions are coming up with great ideas, and implementing them. How can we better share ideas, and build up and maintain some "best practices" to help make more conventions accessible? Which great ideas scale well to large and small conventions, and which only work up to a certain size? What are the "easy" first-order things, and what are we still striving for? *Stephanie Clarkson, Walter Allen Kahn, Amos Meeks, Tikva, Tanya Washburn (m)*
- 591 **The Hobbit: An Unexpectedly Long Journey** Marina 4 (2E)  
We're now finally done with Peter Jackson's adaptation. Was splitting one reasonably short book into three films a good choice, or is the extended story just inservice for people nostalgic for a favorite childhood read? Are viewers starting to get jaded by the on-screen spectacle of Middle Earth, or is the world-building still fresh? Will we get a ninety-film adaptation of the Silmarillion? *Inanna Arthen, Bob Chipman, Susan Hanniford Crowley (m), Anna Erishkigal, Eric M Van*
- 592 **The Message (38min)** ArisiaTV  
Firefly episode 12. A dying request from an old army buddy turns treacherous for Mal, Zoë, and the rest of the crew. 2003.

## 12:00pm

- 593 **Lords of Waterdeep (2hr)** Harbor I (3E)  
Use your meeples to gain intrigue, build a building, take on quests, or hire the people you need to complete those quests.

## 12:15pm

- 594 **Going Postal (3hr 5min)** ArisiaTV  
A con artist is conned into taking the job as Postmaster General in the Ankh-Morpork Post Office. TV movie adaptation of Terry Pratchett's fantasy novel. 2010, NR.

## 1:00pm

- 595 **Anime Out into the Wider World** *Alcott (3W)*  
With the growing acceptance of cosplay, anime characters are being seen in more places by more fans. Anime cons used to be isolated events but now there's a large overlap between events like Anime Boston and Arisia. Anime ideas are even trickling into mainstream media. Is this part of a natural and growing acceptance or is it a phase? *William Frank (m), Rubi, Doug Wilder*
- 596 **The Indie Ghetto** *Adams (3W)*  
You've self-published your book, but how do you get people to read it? Why are there people who stay far away from anything self-published? *Terri Bruce, Alexander Feinman, Timothy Goyette, Dennis McCunney (m), Don Sakers*
- 597 **Reading: Crooks, DeCandido, Schneyer** *Bulfinch (3W)*  
Authors Morgan Crooks, Keith R. A. DeCandido, and Ken Schneyer read selections from their works.
- 598 **Birding 101** *Douglas (3W)*  
The last surviving family of dinosaurs can be found all across the Earth—from the open sea to the high desert, from your urban windowsill to the polar regions. How to find birds, recognize them, observe their behavior, and keep track of the ones you've seen and/or heard while you're at home or traveling. We'll discuss what birding tells us about the impact of environmental changes, including habitat loss, global climate change, and invasive species. *E. J. Barnes (m), Ken Gale, Jeff Hecht, Mercy E Van Vlack*
- 599 **Learn from my Fail: Costume Horror Stories** *Faneuil (3W)*  
Life lessons from costumers who admit to some of their most heinous and embarrassing mistakes, both on stage and off. *Hanna Burnett (m), Eri Kagami, Milo Martinez, Nightwing Whitehead*
- 600 **Writing and Racial Identity** *Hale (3W)*  
What does your race have to do with what you write? Depending on your race, are certain topics forbidden to you? Obligatory? None of the above? If your race matters, how do you know what it is? By what people see when they look at you, or by what you know of your genetic background? By your cultural upbringing? By what you write? *John Chu, Thom Dunn, Mark Oshiro, Victor Raymond (m)*
- 601 **Cooperative Games** *Burroughs (3E)*  
Most games are a competition between two (or more) opponents. Recently, though, there has been a rise in cooperative games like Pandemic, where the goal is to beat the game, not each other. Find out about cooperative games and what they may be teaching us. *David Olsen, Micah Schneider, Carolyn VanEseltine, Eric Zuckerman (m)*
- 602 **Dead Dog Open Filk (5hr 45min)** *Griffin (3E)*  
One last chance to sing, play, or listen to some filk music. *Paul Estin (m), Peggi Warner-Lalonde*
- 603 **Chainmail 101: European 4 in 1 Weave** *Independence (3E)*  
Learn how to make this basic armor weave. We provide a kit of rings and pliers to borrow. A sign-up sheet will be located at the Program Nexus, or you can stop by before the workshop to see if there's room. This workshop is limited to 15 people. Materials fee: \$5 per participant. *Liz Cademy (m), Ket Waters*
- 604 **Corsets, Clockwork, Colonialism: Perspective** *Marina 1 (2E)*  
Steampunk used to be primarily a literary/media genre, with the occasional costumer or maker. But as it has grown in popularity, the fandom has grown and changed with it. What is the "real" steampunk? How has the genre expanded and evolved over time? And how have anti-colonialist voices both embraced and challenged it? *Melissa Honig (m), Sarah Smith, Pablo Miguel Alberto Vazquez III*
- 605 **The Wonderful Panel of Oz** *Marina 2 (2E)*  
*The Wonderful Wizard of Oz* and its 13 sequels constituted a truly American fairy tale, replete with mythology but without the harsh moral lessons that tales such as the Brothers Grimm had become infamous for. To this day, scholars and enthusiasts debate the great world that Baum shaped, from whether he originally intended a metaphor for early twentieth-century American Progressive Party politics, to the role of women in the series, to

the seeming predictions of modern technology in its pages. *Greer Gilman, Merav Hoffman, Toni "Leigh Perry" Kelner (m), Daniel Miller, Sonya Taaffe*

- 606 **Alternative Activism** *Marina 3 (2E)*  
Many fans are also heavily involved in activism, advancing the rights of queer, poly, kink, trans, etc. folks. At this panel, you will learn the best ways to get your voice heard, and what organizations and causes could use your support. Come share your skills, meet some fellow activists, and get some ideas for how to best fight for your cause. *Lorelei Erisis, Forest Handford (m), Karl G Heinemann, Percival, Tikva*
- 607 **Representations of Disability on the Screen** *Marina 4 (2E)*  
Assistive tech has been a staple of genre movies and film, from Geordi's visor on *Star Trek: The Next Generation* to Julie's artificial legs on *Extant*. We're also seeing more disabilities represented in fantasy, from *How to Train Your Dragon* to *A Game of Thrones*. How are genre creators getting it right (and wrong), both in their handling of disabilities and assistive tech, and in society's treatment of those themes? *Adam Lipkin, Adrienne J. Odasso, Steve E Popkes, JoSelle Vanderhooft (m)*

## 2:30pm

- 608 **Convention Feedback** *Alcott (3W)*  
Tell us how to improve Arisia for next year! *Anna R Bradley, David D'Antonio, Jaime Garmendia, Benjamin Levy, Amos Meeks, Micah Schneider, Kris "Nchanter" Snyder, Michael Sprague (m), Thomas Traina*
- 609 **Yarn Bombing!** *Adams (3W)*  
Yarn bombing has been around for a decade now. The practice has gone from a way to enliven public space to a form of protest to community art projects. Arisia '14 was yarnbombed in the form of stuffed octopi left around the con. Is it art or graffiti? What drives this phenomena? Is there really that much extra yarn laying around? *Rachel Kadel-Garcia, Bettina Kurkoski, Megan Lewis (m)*
- 610 **Reading: Arthen, Gilman, Hunt** *Bulfinch (3W)*  
Authors Inanna Arthen, Greer Gilman, and Walter H. Hunt read selections from their works.
- 611 **Historical Costuming** *Faneuil (3W)*  
What makes a costume historically accurate and how important is it to get every detail right? What are the best resources to learning about fashion through the centuries? What is documentation and should you do it? Our panelists talk about what draws them to this genre of costuming. *Sean Dixon-Gumm, Paul Kenworthy, Daniel Marsh, Jennifer Old-d'Entremont (m), Antonia Pugliese*
- 612 **Beyond the Stereotypes** *Marina 1 (2E)*  
The crazy aggressive soldier, the hypocritical priest, and the cartoonishly greedy executive are all stock characters. How can we look at these people differently? How about adding villainy to other sorts who need it? *Amy Chused, Israel Peskowitz, Thomas Vitale (m), William C. Walker III*
- 613 **The Autism Community** *Marina 3 (2E)*  
What is autism, and what is an autism self-advocate? Learn about Autism Spectrum Disorders and why they may affect more of fandom than you think. We will also talk about autism activism, current social and political issues affecting autistic people, and the connection between autism and other disability communities. *Daniel Miller, Adrienne J. Odasso, Rubi, Aimee Yermish (m)*
- 614 **The Infamous Bad Book Covers Panel** *Marina 4 (2E)*  
Learning from the tragic past (and ebook present), this panel will hope to prevent future crimes against authors and readers alike. *Lee Moyer*

## 7:00pm

- 615 **Dead Dog Party (6hr)** *Lewis (3E)*  
Arisia is over, but you don't have to leave yet. Hang out, talk about how awesome your weekend was, and how next year is going to be even better. (You can also help with tear-down and load-out while you're waiting for the party to start.)

Hanna Lee Rubin Abramowitz: 9, 62, 80, 125, 177, 234, 271, 367, 380, 572  
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 Debra Doyle: 127, 295, 354, 471  
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