

## **Philcon 2016: Tentative Programming**

*As of August 24<sup>th</sup>, October 30<sup>th</sup>, this is our current slate of panels offered for 2016. This list is not definitive; descriptions may be tweaked, some items may be cut due to lack of interest by potential panelists, and others will be added as we finalize our schedule. At the moment, screenings, author readings, and autograph sessions have not been locked down, and so are not on this draft of the programming. Additionally, the presentations from this year's Principal Speaker (C.J. Cherryh), Artist Guest of Honor (Dave Seeley), and Special Guest (L.E. Modesitt, Jr.) are not included.*

### **LITERARY**

#### **"Reverse the Polarity? But that Would..." (2408)**

Basic physics and engineering for writers, or, How to keep someone with even a cursory understanding of the physical sciences from being thrown out of reading your story.

#### **PRESENTATION BY STEAMFUNK STUDIOS: A Creative Palette Furnished by Moorcock (2451)**

An in-depth analysis of the works of Michael Moorcock through the lens of his creative Opus "The Eternal Champion Saga" and its impact of the Steampunk and Speculative Fiction genres. How do the concepts of the Multiverse, String Theory, Cosmic Foam, and Plato's Spheres relate to Moorcock's legacy in fiction, gaming, and theoretical physics?

#### **PRESENTATION BY STEAMFUNK STUDIOS: Airships and Arya-Samaj (2425)**

An analysis of tropes in Steampunk and SF such as Multiverse Theory, Clockworks, and Airships and the origins of these concepts in cultures outside of England, with a particular focus on India and Persia.

#### **Can Interplanetary Governments Actually Work? (2493)**

Empires, Federations, Alliances... there are many examples of various types of interplanetary, or interstellar, governments found in science fiction. But would any form of government actually work if it were extended between worlds, star systems, or even galaxies? We will examine how governing bodies might work over such long distances... or even if they can!

#### **Cultural Representation vs Cultural Appropriation (2429)**

Now that creators are coming to understand just how valuable diversity is, many have started looking to cultures outside of Europe as the source of elements for new fantasy civilizations. How do you differentiate between creating a recognizable homage to a people, and something that is disrespectful, diminishing, or damaging to them?

#### **Dinosaur Fiction! (2419)**

Our concepts of dinosaurs have evolved over the decades. Have the science fictional depictions kept up with the science? Or has the genre gone extinct?

#### **Effectively Lampshading Anachronism in Fantasy (2489)**

How do you get your readers to suspend their disbelief over the inclusion of elements that otherwise wouldn't feel like they belong in your world?

**Environmental SF (2438)**

Why isn't there more of it? Considering what is going on in the world right now, why isn't our genre fiction getting the message across?

**Everything is Science Fiction (2426)**

Or so British Author J.G. Ballard once claimed. What did he mean by this remark? Should works like *Crash* and *High Rise* be considered science fiction because of the approach to their storytelling, even though they lack the typical hallmarks of the SF genre?

**SOLO PRESENTATION BY DR. CHRIS OCHS: Everything You Know About Fairy Tales Is Wrong (2596)**

Many archetypal figures present in classic fairy tales- the damsel in distress, the knight in shining armor, and the downtrodden peasant, amongst others- continue to influence everything from entertainment to the social mores used to define what is good and noble. But how historically accurate are these archetypes which we hold so dear?

**NO SIGN-UP NECESSARY : Eye of Argon Interactive: Chapter Three (2441)**

Since everyone is usually laughing too hard to get through reading what has been dubbed the worst piece of published SF of all time, we thought we'd start where we left off last year. We've got a roster of pros to get it going, but after that, audience participation is expected!

**Foundations of Worldbuilding: Sustenance and Economics (2487)**

If your city is entirely under a mountain or in the middle of a jungle, what are your people eating? How are they getting anything they can't grow for themselves or make with materials native to their locale? If it's trade, what are they trading in order to get it? How much does your audience need- or want- to know about these things if they aren't a central element of the plot?

**Generating a Balonium Field: Pseudoscience in SF Storytelling (2435)**

While we like to keep real science as accurate as possible, sometimes it's necessary for a writer to just make things up. How do you do so in a way that sits well with your readers?

**Giving- and Receiving- Criticism (2417)**

What's the difference between constructive and destructive criticism? What should a new writer listen to and learn from, either in a workshop critique, or in an editorial rejection? What kind of advice is actually helpful, and how does the framing of feedback impact what an author takes away from it?

**Hard Reset or Branching Continuum? (2431)**

From *The Man Who Folded Himself* and *12:01 PM* to *The Butterfly Effect* and *Daybreak*, time loop stories can be much more involved than the "person relives a day over and over with no consequences until they learn a lesson" trope popularized by *Groundhog Day*. How many ways has the concept been explored, and what rules makes these approaches distinct from one another?

**Hardboiled SF & F (2430)**

The Noir genre doesn't have a monopoly on the concept of crime mysteries and the detectives who solve them. Come discuss your favorite gun-toting wizards, fairy private eyes, and space-traveling investigators, and the kinds of situations a mundane gumshoe would never have to deal with.

**Imagining an Atheist Reality (2437)**

Is atheism just another belief system like any other religion, or do atheism and secular humanism stand

in the unique position of being unbiased government and social worldviews, able to make decisions free from religious bias? And if the latter is the case, what other biases and difficulties might be experienced by a culture that doesn't recognize the existence of anything that can't be counted and codified?

### **Intrusive vs Immersive Fantasy (2439)**

In some fantasies a character from our world goes into the Other Place, and the attitudes and knowledge of our world are contrasted with the Other. In other fantasies, the characters are all natives of that fantasy world and have only the perspective of that world. What are the different effects a writer can get from these different approaches?

### **Let The Deep Ones Sleep: Early Horror Fantasy \*Not\* Penned By H.P.L. (2448)**

While certainly the best known of the early existential horror writers, Lovecraft was far from the only one exploring the ideas of mind-warping terrors and ancient cults. What other contributors to the field deserve equal recognition, and what concepts were their legacies?

### **Marketing Multi-Genre Works (2418)**

With all the slipstream and mash-up fiction being published, where do you draw the lines between genres? Who is publishing works that fall under multiple sub-genres? And how do you write and successfully market stories that don't fit standard expectations?

### **Matriarchy and Misandry Are Coming! Are You Ready? (2420)**

Let's get ahead of today's debates about gender to a place where feminism sounds as old-fashioned as suffrage! We'll talk about favorite matriarchies like the Bene Gesserit and Themyscira, and their different paths to power, along with implicit explorations like Ann Leckie's Ancillary trilogy and LeGuin's Left Hand of Darkness. What does it mean that we've gone from damsels in distress to powerful women in a male-dominated setting to female-dominated settings? How will the real social changes in the world shape future writing?

### **Pennsylvania Weird (2440)**

Let's explore science fiction and fantasy either set in or about the Commonwealth of Pennsylvania.

### **Psionics: Where Did They Go? (2464)**

Once a staple of many SF stories, characters with the ability to psychically manipulate the world around them seem to have become passe. What caused this loss of interest, and what took its place?

### **Read & Review: Tom Godwin's "The Cold Equations" (2410)**

Panelists and audience members will analyze this classic and controversial short story. Time will be set aside at the start of the panel for those unfamiliar with the work- or those who want to refresh their memory- to read it.

### **Remembering David Hartwell (2406)**

A celebration of the life and achievements of one of the genre's greatest figures.

### **Representations of LGBATI & Queer Characters in Recent SF & F (2460)**

What stories have done a good job of not merely including but realistically portraying those who are non-straight, non-cis, or otherwise have non-standard sexualities and genders? Which have managed to do it without killing off said characters?

### **Russian and Soviet SF (2491)**

The early Soviet era was a very positivistic, technologically- and scientifically-minded society. How have the changing cultural ideologies of the region impacted the kinds of science fiction its writers have produced over the last eighty years? How has Russian folklore influenced their stories and storytelling?

### **Searching for Original Dynamics in Paranormal Romance (2485)**

Vampire Boy meets Special-But-Human Girl and falls in love with her, but oh no! So does Werewolf Boy! Who will she pick? And how will she come to terms with the strange new world they've introduced her to? Really, the only other question is whether she's going to be a damsel in distress through the whole series or if she's going to gain (insanely powerful) abilities of her own. Who out there is writing some other- ANY other- story?

### **Sherlock's Siblings (2409)**

Arthur Conan Doyle is riding high with the various incarnations of Sherlock Holmes, but what about his SF, fantasy, and horror tales? Come discover and discuss his other creations.

### **Sloooow Books (2488)**

What makes a book slow? Is it as much reader expectation as anything else? Can a slow book be a rewarding read? And is the an emphasis on fast-paced action in storytelling a result of how quickly things seem to move in the real world these days...or a contributing factor to it?

### **Small Press Magazine Panel (2492)**

The editors discuss what goes into creating their publications, from the economics of staying viable in the electronic age to getting appropriate submissions.

### **So Should I Just Self-Publish Through Amazon, or What? (2436)**

There are pros and cons with the various ways to publish, including traditional publishing houses, small presses and self-publishing. There are also plenty of scammers posing as printers, agents and companies. Come learn about the differences of each of the approaches to publishing, how to distinguish between the legitimate businesses and the predators, and get advice on what means of publishing may be best for you.

### **Socially Subversive YA [Family Friendly] (2457)**

Whether set in outright dystopias, apparent utopias, or magical alternate realities, there is a growing amount of literature aimed at young adults heavily themed on calling into question the nature of society, social injustice, and the power of authority. What parts of series like *The Hunger Games*, *The Uglies* / *The Pretties*, and *Harry Potter* first made you think differently about the world around you?

### **Speculating With Respect: Using Religious Texts as Inspiration for Fiction (2446)**

Nobody likes it when their religion is treated as less than sacred, but some of the oldest stories in the world are represented in texts that are considered canon to someone's belief system. Here are some things to consider when seeking to use scripture as source material.

### **Stepping Over the Bechdel Test (2447)**

"Two women who talk to each other about something besides a man" was intended to be literally the lowest bar you could set for decent female representation in a story, and yet many authors seem to have

taken this metric as the sole requirement for being considered feminist. Let's talk about the myriad of ways we can do a better job of writing female individuals and female groups.

### **Stories That Haunt Us (2412)**

Why do some horror stories stay with us forever, while others are soon forgotten? Are happy tales about ghosts and the undead just as capable of leaving an impression as terrifying ones?

### **The 50th Anniversary of "Space and Time" Magazine (2461)**

Join founder Gordon Linzner, current Editor-in-Chief Hildy Silverman, and several frequent contributors for a celebration of one of the longest-running speculative fiction magazines!

### **The Best of Military SF (2422)**

War has been a subject of fiction since the first battles were fought, and what we might need to do effectively protect ourselves- against aliens or the rest of humanity- is an inevitable focus when speculating about the future. What stories of this sub-genre stand out as particularly provocative or creative takes on the future of combat and what it means to be a soldier?

### **The Care & Feeding of Editors (2421)**

The best editor-writer relationship is highly creative and energetic, with both sides open to new ideas, and the focus on synthesizing something they can be proud of, rather than being concerned about egos. Developing a great relationship requires a combination of common human decency and good business sense. But what can you do if your editor- or writer- doesn't understand that?

### **The Death of Whimsey (2455)**

There's been a strong march in recent times towards writing worlds that are violent and cold in a claimed attempt to make stories that are more "realistic". Is this a reflection of the times, authors thinking they need to be super-serious in order to be taken seriously, or a grim assertion that happiness isn't real? Can we bring back light-hearted romps any time soon, or are we stuck with "gritty" realities for the next decade or two?

### **The Impact of Star Trek on Written SF (2442)**

Far more than just frivolous entertainment, this classic SF show dealt head-on with topics like racism, sexism, and militarism while setting up a whole slew of "space exploration" tropes. How have its concepts influenced literary SF in the last fifty years?

### **The Prehistory of SF (2424)**

Consider all those proto-SF stories going back to Ancient Greece: Lucian of Samosata, Ariosto, Margaret Cavendish, Voltaire, Cyrano de Bergerac. How many of these could be considered actual science fiction? Which had a perceptible influence on early development in the genre?

### **The Worlds of C.J. Cherryh (2462)**

With over sixty published novels and short stories, our Principal Speaker has created far more universes than just those of the Alliance-Union and Foreigner series. So where should you start reading?

### **Things You Should Read That You Might Not Have Heard About (2458)**

Not every worthy novel or short story is noticed in time to be nominated for a Hugo, Nebula, or World Fantasy Award. Find out about recent works which are definitely worth a read even though not everyone is talking about them...yet.

### **SOLO PRESENTATION BY DAY-AL MOHAMED: Time Management for Writers (2433)**

How can you consistently add to your word count amid a busy life? What kind of progress can you realistically hope to make in a week or a month? This workshop focuses on how to evaluate your forward momentum, create a schedule of goals, and develop habits that will help you stay on track.

### **SOLO PRESENTATION by SALLY WEINER GROTTA: Understanding the Grant Game (2445)**

There are plenty of art and writing grants out there. The key to getting them is understanding what grantors are looking for, and designing a project pitch that will catch the interest of both grantors and the public alike while maintaining your vision. Join author Sally W. Grotta- who has received over forty grants- for a presentation on how to be a winner in the grants game.

### **Utopias That Make Us Cringe (2423)**

Many of the “perfect” societies in classic SF are not ones we would want to live in. Is this because society today is more complex or because we are less naïve these days?

### **Vampire Fiction in Modern Eras (2407)**

2016 marks the 200th anniversary of the writing of Dr. John Polidori's “The Vampyre,” the first vampire story in English. What kind of shifts in the focus and style of the stories told about vampires has happened over the years, and how do these changes reflect the social attitudes of their times?

### **What Should I Read Next? (2414)**

Whether you're new to Science Fiction or just looking for new works with a particular focus or style, tell us what you like and our panel of widely-read pros will suggest the perfect story for your interests!

### **What To Do When Real Science Outpaces Your Current SF Project (2444)**

It's hard to write speculative fiction in a world that is increasingly making concrete realities of formerly fantastic concepts. How do you handle stories that include genetic augmentation and the 3D printing of organs or alternative power sources and hover technology without first getting a Ph.D. in the field?

### **What's with the AI Apocalypse? (2415)**

The tendency in sci-fi since Mary Shelley first brought it to life has pretty much been that manufactured lifeforms will rise up and destroy humanity, or at least subjugate it. Even the need for Asimov's Three Laws indicates that AI can't be expected to decide on their own that human life should be valued. Why are we so scared that if we create a sentient being, it'll rebel against us? Is it because we perceive it as non-human and “other” and are scared of what is unlike us, or are we afraid that it'll be too much like us?

### **Continuing Your Series After the Initial Conflict is Resolved. (2456)**

So your heroes finally saved the world from complete destruction. What now? What is there to move onto when your characters have already maxed their power levels and beaten the biggest bad there is? Is going bigger the only way to keep things interesting, or are there other approaches you should consider in order to avoid Supernaturalitis and similar narrative malaises?

### **Where is Fanfiction Going that Mainstream Media Still Fears to Tread? (2454)**

What common themes in fanfic rarely appear in published works, and why? Is it a matter of publishers and producers only willing to put out stories based on formulas they know will sell, or is it the pros who are choosing to stick to more limited spheres? Fic archives are full of stories exploring sexuality, gender, unusual romances, and those used as a means to see the racial, religious, and abled diversity that published works aren't providing. There's clearly a huge desire for these kinds of stories, so why do we rarely see them in bookstores or on TV?

### **Writer's Workshop [Two Hours] (2404)**

Feedback sessions for those who submitted work for critique by our panel of pros. This year's deadline is NOVEMBER 11th - visit [Philcon.org](http://Philcon.org) for more details!

### **Workshop: Reading Your Work Aloud (2450)**

Whether you're an emerging author who has recently found themselves called upon to do readings, or an established pro looking for tips on how to improve their style, Broad Universe member Justine Graykin has the workshop for you.

### **Workshop: Writing Dialogue (2413)**

How do you make conversations between characters compelling, plot-advancing, and realistic all at the same time? How does the way your characters speak affect the reader's impression of who they are and where they came from? Bring your problematic exchanges and we'll help you make them sound like real people.

### **Worldbuilding for Children's Literature (2484)**

Learning minds read and process differently from adult ones. How does this affect the kinds of things you should include- or avoid focusing on- when writing stories for younger people? What elements can you leave hanging in the air when you don't have to worry as much about suspending your reader's disbelief?

### **Writing For Aliens: Constructing Languages (2584)**

How does one create languages- and other means of communicating- that reflects aspects of cultures not found on Earth? How do you keep your aliens understandable and relatable without making them feel too human? What are some things to consider while developing an alien society?

### **Writing for Media (2434)**

How does writing for games, comics and the screen differ from writing for the printed page? What devices that work well on the printed page become boring or awkward with the addition of a visual or interactive element?

### **Writing Hand-to-Hand Combat (2486)**

Knowing the choreography of your fighter's moves is important, but just giving a play-by-play of it makes for boring reading. It's not only necessary to know how real fights happen, but what kinds of things will make your readers feel like it's happening right in front of them. So how do you manage that?

### **Writing Relatable Heroes (2416)**

We've given a lot of focus to writing nuanced villains and antagonists, but what about our protagonists? How do you make your heroes and anti-heroes into multi-layered characters without their quirks and

flaws feeling tacked on?

### **Alien Genitalia and Interspecies "Relations" [18+] (2494)**

From the fanzine era examinations of Vulcan Pon-Far to present-day speculation on the internet, fans have always been ready to take a science-minded approach to thinking about What It Might Be Like for (or with) species with non-terrestrial origins. What are some of the more interesting conjectures people have made?

### **Crucifix Nail Nipples, and Other Horrors from the Slush Pile [18+] (2428)**

We've spent all day talking about some of the best science fiction and fantasy to see the light of day. Now let's talk about the submissions that editors have dutifully faced...and fought to keep locked in a drawer.

### **Dinosaurs in the Bedroom, Sentient Planes in the... [18+] (2452)**

Examining the phenomena of Hugo-Nominated Surrealist Erotica Author Chuck Tingle.

## **MEDIA**

### **Competence P...Appreciation (2473)**

The Martian. Sherlock Holmes. Bones. We really, really like characters who kick ass with their brains rather than their brawn, and there seems to have been a resurgence of these types of stories lately. What attracts people to these cerebral characters? Is this a shift from traditional superheroes to a different standard? Why is it happening?

### **Doctor Who's Next? (2476)**

With the upcoming shift in showrunners from Moffet to Chiabnall, uncertainty about whether Capaldi will return to reprise his role, and speculation about a change in Companions, Whodom is experiencing a fair amount of fan turbulence right now. Of the recent tapestry of stories, what threads are likely to get resolved in future storylines, and which might just be clipped off?

### **Labyrinth (2565)**

2016 marks the 30th anniversary of the classic Henson creation. With several graphic novel continuations, a tabletop game adaptation, an entire yearly ball devoted to its aesthetic, and now a new movie in production, Labyrinth has proven itself to be a fantasy mainstay. What about it has managed to capture our attention for so long?

### **Many Fine Returns (2474)**

The last two years have seen many continuations (as opposed to reboots) of long-silent properties- not just big franchises like the Star Wars and Star Trek, but things like the X-files, Twin Peaks, Heroes, Red Dwarf, Mad Max, and MST3K. Which are marching in the same spirit as the original content, which hold up as heirs despite a shift in focus or style, and which should never have been green-lit?

### **Post 9/11 TV and Film (2397)**

Person of Interest. 24. Burn Notice. Skyfall. Arguably, even the Star Wars' prequel trilogy. A discussion of how the events of September 11th have produced their own genre of film & television about terrorism, surveillance, privacy, and power.



**SOLO PRESENTATION BY STEVE VERTLIEB: Ray Harryhausen: A Life (2582)**

An affectionate remembrance of a motion picture special effects pioneer, and a nearly fifty year admiration and friendship. Writer Steve Vertlieb recalls the Harryhausen legacy, and a profoundly moving personal relationship with a fantasy film legend.

**Saturday Morning MST3K: [Movie TBA] (2586)**

Come watch (and pan) this bad movie with fellow early risers. Snacks are provided.

**Star Trek: The Problems of the Federation (2597)**

The Federation started out being a utopian society in TOS, then slowly became less and less so as the series progressed. Is the Federation really a utopia of equality and opportunity, or is it an oppressive expansionary force that assimilates all societies around it? How can we explain this changing depiction of the Federation throughout the various Trek incarnations?

**Star Trek: Where Has it NOT Been Boldly Going? (2583)**

Star Trek been really forward thinking in many respects (Kirk and Uhura had the first interracial kiss shown on TV, and many episodes are allegories for American civil and social issues) but are there ways in which it's not been so progressive? For example, it drastically lacks LGBTIQ characters, and has only recently made steps on that front. Most planets are represented as having homogenous cultures, and religion is overwhelmingly portrayed as negative. What would we like to see Star Trek do that it hasn't done before?

**Star Wars: The Fans Awaken (2567)**

After the prequel movies, many fans hit the snooze button on their interest in the franchise., but the new movies and tie-ins seem to have renewed fandom passions. Are Rey, Finn, and Poe the "New Hope" we were once promised? Did Rogue One meet our revived expectations?

**Supergirl's Super TV Series! (2566)**

What are the strengths and weaknesses of this fun new show? How close are they staying to the original lore, and what aspects have they been developing differently?

**The Changing Media Landscape (2472)**

There's been many ways in which stories have been told- and consumed- over the years, and yet new variations continue to crop up. Netflix and binge-watching have become a standard approach alongside weekly viewing...which can be done online days after an episode airs. Transmedia storytelling (tie-in books, comics, websites, etc) are also on the rise, as are new forms of serializing stories. How has "New Media" changed the very means and modes of telling stories?

**The Classic Hammer Films: An Overview (2478)**

Hammer Films released numerous productions from the 50's through the 80's. From Frankenstein and Dracula with Christopher Lee and Peter Cushing to the astonishingly brilliant Quatermass films, these movies helped set up the future of Science Fiction media.

**The Forgotten British Invasion: A Hitchhiker's Guide (2475)**

In 1978, Douglas Adams started a little comedy sci-fi broadcast on BBC Radio 4. Within four years, it had spawned book, television, and stage show adaptations- even a computer game. While most fans are familiar with the infamous "a trilogy in five parts" novelized version, its originations and other

variations aren't nearly as well-known...so it's time for a little tour!

### **The Marvel Cinematic Universe Year-In-Review (2499)**

There were two new films, four tv season releases, and three comic tie-ins to the cinematic-specific universe in 2016. Have we seen the last of Peggy Carter? How will the Sokovia accords affect the forming heroes for hire team and the agents of S.H.I.E.L.D.? Did Dr. Strange add anything substantive to the narrative?

### **SOLO PRESENTATION: Things to Know Before You Write the Script (2571)**

Whether you've been contracted to write an adaptation or you're planning to pitch an original script, there are certain elements that you ought to have a handle on before you sit down to type. We'll cover some of the not-so-obvious pitfalls that can complicate your projects.

### **Welcome to Night Vale: An Auditory Introduction (2477)**

This groundbreaking podcast cannot truly be explained- only experienced. The last intern who tried to explain it...well. Best not to say, really.

## **SCIENCE & TECHNOLOGY**

### **3D Printing Presentation [Two Hours] (2508)**

Design and print your own custom button and medallion in this hands-on demonstration of 3D printing.

### **Artificial Intelligence: Should We Fear The Rise Of The Machines? (2468)**

What would it take for a real Terminator threat? Come for a discussion of what is being proposed as the five components required for humans to make themselves obsolete- and how close we are to each.

### **Biohacking: Maker Culture in the Life Sciences (2578)**

The DIY biotechnology movement puts the tools and techniques of the life sciences into the hands of everyday citizens. We can all become researchers in bioinformatics, genetic engineering, and medicine, and can create implantable devices and art to improve our lives through science. For example, people with diabetes could use it to produce their own insulin at home- but would such products be safe and effective without regulation? A discussion about the possibilities, implications, and ethics of home- and community-based biotechnology.

### **Embodied Cognition and Shapechangers (2463)**

Embodied cognition is the belief that many features of human thought are shaped by aspects of the body other than the brain. How do things like sensory perception and instinct affect one's awareness- one's very sense of humanity- if one is not in a human body?

### **How do We Make Science Education More Engaging? [Family Friendly] (2465)**

Let's face it, a lot of science classes are boring. But science is really cool and interesting and fun! It requires a lot of creativity to be a scientist. How do we teach students about the creativity involved in doing science, and how do we teach teachers to teach it?

### **Practical Lessons in Home Automation (2466)**

How to use today's technology to give yourself the home of the future! Panelists will talk about using currently available technologies- personal digital assistants, Arduino, and smart devices- to automate

their homes and control the technology around them. (My personal goal: A smoke detector that shuts off when you tell it you burned the toast!)

### **Space Colonies: Can We Meet The Challenge?** (2471)

Next year will mark the 40th anniversary of the publication of Gerard O'Neill's trailblazing book on space colonies, entitled *The High Frontier*. He foresaw the initial settlement existing by the 1990's and housing ten thousand people. How close are we to the *Faster Than Light* travel that would allow us to colonize other solar systems? Or viable designs for the colonies themselves?

### **Telling Science From Pseudoscience** (2536)

Panelists give examples and walk you through how to discern what is fact-based and what is made-up.

### **The Cloak of Invisibility** (2467)

For a millennia we have searched for a way to be invisible to friends and foes. From ancient mythological tales to present-day popular literature, humans have come up with stories featuring such an item. How close is technology to developing a real invisibility cloak...or have they already succeeded, and we just haven't seen it?

### **The Future of Work** (2511)

How will automation, artificial intelligence, and cognitive enhancement change the way we work?

### **The Gardens of Space** (2512)

What complications are future horticulturists likely to face while maintaining the biospheres necessary for sustainable space colonies? How might things like different gravity factor into planning an aesthetic-based layout?

### **The Unsung Heroes of Science** (2513)

Tesla, Franklin, and Wu may be finally getting their due, but what about other overlooked forerunners in their fields?

## **FANDOM**

### **How Gaming Is Important To Fandom** (2550)

Despite being an intersection of innovative storytelling formats, fantastic visual artistry, audio dramas, and community interaction, Gaming's place in sci-fi, fantasy, and horror is often overlooked. Here's how games influence the way genre stories are told- and other ways gaming affects the nervous system of fandom.

### **Intersectionalism and Fandom** (2480)

Fandom is taking steps to be more inclusive and more aware of the different ways in which their fellow fans experience the world. But having good intentions doesn't ensure that your efforts will result in a good outcome for everyone they impact. Are there ways in which you are part of the very problems you thought you were working to end?

### **It's Time to Let "Mary Sue" Off the Hook** (2594)

Initially denoting a poorly-written, story-centric original character designed to be the writer's stand-in

within a work of fanfiction, the term is now used derogatorily to describe ANY female character in literature or media who has the presumption to take on roles, characteristics, or accomplishments that have traditionally gone to men. But really, what's so bad about girls imagining themselves as the hero of a story in the first place? And how do we encourage young people to write better characters without our criticism driving them away from writing entirely?

### **Learning to be an Effective Panel Moderator (2587)**

Moderating a panel is more than just showing up and asking people to quiet down if a discussion gets out of hand. Learn what the best mods do to prepare for and handle the panels they are responsible for managing.

### **Pirate, Ninja, Shapeshifter, Magical Girl(2496)**

Each year, four archetypes verbally spar with one another to prove who's the best amongst them- and YOU choose who won at the end of the panel! Who will win in 2016?

### **How Diversity in Fiction Impacts Everyday Life (2595)**

The science of social psychology has taught us that when you've seen a certain pattern enough times that your brain completes the equation even when you have incomplete information. Basically, your brain has a version of Google's autocomplete function. See a person with a certain look depicted the same way every time, you come to expect one kind of behavior from everyone who looks that way. A discussion of the value of representation in fiction and fandom, and what we can do to improve our collective subconscious expectations of a character's place in a narrative.

### **The Changing Nature of Fandom (2591)**

Fandom has changed in a lot of ways over the years. Technology has taken us from typewriters and printed fanzines to the internet and digital archives. Conventions have shifted in both the demographics of those participating and the purposes of attending. But there's also changing fandom standards, mores, and unspoken rules, such as the new culture of safe spaces and trigger warnings. A discussion of how not only the technologies, but the social aspects of fandom have changed.

### **The New Ghostbusters: A Girl's Gateway to STEM (2589)**

With this summer's release of the latest addition to the Ghostbusters franchise, millions of young girls- and those who are not so young- were given several female main characters who designed, manufactured, and wielded technology as a means to save the day and be the heroes of their story. What impact will being given realistic female role models who are capable of fantastical feats have on the growing generation's impression of what women in the sciences are capable of? What was it like finally seeing such as an adult?

### **The State of The Hugo Awards in 2016 (2588)**

This year's nominations were rather more balanced than last year's, but the influence of Puppy-organized block voting still put a number of items on the ballot that many in fandom agree had no business being nominated. Should we expect less interference in the future, or more of the same? How will the decisions made about the finalist selection rules affect the future of the Hugos?

### **Anatomy of a Schedule (2479)**

Ever wondered about the rationale behind Philcon's programming? Come learn about such fascinating things as content ratios, room usage, and Philcon's charter. (An opportunity to discuss possible panel

ideas for 2017 will be available at the end of the hour.)

### **Philcon Feedback Session (2563)**

What would you like to say about this year's convention? How can Philcon provide for your interests in future years?

## **COMICS & GRAPHIC NOVELS**

### **Saga: The Best SF Comic of the Decade? (2574)**

This Image series has been described as "Star Wars meets Game of Thrones." Which manages to feel accurate despite the story being about a interspecies married couple trying to raise their just-born daughter. What ways is Saga exploring SF themes and tropes differently than its predecessors? Or is this epic just the same old story with new trappings?

### **The Black Panther (2576)**

A closer look at Marvel's African-born Sci-Fi Super Hero. Recently introduced to the cinematic version of the Marvel universe, T'Challa is not just a "caped crusader", but King of the nation of Wakanda and a scientist. Politics, inventions using vibranium, mysticism, and studious training in martial arts all shape his skill set. What is he capable of? Who is the man behind \*this\* mask?

### **The Fantastic Four [Family Friendly] (2573)**

Celebrating 55 years of Marvel's premiere family. What story arc do YOU think was the most fantastic?

### **Women in Comics: Coming Attractions (2569)**

What does the slate of upcoming female-led movie and television show adaptations of comic book properties look like? What properties aren't getting the attention you think they deserve?

## **ANIME & ANIMATION**

### **AMV Hour (2528)**

Anime music video (AMV) creators screen their works, and go over the process involved in creation.

### **Anime FILK (2529)**

Join Cosplay Joe as he presents a concert of filk tunes based on your favorite anime

### **Anime for the Little Ones [Family Friendly] (2533)**

### **Anime Opening and Closing Themes (2530)**

Openings and Closings of anime are much more than add-on -- some involve just as much effort as the show itself! Join us for a review of some of the best.

### **Anime You Should Be Watching: 2016 Edition (2534)**

### **Dante's Monster Musume (2524)**

We delve into the complex and deep philosophical anime, *Monster Musume*. What you thought was a low-brow harem-anime is, in fact, a modern day re-telling of the 14th century's literally classic, Dante's *Inferno*.

### **Gravity Falls: a Retrospective [Family Friendly] (2575)**

A summer vacation with an elderly relative lands a pair of twins in a town filled with paranormal forces and supernatural creatures. Have they solved the last of their mysteries? Has the audience unraveled the last of the ciphered messages aimed at them?

### **Legend of Galactic Heroes (2526)**

Join us to celebrate the (finally!) wide English release of the classic 1980s space opera anime and novel series, *Legend of the Galactic Heroes*.

### **Pokemon: 20 Years and Still GO-ing (2531)**

### **Shingeki No Eva: Are There Original Plots Anymore? (2523)**

In a world of re-makes, reboots, and re-skins... Not even the world of anime is safe. What if I told you that *Attack on Titan* was actually a remake of *Neon Genesis Evangelion* from 1996?

### **Steven Universe: Stronger Than You (Because I'm Made of Love) [Family Friendly] (2577)**

It's been three seasons, but fans of all ages are still fascinated with this show. What's the allure? Is it because of the show's unusual approach to the typical "life lessons" given in animated shows aimed for children? Its trope-breaking tendencies? Because it may well have the best female representation and the best LGBTIQ representation currently on TV? What fusion of these- and other- elements has fans singing along with the opening theme every time?

### **The History of Japan in 10 Minutes (2527)**

Seen the viral YouTube video "history of japan"? Join us as we give more details about those various points in history, with illustrations of how some of these eras and events were represented in anime and manga.

### **The Other 362: Other Anime Stuff to Do (2532)**

The staff of *Zenkaikon* presents a brief overview of other conventions, events, and clubs in the local community where you can share your love of anime with fellow fans the rest of the year!

### **What's Next for Studio Ghibli (2525)**

With Miyazaki retired, and a hiatus announced on future production, what's next for Studio Ghibli? Who will fill Miyazaki's shoes? Will other studios step in? Gwen Germain? Usman Riaz?

## **GAMING**

### **Amazing Art and Storytelling in Video Games (2515)**

In 2010 Roger Ebert said "video games can never be art", but countless games prove him wrong. From those that look like animated watercolor paintings (like *Valkyria Chronicles* and *Ōkami*) to ones with worldbuilding to rival any novel (like *BioShock* and *Dark Souls*), come talk about the fantastic finds that prove it is content- not medium- that defines a quality product.

### **Augmented Reality Games (2469)**

Even if you can't see them with the naked eye, there are portals for Ingress and lures for Pokemon all around you. These two augmented-reality, location-based MMO RPG are created by Niantic Labs and are played via smart phone. Both games have attracted an enthusiastic following in cities worldwide. Is this trend a flash in the pan or a prelude to a VR explosion? Learn more about this new age of gaming, and share tricks and tips with fellow players.

### **Creating Maps for Game Play (2520)**

What elements do you need to keep in mind to make a layout that is both fun and challenging for your players? How do you factor in how real-world circumstances such as distance, geography, and weather affect the environment, and thus, the story? How does the game's genre, from Science Fiction to Fantasy, affect your choices?

### **Rolling for Social Skills: Interactive Media and Interpersonal Development (2517)**

Gaming is often written off as a solo, anti-social hobby, but plenty of games require four or more to play. Tabletop games and LARPs have served as a way to teach young people how to work within a team, solve problems as a group, and deal with conflict. It is important to encourage learning to accept and respect diversity and inclusiveness for all players. What other ways have games proven useful as social tools? And how do MMOs and the new Augmented Reality Games line up with this aspect of gaming?

### **Shared Storytelling in Games (2548)**

Storytelling through the ages was a repetition of tales of great events or people. Often they were told as cautionary tales to children. From games designed primarily for storytelling, for example Once Upon a Time or Fiasco, to more basic games like Clue or Risk, they all create a story. Gaming provides us with a fresher, more organic flow to our stories. We as players come together to tell a new story each time we play.

### **Tabletop Games for Families [Two Hours] [Family Friendly] (2542)**

Raising a young geek means sharing with them, but as most parents know, finding games that are fun to play together can be challenging. This discussion covers what to look for in a family-friendly game, and modifications that can be done to the rules of other games to make them child-appropriate. Games will be available for you to try out: Dinosaur Hunt, Blokus, Get Bit!, Tsuru, Quick Cups, Roll for it, Panda Head, Face Chase, Flipping Flags, Set Junior, Apples to Apples, and Spot it. Have one you don't see here? Bring it to share!

### **Taking Your Game From Concept to Creation (2545)**

What goes into designing a game? What are some important things that many new games miss? How much playtesting is needed? Should you consider self-publishing, or seek a publisher? What's involved in using crowd-funding platforms like Kickstarter or IndieGoGo?

### **Cards Against SF Deck Creation Party (2514)**

We're on a mission to create a sci-fi themed CAH deck and we'd love your help! Have a suggestion for a Black Card (question) or a White Card (answer)? Swing by and let us know. We plan to play CASF with our newly-minted deck on Saturday night in the Gaming Suite.

### **Game: Cards Against Humanity - Friday & Saturday [18+] (2541)**

Cards Against Humanity is a party game "for horrible people." Each round, one player asks a question from a Black Card, and everyone else answers with their funniest White Card.

**Game: Cards Against SF (2516)**

Last night we built a Science Fiction-themed version of Cards Against Humanity with your help. Tonight, we try it out. Think "Apples to Apples" if the object was to come up with the worst possible response to the question card...but designed around SF tropes and references.

**Game: Numenera RPG (8pm to Midnight) (2600)**

**Game: One Night Ultimate Werewolf – Friday & Saturday (2539)**

No moderator, no elimination, ten-minute games. One Night Ultimate Werewolf is a fast game for 3-10 players in which everyone gets a role: One of the dastardly Werewolves, the tricky Troublemaker, the helpful Seer, or one of a dozen different characters, each with a special ability. In the course of a single morning, your village will decide who is a werewolf...because all it takes is killing one werewolf to win!

**Ingress Meet & Greet (2518)**

The world is not what it seems. Ingress - gameplay itself has become a lifestyle for some. Come and meet other players from both factions and learn more about this new age of gaming.

**Pokemon Go Meet & Greet [Family Friendly] (2549)**

## **FILK & MUSIC**

**Everything You Wanted to Know About Filk (2560)**

A discussion of filk, filk conventions, on-line resources, myths and traditions, and any other filk-related questions you care to ask.

**Singing in a Group: How Acapella Ensembles Work (2551)**

**Friday Night & Saturday Night Open Filk (2399)**

Filk, noun: "A popular or folk song with lyrics revised or completely new lyrics, intended for humorous effect when read, and/or sung at SF conventions."

**Memorial Filk Circle (2556)**

Honoring those we have lost in the past year, including filkers Joe Raftery, Diane Paine-Wheeler, Mistie Joyce, and Michael Lieberman.

**Theme Circle: Classic Filk Songs (2552)**

**Theme Circle: Pegasus Floating Category 1 (2403)**

**Theme Circle: Pegasus Floating Category 2 (2559)**

**Theme Circle: Songs From TV Shows (2555)**

**Theme Circle: Warriors and Battles (2402)**

**Philcon 2016 Songwriting Contest Performances (2561)**

**Filk Gripes & Dead Cheesesteak Filk (2401)**



## ART

### **Art Creation and Disability (2582)**

What kinds of problems do artists with disabilities encounter when trying to create their work, and what methods have they developed to cope with these impediments?

### **Artist's Workshop [Two Hours](2481)**

Come and illustrate your own fantastical scenes. Paper, drawing implements, and varied reference props will be provided - just bring your imagination!"

### **Drawing Realistic Garb (2483)**

Sketching folds in fabric is hard enough, but does your character even live in a place where it makes sense for him or her to wear that kind outfit? Is there a reason he's wearing only one pauldron? And sure those shoes look awesome, but what would happen if she actually wore them on a quest?

### **Seeing the Wild: Animal Photography, Art, and Conservation (2470)**

Does using the newest photo technology to take pictures of wild animals in their natural habitat help or hinder conservation efforts? How are new techniques for studying behavior and raising public awareness impacting the subjects being focused on?

### **The Art of Science (2580)**

We all know science is an artform, but what about when science becomes actual works of art? Or when art inspires scientific discovery? Let's explore some of the fascinating creations that came into existence at the crossroads of the arts and various scientific fields.

### **Workshop: Making Poses Look Natural (2581)**

How do you keep your characters from looking stiff and doll-like? Or from repeating the same stances over and over again? And the age old question: What do you do with their hands?

### **Workshop: Origami Spaceships [Family Friendly] (2579)**

Learn the techniques to make an X-wing fighter, the Starship Enterprise, and a Klingon Battle Cruiser.

## COSTUMING & COSPLAY

### **Cosplay Basics: Sourcing Your Materials (2502)**

A discussion of different places you can find accessories like wigs, contact lenses, and teeth, as well as related supplies such as moldable plastics, adhesives, skin-safe body paints, and patterns. What companies have the best quality products, and what places should you avoid?

### **Dressing for the SCA (2495)**

Getting involved with the Society for Creative Anachronism can be intimidating because of their attention to detail and period accuracy. So what garb should you start out with?

### **Knitting Circle and Open Textiles Crafting [Two Hours] (2521)**

Have a project? Come work on it alongside other crafters!

### **Need Help Finishing Your Masquerade Costume? (2500)**

We've all been there- no matter how carefully you've planned out your pre-con timeline, somehow you wind up at the event with things left to do. Why hole up in your room alone Friday night to put on those finishing touches when you could be socializing with everyone else who is in the same boat- and maybe get a little help while you're at it!

### **Safe Bleaching and Dye Removal from Fabric (2503)**

Sometimes you need to tone down a piece of fabric, and sometimes you need to selectively alter areas of color on it. Bleach seems the obvious way to go, but is that really your best option? And if it is, how do you manage to do it without accidentally ruining in your material?

### **Using Stencils On Fabric (2497)**

Sometimes you can't afford the materials- or the time- to match the kind of intricate piecework of a costume you'd like to mimic. Faking a look with drawn-on markings can go a surprisingly long way- if you know the tricks to it.

### **Woman's Armor Through History (2501)**

"It's armor. On a woman. It doesn't have to look feminine," replied a spokesperson for Star Wars when a fan tweeted that it was "hard to tell" that Captain Phasma was wearing "female" armor in *The Force Awakens*. So what *\*does\** woman's armor look like, historically? Join us for a tour through the ages for a look at what female fighters in different cultures really wore.

## **EVENTS**

(no sign-up necessary; open to all)

### **"Meet The Pros" & Art Show Opening Reception [Two Hours] (2606)**

### **Friday Night Dance**

### **The Sandy Swank Memorial Masquerade**

### **Jews in Space: Friday Services [Two Hours] (2604) – CRYSTAL BALLROOM 3**

"Jews in Space" is a traditional Prayer Group organized to support attendees of the annual Philcon Science Fiction Society Conference who favor a traditional style of Jewish prayer service for Sabbath and Holiday Observance. Afternoon services will start at 4:20pm quickly followed by Kabbalat Shabbat and evening services.

### **Jews in Space: Saturday Services [Two Hours] (2605) – PLAZA 6**

"Jews in Space" is a traditional Prayer Group organized to support attendees of the annual Philcon Science Fiction Society Conference who favor a traditional style of Jewish prayer service for Sabbath and Holiday Observance. Saturday morning Shabbat services will be held at 9am. Saturday afternoon services and the service for conclusion of Shabbat will be arranged if sufficient interest and attendance is indicated.

### **Sunday Meeting for Worship – PLAZA 6**

An un-programmed meeting for worship where attenders are encouraged to say a prayer, sing a hymn, or say something for the occasion. Starts at 10am.

