

Philcon 2017: Tentative Programming

As of September 24th, this is our current slate of panels offered for 2017. 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, filk concerts, 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 (Seanan McGuire), Artist Guest of Honor (Don Maitz), Musical Guest of Honor (Bed & Breakfast), and Special Guest (Janny Wurts) are likewise not included.

SCIENCE & TECHNOLOGY

Why Do We Enjoy Reading- and Writing- About Horrible Things? -- Is it the catharsis? The chance to explore darker emotions in a safe or consequence-free format? Something about the way the human brain is wired?

What Are We Currently Doing In Space? -- A layman's guide to what humans are up to in 2017 with space exploration and manned launches, as well as what we're planning in regards to planetary protection, asteroid mining, and constructing habitable environments.

The Future of Sports -- What's going to be popular in 2099? Hoverbike racing? Anti-grav technology allowing us to make versions of Quidditch or the battle sims from Ender's Game? Will football start to look like what "17776" predicted for it?

Neurodivergence and Changeling Mythologies -- Autism, ADHD, and other spectrum disorders are often decried as products of the modern era, but does our own traditional lore suggest that these conditions have been a literally de-humanized part of our communities all along?

Demystifying Dinosaur Development -- What about the environment and ecology of Earth once allowed for the evolution of super-sized creatures? How did they develop into such a wide variety of body structures? Why did mammals thrive while therapsids died out?

Lost Cities and Where We've Found Them -- Sunken, buried, or otherwise hidden cities have long inspired fictional tales, while some stories originally thought of as fiction have led us to real places. What are some of the most interesting sites that archeologists have brought to light in the last few years? How likely is it that the most recent "Atlantis" is the real one?

3D Printing Costume Accessories -- Just what goes in to creating props using this method? How much do you have to know about the softwares and hardwares involved in order to fabricate something yourself?

Climate Change in the Next Ten Years -- The effects of climate change can already be seen all over the world. Close to home, the superstorm hurricane season, midwestern drought, and western wildfires are all linked to climate change. However, the impacts are felt most keenly by developing countries, and the poorer inhabitants of developed countries. In the next decade, what will we continue to see and experience, globally and in North America, as the effects of climate change? Panelists will discuss the climatological, meteorological, and sociopolitical developments we can expect to see in the next 10

years, and the most important steps that need to be taken to mitigate these impacts.

Hidden Figures: The African-American Women Who Sent the U.S. to Space – 2017's hit movie Hidden Figures is based on the true story of mathematician Katherine Johnson and other African-American women whose mathematical, computational, and engineering skills were critical to the U.S.'s success in getting to space. Panelists will discuss the history of women and people of color in the US Space Program, why their contributions were forgotten in favor of "heroic" narratives centering on white men, and the importance of recovering these histories.

Robot War: We are Sooo There Already -- Will artificial intelligences fight our battles for us? What are the consequences to war and peace of intelligent weapons and robot "soldiers?" Panelists will discuss AI advances that make the robot war science fact, not science fiction, the consequences of artificially intelligent weapons technology, and what the future of war might look like when our weapons are making their own decisions about targets and tactics.

The Worst Science I've Seen on Film -- If you cringe every time you hear a movie scientist assert that humans "only use ten percent of their brains," you're not alone! Bring your suggestions and join our panelists as they try to identify the worst science ever put forth on film.

Biology for Writers -- The basics of what makes life tick, including DNA, cell structure, and food webs. Bring your questions for our expert panel!

Practical Telepathy -- A presentation by John Ashmead.

State of the Maker Movement -- FUBAR Labs Makerspace Members present the brief history of the Maker movement, where it is now, and where it may be going. We will also discuss Makerspaces, various Maker gatherings and how they run.

What Happens When Your BioSoftware Needs An Upgrade? Cybernetics, DRM, and the Right-to-Repair -- It used to be that when your car broke down, you could fix it on your own if you could get your hands on the spare parts. But now several automobile and tractor companies have license agreements that only allow certain shops to work on their operating systems if there's a problem with them, claiming that you don't own the software that runs your vehicle- you're only leasing it. How might this position affect the future of cyber-prosthetics?

Hands-On Science! [Family Friendly] -- Fun and simple science projects you can do at home!

LITERARY

Writer's Workshop -- Feedback sessions for those who submitted work for critique by our panel of pros. *Missed this year's deadline? Visit Philcon.org for information about submitting next year!*

Meet the Editors! -- Magazine and small press editors discuss what goes into creating their publications, from the economics of staying viable in the electronic age to getting appropriate submissions.

Read & Review: JACKALOPE WIVES by Ursula Vernon -- Panelists and audience members will analyze this award-winning 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.

EYE OF ARGON Interactive: Chapter Five -- 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 started, but after that, audience participation is expected!

Dealing with Writer's Block -- Sometimes it's difficult to figure out how to finish your / how something ought to [...and what you can do about it.]

The Art of the Novella -- As defined by the Hugo Awards, a novella is a story between 17,000 words and 40,000 words. Does this format require a different approach than a novel or a short story? What particular challenges does it pose?

Adventures in Sentence Construction -- Terry Pratchett and Douglas Adams were masters of innovative, inventive, and evocative dialogue. Let's discuss our favorite phrases and fresh-minted words coined by them and other linguistically superlative authors.

Franz Kafka: It's Not All About Cockroaches -- An exploration of Kafka's work and its impact on science fiction, fantasy, and horror writing.

Current SF Anthologies -- Which ones have what *you* want to read?

Is Meat from a Replicator Kosher? -- ...and other questions to consider when Judaism meets Science Fiction.

Military Science Fiction: Squids vs Grunts -- The differences between SF inspired by the Navy and works inspired by the Marines and other ground forces.

Is a Creator Morally Responsible for the Consequences of their Creations? -- SF often explores this theme in regards to scientists, but what about the creators of fiction themselves? How does the fact that readers typically have far more autonomy and capacity for critical thought than fictional monsters spawned in a laboratory affect how we look at this question when it comes to science versus writing?

Fairy Tales, Joseph Campbell, and the Heroine's Journey -- Is the literary journey of a female hero inherently different from that of a male hero, or are the differences more about us (as the writers of these journeys) wanting our daughters to learn different lessons from our sons? How has the tradition shifted in recent times?

"Reference All The Things!" -- An exploration of idiomatic language, imagery, and communication in the internet age. Is our use of memes approaching the conversational equivalent of "Darmok and Jalad at Tenogra", or merely getting _(^▽^)/_ ?

What Impact Can Any One Novel Have? -- What are the limits of influence a book can have on society, on other novels, and on publishing? Is there one? Is there even a codifiable way of measuring a story's reach, or is it too subtle a thing for us to ever truly know?

Linguistics in Science Fiction -- SF & F writers sometimes invent entire imaginary languages. Sometimes they imply imaginary languages with consistent names. Sometimes they even depict alien

thought patterns on the basis of imaginary languages. How much is faking it and how much requires real knowledge?

Writing Non-Standard Romance Arcs -- The "traditional" pattern of characters getting together romantically tends to go from shared interest to holding hands to kissing to some form of sex. But what if you have a character who is averse to any or all of these things? Or is physically incapable of them? How do you show your readers that a relationship has reached its climax when there isn't a literal one involved?

If Christianity Had Never Come Along -- Imagine what the 21st century would be like without Christianity in history. Would we be worshipping a different god or gods? Or would society have developed in a different direction? What fiction is already exploring this idea?

Suspiciously Fascist Fantasy -- Forty-five years after Spinrad's *THE IRON DREAM*, there are still plenty of fantasy books with uber-mensch protagonists fighting hordes of "evil" races. Is there a way to write this trope that doesn't have the potential to conjure negative real-world associations from your readers?

Intro to Transmedia -- Transmedia storytelling uses multiple media platforms to tell a single narrative, with the intent to bring your audience more fully into the world by making them feel like a participant in it. What options are out there beyond novels, film, comics, video games, podcasts, and apps? What costs are associated with the different formats, and how do you choose which are a good fit for your work to branch out into?

Writing Advice You Should Ignore -- We've all seen those well-intentioned lists declaring such gems as "always use dialogue tags in place of said" or "avoid adverbs." Is there any advice we can agree that is actually worth following 100% of the time? Or are all rules made to be broken if you can do so with style?

Where The Sidewalks End: The Wispy Line Between Magical Realism and Urban Fantasy -- What defines these two genres? How is this distinction important when it comes to marketing your works?

Professional Practices for Aspiring Authors -- A discussion of time management, networking, creating a press kit, and useful habits to build for those looking to write and publish books.

You Are Not The One -- Has the chosen savior / golden child motif been overused? What other approaches are there to starting your hero on their journey? Is it actually important to your story for their fate to be predestined, or could anyone have risen to the role?

Writing and Promoting under a Pseudonym -- Why do some authors choose to publish under a different name, or names? Is it necessary to keep these handles distinct from one another, and if so, how difficult is it to manage?

Choosing Deliberate Mystifiers -- Diana Wynne Jones used this term to refer to the concept of leaving something unexplained to keep your audience wondering and thinking about your work. What size or aspect of story element does it make sense to do this with so you avoid leaving your readers with an aggravating cliffhanger or a major plot hole?

Shapeshifter Mythologies Around The World -- Werewolves are great, but they're hardly the only shape-changers out there. What about Boltungin, Nahual, Huli Jing, or Selkies? How are they distinct from wolf-men beyond having a different animal form?

LitRPG (MMOs in my fiction!) -- LitRPG (a combination of "literature" and "role playing games") is the hottest new genre you (likely) haven't heard of. It's part video games, part portal fiction, and 100% geeky goodness. We'll discuss where it came from, the attention Ready Player One has brought to the genre, and where it's going from here.

How to Plot a Story – You have a genre-busting world, a villain to make your skin crawl, and a sympathetic main character whose life you're about to make very, very difficult. But how? When should the major conflict happen, and what happens on the way there? Every story is different, but satisfying ones tend to follow some time-honored structures that can help you shape your story long before you draft your prose.

Finding a Good Editor – <<"I need an editor." he said. "what kind?" She asked. "ALL OF THEM" he bemoaned.>> Developmental editors, line editors, and copy editors all bring different skills to the table, but where do you find one that's good, affordable, and willing to work with your style instead of against it?

"You Ended It Like THAT?!" – *And then all the zombies ate the last human alive. The end. Just kidding, it was a dream.* Occasionally, investing in a story doesn't pay off. Some endings leave us feeling a little abused. Come vent with us! We'll not only delve into which stories had awful endings, but also why the endings were so unsatisfying.

Writing Space Battles – Lasers! Explosions! Tractor beams! ...Plausible physics? Writing is complicated, especially when it involves battles, and a fight where your combatants can come at each other from any direction can complicate things infinitely more. Let's talk about how to craft thrilling inter-galactic dogfights that keep readers turning pages instead of scratching heads.

Perspective and the Unreliable Narrator -- Readers can't always trust the narrator to tell the truth, or even to know the truth. How does this trope- and the central character's personal beliefs and biases- affect the way we see a story unfold? Join a discussion of books that led us astray in the right- and wrong- ways.

The Real Code of Chivalry -- In the present day, acting "chivalrous" has become synonymous for some with the idea of acting heroically towards women, rather than a way of interacting with the world while mounted on the medieval equivalent of a death machine. Let's take a look at what the code actually entailed.

Workshops Worth Your Time (and Money) -- Graduates of various writing workshops discuss the impact on their writing and critiquing abilities, which are more helpful if you want to focus on certain aspects of your work, and which you're better off skipping altogether.

The Mysteries of Thomas Ligotti -- Once called "the best kept secret in contemporary horror fiction" by The Washington Post, Ligotti is one of the most enigmatic and subtly pervasive of all modern horror writers. Why is his work so fascinating? What is the connection between him and the first season of TRUE DETECTIVE?

Selling Science Fiction in 2017 America -- How has the current political climate affected the content, publishing, and marketing of SF?

The Influence of Film on Contemporary Science Fiction Writing -- How is the hope for a Hollywood adaptation influencing writers and their current works?

Farewell, Fantastic Aldiss -- Science Fiction lost another one of its greats earlier this year. Along with being the winner of two Hugo Awards, one Nebula Award, and a John W. Campbell Memorial Award, Brian Aldiss was also an artist and an editor of SF anthologies. Fans get together to remember him and honor his contributions.

Science Fiction Stories Age Like Wine -- Which is to say, some remain delicious to imbibe after decades while others turn to the literary equivalent of vinegar. Is it a change in modern standards of quality or a change in palate that has people losing their taste for works they once enjoyed?

Books Written by the Dead -- Death is one of mankind's final frontiers. Few claim to have been to the other side and come back. A book narrated by a character with that experience may rivet readers. The reincarnated, the undead, people returning from near death experiences- let's divine together what these characters can tell us, and what potential these stories promise.

Researching & Worldbuilding for Historical AUs -- Alternate Universes tweak facts about our known (or assumed) histories to craft a different present or future reality. How do writers research the ramifications of their what-ifs when even a small alteration to a historical event (or the introduction of the fantastical) could profoundly affect war, economics, civil rights, religion, art, and myriad other topics?

Best of Enemies -- Goals and motivations are not universal. Some protagonists share them with each other. Others overlap with antagonists instead. Storytellers choose whether to blur the lines of good and evil to force characters into a delicate dance of manipulation and betrayal, or instead to bond characters together with trust and affection. We will explore these and other paths that create interesting and atypical dynamics between opposing characters.

The Flaws of Golden Age SF Literature...and Why You Should Read It Anyway -- If necessity is the mother of all invention, the Golden Age must have left us with needs unmet. In the decades since that formative era of SF, writers have innovated and improved endlessly, much to readers' delight. Yet, those imperfect stories of a bygone age still have much to teach us about the heart of science fiction and why it appeals to the human spirit. Explore the past with us, and discuss what authors got wrong, as well as what they got right.

Writing For Aliens: Anatomy and Biology -- Whether created over centuries' worth of otherworldly evolution or crafted in an extraterrestrial laboratory, aliens with physical bodies need them to work. What considerations go into creating a fictional species? How inventive can their shapes and abilities become before we stretch the bounds of imagination too far? What must every writer explain up front for readers to accept these creatures' plausibility?

Subterranean Science Fiction -- From Verne's JOURNEY TO THE CENTER OF THE EARTH to Burroughs's PELLUCIDAR series, to THE TUNNELS series by Roderick Gordon and Brian Williams, the idea of a world hidden beneath our own has been a persistent trope in SF. What opportunities does an underground setting offer to writers?

The Dying Sun: Tales of a Very Remote Future -- The ultimate fate of earth and humanity has been explored by H.G. Wells, Jack Vance, Frederik Pohl, N.K. Jemisin, and many others. What is the appeal of this scenario? How have recent writers explored this topic differently than classic-era SF authors?

How Do I Make An Audiobook of Out of My Work? -- How do you find appropriate Voice Acting talent? What happens to your property rights if you sign up with a company to produce it for me? Is ACX.com the solution to all of your problems, or just a good place to start?

How to Write a Crisis for a 21st Century Audience -- Whether it's because your audience feeling jaded about having already "seen everything," or current technology offering easy solutions to issues that would have made excellent roadblocks for your protagonists ten years ago, it's becoming harder to craft plots that truly make readers feel like your characters are in jeopardy. How do you avoid situations where someone can just point out "there's an app for that" during what should be a nerve-wracking moment?

The Role of Antiquity and Myth in Science Fiction -- Why does SF make repeated use of certain myths? How do classical ideas expand the scope of science fiction themes? Our goal in this panel will be to understand how science fiction dialogues with ideas from the past to explore possibilities for the future.

The Rediscovery of Authors -- Why have some writers' work gone into eclipse only to be rediscovered many years later?

Things You Should Read -- Not every worthy novel or short story is noticed in time to be nominated for a Hugo, Nebula, or World Fantasy Award. Come discuss recent works which are definitely worth a read even though you haven't heard people talking about them...yet.

The Monster Lurking Within Us All -- Some of the most chilling SF novels involve people who are changed against their will, whether it's into the shambling mindlessness of classic zombies, or less-than-human bodies that they no longer completely control. What do we fear that makes these stories so powerful?

"That's Not History, That's Hollywood." -- So many impressions we have of our world's history come from fiction we've subconsciously adopted as fact, with Hollywood's choice of narrative and casting giving us a very misleading understanding of what previous eras looked and interacted like. How do you tell if your work is perpetuating racial or sexist stereotypes that never existed in the name of "historical accuracy"? And how important is "historical accuracy" when you're writing a fantasy world, anyway?

Publishing, Public Domain, Copyright, and the Creative Commons -- What's fair use, and what's fair to use? Learn what the law allows and also what rights authors voluntarily offer to the public through special licenses.

Foundations of Worldbuilding: Travel and Transportation -- Whether you're writing Space Opera or High Fantasy, how your characters get from place to place can bring a lot of distinction to your world, and help bring your readers deeper into its thrall. Conversely, inconsistent or unrealistic travel times can throw your readers out of the story. Let's talk about how to keep your narrative's pace and your character's pace moving in sync no matter the mode.

How Libraries Have Changed -- What is different about the libraries of today? Electronic book loans, availability of databases and museum passes, classes and craft meetings are common. What do today's libraries mean to the communities around them?

Successfully Negotiating Book Contracts -- Every publisher has a standard boilerplate contract which is their opening bid. Many authors unwittingly give up a lot by signing the first contract they receive without negotiating for better terms which publishers are often willing to give. In this panel we will discuss red flag phrases that you should fight tooth and nail, others that you can probably get without a fight, and areas where it's sensible to compromise.

What Do We Owe Mary Shelley? -- Mary Shelley planted the seeds for the concept of AI, engineered the Mad Scientist trope, used the impact of climate change on society as an inspiration for fiction, and wrote one of the first post-apocalyptic stories of the modern era. A discussion of the many ways in which the founder of SF is still influencing the genre today.

Oh, and the Places You'll Go! : The 40th Anniversary of Traveller -- Created in 1977, this RPG system centered around "Science-Fiction Adventures in the Far Future" quickly became a much-beloved gaming mainstay, and decades later is still getting both new revisions and new fans. What is it about Traveller that keeps people coming back for more?

Workshop: How To Make Your Characters Believably Twisted -- We have a very educated readership nowadays. Everyone watching forensic dramas and police procedurals considers themselves an expert on psychopathology. Let the Diagnostic and Statistical Manual of Mental Illness- and the ACME rogue's gallery- help you create convincingly aberrant characters. Presented by D.L. Carter.

Workshop: Setting up Amazon Ads -- Have a novel in need of a "signal boost"? Want to get the word out about your upcoming release? It's less complicated than you think! Bring your computer and we will take you step by step through setting up your first ad. Presented by D.L. Carter.

Redesigning You: A Guided Meditation to Your Newly Minted Persona -- A walkthrough of the process of designing a character, their background, history, circumstances, quirks and unique flair. This panel will then pass out a questionnaire which leads participants through a structured process of re-defining themselves either by stepping outwards from the familiar or leaping headlong towards that which is alien. Presented by Steam-Funk Studios.

Bucking the Mainstream: Genre-Bending & Riding the Ragged Edge -- Wherein our heroes will take you through the evolution of our various worlds through our patented methodology of 'mashing up' pre-existing tropes. The second half of the panel will be a participatory game wherein we'll develop new properties with audience participation. Climb aboard the crazy-train with Steam-Funk Studios; we will school you in the Zen of Neverwhen and turn the space-time continuum on its head!

Dating Dinosaurs [18+] -- ...and other erotica you can't talk to your book club about. Bring your favorite story to share!

The Relationships of Petty Bisexual Vampires, and the People Who Love to Read About Them [18+] -- Why are paranormal romances so much more fun to read than human-only ones? What are the best ones you've found?

MEDIA

The Art of the Pitch -- Whether it's a novel or a TV show, how you present your product is what will make or break a potential publisher's interest. What are the do's and do-not's for different media types? When is less "more", and how do you decide what needs to come out versus what should stay in?

The Future of Godzilla Films -- A discussion about the recent Japanese Godzilla films as well as Legendary's Godzilla future films. Should other companies besides Toho make Godzilla films in the future? What old or new kaiju should Toho use for future Godzilla films? Should Pacific Rim be considered part of the franchise?

How Casting Affects Our Perception -- How does the choice of an actor for a role impact not only what we think of that character, but the narrative they sustain? How did the choice of Jason Momoa for Aquaman change our impression of what Atlantis would be like, and our expectations of his role in the films? What about the decision to cast Scarlet Johansson as Major Kusanagi? If, say, Lupita Nyong'o was playing Daenerys Targaryen, how would that alter the meaning surrounding that character's arc in Game of Thrones?

Game of Thrones Season 7 -- So, what did you think of [redacted]? Or when [redacted] ran into [redacted] again? How about the deaths of [redacted] and [redacted]?! (Warning: Panel will contain actual spoilers.)

Classic SF Anthology Shows -- Almost everyone has heard of the Twilight Zone, even if they've never seen an episode. But what about similar shows, and their contributions to the genre? A discussion of Tales from the Darkside, Night Gallery, The Veil, Thriller, Alfred Hitchcock Presents, and more.

American Gods -- The first season of the Starz adaptation of Neil Gaiman's landmark series came out earlier this year. Given the story's focus on technology, how did the change of setting from 2001 to 2017 affect the story? What about the choices made surrounding the backstories of Laura Moon and Mad Sweeney? Are the expanded roles of Salim, Bilquis and Ostara indicative of major changes in plot ahead?

That's One Hell of a Cold Open! -- What are the best openings you've seen in film or television? What did they establish about the characters or stories that made them so engaging? How do you create something that your audience finds equally captivating?

Star Trek: Discovery -- We're now halfway through the first season. Is the show living up to the hype? To the Star Trek legacy? What is it adding to the universe?

ENSEMBLES ASSEMBLE! -- We've now put together the Avengers, the Defenders, the Justice League, and the Inhumans. How are the ensemble portion of the various franchises working out? Is watching the weaker films and shows that act as introduction for some of the members necessary in order to appreciate or understand what is going on in the current story arcs? What team do we expect to see next?

The Dark Tower -- The first part of Stephen King's long-running series has made it to the big screen. How well did this eclectic fusion of western, science fiction, horror, and dark fantasy make the transition? How well was the original narrative constructed to begin with?

Stranger Things -- Science fiction meets horror meets D&D in this 80's-era themed series, as three boys uncover a mystery involving secret experiments, terrifying supernatural forces, and one strange little girl while in search of their vanished friend. One year later, it becomes clear that the rip between realities isn't as sealed as they thought it was. How much stranger- and deadlier- are things going to get in this small town?

Sense8 -- Imagine you woke up one day and discovered you had seven other selves; seven other people whose emotions you can feel, skills you can emulate, and lives you can touch. How would that change how you looked at the world? Now imagine that there's a well-financed agency dedicated to hunting down clusters like yours...

Westworld -- "I think there may be something wrong with this world." Season one ended with quite a bang, and with plenty to speculate about for the upcoming season two. Are we following the story towards something like 1976's Futureworld...or is that moment a part of the new show's canonical past?

Urban Fantasy Films -- What movies exist for this genre? What's coming out in the next year? What properties do we hope see adapted in the future?

Queer Narratives in Recent Media -- What Standards and Practices allows when it comes to the depiction of queer characters has changed dramatically in the last few decades, but an overwhelming number of attempts to write LGBTIQ characters- and their story arcs- that have made it on screen have been, well, underwhelming. What tropes are we sick of? What would we prefer to see? And is anyone out there already producing what ought to be the gold standard for queer-inclusive content?

Workshop: Belly Language -- The body itself tells stories that cannot be put into words, and we embody the stories we are a part of, whether they are on a screen for a couple hours or the mantras of our daily life. Bellydance is a fantastic medium for tapping in to the powerful act of telling and creating these stories. *Presented by Prose Cassells.*

Screening: Starship Farragut - Conspiracy of Innocence

Screening: Starship Farragut - The Crossing

Screening: The Legend of Zelda - Oblivion Rising

Screening: Saturday Morning MST3K – *Movie TBA*

ANIME & ANIMATION

Nautical Nonsense: A look into Japanese Naval History and the Anime It Spawned – From Kantai Collection to Arpeggio of Blue Steel to Space Battleship Yamato, the history of the Japanese Navy has inspired many beloved Anime. Join us as we discuss these series and the history that inspired them.

The Life & Works of Satoshi Kon – Satoshi Kon was a unique talent that was tragically lost much too early. Join us as we reflect back on his life, his directorial works (Perfect Blue, Millennium Actress, Tokyo Godfathers, Paranoia Agent, Paprika), and the impact that he had on the anime industry and its fandom. *Presented by Aaron Clark of EvaMonkey.com and EvaGeeks.org*

The Life & Works of Hideaki Anno – Evangelion has been wildly successful and popular worldwide. But despite its popularity, its principal creator, Hideaki Anno, remains shrouded in mystery for many people. This panel will take a look at his life and works, and provide biographical information about the man who created Evangelion. *Presented by Aaron Clark of EvaMonkey.com and EvaGeeks.org*

You, Too, Can be an Anime YouTuber! -- In this panel, we will take a close look at each and every step in the process of producing your own show on YouTube. We'll cover the entire video production process, working within the protections of fair use, building up a viewership, and monetizing your content. You've got questions? We've got answers.

The Hunt For The Tuatha de Danaan: Connections between Full Metal Panic and Tom Clancy -- Despite being set in a world where large Mecha dominate the battlefield and technology is derived from the visions of psychics, Full Metal Panic draws heavy inspiration from the works of the late author Tom Clancy, especially those works set within his "Ryanverse". Join us as we explore the connections between these two fictional universes

REJOICE PHILCON, YOUR WISH WILL BE GRANTED: A Type Moon and Nasuverse Panel -- Can Shiki Kill Servants? Is Being Lancer Suffering? Join us as we discuss Mana Transfers, Chairs that need to die, and all other things Type Moon.

The Other 362: Other Anime Stuff to Do -- An 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!

Anime You Should Be Watching: 2017 Edition -- Join us for a look at the best anime of the 2017 season, and learn what you should be watching.

Kickin' It Old School, Star Blazers Style -- Amy Howard Wilson shares her fond memories of dubbing this awesome series.

A First Look at Star Blazers 2202 & the Return of the Comet Empire! – Join us for a look at the Star Blazers 2202 (aka Space Battleship Yamato) series currently in production in Japan.

Great International Animation -- Japan and the U.S. certainly aren't the only places producing great, compelling animation. Join us for a look at what other countries have to offer!

Social Progress Through Monster Girls -- Recently there's been a surge in monster people related anime and manga. In this panel, we'll highlight how some of those series are using this to tell stories related to multiculturalism, congenital defects, social cliques and coming of age to an audience who might not normally look for these topics.

Screenings: *TBA*

ART

Workshop: Painting Miniatures -- Want to bring more life or originality to your tabletop minis? Bring them by, and we'll show you a thing or three!

Workshop: Fantasy Art Drawing -- Come and illustrate your own fantastical scenes. Paper, drawing implements, and varied reference props will be provided - just bring your imagination!

How To (Hopefully) Make Money with Your Art at Conventions -- Tips on how to set up, what to expect, and ways to lower your expenses for the show.

Drawing Realistic Garb -- Sketching folds in fabric is hard enough, but does your character even live in a place where it makes sense for them to wear that kind of 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?

Workshop: How to Draw Dinosaurs [Family Friendly] -- Learn the basics of drawing dinos from a pair of pros!

"Painting" with Dryer Lint -- A demo and discussion of technique with artist Heidi Hooper.

Workshop: Origami [Family Friendly] -- Learn the rudimentary techniques of the ancient Japanese art of folding paper. (This year's theme TBA.)

Creating Aliens, Monsters and Fantasy Creatures in Motion Pictures -- A discussion of what works, what doesn't work, what is completely unrealistic and what is utterly laughable. How has the face of aliens in cinema changed in the last decade? Are we tired of the computer generated creature? If so, then what is next?

COSTUMING & COSPLAY

Need Help Finishing Your Masquerade Costume? -- Or do you just want to socialize rather than shut yourself in your hotel room trying to get those last bits right? Either way, come on down!

The Philadelphia Cosplay Scene -- Meet fellow cosplayers local to the area, learn about events and other cosplay opportunities, and find out what kind of projects your fellow fans are working on.

Workshop: Pattern Drafting 101 - Basic Body Fit -- Learn how to take proper measurements, use them to make a pattern, and cut the pieces for a sleeveless tunic sized for you- an excellent starting point for future garment creation.

The Best Resources for Historical Costume Patterns -- What books, pattern companies, and websites out there have the clearest and most detailed explanations of the information you need to create period-accurate (or period-facsimile) designs? And what will it cost to get your hands on them?

Kimono: Reality vs. Fiction -- What do novels, film, and even anime get wrong when it comes to kimono? Learn about historical and modern kimono, proper dressing procedures, and how a person actually runs while wearing one!

Hot Glue Techniques -- Sure, you can use it to attach things to one another, but when you're holding a glue gun what you really have in your hands is a molten plastic dispenser. What kind of sub-surface decoration, embossing, waterproofing, even mold-making and casting applications can you use it for?

How did you MAKE that?? -- Curious about the process and materials involved in a cosplay outfit you've seen? Have something to show off that you think others might find worth learning from? Come ask questions and give answers.

Open Knitting & Textiles Crafting Circle -- Have a project? Come work on it alongside other crafters!

FANDOM

How Gaming Is Important To Fandom -- Despite being an intersection of innovative storytelling formats, fantastic visual artistry, audio dramas, and community interaction, Gaming's place in science fiction, fantasy, and horror is often overlooked. How do card, board, video, and other games continue to influence the way genre stories are told? How else has Gaming affected the nervous system of fandom over the years?

George A. Romero: In Memoriam -- Best known for creating a whole new genre of horror stories with his independent film "Night of the Living Dead", George Romero's contributions to film and culture extend far beyond establishing our modern-day zombie obsession. Come celebrate his life and works with fellow fans.

Flirting, Dating, and Relationships in the Age of Consent -- In the last few years, important issues such as consent, harassment, and appropriate behavior have become commonly discussed, especially in regards to cons and other fandom events. We'll try to make this a fun but informative discussion of what's appropriate, what's not, and what may get you kicked out.

Fandom and Identification -- While there is greater diversity in casting these days than ever before, the majority of roles are still written by, for, and cast as straight white men. At the same time, fanfiction tends to be written primarily by women, and many shows with a white male core cast have huge female followings. How do we reconcile this difference between who we see on screen and what fandom itself looks like? What part do fanworks play in identifying with a narrative written for people not like them, and correcting the lack of representation in mainstream media?

"Actually, Science Fiction Has ALWAYS Been Political." -- The insistence that fiction should be apolitical is in itself a political choice, while the battle over who to include and exclude in our stories is similarly a political choice over who deserves to be empathized with and who should remain invisible. Why are so many readers willing to ignore the impact of problematic works on real life and real people?

SFF.net Reunion -- SFF opened on July 10th, 1996 as an online home for authors, publishers, editors, media pros, and fans. Earlier this year, it closed down. Here's a chance to reconnect with the site's alumni and find out where their digital domains are now.

Social Media for Pros -- More and more, social media has become valuable- even necessary- as a means of making oneself known to potential readers (and publishers), promoting your work, and engaging with fellow professionals. Which platforms work best for each of these aspects? What are some things you should be aware of before engaging with your fans in such a direct and potentially interminable way?

Learning to be an Effective Panel Moderator -- 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.

So You Want To Run A Convention... -- Come chat with Philcon Staff about what is involved with running different aspects of a convention. If you're interested in getting involved with future Philcons, this is the perfect place- and time- to let us know!

What Wizarding America SHOULD Have Looked Like -- There's lots to love about the world J.K. Rowling built for her Harry Potter series- and there's also lots to take issue with, particularly with her assertions for how magic schooling in America is set up. Ever since her first press release about Ilvermorny, fans having been coming up with far more culturally nuanced and credible suggestions. What's yours?

Ovaries of Steel -- Sharing the secrets of panel success for women at SF conventions.

Practical Self-Defense Workshop -- Join black belt Keith R.A. DeCandido as he shows you some basic, easy techniques for defending yourself against a physical assault. No prior training necessary, and please wear casual, comfortable clothes.

Pirate, Ninja, Zombie, Billionaire Philanthropist Playboy -- Four characters are presented with questions about how they'd handle different situations, and the audience decides who wins "best archetype" for the year based on the ingenuity- and humor- of their responses.

Fandom Road: Hugh & Savan Beat the Dickens out of Each Other -- Hugh Casey is a YUGE proponent of Charles Dickens' "A Christmas Carol". Savan Gupta... is NOT. These two machines of Mass Distraction go head-to-head in a debate on the merits & shortcomings of this particular offering, and Dickens in general.

Pokemon Go Meet & Greet [Family Friendly] -- Get together with fellow fans to chat and trade tips.

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

Jews in Space Friday Shabbat Services -- "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 [time?] quickly followed by Kabbalat Shabbat and evening services.
Friday, 4pm - 6pm, Crystal Ballroom 3

Jews in Space Saturday Shabbat Services -- 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.
Saturday, 9am – 11am, Plaza 6

Sunday Meeting for Worship -- An un-programmed non-denominational meeting for worship where attendees are encouraged to say a prayer, sing a hymn, or say something for the occasion. (Sunday, 10am – 11am, Plaza 6)

GAMING

Game: TORG RPG (limit 6 players) --

GM John Swann

Saturday 8 p.m. to Midnight

Game: Cards Against Humanity [18+] -- 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.

GM: Ginny Swann

Friday and Saturday 11 p.m.

Game: One Night Ultimate Werewolf -- 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!

GM: Tal Alailima

Friday and Saturday 10 p.m.

Game: No Thank You Evil RPG (Saturday Noon to 2pm) – For ages 6 and up.

Play Session: Saturday Afternoon Family Gaming Time (2 Hours)

Are there games you love to play with your kids? There are options other than Snakes and Ladders or Candy Land. Table top gaming is a family experience. Raising a young geek means sharing with them, but as most parents know, finding games that are fun to play together can be challenging. When looking for a family-friendly game, try shorter games that don't require too much reading, and games that reinforce math and spacial skills. There are also games that can be played by all ages with some modifications to the rules. Be forewarned: your child still has a good chance of beating you at many of these games. Games will be available for you to try out with your family: Dinosaur Hunt, Blokus, Get Bit!, Tsuru, Quick Cups, Roll for it, Panda Head, Face Chase, Flipping Flags, Set Junior, Apples to Apples, Spot it. Have one you don't see here? Bring it to share.

Workshop: Game Design -- What goes into designing a game? What are some important things that many new games miss? How much play-testing is needed? Should you consider using crowd sourcing (like Kickstarter), self-publish, or seek a publisher?

FILK

**Interested in performing in one of the half-hour or hour-long concert slots? Please email Filk2017@Philcon.org!*

Friday

7pm – Early Bird Filking

8pm Theme Circle - *TBA*

9pm Theme Circle - Pegasus Floating Category

10pm Open Filk

Saturday

10am - **Digitalizing Audio: Advice for Beginners** – How to get started, and how to find the best methods that work with your musical style...and budget.

11am Panel - *TBA*

12pm Theme Circle - Sea Chanties

1pm Two Half-hour Concerts - *TBA*

2pm Two Half-hour Concerts - *TBA*

3pm Concert - *TBA*

4pm Theme Circle - *TBA*

5pm Memorial Theme Circle

6pm Open Filk

7pm Two Half-hour Concerts - *TBA*

8pm Theme Circle - Songs Grown from Folk Tales

9pm Theme Circle - Pegasus Floating Category 2

10pm Open Filk

Sunday

11am Panel - **Wizard Rock v. Filk: Irreconcilable Differences?**

12pm Theme Circle - Harry Potter

1pm Song Writing Contest Performances

2pm Dead Cheesesteak Filk Circle and Gripe Session