CONSTELLATION 2015 POCKET PROGRAM

Friday					3:00pm	4:00pm	5:00pm	6:00pm	7:00pm	8:00pm	9:00pm	10:00pm	11:00pm	12:00am	
Reading Room	Con Suite Hou Friday:	ours 3:00pm - 1:30am 8:00am - 1:30am 9:00am - 4:00pm					Megan Tupper Children's Reading	Make Star Love not Star Wars Reading							
Altair	Saturday: Sunday:					Belly Dancing Class	Lincoln for a SciFi Writer	Anime Review	Opening Ceremonies	Guest Q&A	Paths to Publishing	Ask the Artist	Science Fiction and Fantasy Movies		
Vega	The Reading Room is available for relaxation any time not during a scheduled reading.							Sons of Anarchy - Recovering from the Finale		The Growth of Sci-Fi Art	Only the Fineset Cin	ema Vol. II			
Deneb	, and the second						Fandom Button Making				Augmented Reality: When Can We Upgrade				
Saturday	11:00am	12:00pm	1:00pm	2:00pm	3:00pm	4:00pm	5:00pm	6:00pm	7:00pm	8:00pm	9:00pm	10:00pm	11:00pm	12:00am	
Reading Room	Robert Collins Reading 10am			Trudy Myers Reading	Matthew S. Rotundo Reading	Erica Olivera Reading	Tricia Scott Reading	Robert Reed Reading	5		Sabrina Sumsion Reading				
Altair	Brandon Sanderson Hommage	World Building Workshop Sci-F		Belly Dance Show	Cosplay Cont	rest		Art Auction	Writing For Bungie	Design an Adventure Improv	Bitch About League of Legends	Let's Play: I Am Bread	Ŀ		
Vega	Steampunk Tea Dueling	Star Wars: The Fans Awaken	Design ar	n Adventure		Running a Successful Kickstarter	Well, This is It - We're All Going to Die	Characte	er in Action	Beyond Watchmen	Fan Fiction 101				
Deneb		Art Critque Arti		st Jam	Fandom Button Do Something With Making Your Photos		Warhammer 40k Fan Panel		Art Critque						
Sunday	11:00am	12:00pm	1:00pm	2:00pm	3:00pm	4:00pm	Registration Hours Friday: 3:00pm - 7:00pm*					Video Room Friday: 3:00pm – 3:30am			
Reading Room	Jeff McArthur Reading						Saturday: Sunday:	Saturday: 8:00am - 6:00pm* Saturday: 10:00am - 3:30am							
Altair		Writing for the Internet		Star Wars Musical		Closing Ceremonies	Dealers/Art Room Hours				•	Legend: Gray Highlights indicate Guest of Honor panel			
Vega		Raising Kids In Fandom	Ingress	Going Turbo - Rapid Game Prototyping			Friday: Saturday: Sunday:	Saturday: 9:00am – 7:00pm* (art show closes at 6pm) Outline indicates la							
Deneb		Evengaurd Improv													

Friday

Belly Dancing Class

Time: Friday, 4:00pm

<u>Description</u>: Come learn all about the world of belly dancing and how to do the dance yourself.

Lincoln for a SciFi Writer

Time: Friday, 5:00pm

<u>Description</u>: Using Lincoln as a setting, any inspirations one may get from this town, if it is a limitation on one's career

Fandom Button Making

Time: Friday, 5:00pm

<u>Description</u>: Have you ever wanted to combine your love of all things fandom with the exciting world of buttons? This is your perfect chance to do so

Anime Review

Time: Friday, 6:00pm

<u>Description</u>: A look at some of the most recent anime to come out of Japan, what's in our anime viewing room, and a quick review of those and your favorite anime.

Sons of Anarchy - Recovering from the Finale

Time: Friday, 6:00pm

<u>Description</u>: A discussion/support panel for fans still reeling over the end of seven years of madness and mayhem.

Opening Ceremonies

Time: Friday, 7:00pm

<u>Description</u>: Come join us for opening ceremonies where we will introduce the guests we have for you this year and go over some of the great things we have coming this weekend.

Guest Q&A

Time: Friday, 8:00pm

<u>Description</u>: Come learn about our guests this year, ask them questions, and put them on the spot!

The Growth of Sci-Fi Art

Time: Friday, 8:00pm

<u>Description</u>: The progression of SF&F through the past decades to the Present.

Paths to Publishing

Time: Friday, 9:00pm

<u>Description</u>: "Are you ready to ride the publishing revolution? There are more ways now available to publish a book than ever in history. From self-publishing to the big five, there are pros and cons with each choice available. Learn what options exist and how to spot a scam."

Only the Finest Cinema Vol. II

Time: Friday, 9:00pm

<u>Description</u>: Watch and discuss moments from the greatest B-Movies, Cult Films, and Psychotronic &Trash. [Mature Content]

Augmented Reality: When Can We Upgrade

Time: Friday, 9pm

<u>Description:</u> A panel discussing and demonstrating some of the Augmented Reality experiences that exist today, and a discussion of the cross section of where these could lead tied to the various images and concepts presented in a wide variety of Science Fiction works over the past few decades.

Ask The Artist

Time: Friday, 10:00pm

Description: I'm sure you have all sorts of questions for our artist guest, like who is he and what is his favorite kind of pie. Come ask these questions and more.

Science Fiction and Fantasy Movies

Time: Friday, 11:00pm

<u>Description</u>: A round robin discussion on the SF&F movies from the early 20th century to the present

Saturday

Brandon Sanderson Hommage

Time: Saturday, 11am

Description: "Fans of Mistborne, Wheel of Time and Stormlight, come join your clan. Fans of the Steelheart series, bring your worst metaphors (similes). Are you hard core enough to have read the Alcatraz series? Has anyone laid hands on the lone Dragonheart copy

Steampunk Tea Dueling

Time: Saturday, 11am

<u>Description</u>: Do you like steampunk? How about tea? Maybe dueling? Why not all three at once?

Art Critique

Time: Saturday, 11:30am

<u>Description</u>: Do you want to show off your work to our artist guest? Get some help and tips on what to improve on in some one on one critique.

Word Building Workshop

Time: Saturday, 12:00pm

<u>Description</u>: Come hear from Robert Reed about how to create your fictional world and work on some ideas with him to help create yours.

Star Wars: The Fans Awaken

Time: Saturday, 12:00pm

Description: You're JJ Abrams. Disney has handed you the reins of the Star Wars franchise. You have many of the original cast members back. You have a script by Lawrence Kasdan. You have an unlimited budget. What do you do with it all? Where do you take the series from here? A discussion of our hopes and fears for the future of the franchise. Can it regain its past glory? Or should it even try?

Design an Adventure

Time: Saturday,1:00pm

<u>Description</u>: Developing a role playing game can be a challenge. There are many parts and pieces that go into it. We will discuss the elements of RPG game design, and invite audience participation as we develop and adventure that can be used across many different rule sets.

Artist Jam

Time: Saturday, 2:00pm

<u>Description:</u> Are you an artist? Do you just like to draw, but don't want to do so alone? Come to the Artist Jam and gather with others to just draw, sketch, and just generally "art".

Sci-Fi Belly Dance Show

Time: Saturday, 2:00pm

<u>Description</u>: Come see belly dancers cosplaying Sci-Fi & Fantasy characters, dancing to genre specific music.

Cosplay Contest

Time: Saturday, 4:00pm

<u>Description</u>: Do you like to dress up? Want to come show off your hard work or just have fun? Come to our masquerade/cosplay contest and show off your creations and strike a fun pose.

Running a Successful Kickstarter

Time: Saturday, 4:00pm

<u>Description</u>: Kickstarting can be a fun, risk-free way to raise money for your project, but a majority of them fail. Why? Last year ran a successful Kickstarter campaign for our comic book, raising \$2625 of a %500 goal. Let us show what we did right and wrong so you turn your idea into reality!

Fandom Button Making

Time: Saturday, 4:00pm

<u>Description</u>: Have you ever wanted to combine your love of all things fandom with the exciting world of buttons? This is your perfect chance to do so

Well, This is It – We're All Going To Die

Time: Saturday, 5:00pm

<u>Description</u>: Seems like every month or so, we hear about some 'new' apocalypse that is just around the corner. Let's make a list of all the potential catastrophes that would mean all humankind on Earth would be destroyed. Or at least 90% of humankind.

Do Something With Your Photos

Time: Saturday, 5:00pm

<u>Description:</u> Do something real with your photosdon't just let them sit on your memory card of float in cyberspace. In this hands-on workshop, you'll be making a display page for your favorite 4" x 6" photo, suitable for scrapbooking or for framing.

Character in Action

Time: Saturday, 6:00pm

<u>Description</u>: A look at how action helps define characters, and even heightens personality and development. Exploring the use of classic weapons like swords, hand to hand, and obscure wonderful weapons, and how they all inform on character and their use can vary depending on what you want your character to say.

Warhammer 40k Fan Panel

Time: Saturday, 6:00pm

Description: In the grim darkness of the far future, there is only war. In the present day, there are nerds who push overpriced plastic minis across the table.

Art Auction

Time: Saturday, 6:30pm

<u>Description</u>: Did you see a piece of art that you just have to have? Well now is the chance to do just that. Fight against other bloodthirsty art patrons to get the piece that caught your eye.

Writing For Bungie

Time: Saturday, 8:00pm

<u>Description</u>: Robert Reed has done some work for the game Destiny, released by a major video game company last year. Come hear what it was like to write for a game compared to writing a novel.

Beyond Watchmen – The New Graphic Novel Canon

Time: Saturday, 8:00pm

<u>Description</u>: The Watchmen. Maus. A Contract With God. These and other graphic novels have been solidified as mainstays in the graphic novel canon. This panel will not focus on those acclaimed books. Instead, our group will focus on other books that new and old that should be included among the others in the Graphic Novel Canon.

Design an Adventure Improv

Time: Saturday, 9:00pm

Description: The party ventures forth... but the GM forgot his notes... it's up to the audience to help him write the adventure and see how everything shapes up. Dungeons and Dragons meet Mad Libs!

Fan Fiction 101

Time: Saturday, 9:00pm

<u>Description</u>: have you ever thought about writing a story that involves a favorite actor, musician or artist? Or have you actually written something but don't know a good place to post it? Here's the place to be to get some tips and we might do a quick exercise or two to get you started on your way to beginning writing in the crazy world that is fan fiction!

Bitch About League of Legends

Time: Saturday, 10:00pm

<u>Description</u>: Do you play League of Legends or are maybe just familiar with it? Do you like to play but at the same time want to complain about the whole thing? Come bitch about the game here.

Let's Play: I Am Bread

Time: Saturday, 11:00pm

Description: Have you ever wanted to be a piece of bread but just haven't had the right opportunity to do so? Do people laugh and mock you for your bread aspiring dreams? Here, you can realize your life-long ambition to be bread. Join us for a live play-though of "I am Bread"

Sunday

Writing for the Internet

Time: Sunday, 12:00pm

<u>Description</u>: Patricia Scott and Sabrina Sumison will talk about writing and getting your pieces noticed on the Internet (and maybe even getting paid for them).

Raising Kids In Fandom

Time: Saturday, 9:00pm

<u>Description:</u> Are you a parent who hasn't let your child stop your love of all things in the general fandom? Have you tried to secretly (or not so secretly) convert them to be a fan of your favorite show? Come talk about the experience and plot your next move.

Ingres

Time: Sunday, 1:00pm

Description: An introduction and discussion of the game Ingress. There will be a brief overview of game mechanics for those just starting to play followed by discussion of game tactics on player and team levels. All levels and factions are welcome to attend, including those not yet playing.

Star Wars Musical

Time: Sunday, 1:30pm

Description: Back by popular demand, this musical comedy is an unauthorized, unorthodox, unbelievably funny retelling of the greatest science fiction saga of all time. Star Wars

Going Turbo – Rapid Prototyping Game Development

Time: Sunday, 2:00pm

<u>Description</u>: Rapid Prototyping is a popular form of game development. In this panel we will discuss breaking a game down to its bare bones and figuring out how to develop a game in limited time frames.

Closing Ceremonies

Time: Sunday, 4pm

<u>Description</u>: All things must come to an end. Come and wrap up the convention with us, discuss some of the best times you had, and find out about future years.