Life, the Universe, & Everything 36

Guests of Honor: Todd McCaffrey Jo Walton

February 15–17, 2018 Provo Marriett Hotel and Conference Cent Utah Valley Convention Center Itue.net The Marion K, "Doc" Smith Symposium on Science Fiction and Fankacy

LTUE

LEAGUE OF UTAH WRITERS



Looking for a writing buddy? Join the League!

leagueofutahwriters.org



August 24-25

University Park Marriot Salt Lake City



Maria V. Snyder Author POISON STUDY



Tim Dorsey Author Serge Storms Series



Angie Hodapp Agent Nelson Literary

Letter from the Chair

Dearest LTUE-ians,

Another Presidents' Day weekend is upon us, and I am thrilled that I get to spend it with you. A few years ago, I took a job out of state in possibly the least bookish and un-nerdiest city ever. After living in a town that recently announced its new mayor with a Star Wars parody, I found myself alone. I didn't feel like I had much in common with anyone. I struggled to connect with people, and I began to wonder if maybe I was delusional for thinking that anyone else might like dragons, monsters, and spaceships.

But every year, I made the trek back to Utah, and every year, I was delighted to rediscover my people. People who love to read, write, draw, and game all kinds of lovely weirdness. You, you glorious land mermaids, gave me hope. You gave me a place, and for that, I am everlastingly grateful. I hope that you too find friends old and new this year at LTUE.

Flash forward to this year, and as chair, the LTUE community came through for me once again. Nothing would have been possible without the LTUE committee behind me. Every panel, poster, and pancake here crawled out of the brain of one of our volunteers, and I am honored to work with such talented and dedicated individuals. I especially want to thank Kate for raising the bar on all fronts, Jenna for being willing to tame a monster of a track, Kevin for putting up with our eccentricities, Mike for pulling order from chaos, and Elizabeth D. for humoring my attempt to get the band back together. Lastly, and most importantly, thank you to the families, friends, and roommates of our committee members for supporting us through morning meetings and midnight emails.

Thank you for supporting LTUE and each other. Most of all, thank you for coming.

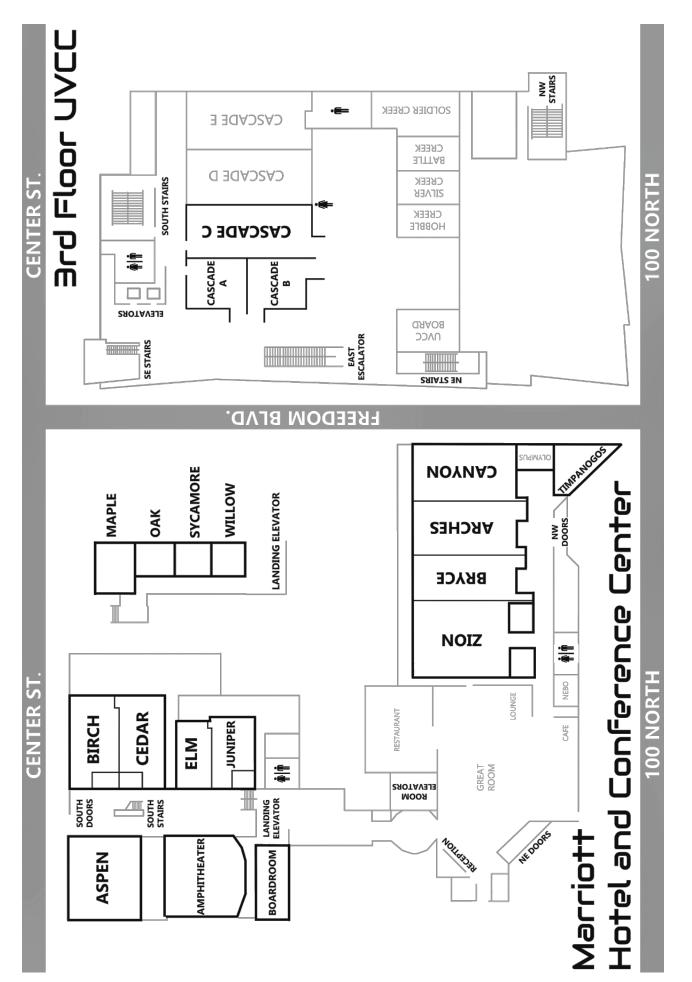
Alicia McIntire Chair, Life, the Universe, and Everything 36

Symposium Committee

Chair Alicia McIntire Secretary Mike Bishop Historian Erin Kearsley Schedule Coordinator Erin Kearsley Academics Marny K. Parkin Books Clorinda Madsen Create Your Own World Alpheus Madsen Gaming Aaron Porter Graphic Arts Erin Kearsley Professional Development Luke Petersen Theater and Media Arts Nick Mills Writing JJ Safley Art Show/Artist Alley Troy McIntire Attendee Coordinator Elizabeth Doman Blog Coordinator Spencer Merrell

Guest Coordinator Kate Hatcher Pitch Coordinator Luke Petersen **Publications Coordinator** Marny K. Parkin Recordings Logan Kearsley Registration Coordinator Mike Bishop Social Media Elizabeth Doman, Alicia McIntire, JJ Safley Sponsorship Coordinator Elizabeth Doman Venue Liaisons Ryan Noorda, Dave Doering Vendor Liaison Troy McIntire Volunteer Coordinator Diana Parkin Webmaster Kevin J. Rice Legal Counsel Steve Setzer Staff Ben Hatcher, Travis Kearsley, Dee Ann Larsen, Joe Monson, Ginny Smith, Elizabeth Vann-Clark

Anyone can join our staff. Students are especially needed, from both UVU and BYU. If you are interested in helping make the next symposium bigger and better, come to our first staff meeting for LTUE 37 on Saturday, March 3, at 10 am. Watch our Facebook page for location and more details.



Wonder about the different badge colors?

Contents

Orange	Committee member	Letter from the Chair	1			
Yellow	Volunteer	Symposium Committee				
Dark Blue	Guests of Honor, Toastmaster, and	Etiquette with the Pros	4			
	Special Guests	Guests of Honor: Todd McCaffrey and Jo Walton	5			
Light Rhuo	Panelists and presenters	Toastmaster and Special Guests	5			
-	-	Art Show and Artists Alley	7			
Green	Vendors, Press	Participant Bios	7			
White	Attendee	Pitch Sessions	7			
		Listing of Events and Participants	18			
	itus is indicated by the gavel icon in the upper	What's a Kaffeeklatsch?	19			
right corner		Mass Book Signing	33			
		Grid Schedule	22			
		Acknowledgments	42			

Artists Alley

The Artists Alley is a section of tables in the halls at LTUE designed for artists to show off and sell their art. Come talk to artists and see them as they do their work! Artists participating in the alley will be working on their art while at the tables. Different artists will be present at different times, so be sure to check out the Artists Alley throughout LTUE!

Bardic Circle

Join your fellow bards each evening for memorable music. Bardic Circle (also known as Filking) has been a tradition since before hobbits walked Middle Earth. Folk songs and poems have been set to music, changing lyrics at times to creatively fit science fiction and fantasy themes—thus, "filking." Bring your guitar, lute, or simply your voice and make musical magic with us. Participants may perform their own tunes or bring copies of music for fellow filkers to join in a jolly sing-along.

Editors Booth

Eschler Editing will be doing short manuscript reviews (up to 500 words) from noon to 4 pm every day at the table outside the Amphitheatre.

Be Aware

Please review our Child Policy and Harassment Policy, as well as the hotel's alcohol policy, located on our website at http://ltue.net/policies/

Vendor Room Hours

Aspen Room

Thursday: 10 AM to 6 PM Friday: 9 AM to 6 PM Saturday: 9 AM to 6 PM

Art Show Hours

Timpanogos Room

Thursday: 11 AM to 7 PM Friday: 9 AM to 7 PM Saturday: 9 AM to 5 PM

Gaming Room

Juniper Room

Thursday: 10 AM to 11 PM Friday: 10 AM to 11 PM Saturday: 10 AM to 6 PM

Etiquette with the Pros

One question any symposium-goer inevitably asks is, "How do I talk to authors and artists?" Getting to know them takes a few common sense rules of etiquette that will make the experience enjoyable for both of you.

First, remember that the authors and artists are only human. Just because they write fantastic books or draw fabulous pictures doesn't mean they are ready to be on stage at any moment. An author or artist may have just had a lousy night or be suffering from something the symposium committee fed them at lunch. Don't take it personally if they don't want to talk to you right then.

Also, don't try to dazzle them with your latest story idea or pet project. Many are paid to critique material; don't expect them to do it for free.

And don't make the mistake that one convention attendee made when he tried to discuss the wage differences between British and American actors with a main guest. We promise you, brilliant as they may be, authors and artists don't know everything. When you want to meet the authors or artists, wait for a good moment when they aren't busy. If they are talking with someone else, wait patiently for them to finish, then introduce yourself. Try to say something nice before you fire away with criticism. Remember, they may be as shy of meeting you as you are of meeting them.

Most importantly, don't monopolize! Share with others these marvelous people you've just met. Rather than saying everything at once, try talking to them on several occasions. (Even your mother would rather hear from you for three minutes once a week than for three hours once a year.)

Just remember to be courteous. Respect their privacy and respect their time. They have come to the symposium to meet people, though, so don't be afraid to approach them. That is why they came!



Comics • Board Games • Toys • Hobbies

Provo 260 N. University Ave. 801-373-3482 Orem 48 W. 300 N. 801-225-7623 Lehi 189 S. State St. 801-766-8098

Guests of Honor

Todd McCaffrey

New York Times bestselling author Todd Johnson McCaffrey grew up in the world of science fiction and fantasy, being the middle son of the late Nebula Grandmaster

Anne McCaffrey. He first discovered science fiction with *Space Cat* and was surprised (and delighted) to discover that his mother was also writing it. He learned to type at 12 in order to earn his first typewriter so that he could start writing on his



own. Between sidetracks into the US Army, boardgaming, software engineering and parenthood, he continued to write, making his first sale in 1986.

He has collaborated on five Dragonriders of Pern[®] novels, written three solo Pern novels, and has written numerous short stories. His latest book, the science-thriller *City of Angels*, about artificial intelligence (AI), has just come out from Wordfire Press.

toddmccaffrey.org



Jo Walton

Jo Walton has published thirteen novels, most recently *Thessaly*. She has also published three poetry collections and an essay collection, and her short story collection *Starlings* came out in January 2018. She won the John W. Campbell Award for Best New Writer in 2002, the World Fantasy Award for *Tooth* and Claw in 2004, the Hugo and Nebula awards for Among Others in 2012, and in 2014 both the Tiptree Award for My Real Children and the Locus Nonfiction award for What Makes This Book So Great.

She comes from Wales but lives in Montreal where the food and books are much better. She gets bored easily so she tends to write books that are different from each other. She also reads a lot, enjoys travel, talking about books, and eating great food. She plans to live to be ninety-nine and write a book every year.

jowaltonbooks.com

Toastmaster

Charlie N. Holmberg

Born in Salt Lake City, Charlie N. Holmberg is the author of several (often romantic) fantasy novels, including the bestselling Paper Magician series. A RITA Award finalist, she majored in English and minored in editing at Brigham Young University. Raised a Trekkie alongside three sisters who also have boy names, Charlie owns too many pairs of glasses and finally adopted a dog.

charlienholmberg.com

Special Guests

Alan Bahr

Alan Bahr is the lead designer and founder of Gallant Knight Games. Alan is a game designer best known for Planet Mercenary: 'The Roleplaying Game, based on the space opera webcomic Schlock Mercenary. He's the design lead on Tiny Frontiers, its expansion Tiny Frontiers: Mecha and Monsters, and the owner/operator of Gallant Knight Games. He's an avid fan of noir films, Arthurian mythos, smooth jazz, clever roleplaying games, and his amazing wife.

www.alanbahr.net, www.gallantknightgames.com

Susan Chang

Susan Chang is a senior editor at Tor Books. She acquires and edits books for the Starscape middle grade and Tor Teen young adult imprints. She began her publishing career at HarperCollins Children's Books, where she worked for nine years before moving on to shorter stints at Hyperion Books for Children, and Parachute Publishing, a book packager. Susan joined Tor in 2004.

Susan was born in Seoul, South Korea, and emigrated to the U.S. with her family when she was five years old. She graduated from Vassar College with a degree in Medieval and Renaissance Studies and lives in New York.

Myke Cole

As a security contractor, government civilian and military officer, Myke Cole's career has run the gamut from Counterterrorism to Cyber Warfare to Federal Law Enforcement. He's done three tours in Iraq and was recalled to serve during the Deepwater Horizon oil spill. He recently joined the cast of Hunted on CBS as part of an elite team of fugitive hunters.

MykeCole.com

Larry Correia

Larry Correia is a *New York Times* bestselling and awardwinning author or coauthor of a boatload novels and even more short stories.

www.monsterhunternation.com

Jessica Douglas

Jessica Douglas is a thirty-eight-year-old artist who has been in the industry since she was twelve. She struggled for a long time with mental illness issues and a genetic

Considering self-publishing? Considering ebooks?

Consider using a professional for your book design and ebook conversion—less hassle for you and a quality look for your book! Get a **custom design** for less than you would pay CreateSpace to do a basic design.

Consider using ParkinCat Typography and Book Design to help your book be the best it can be!

Typography.ParkinFamily.org



disorder that requires the use of a service dog. Due to this, she's made a point of trying to heal through her art and help those with anxiety and other mental illnesses learn to focus with illustrated meditation cards and textured art made to be touched. She also studies crystal healing and the spiritual meaning of gemstones in order to create art that has a deeper meaning for her clients than just a simple painting. Her most recent publications include the Empress card for 78 Tarot, and art for the reprint of *The Last Unicorn* graphic novel. Both are due to come out next year. Check out her artwork at the Urban Arts Gallery in downtown Salt Lake City from February 6 to March 4 at the *Once upon a Time* exhibit.

jessicamdouglas.com

David Farland

David Farland is an award-winning, New York Times bestselling author who has penned nearly fifty science fiction and fantasy novels for both adults and children. He also works as a videogame designer, a screenwriter, a movie producer, the coordinating judge of the L. Ron Hubbard's Writers of the Future Contest (one of the world's largest and most distinguished writing contests), and he has trained numerous other New York Times bestselling authors through his writing workshops and various classes.

davefarland.com

Art Show and Artists Alley

Pitch Sessions

The LTUE Art Show displays a wide variety of art by artists both familiar to our community and taking their first steps in showing their work. Participants in this year's show include a number of LTUE presenters & panelists, as well as other local artists. After the panels, come by to see their work in person—and maybe leave with a piece or two!

Astarabriarart, L. K. Blackham, Clark Chamberlain, Devon Dorrity, DragonsPainter, Chris Groesbeck, Lubov, Melinda Mortensen, Charlie Pulsipher, Cara Stratton, Billy Tackett, Bobbie Berendson W., Xela P. Wright, Jemma M. Young, Kaitlund Zupanic

Also be sure to stop by and say hello to the folks in the Artists Alley, where local artists display their work while demonstrating their craft.

Anastasia Bolinder, Melinda Bosen, Alicia Dodson, Devon Dorrity, Rosemarie Dunn, Sarah Fearnley, Jared Garrett, Weslie Jensen, Alison Johnstun, Mike Lovins, Alicia McIntire, Carly Milligan, Angela Smith, Cara Stratton, Bobbie Berendson W., Jemma Young Every year, LTUE hosts awesome agents and publishers who come to hear your story pitch, critique your query letters, and look for their next bestseller. \$20 buys you 10 minutes of individual attention from the agent or editor of your choice. Sign-ups are online at Eventbrite.com. Subject to change. Lock in your spot early!

Available Editors and Agents

Susan Chang, senior acquiring editor for Tor Teen

Stephanie Stein, editor with HarperCollins Children's/HarperTeen (Virtual Pitch Session)

Lisa Mangum, managing editor at Shadow Mountain Press

Future House Publishing

Immortal Works

Jolly Fish Press

Participant Bios

Shannon Babb is an earth scientist and community educator who specializes in writing fan, historical, and science-based fiction. She volunteers with the Civil Air Patrol Air Force Auxiliary, where she supports its education and search and rescue missions. She also is diagnosed with central auditory processing disorder and advocates for more characters with disabilities in mainstream fiction.

Jay Barnson has been a video game developer, software engineer, and author. By day, he now develops traditional and virtual reality-based training simulators, and develops indie computer role-playing games and writes speculative fiction by night. His articles and short fiction have appeared in several magazines and anthologies, and his first novel is due in early 2018 from Immortal Works Press. rampantgames.com/blog

Brandon Barrus is an accomplished StarCraft shoutcaster, having gained over six million views and eighteen thousand subscribers in the last two years. He lives in West Valley, Utah, with his wife and three children, and you can find his work on both YouTube and Twitch. https://youtube.com/ falconpaladin

Christopher Baxter works as an editor and a writer, offers tips on common writing errors and

composing better prose on his blog The Story Polisher, and critiques video games in his spare time. You can find his stories in *Deep Magic*: "The Wizard's Granddaughter" appeared in the October 2016 issue, and another will be available in the forthcoming spring 2018 volume. He is blessed with the best wife and two adorable little boys. storypolisher.blogspot.com

J. David Baxter. Participant in the 1997 NASA Lewis (now Glenn) Research Center's Breakthrough Propulsion workshop. Working with Richard Banuric on possibilities for low cost electrostatic propulsion. Has bachelors of applied science in applied electronics engineering technology from ITT Technical Institute. A proponent of quantum vacuum engineering to make possible star travel. utahspace.org

Devin Bekins is the Lead Designer and VFX supervisor of BYUtv's *Extinct* series.

C. David Belt served as a B-52 pilot in the US Air Force and as an air weapons controller in the Washington Air National Guard. When he is not writing, he sings in the Mormon Tabernacle Choir and works as a software engineer. He collects and researches swords, axes, spears, maces, and other medieval weapons and armor (many of them Celtic). www.unwillingchild.com Kenna Blaylock graduated from Brigham Young University with a major in English and a minor in editing. She had the opportunity to intern with two different acquisitions editors at Cedar Fort Publishing. Kenna is a managing editor for Jolly Fish Press, looking for books with exciting plots, splendid writing, and engaging characters. She is an avid reader, gamer, and writer with interests that cover many different fandoms and areas of knowledge.

Graham Bradley is an independent author-illustrator of fiction for young readers. A professional truck driver by trade, he has worked as a longhauler, a crane assistant, and a blast crew grunt. www.DreadPennies.com.

J. Scott Bronson is an actor (*Touched By an Angel, A Town Has Turned to Dust, Stephen King's The Stand,* dozens of plays), an award winning playwright (2007 Association for Mormon Letters [AML] Best Drama for *Stones*), and fictionist (WOTF vol. 12, *Darkness on the Edge of Light,* and AML Best Novel runner-up for *The Agitated Heart*).

Beth Buck's work has been published by Peculiar Press, *Sukoon Magazine*, and several others. She usually writes about emergency preparedness but prefers writing fantasy serials for Fiction Vortex. Beth is also an acquisitions editor for Immortal Works Press. She has a black belt in



Good Move

We'll make the food, you make the magic

1 E. Center St. Provo, UT 84606 801.850.9113 goodmovecafe.com Shaolin Kempo, a spinning wheel, and five children. bethbuckauthor.wordpress.com

Dave Butler is a lawyer by background and a corporate trainer and consultant by day. He also writes speculative fiction for all ages, including middle reader fantasy (*The Kidnap Plot*), young adult science fiction (*Crecheling*), and adult action urban fantasy (*Rock Band Fights Evil*) and steampunk (*City of the Saints*). Dave regularly travels to conventions as a panelist and speaker and to perform with his troupe, the Space Balrogs. davidjohnbutler.com

Blake Casselman graduated from the University of Utah's film program, and works as a screenwriter and a producer since 2006. An avid comic book reader, he is the co-writer/co-creator of the independent graphic novel *Devil's Triangle*. He also taught screenwriting, is the co-owner of Rare Legend Films, and is the co-writer and producer of the award-winning comedy film, *Adopting Trouble*. blakecasselman.com

Ann Chamberlin has studied Hebrew, Arabic, Egyptian hieroglyphs, and ancient Akkadian as well as French and German. She has traveled across Europe, North Africa, Turkey, Syria, and Jordan. She lives in an old farm house on nearly two acres near Salt Lake City. Ann is the author of thirteen historical novels and a nonfiction *History* of Women's Seclusion in The Middle East. Her trilogy set in the sixteenth-century Ottoman Empire was on the bestsellers list in Turkey for over six months. www.annchamberlin.com

Clark Chamberlain spent over a decade working in journalism before making the switch to fiction. He is the editor-in-chief of *Sterling and Stone*. Not only is Clark a full-time editor, he is also the cohost of the Writership Podcast and the Book Editor Show. In his spare time, Clark is the author of four books (including the middle-grade series *Hank Hudson*), illustrator of three, and is a professional educator on story. He is currently living in Idaho with his two sons. www.clark-chamberlain.com

Renee Collins graduated from BYU with a degree in history. She is the author of *Relic, Until We Meet Again,* and *Remember Me Always.* www.reneecollins author.com

Stan Crowe began writing at the age of five and has since let life carry him on a wild journey involving marriage and nine children, life in several different states, jobs ranging from teaching to engineering, and a pair of cats. He doesn't ever write about the cats. Nonetheless, he's put his signature on sf/f, romance, and even mysteries, and games with his kids in his spare time.

Lyman Dayton is a director and producer of family friendly films. He directed The Last Resort, Second Chance, The Dream Machine, The Red Fury, Solo, The Avenging, Rivals, and Baker's Hawk. He produced Against a Crooked Sky, Seven Alone, and Where the Red Fern Grows. He also produced several direct-to-video feature films, including Second Chance. He wrote the screenplay for Where the Red Fern Grows and the TV movie On Our Own. After a break in filmmaking, he returned as writer and director of Drop Off, which was filmed in Southern Utah.

Ryan Decaria is the author of *Devil in the Microscope* and host of the Meeple Nation Board Game podcast. He writes fiction in the happy place between fantasy and science fiction, where mad science flourishes and it's always a little gooey. On his podcast, Ryan reviews board games and discusses topics and issues about the board game world. madsciencefiction.com

Robert J Defendi was one of the writers for Savage Seas, Exalted, Spycraft, Shadowforce Archer, Stargate SG-1 roleplaying game, Spacemaster, and critically acclaimed setting The Echoes of Heaven. He was published in *Writers of the Future XIX*, *When Darkness Comes*, and several other anthologies. *Death by Cliché* was his first published novel.

Jolene DeFranco has worked as a K–8 librarian for ten years and has been involved with libraries as a volunteer or patron all of her life. She has been a book reviewer for the *School Library Connection* magazine for six years. She regards sharing literature with and raising her family as her most important accomplishment.

Dave Doering is the founder of *Life, the Universe, and Everything,* a writer and creator conference based in Provo. He also started the *Leading Edge* magazine at his alma mater Brigham Young University. It is one of the oldest student-run publications in the US. His successful career as a business and technical writer stems from his work as editor on the *Leading Edge.*

Dennis Dorrity is a designer and passionate fantasy/science fiction illustrator. He has recently achieved a ton of success selling his fantasy warrior artwork around the globe. dendorrity.com

Devon Dorrity is an accomplished fantasy sculptor and graphic designer. His art has been included in *Spectrum: The Best in Contemporary Fantastic Art* volumes 20, 21, 22, and 24. He won the Chesley Award in 2014 for Best Dimensional Art and was featured in the Best of Spectrum Exhibit in New York City. He is the CEO of hh2 Cloud Services and does sculpture and design work in his spare time. www.devondorrity.com

Maxwell Alexander Drake is an award-winning novelist and was the lead fiction writer for Sony's EverQuest Next. He teaches creative writing all over the world. www.DrakeU.com

Brian Lee Durfee is author of *The Forgetting Moon* and *The Blackest Heart*, volumes one and two of the Five Warrior Angels series published by Simon and Schuster's Saga Press. www.brianleedurfee.com

Tom Durham is a storyteller who believes great stories, well told, can change the world. He now writes, produces, and directs all kinds of stuff for big screens, little screens, and on stage. He's won awards, and even snagged a couple of Emmy nods. His epic indie science fiction film *95ers* went into international distribution and found fans all around the world. TomDurham.com

C. K. Edwards was born in Utah in the summer of 1966. June, to be exact, which makes for one too many sixes if anybody's counting. From fantasy to horror to urban fantasy, and even delving into Christmas short stories, he's been writing for thirty years and plans to write for the rest of his life, which, if you believe the gypsy, will end next Saturday.

Spencer Ellsworth has been writing since he learned how. His work has been published and is forthcoming at Tor.com, *Lightspeed* magazine, *Beneath Ceaseless Skies, Michael Moorcock's New Worlds* magazine, and many other places. The first novel of his space opera trilogy Starfire was released by Tor.com in 2017. He lives with his wife and three children in Bellingham, Washington, where he works as a teacher and administrator at a tribal college on a Native American reservation. spencerellsworth.com

Dr. Dirk Elzinga is a professor of linguistics at BYU. His professional interests are the documentation, description, and analysis of the native languages of Western North America, and the sound patterns of English. He has also designed languages for film and for personal amusement.

Karen Evans has been writing sf/f with her husband for more than ten years and enjoying the roller-coaster. When not writing, she enjoys crocheting, embroidery, and other busy-hand activities so she can listen to the voices in her head. Karen and her husband write for the *Grantville Gazette*, a shared universe created by Eric Flint in the novel 1632, and have several stories in that magazine. They also have a novella available on Amazon Ring of Fire Press called No Ship for Tranquebar.

Kevin Evans is a contributing author in the *Ring* of *Fire* story cycle started by Eric Flint. Alternate history, large machines, and airships are what I do.

David Farland is a *New York Times* bestselling author with over fifty novels to his credit. He has won numerous awards for his writing, has worked as a game designer and as a Hollywood greenlighter, is the lead judge for the world's largest science fiction and fantasy writing contest, and has trained nearly one hundred writers who have become *New York Times* bestsellers. mystorydoctor.com

Angie Fenimore is the New York Times and international bestselling author of Beyond the Darkness, an inspirational speaker, a highly effective coach, and the facilitator of Calliope Writing Courses. Known as "The Pitch Master," Angie has served as a guest presenter, panelist, and faculty for David Farland's Writing Seminars, Inspired Legacy Writing Retreats, Author 101, League of Utah Writers, LTUE and others. www.CalliopeWritingCoach.com

Anna K. Findlay is a costume designer for BYUtv's *Extinct* series.

K. Scott Forman received his master of fine arts degree in creative writing from Naropa University. He co-edited the annual collection *Fast Forward:* A Collection of Flash Fiction through five volumes. Scott also received a master of arts and education degree from the University of Phoenix. He currently teaches English composition at Weber State University. His publications include poetry, essay, and short stories, most recently appearing in the anthologies It Came From the Great Salt Lake, Gothic Tales of Terror Anthology, and Old Scratch and Owl Hoots.

Richard Franklin has published poetry, short stories, and novellas and written fiction for video games and RPGs. His first full-length novel will be published later this year. He has a BFA in Theater and Film from BYU and he has worked all over the country as a professional actor, film maker and corporate entertainer and educator. richiefranklin .net/writer/

Daniel Craig Friend graduated from Brigham Young University with a BA in editing and the linguistics of English. While there, he learned both the business and the craft of writing science fiction and fantasy from Brandon Sanderson and ran BYU's speculative fiction magazine, *Leading Edge*. Since graduating, Daniel has worked as a technical editor and layout designer for a Utah technology training company; the managing editor for *Emerald Sky*, a speculative fiction e-magazine; and the copy editor for national nonfiction books at Cedar Fort Publishing, dcfeditor.wixsite.com/dcfeditor

Heather Frost is the author of the YA Seers trilogy. She has a BS in creative writing and a minor in folklore, which has provided her with many story ideas. Heather has presented at writing conferences and taught writing classes. She wrote her first novel when she was twelve and published her first book at twenty-one. She loves fantasy, romance, and characters so real they become your friends.

Julie Frost lives in Utah with her family—six guinea pigs, three humans, a tripod calico cat, and a kitten who thinks she's a warrior princess. Her short fiction has appeared in many venues including *Monster Hunter Files* and *Writers of the Future*, and her novel, *Pack Dynamics*, was published by WordFire Press in 2015. agilebrit.livejournal.com

Gordon Frye has been interested in historical weapons of all sorts from a very early age. A reenactor for years, he took his masters in western history with him into film work, assaulting the Alamo, commanding horse cavalry, and portraying soldiers, sailors, cowboys, and Afghan freedom-fighters. He currently teaches US, world, and naval history at Navy College at Naval Base Kitsap in Bremerton, WA. historypundit.webs.com

M. Todd Gallowglas is a professional storyteller and the bestselling author of the *Tears of Rage, Halloween Jack,* and *Dead Weight* series. Embracing the changes sweeping through the publishing industry, Todd used his storytelling show to launch his self-published writing career. He now plays both sides of the publishing industry as a hybrid author. He lives with his wife, three children, and more pets than they need. He is currently corrupting his children with a rich education of geek culture. www.mtoddgallowglas.com

James Ganiere is a creator, writer, producer of TV, film, books, games (We Are Dead) and more. Creator of Back from the Dead, co-creator of Deadliest Fandoms with host Gigi Edgley, producer of Nobility (which partnered with Stan Lee's Comikaze last year), Discovery executive producer, Emmy judge, chief editor and publisher of award winning amazon best sellers, scifi, fantasy and paranormal/horror. As president of Rio Vista Universal, he's working with talent that ranges from the cinematographer from *Star Wars IV* to Nevielle Page (*Prometheus, Syfy FaceOff* judge) as a creature designer. RioVistaUniversal.com

V. J. O. Gardner is an award-winning author of several books including *Dracona's Rebirth* (Ink Smith Publishing). She has done editing, formatting, and been a writing coach. Valerie has been an invited speaker at Comic Con, FanX, and writers conferences as an expert in world building. Although she writes young adult books, they are loved by those who are young at heart. www .vjogardner.com

National award-winning storyteller **Stephen Gashler** is an author, playwright, filmmaker, composer, songwriter, professional cage fighter, and compulsive liar. His works include the YA novels *The Bent Sword, Prisoner of the Molepeople, Gideon Versus the Gods of Cool,* and the musicals *Valhalla a Nordic Rock Opera, Take My Death Away,* and *Bums!* stephengashler.com

Paul Genesse is the bestselling author of the Iron Dragon series, almost twenty short stories, and is the writer/producer/director of *The Star Wars Rock Opera*. He's also the editor of the five volumes in the demon-themed *Crimson Pact* shared multiverse anthology series and loves to play role-playing and board games. paulgenesse.com

Jessica Day George is the New York Times bestselling author of over a dozen books for young adult and middle grade readers. Originally from Idaho and having lived in Delaware and New Jersey, she now lives in Utah with her husband, three children, and fluffy white dog. She enjoys knitting, Irish dance, and chocolate that is as dark as her soul. www.jessicadaygeorge.com

McKelle George is a reader, editor, perpetual doodler, and associate librarian at the best library in the world. She mentors with Salt Lake Teen Writes and her debut young adult novel *Speak Easy, Speak Love* came out from Greenwillow/ HarperCollins in 2017. She currently lives in Salt Lake City. mckellegeorge.com

Kels Goodman grew up with a love for film. A BYU graduate, his producing credits include Handcart, The Last Eagle Scout, The Latter-Days of Elvis Prestley, and The Jets: Making It Real documentary. He was responsible for one of the first viral video sensations on YouTube, "Will It Blend." He currently manages the LDS Film Festival, now in it's seventeenth year. The festival meets every year at the SCERA Center for the Arts, presenting feature films, short films, and the coveted 24-hour film competition. This year, the festival expanded by introducing new categories, such as the documentary, music video and web video competition. The festival runs from February 26 through March 3, 2018. ldsfilmfest.com

Cliff Green has been a professional sculptor, specializing in prehistoric fauna, for over two decades. His artwork is in museums and private collections, worldwide. As of late, he has been branching out towards illustration and fantasy sculpture. Cliff is a native of southern California and currently resides in Price, Utah, with his wife, four kids, and a variety of stray cats.

Christine Haggerty taught English, holds a black belt in Shotokan Karate from two different organizations, published four novels and a guide on writing fight scenes, and likes to argue. After teaching English and karate for several years in the private education sector, Christine Haggerty is a dark fantasy author who spends her other life practicing her unique skills in a Park City bar.

Brian C. Hailes is the award-winning writer/illustrator of the soon-to-be-released illustrated novel *Blink*, two graphic novels entitled *Dragon's Gait* and *Devil's Triangle*, and the children's picture book *Skeleton Play*. Other titles he has illustrated include *Heroic: Tales of the Extraordinary, Passion & Spirit: The Dance Quote Book, Continuum* (Arcana Studios), as well as *McKenna, Ready to Fly.* hailesart.com

A twenty-five-year video game developer, published author, and illustrator, **Dustin Hansen** has combined his love for story and game play into every form of media he can get his hands on. His passion for young readers and game player has led him to create titles for EA, Disney, Hasbro, Sony, Nintendo, MacMillan, and more. Oh, and he's a huge reality TV nerd, but that's for another con. Or is it? www.dustwrites.com

Carrie Harris is a geek-of-all-trades and proud of it. Brains are her specialty; she used to work in a lab where they were delivered daily by FedEx. After that, it seemed only natural to write a zombie book—*Bad Taste in Boys*. Her other books aren't about brains or zombies, but she thinks they're still pretty good. Carrie lives in Utah with her ninjadoctor husband and three monster-obsessed children. She is an organizer of WriteOnCon, an online kidlit writers conference; the president of the Class of 2k11, a marketing group for young adult and middle grade writers; and marketing director for Evil Hat Productions, an RPG and book company.

Mette Ivie Harrison is the author of numerous books for young adults, including *The Princess and the Hound* and *Mira*, *Mirror*. *The Bishop's Wife* is her first adult mystery and the first in the Linda Wallheim series set in Mormon Utah. Mette holds a

Got an idea the size of a planet, but can't plot its course? **Don't panic!**

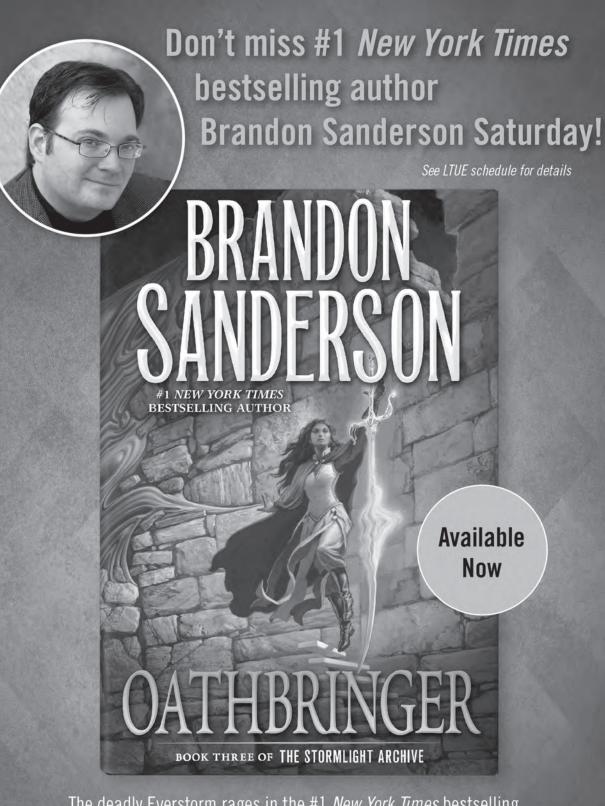
Plottr will get you to chapter 1 faster and easier



Plottr

www.plotmynovel.com

use coupon code LTUE for 20% off! (free trial available)



The deadly Everstorm rages in the #1 *New York Times* bestselling *Oathbringer*, the new novel in The Stormlight Archive.



FOLLOW TOR BOOKS 🖪 🗹 💿 t 🛛 TOR-FORGE.COM 🛛 GET ORIGINAL CONTENT when you sign up for the free Tor/Forge monthly newsletter

PhD in Germanic languages and literatures from Princeton University and is an All-American triathlete. She is the mother of five children and lives with her husband in Utah. metteivieharrison.com

Angela Hartley is the author of the Heartstone Collection (a young adult paranormal romance series traditionally published through 48Fourteen), "Room 517" (a short story published by Crimson Edge in *Secrets & Doors*), and "Saltair Fire Waltz" (a short story published by Griffon Publishing in *It Came from the Great Salt Lake*). A veteran speaker/presenter with over eight years experience in educating and entertaining, she specializes in mental health issues, psychic abilities, and spirituality. www.angelasattitudeadjustment.com

Robert Hatch has directed seven films for the BBC, including a series on Native Americans. His films have won nearly three hundred film festival honors. He teaches acting master classes—how actors/directors create believable characters. His dramatic films have rich subtext, nuanced meaning, depth that resonates with audiences.

As a professional costume designer and clothing historian for over twenty-five years, Jonna Hayden has designed and built over two hundred shows for opera, ballet, and theater. She has been a resident artist for school districts, a regular panelist at sf conventions, and a private consultant on clothing history for many authors. She loves discussing how clothing can visually inform an audience and enrich the experience.

Laura Henriksen is published in the UAA anthology *Obvious Things*. She was the vice president of the Utah Valley Writers and a participant in Pitch Madness 2017. She grew up in the U.S. Air Force, dabbled in martial arts, and studied psychology. So she can imitate several American accents, put you in a headlock, and diagnose your personality disorders ... all at once. lauramhenriksen.wordpress.com

Brandon Ho has been involved in the Utah film industry for the last six years, directing, producing, and editing various features, shorts, and commercials.

M. Erekson Holt is the author of the fantasy series The Shadow Zodiac, as well as short fiction in fantasy and science fiction. He is also a cofounder of webhosting giant BlueHost, in addition to being a pilot, bee keeper, and calligrapher.

Sarah Hoyt was born in Portugal. She was educated in both Portugal and the United States and graduated from University of Porto with a master's equivalent in modern languages and literature with a major in English and a minor in German. She also speaks Swedish, Italian, and French with varying degrees of fluency. She became a United States citizen in 1988. She is a member of Mensa, SFWA, MWA, and RWA.

M. K. Hutchins is the author of the YA fantasy novel *Drift* and numerous short stories. She often draws on her background in archaeology when writing. www.mkhutchins.com.

Daniel Jeffery earned a bachelor's degree from BYU in linguistics with minors in Russian and anthropology. He then studied ancient metalworking and extraction at the Institute of Archaeology, University College London with an emphasis on technological change and scientific analysis methods. During his studies Daniel participated in blacksmithing, built a working bloomery furnace, and studied various ancient technological projects. Daniel now works in Information Security, most recently playing a founding role in the creation of Let's Encrypt.

With her degree in history and secondary education, Jennifer Jenkins had every intention of teaching teens to love George Washington, the Napoleonic Wars, and ancient Sparta . . . until the writing began. She is the author of the Nameless trilogy (YA fantasy) and co-founder of Teen Author Boot Camp, a federal nonprofit organization dedicated to promoting teen literacy and authorship, jajenkins.com

Michael Jensen spent several years developing the concept behind *Woven* before he met David Powers King, who expanded on Michael's vision and made it a reality. A graduate of Brigham Young University's prestigious music, dance, and theater program, Michael taught voice at BYU before establishing his own vocal instruction studio. In addition to being an imaginative storyteller, Michael is an accomplished composer and vocalist. He lives in Salt Lake City with his husband and their four dogs. wovenbook.com

J. R. Johansson's books have been published in a dozen languages and more than twenty countries worldwide. She has a BS degree in public relations and a background in marketing. She credits her abnormal psychology minor with inspiring many of her characters. She has two sons, a wonderful husband, three cats, and a hot tub named Valentino. www.jrjohansson.com

Aaron Johnston is a *New York Times* bestselling author and the cocreator and executive producer of *Extinct*, a science fiction television series on BYUtv. He was also an associate producer on the movie *Ender's Game* as well as a writer for Marvel and EA Comics. His novels, coauthored with Orson Scott Card, include *Earth Unaware*, *Earth Afire*, *Earth Awakens*, *The Swarm*, *Invasive Procedures*, and the other forthcoming *Formic Wars* and *Extinct* novels. A longtime stage improviser, Aaron is a former member of LA's Improv Factory and the Garrens Comedy Troupe. He and his wife are the parents of four children. aaronwjohnston.com

If money, weather, and time were not issues, Ariadne Kane would live at the beach and swim in the ocean every day. Her main passion is for stories—she loves to read, watch, and write them. She published her first book, *The Eleventh Finger and the Pirate in the Attic*, in 2013. A San Diego native, Ariadne currently lives in Utah, which is too far away from her family, two dogs, and the beach. ariadnekane.weebly.com **David Powers King** fell in love with stories. What started out as a preschool poem had grown into a science fiction adventure that led to his first complete novel at age fifteen. He worked with film and animation in LA for a few years but writing proved to be his true ambition. David is the author of *Woven* and *The Undead Road*. He is the president of Dashbook Books, a self-publishing imprint. www.davidpowersking.com

Emily R. King is a reader of everything and a writer of fantasy. She's a member of the Society of Children's Book Writers and Illustrators and an active participant in her local writers' community. Emily is the author of *The Hundredth Queen* series. emilyrking.com

Born in Salt Lake City, **Jason King** grew up on a steady diet of anime, science fiction, Dungeons and Dragons, JRPG's, and chocolate cake donuts. Jason holds a bachelor's degree in I.T. Management and is currently the Internet Marketing Manager for a local bookstore chain, but he has sworn by Grabthar's hammer that he will one day quit his "9 to 5" and write full-time. He is also a proud "anonymous" member of the Space Balrogs comedy troupe, and he speaks fluent Labrador. www.immortal-works.com

Jeb Kinnison authored the Substrate Wars science fiction series, as well as books on relationships and "Death by HR." Graduate of MIT in planetary science and computer science, he worked at BBN down the hall from the guy who picked "@" for email addresses. He has worked in supercomputer and AI programming, genetic trading algorithms, and managed a quarter-billion-dollar portfolio for clients. substratewars.com

Matthew J. Kirby is the critically acclaimed and award-winning author of the middle grade novels *The Clockwork Three, Icefall, The Lost Kingdom, Infinity Ring Book 5: Cave of Wonders,* and many others. Matthew has won the Edgar Award for Best Juvenile Mystery, the PEN Center USA award for Children's Literature, and the Judy Lopez Memorial Award. He is also a school psychologist, and currently lives in Utah with his wife and three stepkids. matthewjkirby.com

A. J. Klaich has been writing speculative fiction for over five years while working as an editor and ghostwriter. She has published the first four parts of her urban fantasy serial with several epic fantasy series in the works.

Wendy Knight is an award-winning, USA Today bestselling author from Utah. She was raised by a wonderful family who spoiled her rotten because she was the baby. Now she spends her time driving her husband crazy with her many eccentricities. She also enjoys chasing her three adorable kids... most of the time. wendyknightauthor.com

A former corporal of Marines and an artilleryman, Jonathan LaForce now splits his time between being a full-time student, writing, and romancing a gorgeous blonde. Occasionally there are forays into cooking on the barbecue. He hasn't burned down a house but it isn't for lack of trying.

C. R. Langille spent many a Saturday afternoon watching monster movies with his mother. It wasn't long before he started crafting nightmares to share with his readers. An avid hunter and amateur survivalist, C. R. Langille incorporates the Utah outdoors in many of his tales. www.crlangille.com

Caryn Larrinaga is an award-winning mystery, horror, and urban fantasy writer living in Utah with her husband and cats. Her debut novel *Donn's Hill* (Immortal Works Press, 2017) was awarded the League of Utah Writers 2017 Silver Quill in the adult novel category, and was a 2017 Dragon Award finalist.

Daxon Levine earned his BS in psychology and the Intercultural Peacebuilding Certificate at BYU–Hawaii. In 2015, he presented the findings of his senior research project at the Association for Psychological Science conference in New York. He continues to study world religions and uses the inspiration to create unique worlds and cultures for his upcoming epic fantasy trilogy Unhallowed Hands.

Jess Lindsay has been writing since she was fourteen, and participating in NaNoWriMo for nearly ten years. She has been reading anything she could get her hands on since before she can remember, and between writing she works at a board game store. writinglegends.wordpress.com

Mike Lovins is a commercial illustrator whose background includes storyboards, concept design and has been working for clients since 1993. He graduated from Utah State University and now lives in Midvale, Utah. His latest creation is the online comic book *We Go Anywhere*. www.wix .com/mlovins/wegoanywhere

Dene Low informed her sixth grade principal that she was going to be an author and has worked toward that goal ever since. Her published works include novels, short stories, poems, how-to books, and academic works. Low has a master's in creative writing and a PhD in rhetoric and English composition. She teaches classes for Brigham Young University and Utah Valley University. When she is not writing or teaching writing, Low likes to snorkel and/or ride her motorcycle, but not at the same time. denelow.com

Dr. John K. Lundwall received his MA and PhD in mythological studies from Pacifica Graduate Institute in Carpenteria, California. He specializes in the connections between oral cosmology, myth, and cults. His book *Mythos and Cosmos: Mind and Meaning in the Oral Age* reexamines ancient myth through the template of oral thinking and oral cosmology.

Lisa Mangum has worked in the publishing department of Deseret Book since 1997. She is currently the managing editor for the Shadow Mountain imprint and has worked with several *New York Times* bestselling authors. While fiction is her first love, she also has experience working with nonfiction projects. She is also the author of the bestselling *Hourglass Door* trilogy and *After Hello*.

Brian McClellan is an American epic fantasy author from Cleveland, Ohio. He is known for his acclaimed Powder Mage universe and essays on the life and business of being a writer. Brian now lives on the side of a mountain in Utah with his wife, Michele, where he writes books and nurses a crippling video game addiction. www.brian mcclellan.com

Tim McDonnell is a professional writer and media producer with more than twenty years experience in radio, television, advertising, and corporate marketing. He has developed content for brands like NPR, ABC/Capital Cities, Bonneville, the Biltmore hospitality chain, Baylor Health, and the *Washington Post's* Cable One. He currently produces blogs and mixed media for CHG Healthcare. www.speedofinsight.com

Alicia McIntire writes reasonably cool government reports that no one reads (though they maybe should).

Melissa McShane is the author of the bestselling Extraordinaries series, beginning with *Burning Bright*, and the Crown of Tremontane series, beginning with *Servant of the Crown*. Having published fourteen books in the last three years, she is experienced at bringing a book from concept to shelf quickly and efficiently. Her newest series is the Last Oracle. www.melissamcshanewrites.com

Donna Milakovic. Working in economic development of science and technology is fascinating. Being a science fiction fan watching storybook tech take shape in the lab is surreal. Society has a lot to learn from science fiction and writers have a lot to learn about what is possible today that wasn't even a couple of years ago. I want to help bridge that gap.

Baen Books executive editor **James Minz** has been employed in genre publishing for more than two decades, having first worked for Tor for more than a decade, then briefly for Del Rey (sf/f imprint of Random House), until finally, on the centennial of Robert A. Heinlein's birth, landing at Baen.

L. E. Modesitt Jr. is the New York Times bestselling author of more than seventy f&sf novels, including the Saga of Recluce and the Imager Portfolio. He has been a US Navy pilot, market research analyst, real estate agent, political research director, Congressional staff director, and environmental consultant. His most recent book is The Mongrel Mage. www.lemodesittjr.com

Joe Monson loves reading and books. He translates and edits Engineer into English by day and expands the accessible knowledge of the world by night. He has gotten back into collecting amazing short works and sharing them with the world. He collects sf/f art, but not as much as Paul (as if that was even possible). He lives in the mountains with his wife, two children, and their pet library. Jennifer Moore is the author of over a dozen books ranging from Regency romance to contemporary Middle Eastern suspense. Her passion is researching obscure events in military history, and she especially enjoys writing about the Age of Sail and early American time periods. But always with a dash of romance. authorjmoore.com

Frank Morin loves good stories in every form. When not writing or trying to keep up with his active family, he's often found hiking, camping, scuba diving, or enjoying other outdoor activities. For updates on his science fiction time travel Facetaker novels, his popular Petralist YA fantasy novels, or other upcoming book releases, check www.frankmorin.org

Brandon Mull has worked as a comedian, a filing clerk, a patio installer, a movie promoter, a copywriter, and briefly as a chicken stacker. For a couple of years, he lived in the Atacama Desert of Northern Chile, where he learned Spanish and juggling. He currently lives in Utah in a happy little valley near the mouth of a canyon with his four children and dog named Buffy. Brandon is the New York Times bestselling author of the Fablehaven, Beyonders, and Five Kingdoms series. BrandonMull.com

Mari Murdock is a freelance writer and editor who specializes in gaming fiction and academic writing. She's worked with various game companies since 2014, including Fantasy Flight Games, writing fiction for projects such as The Legend of the Five Rings. Besides freelance work, her current projects include studying toward a master's degree and working on a comic book. empusaegirl. tumblr.com

Greg Newbold has been creating for as long as he can remember. His art is commissioned by advertising and publishing clients nationwide. His newest picture books are *If Picasso Painted a Snowman* (Tilbury House Publishers, 2017) and *The Little Match Girl* (Shadow Mountain, 2017). Greg believes art should add to the beauty and fun of life. www.gregnewbold.com

By day, M. A. Nichols works as an urban planner for the Alaska Department of Transportation, but by night she writes young adult novels, urban fantasies, and fairy tale retellings. She is the author of the Tréaltha series and *Geoffrey P. Ward's Guide to Villainy.* www.ma-nichols.com

Wendy Nikel is a speculative fiction author and managing editor at *Flash Fiction Online*. Her short fiction has been published by *Fantastic Stories of the Imagination, Daily Science Fiction, Nature: Futures,* and various other ezines and anthologies. Her time travel novella, "The Continuum," is out from World Weaver Press in January 2018. www .wendynikel.com

Chersti Nieveen [share-stee/neh-vene] has worked as an editor for over thirteen years. She is the owner of Writer Therapy, a successful freelance editing business, and her clients include bestselling indie and traditionally published authors. Chersti enjoys teaching at writing conferences and was recently a panelist for a Writer's Digest podcast. WriterTherapy.com

Rowan North is a freelance illustrator and art educator who excels in experimentation, especially in different art mediums and subjects. She hopes to use her fantastical work to help inspire others to express themselves and loves teaching the language of self-expression to others. rowan north.deviantart.com

Craig Nybo writes novels, composes music, and creates tabletop games. He appears often as a special guest, speaker, and instructor for both authors and musicians at conferences, seminars, and private events. CraigNybo.com

Stephanie Ollerton is a producer, cinematographer, and story consultant. She has worked in the film and television industries since 2001. Stephanie is trained in anthropology, film theory, and criticism, and film creation.

John M. Olsen reads and writes fantasy, sciencefiction, steampunk, and horror as the mood strikes. His short fiction is part of several anthologies. He loves to create things, whether writing novels or short stories or working in his secret lair equipped with dangerous power tools. In either case, he applies engineering principles and processes to the task at hand, often in unpredictable ways. johnmolsen.blogspot.com

By day, **Peter Orullian** works for Xbox, trying hard to convince people to play video games. As a writer, Peter writes across a number of genres, with a current epic fantasy series from Tor Books entitled The Vault of Heaven. His short fiction fantasy, science fiction, horror, and more—has appeared in anthologies, online, and collections of his own work. Peter is also an award-winning vocalist and has toured internationally with rock and metal bands. Peter's fiction often blends his passion for stories and music. www.orullian.com

Dr. Dennis Packard has been a professor of philosophy at Brigham Young University in Provo, Utah, for more than forty years. He regularly teaches courses in his department on film, literature, and art. He has produced theatrically released films and PBS specials and received awards for them. Dennis wrote the book *The Film Novelist: Writing a Screenplay and Short Novel in 15 Weeks.*

Jay Packard has been composing for film and video for over ten years. He has mentored students in composing. He has developed theories for how music ought to support a film and has written a site to facilitate the practice of the theory, collaboration, and review of scoring a film. plotsa.com

L. Palmer has the Pippington Tales, a series where motorcars bump down old city lanes and mermaids just might be real. In between exploring the fantasy worlds, L. Palmer works in public service and lives in Southern Texas. She is an award-winning speaker and has lunch with dragons every Tuesday. lpalmerchronicles.com

Scott R. Parkin in an award-winning author, critic, and essayist with more than thirty short story sales in *sf*, fantasy, and literary fiction. A recent prize winner in the L. Ron Hubbard Writers of the Future Contest, he was also recently featured in the *Valor* issue of the Fiction River anthology series, and the romance anthology *A Kiss Is Still a Kiss*.

Sofiya Pasternack is the pen name for an ICU nurse and ten-year military member who writes middle grade lit about Russian dragons, as well as Old Lady Chosen One Norse fantasy. If she's not writing, she's probably sleeping or cross-stitching something inappropriate about robots. Janci Patterson writes contemporary and science fiction young adult novels. She lives in Orem, Utah, with her family. www.jancipatterson.com

Joshua J. Perkey has worked as an associate editor for the McGraw-Hill companies and, for eleven years, as an editor for both the *New Era* and the *Ensign* magazines. Josh has also written epic and MG fantasy and YA science fiction. He also works as a mentor, coaching individuals to achieve their dreams. His clients include *New York Times* bestsellers. Forty million copies of his articles are in print in fifty-two languages. joshuajperkey.com

Luke Peterson does one thing really well: build worlds that work both in fiction and in real life. He directs one of the nation's leading civic innovation offices in partnership with the City of Boston and City of Philadelphia. In this capacity he is also the creator and director of FutureScapes. FutureScapes is a national writing contest that utilizes the future-facing vision of science fiction to envision solutions to pressing public problems like accessibility, air pollution, and crime. The first published anthology of *FutureScapes* is due out in early 2017. workshop.futurescapescontest.com

C. A. Preece is a high school chemistry teacher in central Kentucky and a graduate student at the University of Kentucky studying S.T.E.M. education, where he aims to research the effects of learning chemistry through comics. C. A. recently had his first graphic novel published, *CheMystery*, which explores chemistry through two kids fighting a monster and experimenting with newfound powers! AtomicUniverse.org

Charlie Pulsipher is a werehamster who writes books and creates art that rarely smell like cheese but always transport you to another place or time where cool things happen. The best part? You get to experience these cool things through the eyes

In Memoriam

To the patron saints who touched our lives before bravely going into that great beyond.







Marion K. "Doc" Smith—BYU professor of English and the force behind the symposium.

Betty Pope—a librarian at BYU and the main reason BYU has a science fiction and fantasy collection. We miss her sweet smile and gracious support.

Sue Ream—a BYU professor of English who generously opened her home to guests and committee members alike.

Linda Hunter Adams—director of the BYU Humanities Publication Center, who gave us the tools, a space, and encouragement to pursue our dreams.

Jonathan Langford—second chair of LTUE, who had immense intellect, good humor, and boundless enthusiasm and support for the sf/f community.

of interesting people. That's the magic of books and art, magic Charlie claims to wield like some half-trained bookmancer or artician out of legend. charliepulsipher.com

Kathryn Purdie is the author of the number one New York Times Bestselling Burning Glass YA fantasy series (Katherine Tegen Books/HarperCollins). Kathryn is a trained classical actress who studied at the Oxford School of Drama and has taught writing classes at Sundance Workshops and LDStorymakers conferences and was a keynote speaker for Writing for Charity. kathrynpurdie.com

Nikhil Pillarisetti Rao, MD, MSc, is a child psychiatrist specializing in trauma, neurodevelopment, psychotherapy, and medical illness. He first trained as an evolutionary biologist, studying the origin of social systems and intelligence. Other expertise includes exercise science and eastern religions. He has also served as a consultant for multiple published authors and has the tuckerizations to prove it.

Kip Rasmussen primarily does Tolkien-related illustration. His works have appeared in Peter Jackson's *The Hobbit* DVD and in art anthologies around the world. He is also an independent film producer currently working with filmmaker Tom Durham (*95ers*).

TJ da Roza is an editor for Jolly Fish Press, and he'll take the seed of your manuscript and help it grow into a flower, or tree, or, yes, even a dragon. Many of his authors are award winners; some of their accolades include the Gold Quill for best young adult novel, the Susan P. Bloom award, Utah Writer of the Year, SCBWI Mentorship award, and numerous Amazon bestsellers.

Josi Russell's science fiction novels explore familiar human relationships in unfamiliar contexts. She currently teaches creative writing and fiction for Utah State University Eastern. She lives in the alien landscape of the high desert and is captivated by the fields of linguistics, mathematics, and medicine; by the vast unknown beyond our atmosphere; and by the whole adventure of being human. www.josirussellwriting.com

Richard Lance Russell has taken viewers from Elizabethan England to outer space. He is a fine artist who paints Shakespearean scenes, a video game artist, and an illustrator. His work has been displayed from New York to Santa Fe, including a solo show at the Utah Shakespeare Festival. Current projects include book cover design for private clients and for the Shadows of Empyriad science fiction novels. richardrussellart.com

Brandon Sanderson has published nine solo novels with Tor. He also has four books in the middlegrade Alcatraz versus the Evil Librarians series from Scholastic. He was chosen to complete Robert Jordan's Wheel of Time series. Currently living in Utah with his wife and children, Brandon teaches creative writing at Brigham Young University. BrandonSanderson.com J. Scott Savage is the author of 18 published novels including the Farworld series, the Case File 13 series, and the Mysteries of Cove series. His books have received a starred *Kirkus* review, a starred *Publishers Weekly* review, a Junior Library Guild selection, a Whitney Award, and Amazon and B&N book of the month. He lives in Utah with his amazing wife Jennifer, four kids, and five grandkids. www.jscottsavage.com

Nick Scholz is a writer, game developer, and marketer with years of experience in high-tech software, education, and design. He is a frequent speaker at UVU and a strong advocate for interactive narrative, work/life balance, and social causes. Nick is the owner and creative director of Spero Gameworks, an indie game studio located in Springville, Utah, that specializes in narrativedriven games. www.sperogames.com

Jenette Scott is a homeschooling mother of two that likes to make up parodies and use parodies from other artists in the teaching of important concepts in core units of study such as math, science, and language arts. She has found that the power of music and catchy lyrics helps a concept stick in the memory banks better than any other technique.

Sarah E. Seeley is a fantasy and horror author and an affiliate member of the Horror Writers Association. She has a bachelor's degree in geology and loves exploring the science of human origins. www.slithersofthought.com

Young Daniel E. Smalley was a farmhand by day and an intrepid experimenter by night. He experimented a great deal with holography, and for this reason was led to attend MIT where he earned a BS, MEng, MS, and PhD degrees while working to create the world's first low-cost holographic video monitor. Now as a newly minted BYU professor, he is continuing his work in electroholography by fabricating new waveguide-based modulators. Professor Smalley aspires to create large, high resolution, interactive holographic and volumetric displays. He is also part of collaborations pursuing novel brain probes and tractor beam technologies.

Jess Smart Smiley makes rad pictures with his bare hands. Works include comics, picture books, murals, character design, hidden object books, and more. Clients include Disney Pixar, Penguin Random House, and Cartoon Network. jess-smiley.com.

Brennan Smith helped found the BYU Games Department during his time there as a graduate student, acting as technical director for Boss Arena and design lead for Vanguards. He moved on to create Minecraft modpacks and adventure maps for Technic on paid commission and is now creating virtual reality training simulations for Interplay Learning as a full-time job. www.tech nicpack.net/modpack/blightfall.592618

Dr. Paul H. Smith, a Desert Storm veteran and retired Army intelligence officer, was a psychic

spy in the Star Gate remote-viewing program. He teaches remote viewing and other intuitive skills, has a PhD from the University of Texas, is author of *Reading the Enemy's Mind* and *The Essential Guide to Remote Viewing*, and is creator of the Remote Perception home-study course. www .rviewer.com

Virginia (Ginny) Smith is the bestselling author of thirty-five novels (and counting). Ginny writes in a variety of styles, from lighthearted relationship stories to breath-snatching suspense. Her books have received many awards, including two Holt Medallion Awards of Merit. www.VirginiaSmith.org.

Emily Martha Sorensen writes clean fantasy for all age levels, and she doesn't exactly follow the crowd. She has hair long enough to sit on, she laughs unself-consciously in public, she strikes up conversations with complete strangers, and she licks her plate at mealtimes—why wouldn't you, when the food is good? www.emilymartha sorensen.com

Kal Spriggs is an Amazon bestselling science fiction and fantasy author with over twenty published novels. Kal started reading science fiction and fantasy in the second grade and took it into his head to start writing science later he published his first novel. A military veteran, Kal loves his family, the mountains, cats, and good stories. kalspriggs.com

Robert Starling is a writer-producer with over forty years experience in film and television production. He was the founder of the Associated Latter-day Media Artists (ALMA), a fellowship of LDS media professionals. His experience encompasses all kinds of media production in Georgia, California, and Utah, including two years with the NBC TV network in Burbank, CA.

Callie Stoker is a freelance editor for the Manuscript Doctor with over ten years of helping writers become authors. She is a member of the Editorial Freelancers Association, the Horror Writers Association, and the League of Utah Writers. She is also an avid cosplayer, a calligrapher, and a champion for those with disabilities—including her two sons with ASD. themanuscriptdr.com

Darci Stone recently won first place in Writers of the Future. She graduated from Brigham Young University with a degree in physics teaching and a minor in cultural anthropology. Darci currently teaches high school physics in American Fork, Utah, and is a web developer for online educational software. She married into the world of speculative fiction when she said "yes" to Eric James Stone.

Eric James Stone is a Nebula Award winner, a Hugo nominee, and has been published in *Year's Best SF, Analog,* and elsewhere. His debut novel, a science fiction thriller titled *Unforgettable,* was published by Baen. Eric lives in Utah, where he works as a systems administrator. www.ericjamesstone.com. **Cara Stratton** is a seventeen-year-old aspiring concept artist who has worked hard over the years to develop her skills at background and character design. She has done freelance work for various clients, including diagrams for a book on oral speech therapy. erynnia.artstation.com

Dr. Eric G. Swedin is a professor of history at Weber State University. His publications include numerous articles, six history books, four science fiction novels, and a historical mystery novel. His book *When Angels Wept: A What-If History of the Cuban Missile Crisis* won the 2010 Sidewise Award for Alternate History. www.swedin.org

Daniel Swenson is the creator and host of the Hugo-nominated podcast Dungeon Crawlers Radio. His debut novel, *The Shadow above the Flames*, is available now through Immortal Works. He also has a short story, "Tremors within the Storm," included in Jason King's Valcoria Awakenings anthology. www.DungeonCrawlersRadio.com

Scott E. Tarbet writes enthusiastically in several genres, sings opera, teaches music to children, loves steampunk waltzes, slow-smokes thousands of pounds of Texas-style barbeque every summer, and was married in full Elizabethan regalia. An avid skier, hiker, golfer, and tandem kayaker, he makes his home in the mountains of Utah. scotttarbet.timp.net Howard Tayler is the writer and illustrator behind Schlock Mercenary, the Hugo-nominated science fiction comic strip. He also co-hosts the Hugo and Parsec award-winning Writing Excuses podcast, the cast of which collaborated together to create the Shadows Beneath anthology. Howard has written tie-in fiction for Privateer Press and horror for the Space Eldrich anthologies. His most recent project is the Planet Mercenary RPG. Howard lives in Orem, Utah, with his wife, Sandra; their four children; and one ungrateful, archetypally imperious cat. schlockmercenary.com

Keary Taylor is the USA Today bestselling author of over twenty novels. She grew up along the foothills of the Rocky Mountains, where she started creating imaginary worlds and daring characters who always fell in love. She now splits her time between a tiny island in the Pacific Northwest and Utah, dragging along her husband and their two children. She continues to have an overactive imagination that frequently keeps her up at night. kearytaylor.com

Sandra Tayler is a writer of essays, children's books, picture books, speculative fiction, and blog entries. She has two picture books in print, two essay books, ten years of blog entries, and a novel in progress. When she is not working, Sandra spends time with her house, her four kids, and her cartoonist husband, Howard Tayler. onecobble.com **Brad R. Torgersen** is a multiaward-nominated and multiaward-winning science fiction author, who publishes regularly in the pages of numerous magazines and anthologies. His novels are published by Baen Books, and his short fiction collections are published by WordFire Press. A chief warrant officer in the United States Army Reserve, Brad is also a military veteran who is local to Utah.

Suzanne Vincent has worked on staff at Flash Fiction Online (now the second-most-read flash fiction magazine on the web, with thirty-five thousand monthly visitors) since nearly its beginnings in 2006 and has headed the editorial staff as editor-in-chief since 2010. Managing more than eight thousand submissions per year, she has seen *everything* in the slush pile. flashfictiononline.com

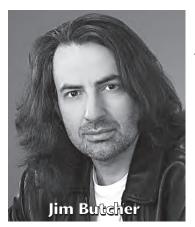
Bobbie Berendson W. is an independent artisan living in the grand cultural hub of American Fork, Utah. A classical illustrator by training and a lifelong student of history, costume, and culture, she brings a unique perspective to her craft. Bobbie majored in illustration as well as minoring in anthropology with an emphasis in archaeology and forensic anthropology. She has won several local and national awards for her jewelry design and steampunk illustrations. www.metallicvisions.com

New York Times bestselling author **Dan Wells** is best known for his horror series *I Am Not A Serial Killer*,



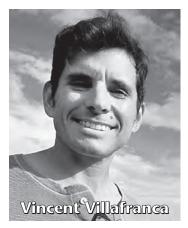
Westercon is a Four-Day Regional Science Fiction and Fantasy Convention

For more information visit https://www.westercon72.org Follow us at https://www.facebook.com/Westercon72/



Writer Guest: Jim Butcher Artist Guest: Vincent Villafranca Cosplay Guest: Kitty Krell Fan Guests: Kevin Standlee, Lisa Hayes & Kuma Bear

Memberships for Westercon 72 in 2019 are \$60.00 for Adult attending with discounts for Military (Including Veterans) at \$45.00. Teens are \$35.00. Children 7-12 are \$20.00. Kids-in-Tow 6 and under are Free. Supporting memberships are \$30.00. These prices are only good through March 30, 2018, when they will increase.



Westercon 72 is supported by the Utah Fandom Organization, a 501(c)(3) nonprofit. Westercon is a registered service mark of the Los Angeles Science Fiction Society, Inc. and is used with permission the first book of which is now an award-winning movie through IFC Midnight. His other novels include two young adult science fiction series: the post-apocalypse *Partials* and the cyberpunk *Mirador*. Dan has written for the television series *Extinct* and wrote and produced the horror-comedy stage play A Night of Blacker Darkness. He cohosts the Hugo-winning podcast Writing Excuses. He also writes short fiction and game fiction and edited the anthology Altered Perceptions to help raise funds for and awareness of mental illness. Dan lives in northern Utah with his wife, six children, and more than four hundred board games. fearfulsymmetry.net

Robison Wells is the author of Variant, Black Out, Dark Energy, Airships of Camelot, Disasterland (with James Patterson), and many more. He has been published in nine languages. He has an MBA in marketing. He also has schizophrenia, OCD, and panic disorder. He runs a YouTube channel, Out of My Mind, where he discusses mental health issues.

David J. West is the author of the historical action-adventure series the *Heroes of the Fallen* saga, *Blood of Our Fathers*, and stand-alone novels *Bless the Child* and *Whispers Out of the Dust*. He also released the short story anthologies *Weird Tales of Horror* and *The Mad Song*. His latest books *Cold Slither* and *Sowing Dragon Teeth* will be available soon.

Roger Bourke White Jr. is the author of fourteen books, one of which has sold over twenty thousand copies, with topics ranging from exploring human thinking to Roger's style of science fiction to romance and how-to. Roger graduated from MIT in chemical engineering. He spent his postcollege years working first in chemical engineering and then high-tech marketing. Early on he learned that the question "What is it good for?" was at the heart of every high-tech breakthrough. This is the central theme of his Technofiction science fiction stories. www.whiteworld.com

Johnny Worthen is an award-winning, bestselling author, voyager, and damn fine human being! He is the tie-dye-wearing writer of the nationally acclaimed, #1 Kindle bestselling *Eleanor, the Unseen*, first book of The Unseen trilogy. Among his other titles are the adult occult thriller *Beatrysel*, the adult political mystery *The Brand Demand*, and the award-winning, genre bending comedynoire *The Finger Trap*. Trained in stand-up comedy, modern literary criticism and cultural studies, Johnny is a frequent public speaker, blogger, and teacher at the University of Utah. "I write what I like to read," he says. "That guarantees me at least one fan." www.johnnyworthen.com

James Wymore grew up on a heavy diet of movies and books that morphed his real life adventures into imaginary worlds. His published works span the fiction spectrum, including many different genres in the bestselling Actuator series. He's an acquisitions editor, running games with hundreds of players at conventions. jameswymore.word press.com

Bryan Young is an accomplished novelist and nonfiction writer. He's had four novels published and writes regularly for Big Shiny Robot!, HowStuffWorks, and StarWars.com. He's also the host of one of the most popular *Star Wars* podcasts around, Full of Sith. www.bryanyoungfiction.com

Jemma Young is a freelance illustrator as well as the creator and artist for the webcomic *Children of Eldair*. She has colored comics professionally and has done book covers, cartography, design work, and illustration. www.jemmayoung.com

Though Michael D. Young grew up traveling the world with his military father, he now lives in Utah with his wife, Jen, and his two sons. He is a member of the Mormon Tabernacle Choir and the author of novels in the Canticle Kingdom series, the Last Archangel series, the Chess Quest series, and the Penultimate Dawn cycle (*The Hunger*). www.authormichaelyoung.com

Kjirstin Youngberg has been a professional photojournalist for nearly fifty years. A CE3 event early in her life convinced her we are not alone in the universe. She has written three nonfiction books and is working on a fourth, which will document her interviews with ufologists and government witnesses who claim the subject has been covered up for over seventy years.

Kaitlund Zupanic never doubted when she grew up she would be an artist. On school assignments she would label herself as one even if it wasn't an option. She needed to explore her own fantasy worlds and create mythical creatures to live in them. The horses, chickens, dogs, cats, and many other animals she grew up with became her main inspiration. kaitlundzupanic.com

Listing of Events with Participants

See postings near the registration table for any last-minute changes. Want a mobile-friendly, customizable version of the schedule? Check out our instance of KonOpas at http://ltue.net/konopas/#info. \rightarrow

Thursday, February 15, 2018

9:00-9:45 AM (TH)

Ancient Myth vs. Modern Fantasy

Our fantasy grew out of our myths, or did it? Where are the ties? Is modern fantasy our generations' myths? (Books, Arches)

Elizabeth Buck, D. J. Butler, M. Todd Gallowglas, John K. Lundwall, M. A. Nichols (M)

Believable Emotions

How to write believable emotions, and why they are essential to your story. (Writing, Cascade C)

Shannon Babb, Angie Fenimore (M), David Powers King, C. R. Langille, Peter Orullian

Give Him a Twirly Mustache: How to Represent Good and Evil Artistically

Most of the time, we can identify heroes and villains on sight. Why is that? What visual cues help viewers recognize the good from the bad? (Art, Elm)

Dennis Dorrity, Richard Franklin (м), Brian C. Hailes, Jonna Hayden

Inanimate Objects as Characters

A presentation about how to write inanimate objects as characters. (Writing, Birch) *Ryan Decaria*

An Inside Look at How Authors and Editors Work Together

Learn what finishing a book—and then having that book edited—looks like. Join freelance editor Chersti Nieveen as she walks you through the editing process and what to expect along the way. Learn insider tips and tricks on how to make the most of your working relationship, including when to follow the editor's notes and when to go with your gut. (Writing, Amphitheater)

Chersti Nieveen

Terraforming and Colonizing Venus

We tend to think of Mars as more hospitable for colonization than Venus, but Venus has certain advantages for colonization as well. What can we do to colonize Venus right now? What might we do to make Venus more hospitable to human life? (Worldbuilding, Bryce)

Kevin Evans, Scott R. Parkin (M), Sarah E. Seeley, Brad R. Torgersen



What's a Kaffeeklatsch?

A kaffeeklatsch is an informal chat, generally around coffee or (in our case) cocoa. Sign up to have a chat with some of our special guests. Space is limited; first come, first served. Sign up outside the Boardroom each morning.

Thursday noon: Larry Correia Thursday 1:00 PM: Alan Bahr Thursday 2:00 PM: Sarah Hoyt Thursday 3:00 PM: Jessica Day George Friday 9:00 AM: Brandon Mull Friday 10:00 AM: Dan Wells

Understanding Markets: MG vs. YA vs. Adult 10

A discussion of the different markets, including middle grade, young adult, and adult. (Professional Development, Maple)

Kenna Blaylock, J. DeFranco, Jessica Day George, Lisa Mangum, Luke Peterson (M)

What Makes or Breaks LDS Films? Getting Past the Unintended Sappy Syndrome

Many great LDS movies include zany intended farcical antics. Others include deeply moving dialog, eye-catching scenes, and brilliant humor. On the other hand, the attempted humor or attempted emotional impact in some movies comes across as being contrived. Come discuss some examples of what is believable and what isn't. How to find the right balance between adding humor (and playing on emotions) without going too far. (Theatre/Media Arts, Canyon)

J. Scott Bronson (M), Robert Hatch, Brandon Ho, Josi Russell

Write Like You're Running Out of Time: How to be Insanely Productive

From the perspective of making a living as a writer, does it make sense to try to publish five, six, seven, or more books per year? How do writers pull it off, and is it worth it? (Professional Development, Zion)

Larry Correia, Mette Ivie Harrison (M), Charlie N. Holmberg, Emily R. King, Melissa McShane

Writing Meet Up: Epic Fantasy

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this lowkey networking event. (Boardroom)

9:00-10:45 AM (TH)

The Basics of Sculpture (2 hours)

From armature, clay, tools, molding, and casting, we'll demonstrate and discuss tips and techniques to get a great start with sculpture. (Art, Cascade B)

Devon Dorrity

Friday noon: James Minz Friday 1:00 PM: Todd McCaffrey Friday 2:00 PM: David Farland Friday 3:00 PM: L. E. Modesitt, Jr. Friday 4:00 PM: Myke Cole Saturday 1:00 PM: Susan Chang

10:00-10:45 AM (TH)

Artistic Worldbuilding: How to Create an Immersive Visual Experience

Image-based artforms have visual information as an advantage over the written word. Use that advantage to the fullest extent by creating a world that immerses the viewer. (Art, Amphitheater)

Brian C. Hailes, Rowan North, Charlie Pulsipher (M), Richard Lance Russell, Cara Stratton

Children's Literature: Where Did It Come From?

We're a long way from fairy tales and morality stories of the oral traditions. What were the roots of children's lit (SF/F specifically). Who first wrote specifically to children for entertainment as opposed to education? etc. (Books, Birch)

J. DeFranco (M), Jessica Day George, John K. Lundwall, Nikhil Pillarisetti Rao, Emily Martha Sorensen

Computer Security and Cyberwarfare

Keeping secrets and sabotage have always been important in warfare. With our computer infrastructure comes added challenges for both espionage and infrastructure. How do governments exploit the weaknesses that computers introduce? How do governments counter outside attacks? (Worldbuilding, Elm)

Scott Forman, Erekson Holt (м), Daniel Jeffery, Eric G. Swedin

A Geek's Guide to Literary Theory

Once upon a time, some English teacher may have tried to convince you of the right way to read a piece of literature. Lit theory is not about the "right" or "wrong" way to read a text. It's more like a wibbly wobbly group of lenses through which we view writing in order to gain a greater understanding of the work. What's more, nerd and geek culture are already masters at several of these lenses. Come find out what lenses you already use as well as other ways to look increase understanding of literary texts, yours and others, in order to deepen your Saturday 2:00 PM: Jessica Douglas Saturday 3:00 PM: Charlie N. Holmberg Saturday 4:00 PM: Jo Walton Saturday 5:00 PM: Brandon Sanderson

understanding of the craft of fiction. Plus, you'll sound hecka smart at parties. (Writing, Oak) *M. Todd Gallowglas*

How to Feed an Army

Strategy is important, but planning is useless if your soldiers can't eat and don't have munitions. Whether planning or repelling invasions, how do you make sure your army has the supplies it needs to function properly? (Worldbuilding, Arches)

Jonathan LaForce, Jennifer Moore, Kal Spriggs (M), Paul H. Smith, Brad R. Torgersen

How to Run a Useful Playtest

Strategies and designs for getting the most out of your playtests at any point in the design process. (Gaming, Cedar)

Christopher Baxter, Bob Defendi (M), Carrie Harris

Live Editing Demonstration

A live editing demonstration by editor Lisa Mangum. (Writing, Zion)

Lisa Mangum

Story Turns

Cliffhangers, rug pulls, plot twists, reversals, surprises, revelations (and more) are a core part of an exciting plot, pacing control, and making a reader want to turn the page. Come explore the main types of story turns and how they work so you can use them in your writing. (Writing, Bryce)

Angela Hartley, Jason King, C. R. Langille (м), Todd McCaffrey, Janci Patterson

Tackling Sensitive Subjects

Substance abuse, racism, mental illness, physical abuse, corruption, and sex. As creators we are both blessed and cursed with the task of allowing others to see through our eyes. By sharing another perspective, we can change lives, but we can also inflame passions and fuel hate. How do we push the boundaries without crossing into forbidden territory? (Writing, Canyon)

Shannon Babb, David Powers King, Ginny Smith, Callie Stoker (M)

UFOs in Film History and Including UFOs in Your Scripts and Stories

UFO expert Kjirstin Youngberg presents the highlights of UFOs in the movies and discusses facts and theories about UFO sightings. (Theatre/Media Arts, Cascade C)

Kjirstin Youngberg

Writing a Log Line or Improving the Elevator Pitch

A workshop where Blake Casselman takes attendees through the process of constructing a proper log line. (Professional Development, Cascade A)

Blake Casselman

Writing Meet Up: Short Fiction

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this lowkey networking event. (Boardroom)

11:00-11:45 AM (TH)

Blogging

Releasing your stories through blogging, whether it's short stories or a novel released serially, learn how to use blogging as a medium to share your work. (Writing, Arches)

Clark Chamberlain, J. DeFranco, Stephen Gashler (M), Robison Wells

Cautionary Tales for First-time Writers

Experienced writers share their wisdom with prospective writers. Find out how you can avoid some of the common mistakes that new writers make. (Writing, Zion)

Scott R. Parkin, Charlie Pulsipher, Keary Taylor, Brad R. Torgersen (M), Jo Walton

Roman Engineering

How did those Romans make their roads straight, their concrete last at least two thousand years, and their aqueducts so high? We will be discussing what Romans did and how they did it. (Worldbuilding, Bryce)

Kevin Evans, V. J. O. Gardner (м), Daniel Jeffery, John K. Lundwall

Screenwriting and Scriptwriting Workshop

Bring your script or rough ideas and work with Blake Casselman. Take your film or stage creation to the next level. (Theatre/Media Arts, Birch)

Blake Casselman

So You Want a Revolution?

Revolutions are a staple of modern politics around the world. What sets off a revolution? Why are these things so darn unpredictable? (Worldbuilding, Cascade C)

Bob Defendi, Jennifer Moore, L. Palmer (м), Paul H. Smith

Storytelling in Board Games: Adding Story Resonance to Game Play

Board and card games are a fascinating breeding ground for organic and playful storytelling. Games that use powerful resonance are easier to learn, more powerful to play, and transcend the limited shelf-life of the average game. How are designers adding a wealth of story onto simple game components? We'll deconstruct examples from several current trending games, and then we'll practice flexing our design and storytelling muscles by creating cards for a hypothetical game. (Gaming, Amphitheater)

Ryan Decaria

Structuring Life to Support Creativity

The way that you schedule your days can squash your creativity if you are not careful. This class teaches using biorhythms to your advantage, how physical spaces can affect you psychologically, and why you really do need to have time to play video games or watch movies. (Professional Development, Cascade A)

Sandra Tayler

Telepathy, Dragons, and Exploration: The Impact of Anne McCaffrey on SF/F

How did the popularity of all Anne McCaffrey's series affect future writing? Was she the trend-setter? If not, who was her inspiration? (Books, Canyon)

Jessica Day George, Dene Low (M), Maxwell Alexander Drake, Todd McCaffrey, Karen Evans

Writing Meet Up: YA/MG Fantasy

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this lowkey networking event. (Boardroom)

12:00-12:45 PM (TH)

"Bringing Culture Alive in the Marketing Classroom: Using Speaker for the Dead to Teach Global Marketing"

(Academics, Amphitheater) Dr. Newell D. Wright, Val Larsen

Flying Airplanes and Helicopters

What is it like to fly an airplane or a helicopter? How do the two types of aircraft compare? What do airplane pilots and helicopter pilots think of each other? (Worldbuilding, Cascade B)

Kevin Evans (M), Todd McCaffrey, Roger Bourke White Jr.

How Cities Grow

Sometimes cities start as little hamlets, sometimes they simply pop into existence. Why do people settle where they do? What causes a little hamlet to grow into a bustling city? What challenges does a city face as it grows? (Worldbuilding, Arches)

Ann Chamberlin, M. A. Nichols, Joshua J. Perkey, Eric G. Swedin, Bobbie Berendson W. (M)

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Larry Correia

Lovable Bad Boys

Not all good guys are all good. Not all bad boys are all bad. What makes us love the flawed characters and why do we sometimes root for the bad guy more than for the good. (Books, Zion)

Angela Hartley, Michael Jensen (м), Jonathan LaForce, Stan Crowe

Making Your Characters Look Unique: Face Structure to Color Scheme

Classic characters stand out and can be identified across mediums. Learn how to develop an iconic look that will be immediately identifiable. (Art, Maple)

Rowan North, Kip Rasmussen, Richard Lance Russell (M), Jemma M. Young

Random: The Ugliest Word in Gaming

How to include random elements in your game without removing the players' sense of control. (Gaming, Elm)

Carrie Harris (M), Mari Murdock, Brennan Smith, Daniel Swenson

So You Want To Be a Shoutcaster

Come listen to shoutcasting expert Brandon Barrus show you how to get started and watch a live shoutcasting demo. (Theatre/Media Arts, Birch)

Brandon Barrus

The Art of School Visits

If you ever plan to write books for children or young adults, you need to learn the ancient art of the school visit. Kids can be a tough audience. Learn how to entertain, educate, and get the word out about your work. (Professional Development, Cascade A)

J. Scott Savage

The Slush Pile Simulator

Come be a fly on the wall as editors and agents go through real query letters and point out what makes them pass and what makes them want to read more. (Professional Development, Cedar)

Angie Fenimore

Unwilling Heroes

Not all heroes start out willing and able to take on the challenge of heroism head-on.

When Monster Hunter International's top hunter, Owen Zastava Pitt, receives a tip about some hunters who have gone missing in action, he doesn't realize their rescue mission will snowball into the single biggest operation in MHI history. It seems their men are being held prisoner in a horrific nightmare dimension, and the only way to reach them is through the radioactive ruins of a monster-infested war zone. Allies are called to arms and a massive expedition is formed. The odds are stacked against them, but the fiercest hunters the world has ever known won't be easily defeated. It's time for Monster Hunter International to go to war.

The sixth entry in Larry Correia's bestselling Monster Hunter International series is here!

Now Available

Go Big Or Go Home

The Monster Hunter Files, an all-new anthology, featuring seventeen original Monster Hunter International stories by bestselling authors Larry Correia, Jim Butcher, John Ringo, Jessica Day George, Jonathan Maberry, Faith Hunter, and many more.

Find sample chapters for all Baen Books at: WWW.baen.com For more information, sign up for our newsletters at: http://www.baen.com/newsletter_signup Baen Books is distributed by Simon & Schuster

978-1-4814-8255-4 * 368pp * \$25.00/34.00

7:0.0	Mrite Like	You're Run- ning Out of Time	Live Editing Demonstra- tion	Cautionary Tales for First-time Writers	an Lovable tt Bad Boys irt		ec Distinct Dialogue	ght Making Money	dia The Baen Traveling Roadshow (2 hours)	en	Writing Your YA Novel	the Bard For en Life: Atomic Theory	
1-0	Van		A Geek's Guide to Literary Theory		Writing Clean Fiction that Still Has Dirt in It		Writing Spec Flash	Ultima, Might & Magic, Wizardry	Social Media Marketing	Lighting for Greenscreen		Writers of the Future Open Reception	
Manlo	Inderstand-	ing Markets		1	Making Your Characters Look Unique	Playing It by Ear: The Genius of Irving Berlin	How Weather Works		Writing Fanfiction		1	Magic Tour nament	
	Give Him	aive min a Twirly Mustache:	Computer Security and Cyberwarfare		Random: The Ugliest Word in Gaming	Scene or Summary	Book of Mormon Adaptations/ Inspirations		The Art of Fun	Writing Chil- dren's Books			Filking
(odar	Cenal		How to Run a Useful Playtest		The Slush Pile Simulator	Record Your Own Audio Books and Voice-Overs	"The Intuition of the Revolution- ary Artist"	The Art of Wayne Barlowe	A New Trend in the Movie Industry	Creating a Film and Television Miniseries	Creating the Complete Multimedia Experience	LTUE Film Festival	
) operato (Relievable	Emotions	UFOs in Film History	So You Want a Revolution?								-	
Casado P	The The	Basics of Sculpture (2 hours)			Flying Air- planes and Helicopters								
Caseado A	Lastaue A		Writing a Log Line or Improv- ing the Eleva- tor Pitch	Structuring Life to Support Creativity	The Art of School Visits								
, and a	What Makes	wild makes or Breaks LDS Films?	Tackling Sensitive Subjects	Telepathy, Dragons, and Exploration	Unwilling Heroes	Magic Sys- tems: Soft vs. Hard	Mythical Anatomy 101	Love, Sex, and Romance	Ethics of Time Travel	Collabora- tion and Coauthors			
Duran	Terrafor-	ren alor - ming and Colonizing Venus	Story Turns	Roman Engineering		Art for Nonartists	Mar keting Books to Young Readers	Apoca- lypse vs. Dystopia	Andre Norton	Paleontol- ogy for the Created World			
Population	Writing	wnung Meet Up: Epic Fantasy	Writing Meet Up: Short Fiction	Writing Meet Up: YA/MG Fantasy	Kaffeklatsch with Larry Correia	Kaffeklatsch with Alan Bahr	Kaffeklatsch with Sarah Hoyt	Kaffeklatsch with Jessica Day George	Character Workshop (2 hours)			Jo Walton's Starlings Book Launch	
Diuch	Inanimate	Objects as Characters	Children's Litera- ture: Where Did It Come From?	Screenwriting and Scriptwriting Workshop	So You Want To Be a Shoutcaster	Gambling, Insurance, and Probability	How World- Shaking Technol- ogies Shake the World			Historical Fire- arms for Writers	Kinship Systems from around the World		
Auchoc	Ancient	Myth vs. Modern Fantasy	How to Feed an Army	Blogging	How Cities Grow	Jo Walton Interview		Books behind the Movies	Crime Writing	Making a Living as an Artist	The Edi- tor's Panel		
Amahithanta Am	An Inside Look	at How Authors and Editors Work Together	Artistic Worldbuiding	Storytelling in Board Games	"Using <i>Speaker</i> <i>for the Dead</i> to Teach Global Marketing"	Building a Multidisciplinary Career	More Mormons, Movies, and Mormon Movies		Tools and Tips for Creating Film Scores and Soundtracks	Balancing the Books	String Theory		
	9 am		10 am	11 am	noon	1 pm	2 pm	3 pm	4 pm	5 pm	6 pm	7 pm	8 pm

Thursday, February 15, 2018

2018	
r 1 6,	
February	
Friday,	

_	Amphitheater	Arches	Birch	Boardroom	Bryce	Canyon	Cascade A	Cascade B	Cascade C	Cedar	Elm	Maple	Oak	Zion
9 am	Magic Systems	Todd McCaffrey Interview			re Be	at You	How Do I Wreck This?	"The Standard Brandon Sanderson Contract?"		The Fourth Indus- trial Revolution Is upon Us	Hans Zimmer		The Phys- ical and Invisible Layer	
10 am	A Day in the Life of an Agent	Writing for Youth	Legion vs. Phalanx	Kaffeklatsch with Dan Wells	LGBQT in SF/F	Aircraft at War	Writing Spec Flash	Writing Groups 101	From Idea to Image	Create Your Own Home Recording Studio <i>(Part 1)</i>		Don't Freak Out	Is Indie Publishing Right for Me?	Writers of the Future: Utah's 20th Winner
11 am		Keynote			Keynote	Keynote					1			Keynote
noon	Spinning Wheels and Fairy Tales	Spinning Chocolate to World Building Gold	Respond- ing to Pandemics	Kaffeklatsch with James Minz	Maximizing Your Book Distribution	How to Read Art		Writing Sci- ence Fiction Tropes		Create Your Own Home Recording Studio (<i>Part 2</i>)	Emergent Narrative	Well- Developed Political Systems		Someone Else's Hero
1 pm	"The Color of Culture"	Begin- nings and Endings		Kaffeklatsch with Todd McCaffrey	RPGs for Writers	Octavia Butler		The Role of the LDS Film Festi- val in these Latter-Days		Why Write Poetry?	Fashion and Cloth- ing through the Ages	Publicizing Your Novel: What Works, What Doesn't		What It Costs to Produce Your Film and How to Price Your Work
2 pm	Staying Away from the Manic Pixie Dream Girl	What's Your Favorite Monster?	How to Run a Con	Kaffeklatsch with David Farland	Writing the Opposite Gender			LDS Film Festival	<i>Seven</i> <i>Together</i> Writing Op Meet Up	Scripts and Scribbles	Board Game Recommendations	Monetizing Your Short (or Longer) Films	Language Creation Workshop (2 hours)	Effective Networking for Author's and Artists
3 pm	The Modern Mad Scientist Is Alive and Well	How I Got My Agent	The Fourth Language of Genre Fiction	Kaffeklatsch with L.E. Modesitt, Jr.		Why You Want to Write Horror			<i>Seven</i> <i>Together</i> Writing Op Meet Up	Balancing Plot and Character for Scripts and Fiction	Prewriting	Blueprints of a Video	1	Hindu Mythology
4 pm	Analyzing and Writing Educa- tional Parody Songs	Family History for Writers	Writing Steampunk	Kaffeklatsch with Myke Cole	Putting LDS Themes in Fiction	From Ragnarok to <i>The Maze</i> <i>Runner</i>			<i>Seven</i> <i>Together</i> Writing Op Meet Up	"Perpetuation of "Mother-Madonna, Father-Devil' in <i>Guardians of the</i> <i>Galaxy, Vol. 2</i> "	Podcasting: How Not to Screw It Up	Normal Child Development	Writing a Log Line or Improving the Eleva- tor Pitch	This Time, It's Personal: Art Style
5 pm	Learning from the Business Side of <i>Writing</i> <i>Excuses</i>	Adding Mystery	"Empowering Women in <i>Game of</i> <i>Thrones</i> "	Writing Meet Up: Romance	Regional Popularity	Hidden Disabilities			<i>Seven</i> <i>Together</i> Writing Op Meet Up	From Functional to Fantastical: Architecture in Art	The Future of Virtual Reality	Nights- capes in Watercolor	Creating Movie and Book Trailers	Writing Fantas- tical Fantasy
6 pm		Cuneiform, Hiero- glyphs, Alphabets	Drawing the Mood: Visual Cues		Self-Editing and the Draft Process	Leveraging Principles of Psychology in Game Design				How to be a "Kind-of Success- ful" Freelance Filmmaker	SF/F: Were They Ever the Same?		Pass Along Comic	Speed Net- working with Authors
7 pm									Book Sign- ing (Exhibit Hall A)	LTUE Film Festival			Filking (8 pm)	Valhalla— a Nordic Rock Opera (8:30)

Zion	. Map Making or ig ator	of Isits	Keynote	YA vs. Middlegrade	g Crafting Good Subplots	Writing Fast ing or Writing lia Slow? nd oots	δμ	p- Screenwrit- ing 102		
e Oak	Writing a Log Line or Improving the Elevator Pitch	The Art of School Visits			rial Analyzing ce Movie Endings	and Creating and Placing ets Multimedia TV Ads and Radio Spots	o- Pass Along r- Comic vrt	ing Bootstrap- gh ping 101 ages for Game Designers		
Maple			1		Memorial Service	Grey and Black Markets	Anthro- pomor- phic Art	Breaking through Blockages		
Elm	Telling a Story with Images	How Can I Make Money on YouTube?		Stories With- out Villains	NPCs with Soul: Charac- ters for Game Designers	Building Sea- worthy Ships		Making Money on the Side	What Don't We Know about the Books Coming Out?	When Uni- verses Collide: Disney vs.
Cedar	<i>Star Wars</i> <i>Dresca</i> : The Making of a Fan Film	Creating Backgrounds and Layouts		"Leia and Rey: Star Wars Women for a Feminist Generation"	Staging and Producing a Musical	"Princess Leia vs. the Holodeck"	From Peasant to Noble	The Hidden Scars Remain	Creating Professional Quality Photographs	Finding and Working with a Freelance
Cascade C	Finding Your Audience	The Making of BYUtv's Extinct		Bite-Sized Fiction						
Cascade B	Swords and Spears and Axes, Oh My! (Medi- eval Weap-	ons 101) (2 hours)		Pratchett vs Anthony: Humor in SF/F						
Cascade A	"Fighting Captain Nazi"	Method Acting and Creating Characters		How to Make a Real Living as a Writer: Five Strategies to Make \$200 an Hour						
Canyon		Short Stories in a Nutshell	Keynote	Working with a Freelance Editor	Imitate and Incorporate the Styles of Fellow Artists	What's It Like: Writing in Somebody Else's Milieu	Prologues and Epilogues	A Dragon by Any Other Name	Art Auction (2 hours)	
Bryce	Writing Non- human Points of View	SF/F: What Would You Recommend?	Keynote	Women in Gaming		Aliens vs. Mon- sters: Visually Distinguishing	Poetry in SF/F	Abnormal Psychology		
Boardroom	Writing Meet Up: Sci- ence Fiction	Writing Meet Up: Horror		Writing Meet Up: Romance	Kaffeeklatsch with Susan Chang	Kaffeklatsch with Jessica Douglas	Kaffeklatsch with Charlie N. Holmberg	Kaffeklatsch with Jo Walton	Kaffeklatsch with Brandon Sanderson	LTUE Benefit Anthologies Preview
Birch	Avoiding the Dreaded Infodump	"Nietzsche's Will to Power as a Source of Magic"		Designing Spaceworthy Ships	Living Deaf	Open World vs. Closed World	Why <i>Dungeon</i> <i>Crawlers</i> Works, and Live Pod- cast Recording	Ciphers and Code Crackers	Real-World Magic Systems	Grow Confidence and Courage throuch
Arches	Balancing Platform and Artistry	Biology and Physiology of Mythical Creatures	Keynote	Character Development: How to Visu- ally Show Change over Time	Writing Children	Making the Most of NaNoWriMo	Norse Mythology	A Serious Look at Comedy	Of Men and Demigods: The Art of Comic Books	Commu- nications Throughout
Amphitheater	Powered Armor: Design and Tactics	How to Run a Killer Game Kickstarter		Showtunes Saturday Night: The Making of the Legendary Radio Show	Science in Com- ics: Superman to Feynman	A Roadmap to Getting Published	"The Female Body as Text"	Crowdsourced Magic System Design	Writing Battle Scenes	
Amph	Ta De	T 6 Z								

Banquet (ticket required)

7 pm

DAVID FARLAND STORY DOCTOR

Writing Workshops

Writing Enchanting Prose – Provo, Utah

March 19-23 In this workshop we will work heavily on imbuing your prose with the richness and details that bring a story to life.

Fantasy Writing Workshop – Oxford, England

Aug. 22-28 Focus on writing fantasy—building powerful magic systems, cultures, and worlds, creating fantasy characters, plotting fantasy, and writing powerful prose.

Advanced Intensive – St. George, Utah

Oct. 22-26 For those who would rather be dead than unread!

Visit MyStoryDoctor.com



and let me sweat the small stuff

Kelly Olsen, Realtor 801-518-4177

A Brokers

CONSOLIDATE

How do characters get thrust into the role of hero, and how do they rise to the challenge? (Writing, Canyon)

Renee Collins, Jason King, L. E. Modesitt Jr., Peter Orullian (M), Dan Wells

Writing Clean Fiction That Still Has Dirt in It

(Writing, Oak) Charlie N. Holmberg

1:00-1:45 PM (TH)

Art for Nonartists: The Basics of Turning Your Dreams into Visual Reality

Ever wondered if you were capable of art beyond stick figures? Learn some basics that will enable you to begin your journey into artistic expression. (Art, Bryce)

Dustin Hansen, Greg Newbold, Rowan North, Jemma M. Young (M)

Building a Multidisciplinary Career: Writing, Gaming, Film, Art, and More

How to build a career across multiple fields, as well as the pros and cons of working across multiple media. (Professional Development, Amphitheater)

Bob Defendi, Maxwell Alexander Drake, Laura Bedore Lerwill, Daniel Swenson

Gambling, Insurance, and Probability: Randomness for Fun and Profit

It would be nice if life were perfectly orderly, and everything happened as expected . . . but life has a tendency to throw curve balls at us. How understanding probability for fun (gambling) and profit (insurance) has helped to both destabilize and stabilize our society. (Worldbuilding, Birch)

L. Palmer (M), Nikhil Pillarisetti Rao

Guest of Honor Interview: Jo Walton

An interview with Jo Walton, Guest of Honor at LTUE 2018. (Books, Arches) Jo Walton

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Alan Bahr

Magic Systems: Soft vs. Hard

Familiarity with magic systems is important for understanding social dynamics. What makes a magic system hard or soft? How does the type of magic system affect stories? (Worldbuilding, Canyon)

Brian Lee Durfee, M. Todd Gallowglas (M), Megan Hutchins, L. E. Modesitt Jr., Emily Martha Sorensen

Playing It by Ear: The Genius of Irving Berlin Irving Berlin created world-class songs and musicals without knowing how to read or write music. If you want to create music, don't let your lack of training or experience stop you. The panelists will discuss how Mr. Berlin worked around his limitations to create his masterpieces. (Theatre/Media Arts, Maple)

Richard Franklin, Michael Jensen (M), Dene Low, Robert Starling

Scene or Summary

Is it better to create a scene and work through it or to just give a summary of what happens? (Writing, Elm)

David Farland, Paul Genesse, Sarah Hoyt, Ginny Smith (M), Dan Wells

So You Want to Record Your Own Audio Books and Voice-Overs

Professional voice talent Tim McDonnell helps you understand the tips, tricks and processes for recording and editing your own audio books and voice overs. ('Theatre/Media Arts, Cedar) *Tim McDonnell*

2:00-2:45 PM (TH)

Book of Mormon Adaptations/ Inspirations

Using the Book of Mormon (or other religious texts) as an inspiration or direct adaptation material for a book or series. How did it turn out? Does it work in sf/f? (Books, Elm)

J. Scott Bronson, Ann Chamberlin, Stan Crowe (M), Mette Ivie Harrison, David J. West

Distinct Dialogue

Do some of your characters sound the same when speaking? Come learn some new ideas to help change up a character's way of speaking and also adding more depth to the character. (Writing, Zion)

M. Todd Gallowglas, Dene Low (M), Peter Orullian, Ginny Smith, Dan Wells

How Weather Works

Weather is affected by all sorts of factors. How do oceans, mountains, latitude, tilt, and magnetic fields all contribute to weather? What happens when these variables are changed? (Worldbuilding, Maple)

Shannon Babb, Erekson Holt, Sarah E. Seeley (M), Darci Stone

How World-Shaking Technologies Shake the World

A new technology is not world shaking when it starts, it is a new idea that is looking for a way to be useful—useful enough that people will invest time and money in developing it. This first use is the "commodity use." If the technology is hot, people using it will the discover interesting "surprise uses" and those are the world-shaking uses. (Worldbuilding, Birch)

Roger Bourke White Jr.

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Sarah Hoyt

Marketing Books to Young Readers

How can you convince a young reader to put down their Xbox controller and read your book? Ways to connect with teen- and elementary-age readers through school visits, social media presence, publicity, and other forms of communication. (Professional Development, Bryce)

Susan Chang, J. DeFranco, David Farland (м), J. Scott Savage

More Mormons, Movies, and Mormon Movies

Veteran LDS filmmaker Robert Starling goes deeper into movies about Mormons by outsiders, movies made by Mormons, and movies made by the LDS Church itself. He also discusses the current state (pros and cons) of the LDS movie genre and ways to take this genre to the next level. (Theatre/Media Arts, Amphitheater)

Robert Starling

Mythical Anatomy 101: How to Build Your Own Monster

The most effective creatures are ones that look like they could really exist. Making it happen takes a little science, a little practice, and a little imagination. (Art, Canyon)

Devon Dorrity (м), Dustin Hansen, Howard Tayler, Kaitlund Zupanic, Kip Rasmussen

"The Intuition of the Revolutionary Artist in Jack London's The Iron Heel"

(Academics, Cedar) Thomas Ray Garcia

Writing Spec Flash

(Writing, Oak) Suzanne W. Vincent

3:00-3:45 РМ (ТН)

Apocalypse vs. Dystopia

Stories set in the remains of collapsed civilizations are a staple of science fiction and fantasy, but not all collapses are the same. How do apocalyptic societies differ from dystopian ones? What elements do both types of stories have in common? (Writing, Bryce)

Spencer Ellsworth, Christine Haggerty, J. R. Johansson, Luke Peterson (M)

Books behind the Movies

GoT, Man in the High Castle, Shannara, A Wrinkle in Time. What makes a story a good candidate for adaptation? What made these books attractive? Which books have deserved it? What others need to be done? (Books, Arches)

Blake Casselman, Brandon Ho (M), Dennis Packard, Paul Genesse

Recordings at LTUE

LTUE staff may be recording the sessions. If you speak in a session, even just by asking a question or commenting to your neighbor, our recorder might pick up your words. By attending LTUE, you agree that the LTUE organizing committee can retain that recording and share it as part of its educational mission, without further compensation to you.

If you'd like to record a session for yourself, *please get permission from all of the panelists or presenters in that session first.* Even if LTUE also records the session, you've got to ask on your own behalf to make your own recording. Just go up front and ask before the session starts. If you don't get the permission, then please don't record the session.

Recording without permission is discourteous and a violation of copyright laws. If you are given permission, it will be personal to you; you won't have the right to distribute, share, or make copies of your recordings.

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Jessica Day George

Love, Sex, and Romance

Romance is often banished to its own genre but is actually essential to all genres and stories. How to include romance in your fiction. (Writing, Canyon)

Stan Crowe, A. J. Klaich, Jonathan LaForce, Dene Low (M)

Making Money

How does money arise in a society? How do various monetary policies affect a society? What might people use as alternatives to money, when monetary policy goes awry? (Worldbuilding, Zion)

Bob Defendi (M), Jeb Kinnison, Alicia McIntire, L. E. Modesitt Jr., Roger Bourke White Jr.

Strange and Fantastical: The Art of Wayne Barlowe

Appreciating and learning from the art of a highly accomplished master in science fiction and fantasy. (Art, Cedar)

Devon Dorrity, Joe Monson (M), Bobbie Berendson W., David J. West

Ultima, Might & Magic, Wizardry: Lessons from the Grandparents of Modern RPGs

A look at some of the earliest, most influential video game RPGs (as well as some newer games) for a primer on how to make a powerful game today. (Gaming, Oak)

Christopher Baxter

4:00-4:45 PM (TH)

Andre Norton: Grande Dame of Science Fiction and Fantasy

Andre Norton's works and her impact on other authors, both male and female. (Books, Bryce) Dene Low (M), John M. Olsen, Robert Starling



The Art of Fun: Intro to Game Design

Games are powerful tools to create positive social experiences. What causes fun, and how do we get folks to have fun with games? Is "fun" always the goal of a game? (Gaming, Elm)

Alan Bahr, Stephen Gashler, Dustin Hansen (M), TJ da Roza

Crime Writing

What sets crime fiction apart from other genres? Can themes from this type of fiction be explored in

other genres? (Writing, Arches)

Bob Defendi, Mette Ivie Harrison, Sarah Hoyt, Johnny Worthen (м)

Ethics of Time Travel

Developing time travel would undoubtedly open the door to much mischief. What kinds of guidelines and laws might be developed so that the conscientious time traveler can do so ethically? (Worldbuilding, Canyon)

J. David Baxter (M), Tom Durham, Frank Morin, Paul H. Smith

A New Trend in the Movie Industry: The Benefit and Power of Online Movie Studios

The upcoming trend for screenwriters, actors, directors, producers to collaborate through PLOTSA the online Movie Studio. Please bring your laptop to get started on the site. (Theatre/Media Arts, Cedar)

Dr. Dennis Packard

Tools and Tips for Creating Film Scores and Soundtracks

This presentation/demo on film scoring shows some of the tools and methods used for film scoring and creating soundtracks. You'll learn some simple music theory and see/hear some scoring examples from a few of the great film composers. (Theatre/Media Arts, Amphitheater)

Jay Packard

What's In and What's Out in Social Media Marketing

You want to get the word out about your book, but you don't want to spend half your day building a presence on a dozen different social media platforms. This panel will help you use the time you have to greatest effect. (Professional Development, Oak)

Jason King (м), Wendy Knight

Writing Fan Fiction

Sometimes we have an opportunity to contribute to a universe that another writer has



Extends the invitation to attend our 3-Day Summer Writers Conference

during the Film Festival for only \$50

- Hear from and meet first hand producers, directors, actors and film distributors
- Learn what types of stories are in demand and how to craft them
- Register now for \$10 and receive **FREE** the *VIP Film Festival PASS* (valued at \$80) to watch our slate of great films & receive significant discounts in *beautiful* Park City at hotels, restaurants and *Summer-Fun outdoor attractions!*
- Preferential Updates on the latest & greatest with the Film Festival & Writers Conference
- Your \$10 registration is credited towards the 3-day writers conference fee of \$50.

AND get a special VIP Tour of the new state-of-the-art Park City Motion Picture Studio where Kevin Costner is currently filming his new series "Yellowstone."

Register now at: www.parkcityfilmfest.org

created. How does writing in someone else's world affect your own writing? What kinds of challenges present themselves when writing in someone else's world? What are the legal issues? (Writing, Maple)

Spencer Ellsworth, Julie Frost, A. J. Klaich

4:00-5:45 PM (TH)

The Baen Traveling Roadshow (2 hours)

Come see the dazzling covers, larger than life! Listen to editor Jim Minz and select Baen authors chat about new and upcoming titles from Baen. Win free books! (Books, Zion)

D. J. Butler, Larry Correia, James Minz, Eric James Stone, Brad R. Torgersen

Character Workshop (2 hours)

Learn about creating vivid characters from guest of honor Jo Walton. Space limited;

sign up required ahead of time. (Professional Development, Boardroom) Jo Walton

5:00-5:45 РМ (ТН)

Balancing the Books: Creating a Business Plan for Your Creative Career

Not every writer or creator gets to quit their day job. Not every one wants to, either. Whatever your career goal looks like, smart planning will be critical to get you there. (Professional Development, Amphitheater)

Larry Correia, Jonna Hayden (M), Brad R. Torgersen

Collaboration and Coauthors

Whether you are writing with another person, writing in someone else's world, or working with an illustrator, are two heads actually better than one? Why do people work together? Do you need a contract? Here are some ideas on how to organize an efficient coauthoring partnership. (Writing, Canyon)

Paul Genesse (M), Michael Jensen, David Powers King, Todd McCaffrey, Sandra Tayler

Historical Firearms for Writers: Elizabethan to WWI

An overview of common firearms, showing the evolution of small arms systems from the mid-sixteenth century through the early twentieth century. Along with background on major developments, we'll cover common firearms pitfalls in fiction and how to get it right, with images and in-classroom representative examples. (Worldbuilding, Birch)

Gordon Frye

Lighting for Green Screen

Go in depth (in a workshop-like demonstration and presentation) about lighting and filming green-screen scenes. (Theatre/Media Arts, Oak)

Stephanie Ollerton

Making a Living as an Artist: Is Fame the Same as Success?

Everyone wants to know how to make it in the business. But that doesn't always mean being a household name. Here's how to tell if you've made it. (Art, Arches)

Dennis Dorrity, Devon Dorrity (M), Jessica Douglas, Bobbie Berendson W.

Paleontology for the Created World

Now that you've created or discovered a new world, what can you expect its prehistoric life to be like? How would the fossil record be affected by life (mythical or otherwise) or robots that were created? (Worldbuilding, Bryce)

John K. Lundwall, Rowan North (m), Nikhil Pillarisetti Rao, Josi Russell, Sarah E. Seeley

Creating a Film and Television Series

Producer Lyman Dayton and professor Dennis Packard discuss the creation of the upcoming *Seven Together* series and opportunities for writer participation. (Theatre/Media Arts, Cedar)

Lyman Dayton, Dennis Packard

Writing Children's Books

How writing books for children differs from writing for other demographics. (Writing, Elm)

D. J. Butler, Susan Chang, J. DeFranco, Jessica Day George, Dustin Hansen (m)

6:00-6:45 РМ (ТН)

Creating the Complete Multimedia Experience

Creating animations, and Adding audio, video and animations to your ebooks. Plus other tips and tools for creating audio and AutisticWildclaw video compilations. (Theatre/ Media Arts, Cedar)

Joseph Ahlman

Kinship Systems from around the World

Every society has ideas on how families should be organized. We will be looking at the various non-Western structures of tribes and kinship systems, and how these systems affect the lives of individuals in them. (Worldbuilding, Birch)

Ann Chamberlin (m), Megan Hutchins, Daniel Jeffery, Stephanie Ollerton, Nikhil Pillarisetti Rao

String Theory—"Building a Fantasy World with Believable Clothing"

String—clothing is made from string, whether the source is fiber or fauna—adding depth and consistency to your world means paying attention to how clothing production fits in your culture. You can't have gold lamé dresses if you don't have mining, mountains, and metal smiths! Learn the basics for essential clothing production for simple to advanced worlds, and what clues you can place in your world's technology level to support your vision. (Art, Amphitheater)

Jonna Hayden

The Editor's Panel

Editors discuss the things they like to see in your manuscript and mistakes you should avoid. (Writing, Arches)

Daniel Craig Friend, Lisa Mangum, James Minz (m), Joshua J. Perkey, Suzanne W. Vincent

Writing Your YA Novel

Young adult novels are a unique phenomenon with unique concerns. Learn how to address those concerns and get your YA novel into the hands of young adults. (Writing, Zion)

Susan Chang, Jessica Day George, Christine Haggerty, Frank Morin (m), Keary Taylor

7:00-8:45 РМ (ТН)

Bard for Life: Atomic Theory (2 hours)

Prepare yourselves for an experience like none other as author M. Todd Gallowglas steps out from behind his keyboard and onto the stage to amaze and delight you. Combining Irish folk tales and legends along with bits and pieces of his own life, Gallowglas will take you on a journey through wilds of Ireland and will approach the study of ATOMIC THEORY like you've never known before. This ain't a cute little storytelling session at your local library, this is a storytelling EXTRAVAGANZA. If you saw last year's show, you ain't seen nuthin' yet. (Zion)

M. Todd Gallowglas

Jo Walton's Starlings Book Launch

Join us in celebrating the release of Jo's new book *Starlings*. (Boardroom) *Jo Walton*

Jo Walton

Magic Tournament (3 hours)

Gather for a night of Magic and play with some of your favorite presenters in a tournament hosted by Dragon's Keep. (Maple)

Writers of the Future Open Reception

Meet the winners! (Oak)

7:00-11:45 PM (TH)

LTUE Film Festival (6 hours)

Schedule subject to change. (Cedar)

• *Extinct* (BYUtv episode), introduced by Aaron Johnston with QA after (~ 1 hour).

• "The Adventures of Captain Blackbone and the Crew of the Fetid Scallop" (comedy cartoon, 3m), Gangrene

 "Some Like It Bot" (a human sneaks into a robots only bar—tech/geek comedy, 8m), Crystal Kelly

• "Oh What a Pretty Web" (two brothers learn from the consequences of lying, 17m), Joseph Ahlman

• "Oceantics" (cartoon, 2m), Joseph Ahlman

• "I Love My Robot Boyfriend" (making the perfect (robot) boyfriend leads to some very interesting (and unexpected) consequences, high-tech romantic comedy, 18m), Sariah May, director

• "Acting Reels" (a brief example of a successful acting portfolio in English and Spanish, 4m), Richie Franklin

• "Mediconnect Global—Mission MediaConnect" (comedy, high-tech "Mission Impossible"– like records retrieval, 5m), Richie Franklin

• "Hold On" (a powerful outreach for Handling Depression by The Hope Squad at MVHS, Orem, 4m), Easton Parkhurst

• "Mythomania" (comedy, recognizing the implausible and overcoming gullibility, 9m), Craig Nybo

• "Sudden Death" (comedy, finally, a brilliant musical where everyone dies, or do they? 20m), Mildly Fearsome Films

• "El Murcielago" (dark drama in English and Spanish, 14m), Ruston Jones, Richie Franklin

8:00 PM (TH)

Bardic Circle

We will be playing and singing filk music. Come join us! (Elm)

Friday, February 16, 2018

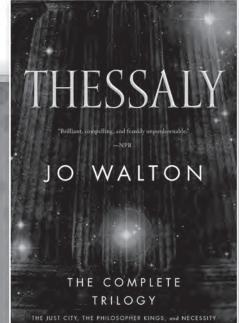
9:00-9:45 AM (F)

Guest of Honor Interview

An interview with Todd McCaffrey, Guest of Honor of LTUE 2018. (Books, Arches) *Todd McCaffrey*

Hans Zimmer: Telling the Story with Music If you take the soundtrack away from a good movie, you lose half of the story. Hans Zimmer is taking his place alongside John Williams for his skill in writing great music for films. Come learn some of the tips and tricks he uses to "tell the story musically." This panel will help you understand and appreciate

Congratulations to our LTUE 2018 Guest of Honor



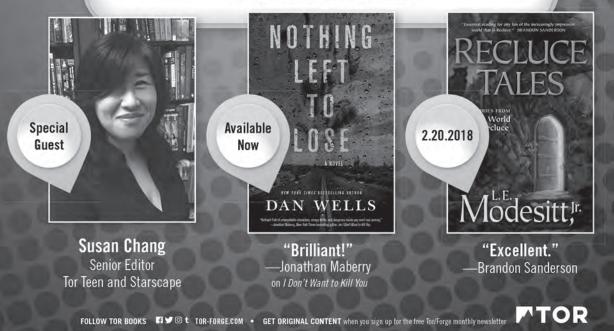
Available Now

JO WALTON

"Brilliant, compelling, and frankly unputdownable." — NPR on *The Just City*

Come see our authors and editors at LTUE!

See LTUE schedule for more details



The Telos Discovery Space Center Simulator

LTUE has made a special arrangement this year to have the Discovery Space Center simulator here at the Marriott. They are offering free half-hour missions to all attendees! Just imagine, setting foot on the bridge of a starship. You and your fellow crew members are in control. Each has a unique job, critical to mission success. You will encounter challenges that have no fixed solution, requiring you and the team to work out the best option, execute it, to succeed. It truly is "going where no LTUE has gone before"!

discoveryspacecenter.com

how the movie producer and composer work together. (Theatre/Media Arts, Elm)

Renee Collins (M), Stephen Gashler, Dennis Packard, Jay Packard

How Do I Wreck This?

Not everyone is mechanically inclined, and that's okay. This class is a basic rundown of how different vehicles work-from motorcycles to passenger vehicles, all the way up to semi-trucks and construction equipment—as well as a list of ways that writers might authentically compromise these vehicles in their stories. (I am a professional motorist with numerous endorsements on a Class A CDL.) Bonus segment: a rant about Hollywood, and how its writers know jack squat about trucks. (Worldbuilding, Cascade A)

Graham Bradley

"I Was Hoping for the Standard Brandon Sanderson Contract?"

Contracts can make or break your future as an author. Your future is in the details, and you don't want to screw this up. Come learn the essentials you need to know to ensure that contract works for you. (Professional Development, Cascade B)

Jennifer Jenkins, Jason King, Matthew Kirby, Eric James Stone (м)

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Brandon Mull

Let There Be Light: Lighting and Shading in Art

Mimicking realistic lighting is critical to adding an illusion of depth to an image. Learn how to do it effectively. (Art, Bryce)

Dennis Dorrity, Brian C. Hailes, Mike Lovins (M), Cara Stratton, Jemma M. Young

Magic Systems

(Writing, Amphitheater) Charlie Pulsipher

The Fourth Industrial Revolution Is upon Us

The Fourth Industrial Revolution is upon us: How to understand and extrapolate emerging technologies to create near future Science Fiction that lasts? Terminator isn't our only future, let's talk about the world continuing rather than imploding. (Worldbuilding, Cedar)

Donna Milakovic

The Physical and Invisible Layer: The Cycle of the Protagonist

(Writing, Oak)

Maxwell Alexander Drake

Write What You Know: Getting Ideas from **Everyday Skills**

They say that you should write what you know, but what does that mean? Join this discussion on generating ideas from everyday skills and tasks. (Writing, Canyon)

Heather Frost, Megan Hutchins, L. E. Modesitt Jr., Wendy Nikel, Howard Tayler (м)

10:00-10:45 AM (F)

Aircraft at War

Since their creation, airplanes and helicopters have become important in warfare. How these are used, and how they affect logistics and strategy. (Worldbuilding, Canyon)

Kevin Evans, Laura Henriksen (M), L. E. Modesitt Jr., Brad R. Torgersen

Create Your Own Home Recording Studio and Learn How to Use It (Part 1)

Professional musician Craig Nybo discusses the equipment you need and shows you how to use it. This is a live recording session with a full complement of recording equipment and musical instruments. Craig masterfully records and mixes a new song from scratch.



This is the next best thing to being in the engineering room of a professional studio. (Theatre/Media Arts, Cedar) Craig Nybo

A Day in the Life of an Agent

What does an agent actually do (besides make or break all your hopes and dreams)? Take a look inside the daily life of an agent to find out who they are, what they do, and why it matters. (Professional Development, Amphitheater) Jennifer Jenkins

Don't Freak Out: How to Talk to an Agent or Editor

Your palms are sweating, knees are shaking, you can taste the adrenaline in the back of your mouth, your dream agent is just ten feet away. How do you stop freaking out and get the nerve to go talk to them? Come explore some tips and tricks to making sure your first impression is a great one. (Professional Development, Maple)

Kenna Blaylock, Charlie N. Holmberg, Emily R. King, Lisa Mangum, Luke Peterson (M)

From Idea to Image: How to Develop an Idea

So you know how to make a pretty picture how do you create something truly unique? Developing an idea into a compelling visual takes some skill, and learning from an expert always helps. (Art, Cascade C)

Graham Bradley, Mike Lovins, Greg Newbold, Rowan North (м), Kip Rasmussen

Is Indie Publishing Right For Me?

When you're ready to take your precious manuscript out into the publishing world, the first big question you've got to ask yourself is are you going to go traditional or indie publishing. Indie publishing is an incredible opportunity for authors, but it's not the right decision for every author. Come learn about the highs and lows of indie publishing and

Mass Book Signing Friday, 6–7:50 PM, Exhibit Hall A (Utah Valley Convention Center, ground floor)

Subject to change. You are also welcome to ask authors to sign books before or after panels, but please be courteous and defer to their schedule.

A. J. Klaisch Alan Bahr Angela Hartley Ann Chamberlin Blake Casselman Brandon Barrus Brian C. Hailes Brian Lee Durfee Brian McClellan Bryan Young C. A. Preece C. K. Edwards C. R. Langille Callie Stoker Cary David Belt Caryn Larrinaga Charlie N. Holmberg Charlie Pulsipher

Christine Haggerty Clark Chamberlain Craig Nybo D. J. Butler Dan Wells Daniel Swenson Dave Wolverton David J. West David Powers King Dene Low Dennis Dorrity **Dennis** Packard Dustin Hansen Els Curtis Emily Martha Sorensen **Emily Rittel-King** Eric G. Swedin

Eric James Stone Frank Morin Ginny Smith Graham Bradley Greg Newbold Heather Frost Heather Wallace Howard Tayler J. Scott Savage J. David Baxter Janci Patterson Jason King Jay Barnson Jeb Kinnison Jemma M. Young Jennifer Jenkins Jennifer Moore Jess Smart Smiley Jessica Day George Jessica Douglas Io Walton John K. Lundwall John M Olsen Johnny Worthen Joseph Ahlman Josi Russell Julie Frost Kal Spriggs Karen C. Evans Kathryn Purdie Kjirstin Youngberg L. E. Modesitt Jr. L. Palmer Larry Correia Liesel Hill M. A. Nichols

Matthew Kirby Maxwell Alexander Drake McKelle George Megan Hutchins Melissa McShane Mette Ivie Harrison Michael Gallowglas Michael Jensen Myke Cole Paul Genesse Paul Smith Peter Orullian Renee Collins Robert J Defendi **Robert Starling** Robison Wells

Roger Bourke White Jr. Ryan Decaria Sarah Euphemia Seeley Sarah Hoyt Scott E. Tarbet Scott R. Parkin Spencer Ellsworth Stan Crowe Stephen Gashler Todd McCaffrey Valerie J.O. Gardner Wendy Knight Wendy Nikel

decide if it's the right step for your writing career. (Professional Development, Oak) *M. A. Nichols*

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Dan Wells

Legion vs. Phalanx: A Brief History of the Evolution of Infantry Tactics in the Hellenistic World

Writing realistic fantasy battles requires a real understand of the history of warfare. From the time of ancient Sumeria, the heavy infantry phalanx dominated the battlefield until the Roman legion eclipsed the phalanx as the masters of infantry battle. Take a detailed look at each formation and examine up to six documented battles in which the legion fought the phalanx. (Worldbuilding, Birch)

Myke Cole

LGBQT in SF/F

Authors and characters—advances being made in the field by LGBQT authors and/or authors who use LGBQT characters. (Books, Bryce)

J. Scott Bronson, Michael Jensen (M), Jeb Kinnison, Scott R. Parkin

Writers of the Future: Utah's 20th Winner (Zion)

David Farland, Julie Frost, Darci Stone, Eric James Stone

Writing for Youth

What makes a book YA or MG? (Writing, Arches)

J. DeFranco, Jessica Day George, Matthew Kirby, Brandon Mull, J. Scott Savage (M)

Writing Groups 101

A writer's group is a great way to improve your writing, but how do you make the most of it? Find out how to turn your writer friends into a powerful resource. (Writing, Cascade B)

Bob Defendi, C. K. Edwards, McKelle George (M), A. J. Klaich

Writing Spec Flash

(Writing, Cascade A) Suzanne W. Vincent

11:00-11:45 AM (F)

Keynote Address

(Zion/Bryce/Arches/Canyon) Jo Walton

12:00-12:45 PM (F)

Create Your Own Home Recording Studio and Learn How to Use It (*Part 2*)

Professional musician Craig Nybo discusses the equipment you need and shows you how to use it. This is a live recording session with a full complement of recording equipment and musical instruments. Craig masterfully records and mixes a new song from scratch. This is the next best thing to being in the engineering room of a professional studio. (Theatre/Media Arts, Cedar) *Craig Nybo*

Emergent Narrative

Games are unique in their ability to create new stories. How to design games that generate interesting stories. (Gaming, Elm)

Jay Barnson, Myke Cole (M), Daxon Levine, Howard Tayler

How to Read Art

Art, especially the high-brow stuff, takes a little deciphering, much like a poem. Learn how to understand the meanings behind the images. (Art, Canyon)

Devon Dorrity, Mari Murdock, Bobbie Berendson W. (M)

Indie Authors: Maximizing Your Book Distribution

You've gone indie, hurray! Now ... how do you sell books? We will explore the ins and outs of getting your book into the hands of readers and the all elusive distributors. (Professional Development, Bryce)

Clark Chamberlain (M), Larry Correia, Stephen Gashler

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) James Minz



Season of the Witch

"Excellent book. I am impressed by the creativity and the depth of the world building. Dave Butler is a great storyteller."—Larry Correia on prequel Witchy Eye

In an alternate America, where magic works, Sarah Calhoun has paid a hard price for her entry onto the stage of the Empire's politics. But she has survived. Now she rides north into the Ohio and her father's kingdom, Cahokia. To win the Serpent Throne, she'll have to defeat seven other candidates, win over the kingdom's regent, and learn the will of a hidden goddess—all while mastering her people's inscrutable ways and watching her own back.

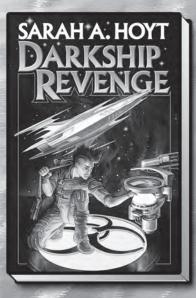
Sequel to the acclaimed flintlock fantasy Witchy Eye.

The Darkship Series Returns

"Exceptional, wonderful, and enormously entertaining." —Booklist on Sarah A. Hoyt

The genetically engineered Mules left Earth in disgrace. Now, generations have past and the Mules have returned for their vengeance. It's up to former darkship thief Athena Sinistra to

find a way to stop them. She's fought her way to victory before, but this time is different. This time she'll have to do it while taking care of her newborn child. Athena must risk herself, her husband, and her child to prevent the extinction of humankind.



978-1-4767-8192-1 * \$16.00/22.00

UNFORGETTABLE

978-1-4814-8244-8 * \$7.99/10.99

Out of Sight, Out of Mind

"[O]ne of the most interesting writers of the decade. . . ." —Encyclopedia of Science Fiction on Eric James Stone

In the near future, a fluke of quantum mechanics renders Nat Morgan utterly forgettable. No one can remember he exists for more than a minute after he's gone. A handy trick for a CIA agent. When his attempt to steal a quantum chip prototype is thwarted, Nat must team up with an enemy agent and a brilliant physicist to stop a ruthless billionaire from finishing a quantum supercomputer that will literally control the fate of the world.

Find sample chapters for all Baen Books at *www.baen.com* For more information, sign up for our newsletters at: *http://www.baen.com/newsletter_signup* Baen Books is distributed by Simon & Schuster

Responding to Pandemics

The possibility of great destruction from disease always looms over societies. How did societies respond to pandemics? How would a society respond to a pandemic today? How might disease affect a medieval town or a space colony? (Worldbuilding, Birch)

Sofiya Pasternack, Nikhil Pillarisetti Rao, Eric G. Swedin (M)

Someone Else's Hero

Some heroes are heroic, others are not. How do you write a dynamic hero who has the capacity to learn and grow? (Writing, Zion)

David Farland, Caryn Larrinaga, Todd McCaffrey, Dennis Packard (M), Kathryn Purdie

Spinning Chocolate to World Building Gold

Chocolate as an exploration of the senses. Writers need to enrich their imagery beyond sight and hearing. Paint your story with all your senses. (Worldbuilding, Arches)

Karen Evans

Spinning Wheels and Fairy Tales

(Writing, Amphitheater) Elizabeth Buck

Well-Developed Political Systems: Who Got It Right?

Who did a good job on political systems? Which books are the best at showing XYZ political system? Authors that improved? Holes in the systems? (Books, Maple)

Gordon Frye (M), Jeb Kinnison, L. E. Modesitt Jr., M. A. Nichols, Luke Peterson

Writing Science Fiction Tropes

Learn about the tropes that make the science fiction genre what it is, and how to use or subvert those tropes in your writing. (Writing, Cascade B)

Bob Defendi (M), C. K. Edwards, Charlie N. Holmberg, John M. Olsen

1:00-1:45 PM (F)

Beginnings and Endings

The beginning and the ending are two of the most critical parts of your story. Find out how to hook your readers at the beginning and how to wrap up to a satisfying conclusion. (Writing, Arches)

Jessica Day George, Charlie N. Holmberg (м), David Powers King, Peter Orullian

"The Color of Culture: Using Fine Arts and Aspects of Culture in Fantasy and Science Fiction"

(Academics, Amphitheater) Bruce Allred, E.A. Younker

Fashion and Clothing through the Ages

Fashion has always been fickle. How clothing has varied over the years. (Worldbuilding, Elm)

Gordon Frye, Jonna Hayden, Jennifer Moore, Sandra Tayler, Bobbie Berendson W. (M)

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Todd McCaffrey

Mildly Unsettling: The Art of Edward Gorey

Edward Gorey proved you can inspire nightmares with nothing more than a pen and a piece of paper. Learn how his deceptively straightforward art made a dramatic impact. (Art, Birch)

Dustin Hansen, James Wymore

Octavia Butler

Discussion of Octavia Butler's works, her impact, and your favorites. (Books, Canyon)

Spencer Ellsworth (M), Laura Henriksen, Scott R. Parkin

Publicizing Your Novel: What Works, What Doesn't

There's a lot of crazy advice floating around out there about how to publicize your book. What's bad advice? What's good? What's been out of date for 20 years, or is just a fad? This panel will dive into the nuts and bolts of how to get your book out there as efficiently and effectively as possible. (Professional Development, Maple)

Myke Cole, Angie Fenimore, Jennifer Jenkins, Wendy Knight (M)

How to use RPGs to test out ideas for your writing. (Gaming, Bryce)

Brandon Mull, Janci Patterson, Jo Walton

What It Costs to Produce Your Film and How to Price Your Work

Brandon Ho and team give you new insights about how to price/value your work. Their information comes from interviewing local and national people from a variety of different film backgrounds and collecting data from them about how they determine the cost or bids for what they do. (Theatre/Media Arts, Zion)

Brandon Ho

Why Write Poetry?

Some might argue that poetry is a dying form, but this couldn't be further from the truth. This panel discusses why the value of poetry to today's writers is far greater than its share of the market. (Writing, Cedar)

Richard Franklin, M. Todd Gallowglas (M), Christine Haggerty, Suzanne W. Vincent

The Role of the LDS Film Festival in These Latter-Days

Join Kels Goodman, president of the LDS Film Festival, in a discussion about the role of the LDS Film Festival. There will also be screenings of various short films directly following the presentation. (Theatre/Media Arts, Cascade B)

Kels Goodman

2:00-2:45 PM (F)

Board Game Recommendations

Come and hear about these panelists' favorite board games. Then you can share your favorite board games too. (Gaming, Elm) *Alan Bahr, Jess Lindsay (M), Dan Wells*

Effective Networking for Authors and Artists

Networking, networking, networking! But how, and with whom? (Professional Development, Zion)

J. R. Johansson, Emily R. King, Brian McClellan, Donna Milakovic

How to Run a Con: LTUE 2018

Come join this year's committee chair Alicia McIntire and learn how you can volunteer with LTUE. (Birch)

Alicia McIntire

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) David Farland

Monetizing Your Short (or Longer) Films

Expert and professional filmmakers discuss the film market, and talk about ways to help you promote, license, or sell your own short (or longer) films. (Theatre/Media Arts, Maple)

Richard Franklin, Robert Hatch, Stephanie Ollerton (M)

Scripts and Scribbles: Turning Written Descriptions into Visual Character Design

Everyone has an idea of what the hero or villain in a story looks like. Sometimes as an artist, though, you're asked to create the definitive, canonic representation. How do you turn that nebulous written concept into a compelling image? (Art, Cedar)

Brian Lee Durfee, Dennis Dorrity, Jessica Douglas, Brian C. Hailes, Jonna Hayden (M)

Staying Away from the Manic Pixie Dream Girl and Other Underwritten Female Characters

Some tropes are so common that we can fall into them without realizing it. How to create

RPGs for Writers

Early 2019 Membership Special

Get ready for next year! Purchase your membership for 2018 now for the best price!

Early Bird Registration (ends April 30, 2018): \$50

Online Preregistration (ends January 31, 2019): \$60

At-the-Door Registration: \$80

3:00-3:45 PM (F)

Balancing Plot and Character for Scripts and Fiction

Creating Character Driven Scripts and Stories with Strong Plots. We often talk about plot driven movies, but if we don't love the characters we easily lose interest. Chersti helps find the right balance. (Theatre/Media Arts, Cedar) *Chersti Nieveen*

Blueprints of a Video: How to Storyboard Effectively

A storyboard is often the first visual representation of what a video will eventually become. That work sets the foundation for the cinematography that follows. Learn how to do it well. (Art, Maple)

Richard Franklin, Robert Hatch, Mike Lovins (M), Robert Starling

The Fourth Language of Genre Fiction

In his book *How Fiction Works*, James Wood claims, "the novelist is working with at least three languages." Hey, the guy teaches English at Harvard, so he's probably on to something. Scholar of genre literature, M. Todd Gallow-glas, suggests a fourth language, one of vast importance to genre fiction, largely specific to science fiction and fantasy. Find out what these four languages are and how having a conscious understanding of how to weave these languages together will create a more immersive experience for your readers. (Writing, Birch)

M. Todd Gallowglas

Hindu Mythology

A description of the Hindu pantheon, and its myths and legends. (Worldbuilding, Zion)

John K. Lundwall, Charlie Pulsipher (M), Nikhil Pillarisetti Rao

How I Got My Agent

How to find an agent! (Professional Development, Arches)

Angie Fenimore, Brian McClellan, Emily R. King, J.R. Johansson, Myke Cole (M)

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) L. E. Modesitt Jr.

The Modern Mad Scientist Is Alive and Well in Pop Culture and Fiction

The mad-scientist trope has endured well from its infancy with Doctors Frankenstein, Rotwang, and Moreau. We'll explore the modern mad scientist, and her megalomania, curiosity, and obsession. We'll discuss the plucky Jillian Holtzman (*Ghostbusters*), the ambitious Holden Radcliffe (*Agents of S.H.I.E.L.D.*), the tormented Walter Bishop (*Fringe*), and many others both virtuous and villainous. What makes these characters so compelling? And how has the mad-scientist trope evolved in the last two hundred years? (Books, Amphitheater)

Ryan Decaria

Prewriting

What are some of the benefits of prewriting? How much is too much? In what ways will prewriting make me a better writer? (Writing, Elm)

D. J. Butler, David Farland, Heather Frost, Melissa McShane (M), Kathryn Purdie

Seven Together Writing Opportunity Meet and Greet

This is the second open workshop session for screenwriters interested in working on the *Seven Together* project. You are welcome to attend any or all sessions. (Cascade C)

Lyman Dayton, Dr. Dennis Packard

Why You Want to Write Horror

Have you ever tried writing a horror story? Or what about adding horror to your nonhorror story? If you haven't, let us convince you on why you should. (Writing, Canyon)

Scott Forman, C. R. Langille, Caryn Larrinaga (M), Dan Wells

full and interesting female characters. (Writing, Amphitheater)

Kathryn Purdie, A. J. Klaich (м), Keary Taylor, Ariadne Kane

What's Your Favorite Monster?

Monsters in SF/F: Why do they work? Which ones are your favorites? Trends in monsters. Are our monsters simply reflections of the real monsters in life? (Books, Arches)

Caryn Larrinaga, James Minz (м), Larry Correia, Ryan Decaria

Writing the Opposite Gender

Tips for writing a gender not your own. (Writing, Bryce)

Heather Frost, Brandon Mull, Ginny Smith (M), Johnny Worthen

Seven Together Writing Opportunity Meet and Greet

This is the first open workshop session for screenwriters interested in working on the *Seven Together* project. You are welcome to attend any or all sessions. (Cascade C)

Lyman Dayton, Dr. Dennis Packard

3:00-7:45 PM (F)

LDS Film Festival (4 hours)

Screenings as time permits: "I Love My Robot Boyfriend!" (short film), "Village of Light (documentary), "Little Drummer Boy" by J.ournal (music video), "Hidden in the Heartland by Manifest Destiny (TV series episode), *Trek* (feature film). (Cascade B)

Kels Goodman

3:00-4:45 PM (F)

Language Creation Workshop (2 hours)

How do you create realistic-ish languages for your new world? Learn techniques for language creation. (Worldbuilding, Oak)

Dirk Elzinga

36

Student Online Preregistration (ends January 31, 2018): *5

Student At-the-Door Registration: \$15

4:00-4:45 PM (F)

Analyzing and Writing Educational Parody Songs

Jenette reviews the best of the best educational parody music. She shows how the combination of music and rhythm mixed with educational lyrics help us learn faster and remember longer. You may even be inspired to write your own educational parodies. (Theatre/Media Arts, Amphitheater)

Jenette Scott

"Dead Dad, Bad Dad, No Dad, Real Sad: Perpetuation of 'Mother-Madonna, Father-Devil' in Guardians of the Galaxy, Vol. 2"

(Academics, Cedar) Alyssa Steed

Family History for Writers

How does the past heritage and future legacy of a character affect the choices they might make? How might the genetic history of a character affect how long the character will live, and what kinds of medical challenges the character will face? (Worldbuilding, Arches)

Ann Chamberlin, Brian Lee Durfee, Spencer Ellsworth, Stephen Gashler (M), Ginny Smith

From Ragnarok to The Maze Runner: Apocalypse/Postapocalypse in Fiction

The world is going to end . . . and then life goes on. The hope or lack thereof in apocalyptic and postapocalyptic fiction. (Books, Canyon)

Peter Orullian (M), Dan Wells, Robison Wells

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Myke Cole

Normal Child Development

Every month and every year from when a child is born, a child developing normally is expected to hit various milestones. We will cover these milestones, and discuss ways a normal child might vary from them. (Worldbuilding, Maple)

Matthew Kirby, Sofiya Pasternack, Sandra Tayler, Ariadne Kane (м)

Podcasting: How Not to Screw It Up

For some, podcasting serves as a major launch pad for creative careers (Writing Excuses anyone?). Come learn how to use podcasting to build a base of followers, what to avoid in order to not create "yet another podcast," and how to determine if podcasting is right for you. (Professional Development, Elm)

Angie Fenimore, Daniel Swenson (M), Bryan Young

Putting LDS Themes in Fiction

Not all LDS writers write LDS fiction, but their principles still influence their work. Learn how to use LDS themes without being overtly religious. (Writing, Bryce)

D. J. Butler, Brandon Mull, Scott R. Parkin, Josi Russell (м)

Seven Together Writing Opportunity Meet and Greet

This is the third open workshop session for screenwriters interested in working on the Seven Together project or learning how to use the Online Scripting Studio. You are welcome to attend any or all sessions. (Cascade C)

Lyman Dayton, Dr. Dennis Packard

This Time, It's Personal: Developing a Personal, Unique Art Style

Just as writers need a unique voice, every artist needs a recognizable style. Create a unique flavor worth imitating and replicating. (Art, Zion)

Graham Bradley (M), Devon Dorrity, Jessica Douglas, Greg Newbold, Bobbie Berendson W.

Writing a Log Line or Improving the Elevator Pitch

A workshop where Blake Casselman takes attendees through the process of constructing a proper log line. (Professional Development, Oak)

Blake Casselman

Writing Steampunk

Steampunk means all you need are gears and goggles, right? Of course not. The pros tell you how steampunk is more than what is on the surface. (Writing, Birch)

Jess Lindsay, John M. Olsen, J. Scott Savage, Callie Stoker (M), Scott E. Tarbet

5:00-5:45 PM (F)

Adding Mystery

Very mysterious. (Writing, Arches) Larry Correia (M), Matthew Kirby, Peter Orullian, Ginny Smith, Johnny Worthen

Creating Movie and Book Trailers

Film professional Laura Palmer walks you through designing and creating your own trailers. She will demonstrate the process with a primary focus on selecting and editing video and audio clips. (Theatre/Media Arts, Oak) L. Palmer

"Empowering Women in Game of Thrones: A Look at Comparisons between Dany:Margery, Cersei:Sansa, and Arya:Brienne" (Academics, Birch) Alyssa Steed

From Functional to Fantastical: Architecture in Art

Whether you're in space or in Middle Earth, people need somewhere to live, work, and play. Building the structures of the world is part of the immersion. (Art, Cedar)

Brian Lee Durfee, Brian C. Hailes (M), Charlie Pulsipher, Richard Lance Russell

The Future of Virtual Reality

Applications of VR in gaming and the real world. (Gaming, Elm)

Jay Barnson, J. David Baxter (м), Dustin Hansen, Donna Milakovic

Hidden Disabilities

From diabetes to depression, from chronic back pain to cancer, many of us suffer from disabilities that others around us, to one degree or another, cannot see. How do people live with such disabilities? How do myths and misunderstandings affect personal interactions with people who have such disabilities? (Worldbuilding, Canyon)

Shannon Babb, Sofiya Pasternack (M), Nikhil Pillarisetti Rao, Robison Wells

Learning from the Business Side of Writing Excuses

Writing Excuses evolved from three guys in a basement chatting about writing, to a major business. This helped launch careers, garner thousands of listeners, and win Hugo awards. What does the business side look like, how does it operate, and what can you learn about building a successful platform for you writing career? (Professional Development, Amphitheater)

Kenna Blaylock

Nightscapes in Watercolor

Join local artist Jessica Douglas in a workshop where you will explore the complexities of painting with watercolors. (Art, Maple) Jessica Douglas

Regional Popularity: Who Do You Know That We Should Too?

Authors travel around and meet other authors, both indie and traditionally published. But not everybody is popular everywhere. Who do you know, that we should read too? (Books, Bryce)

Graham Bradley, Myke Cole, M. Todd Gallowglas, Callie Stoker (м)

Seven Together Writing Opportunity Meet and Greet

This is the fourth open workshop session for screenwriters interested in working on the Seven Together project or learning how to use the Online Scripting Studio. You are welcome

to attend any or all sessions. (Cascade C) Lyman Dayton, Dr. Dennis Packard

Writing Fantastical Fantasy

What does it take to create a new world from scratch? Learn how to capture readers' sense of wonder, while weaving a compelling story. (Writing, Zion)

Jessica Day George, Charlie N. Holmberg (м), Todd McCaffrey, Brandon Mull, Jo Walton

Writing Meet Up: Romance

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this lowkey networking event. (Boardroom)

6:00-6:45 PM (F)

Cuneiform, Hieroglyphs, Alphabets: Cultural Writing Systems

Writing systems have always been an important way for cultures to preserve their history for future generations. The history of writing systems and how those writing systems influence their cultures. (Worldbuilding, Arches)

Ann Chamberlin, Dirk Elzinga, Megan Hutchins, Daniel Jeffery (M), Josi Russell

Drawing the Mood: Visual Cues That Lead Your Viewer's Emotions

There are a number of little "tricks" that art can use to evoke emotions and feelings in viewers. Learn the basic tools of making this happen. (Art, Birch)

Dennis Dorrity, Brian C. Hailes, Richard Lance Russell, Bobbie Berendson W. (M), Jemma M. Young

How to be a "Kind-of Successful" Freelance Filmmaker

Local professional freelance filmmaker Brandon Ho shows you the onramp and helps you understand the signs along the Freelance Filmmaker's highway. (Theatre/Media Arts, Cedar) Brandon Ho

Leveraging Principles of Psychology in Game Design

Using what we know about the brain to make your games interesting and engaging. (Gaming, Canyon)

Alan Bahr, Ryan Decaria (M), Daxon Levine, Nikhil Pillarisetti Rao,

Pass-Along Comic

Join comics creator Jess Smart Smiley for an hour of making comics! We'll be filling in blanks to complete comics, then starting our own pass-along comics that we make together as a group. Bring something and someone to draw with. (Art, Oak)

Jess Smart Smiley

Self-Editing and the Draft Process

You've finished your draft, but revision is a very different process. Come learn what needs to change, where to begin, and how to avoid being overwhelmed by this part of the process. (Writing, Bryce)

Susan Chang, Dene Low (M), James Minz, Chersti Nieveen, Callie Stoker

SF/F: Were They Ever the Same?

What are the origins of the two major genres? When did it split? Were they ever the same? (Books, Elm)

Jay Barnson (M), Sarah Hoyt, Todd McCaffrey, Scott E. Tarbet

Speed Networking with Authors

Join Matthew Kirby and Brandon Mull for some informal speed networking and chatting. (Professional Development, Zion) Matthew Kirby (M), Brandon Mull

7:00-8:45 PM (F)

Book Signing

Bring your books and meet your favorite authors. See the list on page 33. (Exhibit Hall A)

Film Festival (6 hours)

Schedule subject to change. (Cedar)

• ConLanging (creating language for science fiction and fantasy, 1h 35m), introduced by Logan Kearsley

• "A Provo Romance" (a brilliant, hilarious foray into dating "in Provo," 11m), FHE3

· Research (comedy, what you don't know, can't hurt you, or can it?, 9m), Mildly Fearsome Films

· "Above the Law" (Zombie movie, featuring Star Trek, security guards, and a crazy old man, 20m), Craig Nybo

• "Space Monkeys" (cartoon, the story of a boy and his mail-order monster, 14m), Gangrene

• "Two Moments in Time" (one forgotten woman is about to be remembered, short), Don Percy

• "Paradise Lost" (Tales That Should Not Be never make a deal with the devil, 11m), Chupacabra Pro, Gangrene Film Festival

• "Madness on Black" (Tales That Should Not Be—the answer to "what is out there" may be worse than you think, 11m), Chupacabra Pro, Gangrene Film Festival

• Behind the Blue Door (feature, foreign drama), Warren Workman

• "Embers and Dust" (imagine your city power going out in the middle of listening to Orson Wells's War of the Worlds over the radio in 1938, 12m), Patrick Bieseman

• "The Disintegration Machine" (what if you could "dissolve" anything the way salt melts in water? short), Peter C. Davidson.

• "Doppelganger" (what if your evil alien "twin" wreaks havoc with your life, 25m), Blake Casselman

• "Kiss the Devil in the Dark" (what would you do to save the love of your life? 30m), Blake Casselman

We will also show other short films or trailers as time permits.

8:00 PM (F)

Bardic Circle

We will be playing and singing filk music. Come join us! (Oak)

8:30 PM (F)

Valhalla-a Nordic Rock Opera

Awarding-winning authors and entertainers Stephen and Teresa Gashler will perform a one-hour concert of their latest musical adventure as they debut their brand new album. Vikings, valkyries, singing dead people-this concert's got it all. If you think vikings and rock music are a match made in Valhalla, you know where to be. (Zion)

Saturday, February 17, 2018

9:00-9:45 AM (S)

Balancing Platform and Artistry

This panel will provide the roadmap you need to sell your creative work, without selling your soul. (Professional Development, Arches)

Clark Chamberlain (M), L. E. Modesitt Jr., Sandra Tayler, Jo Walton

"Fighting Captain Nazi: The Comic Book's Influence on a Generation of Soldiers"

(Academics, Cascade A) Carlin Cottam

Finding Your Audience

There are only seven different basic stories, but who you want to read it depends on how you write. This panel will cover writing the story for the audience you want to reach. (Writing, Cascade C)

M. Todd Gallowglas (M), Wendy Knight, Josi Russell, Howard Tayler

Map Making

Maps have always been crucial for exploration. The history of map making and how maps are made today. (Worldbuilding, Zion)

Brian Lee Durfee, Kevin Evans (M), John K. Lundwall, Bobbie Berendson W.

Powered Armor: Design and Tactics

Powered armor has always been a popular notion in military science fiction, as a notion, it's slowly been gaining traction in modern



armies. How might power armor work? How would powered armor affect military tactics? (Worldbuilding, Amphitheater)

Jonathan LaForce, C. A. Preece, Kal Spriggs (M), Brad R. Torgersen

Avoiding the Dreaded Infodump

Learn how to smoothly draw your reader along the learning curve of your world and keep the plot ticking at the same time. (Writing, Birch)

Megan Hutchins

Star Wars Dresca: The Fan Film Awakens

Tom Durham takes you way behind the scenes of a crazily ambitious, locally produced Star Wars fan film and introduces you to the cast and crew. Find out what it takes to make a hi-end movie in your favorite galaxy far far away. The full short film will be screened as part of this presentation, so be one of the first to see it in this special LTUE event! Check out the trailer at www.starwarsdresca.com. (Theatre/Media Arts, Cedar)

Jessica Champneys, Matt Champneys, Ali Durham, Tom Durham (M), Dave Skousen Swords and Spears and Axes, Oh My! (Medieval Weapons 101) (2 hours)

Why is the idea of a three-foot bronze sword wielded by an eleven year-old laughable? How hard is it to swing a war hammer? Heft actual weapons and armor ranging from the Bronze Age to the early twentieth century, and learn how they were employed. (Worldbuilding, Cascade B)

C. David Belt

Telling a Story with Images

We're all familiar with telling a story using words—we do it every day. But what about using images to tell a story? How do you convey emotion and motion? Progression of time and progression of ideas? How do you keep things coherent when what the audience is getting is a series of snapshots? (Art, Elm)

Richard Lance Russell, Jemma M. Young,

Writing a Log Line or Improving the Elevator Pitch

A workshop where Blake Casselman takes attendees through the process of constructing

a proper log line. (Professional Development, Oak)

Blake Casselman

Writing Nonhuman Points of View

Not all characters in stories are human, yet they can still provide important viewpoints for a story. How do you get into the mind of a nonhuman so that the character's nonhuman nature is preserved while keeping the character relatable to the reader? (Writing, Bryce)

Angela Hartley (м), Dan Wells, Larry Correia, Maxwell Alexander Drake

Writing Meet Up: Science Fiction

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this lowkey networking event. (Boardroom)

10:00-10:45 AM (S)

Biology and Physiology of Mythical Creatures

Dragons, griffins, centaurs, werewolves, and so forth. What do we understand about the biology of mythical creatures? (Worldbuilding, Arches) Devon Dorrity, C. A. Preece (м), Nikhil Pillarisetti Rao, Sarah E. Seeley

Creating Backgrounds and Layouts

While they're never the focus, what happens in the background is often as important as the foreground that contrasts it. Learn how to build an immersive world around your visual subjects. (Art, Cedar)

Bobbie Berendson W., Brian C. Hailes (M), Cara Stratton

How Can I Make Money on YouTube?

There is money to be made on YouTube. It takes more than just posting videos. You need a marketing strategy. You need to know your target audience. You need to have affiliate accounts in place. Come listen to the panelists discuss how you can sign up for monetization, create high-quality videos, how to promote those videos with effective marketing and how to find the right affiliates. (Theatre/ Media Arts, Elm)

Stephanie Ollerton, Robert Starling

How to Run a Killer Game Kickstarter

How to effectively use Kickstarter to fund your new game. (Gaming, Amphitheater)

Alan Bahr, Stephen Gashler (M), Sandra Tayler, Bryan Young, Jemma M. Young

Method Acting and Creating Characters

Are you looking to write memorable characters? Do you find it hard to relate to "the other" characters that are not like you? In this presentation activity, professional actor and writer Richie Franklin will discuss how actors create deep, interesting characters and how those techniques can be used to do the same in your writing. (Writing, Cascade A)

Richard Franklin

SF/F: What Would You Recommend to Someone New to the Speculative Genres?

Many readers don't like SF/F because it isn't "real" so they've never experienced it. What would you recommend to pull a mystery reader, or a historical reader, romance reader, etc. into SF/F? (Books, Bryce)

D. J. Butler, Larry Correia, Ryan Decaria, Jessica Day George, Scott R. Parkin (M)

Short Stories in a Nutshell

How short stories are different than novels, how to write them, and where to sell them. (Writing, Canyon)

David Farland, Julie Frost (м), Wendy Nikel, Eric James Stone

The Art of School Visits

If you ever plan to write books for children or young adults, you need to learn the ancient art of the school visit. Kids can be a tough audience. Learn how to entertain, educate, and get the word out about your work. Come learn from the master of school visits, J. Scott Savage. (Professional Development, Oak)

J. Scott Savage

The Making of BYUtv's Extinct

Join Aaron Johnston, Devin Bekins, and Anna K. Findlay as they talk about creating visual effects, costuming, designing and scripting for BYUtv's *Extinct* series. Aaron will also talk about his experience working with Orson Scott Card. (Theatre/Media Arts, Cascade C) *Aaron Johnston, Anna K. Findlay, Devin Bekins*

"Thus Spoke John Uskglass: Nietzsche's Will to Power as a Source of Magic in Jonathan Strange and Mr Norrell"

(Academics, Birch) Paul Williams

Writing Meet Up: Horror

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this lowkey networking event. (Boardroom)

11:00-11:45 AM (S)

Keynote

(Zion/Bryce/Arches/Canyon) Todd McCaffrey

12:00-12:45 PM (S)

Bite-Sized Fiction

You don't always need 200k words to tell a story. Sometimes a few words are sufficient. The benefits of short fiction and how to be effective with these stories. (Writing, Cascade C)

Megan Hutchins, Wendy Nikel, Eric James Stone, Brad R. Torgersen (M)

Character Development: How to Visually Show Change over Time

People do more than just grow older, especially in science fiction and fantasy. Learn how to show character development with visual cues. (Art, Arches)

Graham Bradley, Dennis Dorrity, Brian C. Hailes, Jonna Hayden (M), Jess Smart Smiley

Designing Spaceworthy Ships

Life support, radiation shielding, fuel: engineers have all sorts of constraints to consider when designing a spaceship. What is available for engineers to design a ship, and how does the type of fuel (chemical, nuclear, antimatter, etc) affect the design? (Worldbuilding, Birch)

J. David Baxter, Kevin Evans, Darci Stone, Howard Tayler (M)

How to Make a Real Living as a Writer: Five Strategies to Make \$200 an Hour

Writing is a mystery to most companies. Tap into their need for great storytelling and content with these strategies for making a good living as a writer. (Writing, Cascade A) *Dave Doering*

"Leia and Rey: Star Wars Women for a Feminist Generation"

(Academics, Cedar) Alyssa Steed

Pratchett vs Anthony: Humor in SF/F

Who does it best? Douglas Adams too? Who else? (Books, Cascade B)

Bob Defendi, Caryn Larrinaga, Steve Setzer (M), Emily Martha Sorensen

Showtunes Saturday Night: The Making of the Legendary Radio Show

Radio talk show host Laura Bedore Lerwill discusses the creation, the preparation for each show, the music selection, the hosting, and the success and demise of the long-running show. (Theatre/Media Arts, Amphitheater)

Laura Bedore Lerwill

Stories without Villains

We often like stories with heroes and villains, but not all stories need a villain. How does one keep the story moving when there is no villain to provide conflict? (Writing, Elm)

Myke Cole, Renee Collins, Peter Orullian, Callie Stoker (M), Keary Taylor

Women in Gaming

How women are represented in games and how that affects women who play them. (Gaming, Bryce)

Mari Murdock (M), Melissa McShane, Janci Patterson

Working with a Freelance Editor

Learn the secrets to getting the most out of working with a freelance editor. (Professional Development, Canyon)

Daniel Craig Friend, Charlie N. Holmberg, TJ da Roza, Sandra Tayler (м)

Writing Meet Up: Romance

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this lowkey networking event. (Boardroom)

YA vs. Middle Grade

(Writing, Zion)

J. Scott Savage

A New Reality





University Mall – Orem, UT

801-494-2068 vrjunkies.com

- Over 50+ Games
- Fully Immersive
- Corporate Parties
- Team Building
- Birthday Parties
- Private Events

Acknowledgments

As always, we would like to especially thank all those who have helped to make this symposium possible:

Jessica Douglas Dragon's Keep David Farland and Writers of the Future/Illustrators of the Future **Discovery Space Center** Jeremiah Clark and the rest of the Marriott Hotel staff The spouses, children, roommates, etc., of the symposium committee Our guests, panelists, and volunteers

And especially all of you who come! See you next year!

1:00-1:45 PM (S)

Analyzing Movie Endings: Story Edits with a Focus on Hindsight

Daniel Friend does a keen (and nonsnarky) review, commentary and open discussion on how certain movies could have ended (or should have ended) instead of the way they did. This session will help you "start with the end in mind" and help you realize how essential great movie endings are. (Theatre/Media Arts, Oak)

Daniel Craig Friend

Crafting Good Subplots

A discussion about using subplots to add nuance to your story without derailing your main plot entirely. (Writing, Zion)

Renee Collins (M), David Farland, Charlie N. Holmberg, Kathryn Purdie, Brandon Sanderson

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Susan Chang

Living Deaf

A presentation about people living with CAPD, otherwise known as brain deafness. Learn how to write characters with disabilities that speak to readers. (Worldbuilding, Birch)

Shannon Babb

Memorial Service

A tribute as we mourn the losses to our science fiction and fantasy community from the past year, including Jonathan Langford and Ursula K. Le Guin. Come share your memories of absent friends. (Maple)

Dave Doering (M)

NPCs with Soul: Characters for Game Designers

How to create NPCs that both achieve the goal of the game, and are more interesting than a signpost. (Gaming, Elm)

Daxon Levine, Jess Lindsay, Nick Scholz, Brennan Smith, Daniel Swenson (м)

Science in Comics: Superman to Feynman

Do superhero comics use real science? Of course, but where? Join C. A. Preece, the creator of *CheMystery*: a chemistry graphic novel, as he discusses the science behind superheroes (Superman, Firestorm, Ant-Man, and more!), where science comics come from (Feynman, Howtoons, and more!), and the process of making a superhero science comic. (Books, Amphitheater)

C. A. Preece

Staging and Producing a Musical

Actress and director Laura Bedore Lerwill touches on all the key elements from auditioning, costuming, rehearsing, directing and producing a musical or stage play. (Theatre/ Media Arts, Cedar)

Laura Bedore Lerwill

The Sincerest Form of Flattery: How to Imitate and Incorporate the Styles of **Fellow Artists**

They say good artists borrow, great artists steal. How do you steal in appropriate ways, without plagiarizing or infringing on copyright? (Art, Canyon)

Greg Newbold, Jess Smart Smiley (M)

Writing Children

As adults, convincingly writing a child character can be tricky. Ways to make sure your characters act their age. (Writing, Arches)

Elizabeth Buck, Dustin Hansen, Sarah Hoyt, Callie Stoker (м)

2:00-2:45 PM (S)

A Road Map to Getting Published

Every writer has their own journey, but we can all learn from the path forged by others. This

panel will explore the paths that distinguished authors take to successfully getting published. (Professional Development, Amphitheater)

Susan Chang, James Minz (M), Jo Walton

Aliens vs. Monsters: Visually Distinguishing between the Unnatural and the Unearthly

There's a lot to be afraid of out there, but how do you tell if the creature came from the stars above or beneath your bed? (Art, Bryce)

Dennis Dorrity (M), Devon Dorrity, Cliff Green, Brian C. Hailes

Building Seaworthy Ships

From wood to metal, for thousands of years we have been building ships to travel the sea. What goes into building a ship to make it seaworthy? How does the choice of materials affect how the ship can be built? (Worldbuilding, Elm)

Gordon Frye, V. J. O. Gardner, Jennifer Moore (M), Kal Spriggs, Ariadne Kane

Creating and Placing Multimedia TV Ads and Radio Spots

Richard Franklin leads you through the process of creating multimedia ads and gives insight on how to place the ads. (Theatre/ Media Arts, Oak)

Richard Franklin

Grey and Black Markets

Whether it's tax and regulation evasion for legal goods or the trade in forbidden goods, whenever a society attempts to regulate the sale of various items, markets of questionable legality inevitably arise. How do these markets thrive yet remain hidden? What effects does law enforcement have on these markets? (Worldbuilding, Maple)

Sofiya Pasternack, Nikhil Pillarisetti Rao, Eric G. Swedin (м)

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Jessica Douglas

Making the Most of NaNoWriMo

November means NaNoWriMo, or at least it does until you hit a writers block. How can you stay focused and make the most of one month of writing? (Writing, Arches)

Spencer Ellsworth, Wendy Nikel, Callie Stoker (M), Bryan Young

Open World vs. Closed World

How to balance giving your player the freedom to move around while still moving the story along. (Gaming, Birch)

Christopher Baxter (M), Clark Chamberlain, Mari Murdock, Nick Scholz, Brennan Smith

"Princess Leia vs. the Holodeck: Understanding the Reality of Science Fiction Displays"

(Academics, Cedar)

Dr. Daniel Smalley, N. Smalley

What's It Like: Writing in Somebody Else's Milieu

This is not *just* a "how to write in somebody else's milieu," this is "what is it like?" Did you still like the milieu afterwards? We want stories from those invited to write. (Books, Canyon)

Karen Evans, Todd McCaffrey, Brandon Sanderson, Sarah E. Seeley, Brad R. Torgersen (M)

Writing Fast or Writing Slow? Different Paths to Success in Publishing

Brandon Sanderson publishes multiple books every year (some of them are really big, too!). Patrick Rothfuss cranks one out every ten years or so. They're both doing okay. How can you make it as a writer at any speed? (Professional Development, Zion)

Myke Cole, David Farland, L. E. Modesitt Jr., Peter Orullian (M)

3:00-3:45 PM (S)

Anthropomorphic Art: Mixing Species and Logical Anatomy

Creating intelligent-looking, humanlike creatures takes a little bit of anatomical knowhow. Learn some basics so your humanoids are more realistic. (Art, Maple)

Graham Bradley, Devon Dorrity, Cliff Green (M), Brian C. Hailes, Nikhil Pillarisetti Rao

From Peasant to Noble: Social Mobility in Feudal Societies

In a feudal society, it can be difficult to move from one class to another, particularly if the society is heavily caste-based. How did people move from class to class, and how might an individual find prosperity in the class they are born to? (Worldbuilding, Cedar)

Gordon Frye, Daniel Jeffery, Scott R. Parkin (M), Eric G. Swedin, David J. West

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Charlie N. Holmberg

Norse Mythology

The pantheon and myths of Norse mythology. (Worldbuilding, Arches)

Stephen Gashler, Daxon Levine, John K. Lundwall (M), Sofiya Pasternack

Pass-Along Comic

Join comics creator Jess Smart Smiley for an hour of making comics! We'll be filling in blanks to complete comics, then starting our own pass-along comics that we make together as a group. Bring something and someone to draw with. (Art, Oak)

Jess Smart Smiley

Poetry in SF/F

SF/f has more than just prose. Some authors write snippets of rhyme to include in their

It's only one year away!

Life, the Universe, & Everything 37!

Come join in the fun! Anyone can be part of the committee. Watch our Facebook page for details about how you can help. books. Some write full on poetry. How is it different in speculative and fantasy poetry? (Books, Bryce)

Scott Forman, L. E. Modesitt Jr., Scott E. Tarbet (M), Jo Walton

Prologues and Epilogues

Find out what sets prologues and epilogues apart from ordinary chapters, and learn when and how to use them to enhance your story. (Writing, Canyon)

Myke Cole, Jason King (M), Lisa Mangum, Todd McCaffrey, Brandon Sanderson

"The Female Body as Text: Symptoms and Subversions of Systematized Dystopic Oppression in Alan Moore's V for Vendetta"

(Academics, Amphitheater) Mari Murdock

Why Dungeon Crawlers Works, and Live Podcast Recording

Dungeon Crawlers host and published author Daniel Swenson overviews why they've been successful and then follows up with a live recording of an episode. (Theatre/Media Arts, Birch) Daniel Swenson

Daniel Swensor

4:00-4:45 PM (S)

A Dragon by Any Other Name: Comparing Dragon Art from Different Series and Styles We all love dragons, but we all love them for different reasons, and our art reflects that. Comparing and contrasting the different ideas about these mythical creatures can help us learn a lot about how to take an idea and make it our own. (Art, Canyon)

V. J. O. Gardner, Cliff Green, Charlie Pulsipher (M), Kaitlund Zupanic

A Serious Look at Comedy

Humor is often seen as one of the hardest elements to integrate in fiction. Why is humor so difficult, and how can you get the laughs you want and need? (Writing, Arches)

M. Todd Gallowglas (M), Paul Genesse, C. K. Edwards, Howard Tayler,

Abnormal Psychology

What are some of the various psychological disorders that people suffer from, and how has our understanding of these disorders changed over time? A discussion about disorders, how they are treated, and how they affect individuals, families, and society. (Worldbuilding, Bryce)

Callie Stoker (м), Daxon Levine, Laura Henriksen

Bootstrapping 101 for Game Designers

An overview of the different funding models, tips for finding and collaborating with partners, dealing with limitations, creative marketing ideas, and other best practices for creating an independent game studio (and a great game) from the ground up! (Gaming, Oak)

Nick Scholz

Breaking through Blockages

Figure out why you're not writing and taking steps to start identifying and overcoming the challenges that are holding you back. (Writing, Maple)

McKelle George (м), Peter Orullian, Kathryn Purdie, Keary Taylor, Brad R. Torgersen

Ciphers and Code Crackers

Discuss the history of making and breaking codes in military and private use. (World-building, Birch)

Scott Forman, Daniel Jeffery, Frank Morin (м), Eric G. Swedin

Crowdsourced Magic System Design

Come build a magic system! Erekson Holt will take your suggestions and refine them into viable magic systems, while explaining the choices and the ramifications of those magic systems on your world. (Worldbuilding, Amphitheater)

Erekson Holt

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Jo Walton

Making Money on the Side

How to generate additional streams of revenue from your creative work (podcasts, lectures, freelance work, etc.) (Professional Development, Elm)

Myke Cole, Jessica Douglas, Jonna Hayden (м), Brian McClellan, Jemma M. Young

Screenwriting 102

This screenwriting presentation is for Authors, Indie Filmmakers, and Other Dreamers. Come learn how to "scriptize" your story. (Theatre/Media Arts, Zion)

Tom Durham

The Hidden Scars Remain: Childhood Emotional Neglect/Abuse in Adulthood

Children from emotionally neglectful and abusive homes often sought and found refuge in the welcoming and inclusive community of SF/F. Although many of us have gone on to have successful adulthoods and even formed loving families, we may struggle with feelings of low self-worth, difficulty with emotional regulation, quixotic causes, or self-defeating behaviors. I hope to both reach out to what is unfortunately likely to be a sizeable population of attendees, and believe this could also help build more realistic characters with their own pasts. (Books, Cedar)

Nikhil Pillarisetti Rao

5:00-5:45 PM (S)

Creating Professional Quality Photographs

Bring your own camera. Expert photographer Kjirstin Youngberg leads you through the ins and outs great photography. This is part presentation and part workshop. Kjirstin also overviews some of the pros and cons about trying to make money today's photographic industry. (Theatre/Media Arts, Cedar)

Kjirstin Youngberg

Kaffeeklatsch

Sign up required ahead of time. (Boardroom) Brandon Sanderson

Of Men and Demigods: The Art of Comic Books

Comics and comic books have had a huge impact on our culture. Learn what makes them stand out, and what's captivated us for so long. (Art, Arches)

Graham Bradley, Dennis Dorrity, Brian C. Hailes (Μ), Mari Murdock

Real-World Magic Systems

Stop writing "Magic: the Gathering" into all of your novels! Learn what real-world magicians have done and thought in various cultures, and how that can be applied to your writing. (Worldbuilding, Birch)

D. J. Butler

What Don't We Know about the Books Coming Out?

What are some of the newest trends in the industry? How quickly do they change, and how do agents, publishers and authors anticipate them? (Books, Elm)

Alan Bahr, Renee Collins, McKelle George (м)

Writing Battle Scenes

Battles by nature are complex and chaotic, yet the outcomes can be important for both the characters that participate in them and for the story itself. How do you keep from getting lost in the chaos? How do you find a balance between focusing on the roles of characters involved and describing the overall events of a battle? (Writing, Amphitheater)

Larry Correia, Gordon Frye, L. E. Modesitt Jr., Kal Spriggs (M), Brad R. Torgersen

5:00-6:45 PM (S)

Art Auction (2 hours) (Canyon) M. Todd Gallowglas, auctioneer

6:00-6:45 PM (S)

Communications throughout History

In this day of (mostly) reliable cell phone and Internet service, it's easy to forget that we haven't always had these communication options. What techniques did we use to communicate throughout history? How did these communication techniques affect the societies that discovered and used them? (Worldbuilding, Arches)

Myke Cole, Kevin Evans, Gordon Frye (M), Megan Hutchins, Daniel Jeffery

Finding and Working with a Freelance Editor

With agents and publishing house editors become busier each year and the self-publishing market exploding, working with a freelance editor has become common for both indie and traditionally published authors. What you need to know before you hire an editor, from what questions to ask to really test their expertise to what a reasonable pay rate is. We'll also go over the different types of edits and cover tips and tricks to get the most out of your working relationship. (Writing, Cedar)

Chersti Nieveen

Grow Confidence and Courage through Self-Expression

Learning to be confident in your art is one of the most important steps in becoming a successful professional. Learn how to put your faith in your creations, and to let your art speak for itself. (Art, Birch)

Dennis Dorrity (M), Jonna Hayden, Rowan North, Kaitlund Zupanic

LTUE Benefit Anthologies Preview

Come see the cover reveal and initial author announcements for the first LTUE benefit anthology, *Trace the Stars*. The themes for several future anthologies will be announced. A Q&A session follows the announcements, with informal refreshments served. (Boardroom)

Joe Monson

When Universes Collide: Disney vs. Legacy

We don't have much to go on yet, but how do you think the two are going to compare based on the old canon versus newer? Which will fans hold tightest to? Is Legacy influencing Disney? (Books, Elm)

Spencer Ellsworth, L. Palmer (M), Robert Starling

7:00 PM (S)

Gala Banquet (2 hours)

Please join us to top off a great year! Come hear bestselling author and toastmaster Charlie N. Holmberg as part of the festivities. (Zion)





