

# ARISIA 2020

## POCKET PROGRAM

Overview

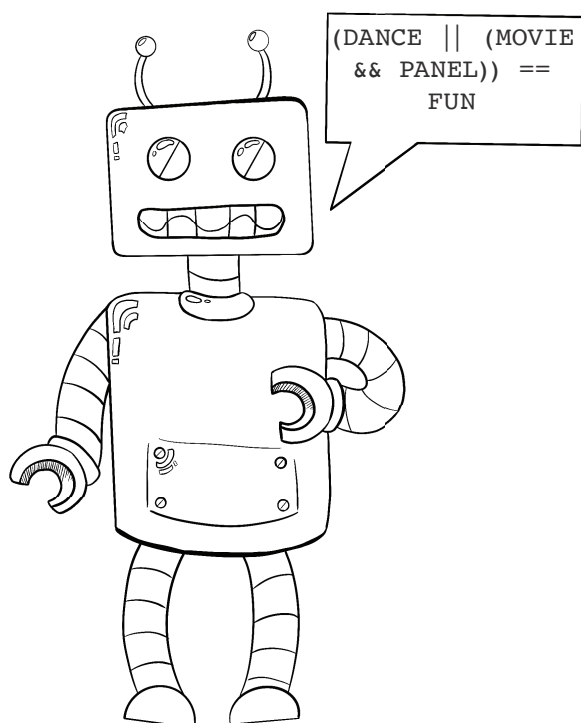
Friday

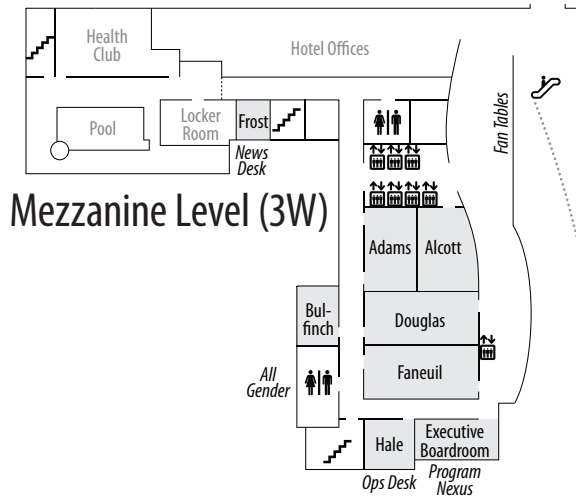
Saturday

Sunday

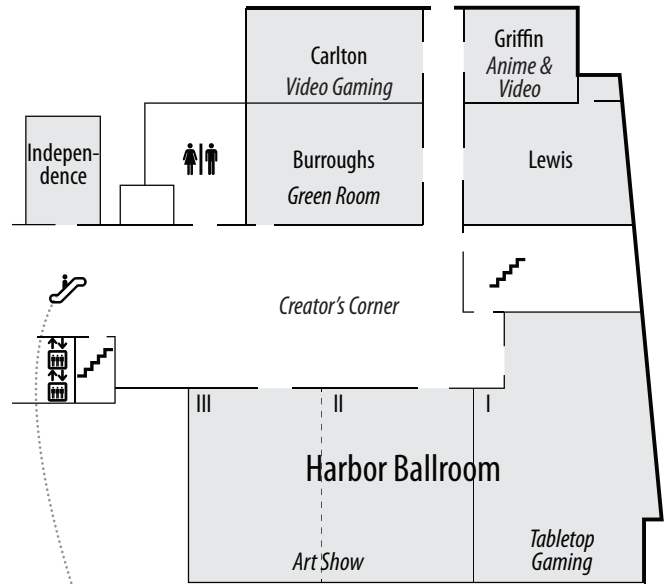
Monday

Participant  
Schedules

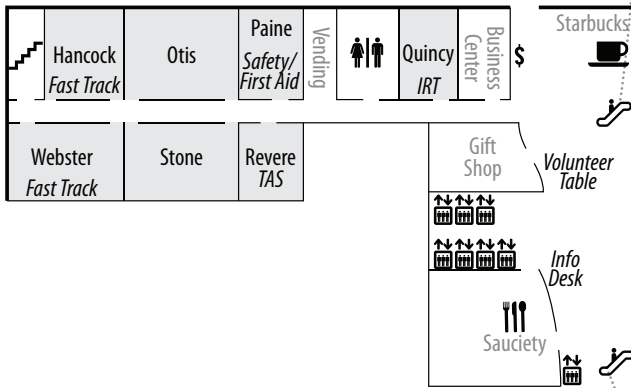




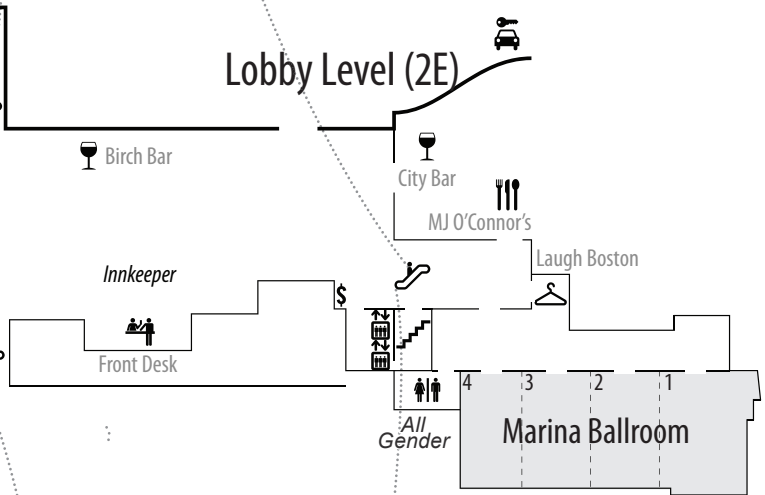
**Conference Level (3E)**



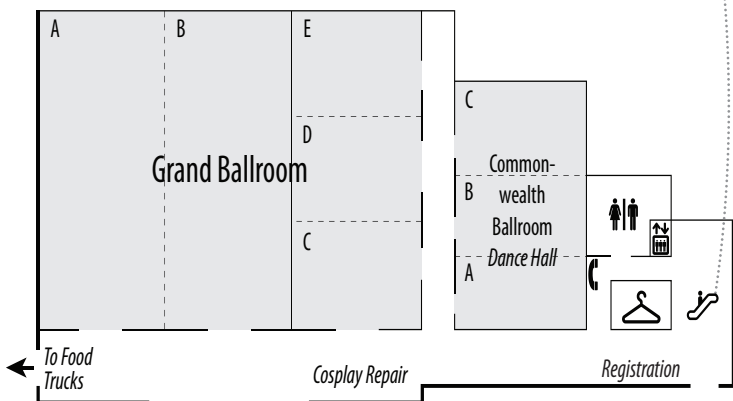
**Lobby Level (2W)**



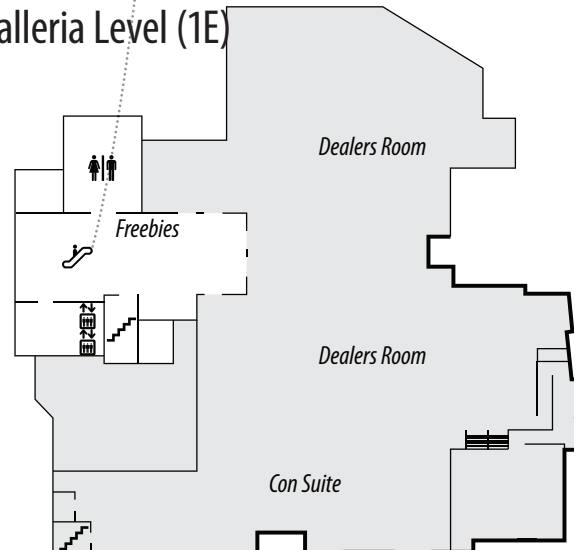
**Lobby Level (2E)**



**Concourse Level (1W)**



**Galleria Level (1E)**



<b>Access Services</b>		Info Desk
<b>Anime/Video Room</b>		Griffin (3 East)
Friday	4pm—2am	
Sat/Sun	8am—2am	
Monday	8am—2pm	
<b>Art Show</b>		Harbor Ballroom II/III (3 East)
Friday	6pm—9pm	
Saturday	10am—6pm, 8pm—10pm	
	7pm—8pm	Mobility aid users & pals only
Sunday	10am—6pm	
	6:30pm—9pm	Purchased art pick-up only
Monday	10am—1pm	Purchased art pick-up only
<b>Bake Sale</b>		Galleria Foyer (1 East)
Saturday	9:30am—12:30pm, or until sold out	
<b>Blood Drive</b>		Westin Lobby
Friday	12:30pm—7:30pm	for Children's Hospital
Saturday	9am—5pm	for Mass General Hospital
<b>Childcare</b> (Turtle Track: ages 2–6)		see Ops for room
Friday	5:30pm—10pm, meet & greet, no drop-off	
Sat/Sun	9:45am—11:30am, 12:45pm—5:30pm, 6:45pm—10pm	
Monday	9:45am—11:30am, 12:45pm—3pm	
<b>Coat Check</b>		Concourse Level (1 West)
Friday	3pm—1am	
Sat/Sun	8am—1am	
Monday	8am—2pm	
<b>Con Suite</b>		Galleria (1 East)
<b>Cosplay Repair Station</b>		Concourse Level (1 West)
Friday	5pm—10pm	
Sat/Sun	9:30am—9:30pm	
<b>Creators' Corner</b>		Harbor Prefunction (3 East)
<b>Dance Hall</b> (incl. club dancing)		Commonwealth Ballroom (1 West)
<b>Dealers Room</b>		Galleria (1 East)
Friday	5pm—9pm	
Sat/Sun	10am—7pm	
Monday	10am—2:30pm	
<b>Duck Hunt</b>		turn in at Volunteer Table in Westin Lobby
<b>Fan Tables</b>		Mezzanine near escalator (3 West)
Friday	4pm—7pm	
Sat/Sun	10am—6pm	
Monday	10am—2pm	
<b>Fast Track</b> (Children's Program: ages 6–12)		Hancock/Webster (2 West)
Friday	4pm—6pm	
Sat/Sun	10am—11:30am, 1pm—5:30pm	
Monday	8:30am—1:30pm	
<b>Feedback</b>		
	<a href="https://www.arisia.org/feedback">https://www.arisia.org/feedback</a>	
	Fill out a form at Info Desk or Ops; feedback sessions Sat & Mon.	
<b>First Aid (in case of emergency, dial 911)</b>		Paine (2 West)
	24 hours/day	
<b>Food Options</b>		
	<a href="https://www.arisia.org/food">https://www.arisia.org/food</a>	
	Food trucks at end of Concourse	
	Sat/Sun	11am—4:30pm
	Mon	11am–3pm
	Lobby level concessions: Fri/Sat/Sun 4pm—8pm	
	Starbucks (Westin Lobby): 24 hours (extended menu options)	
<b>Gaming—LARPs</b>		
	See schedule. Sign up in Tabletop.	
<b>Gaming—Tabletop</b>		Harbor Ballroom I (3 East)
	Closed 3am—6am	
<b>Gaming—Video</b>		Carlton (3 East)
Friday	5pm—11pm	
Sat/Sun	11am—11pm	
Monday	CLOSED	
<b>Gender Free Bathrooms</b>		Near Bulfinch (3 West) Outside Marina 4 (2 East)
<b>Green Room</b> (Program Participants & Staff only)		Burroughs (3 East)
Friday	4pm—9pm	
Sat/Sun	9am—9pm	
Monday	9am—3pm	
<b>Hotels</b>		
	Westin main number: 617-532-4600	
	Aloft main number: 857-243-6908	
<b>Incident Response Team (IRT)</b>		Quincy (2 West)
	call/text 617-657-9756, or email <a href="mailto:incidents@arisia.org">incidents@arisia.org</a>	
<b>Information Desk</b>		Westin Lobby
Friday	10:30am—11:30pm	
Saturday	8:30am—11:30pm	
Sunday	8:30am—8:30pm	
Monday	8:30am—3:30pm	

<b>Innkeeper</b>		Lobby near Front Desk
Thursday	noon—10pm	
Friday	noon—10pm	
Monday	10am—2pm	
	Email: <a href="mailto:innkeeper@arisia.org">innkeeper@arisia.org</a>	
<b>Lost and Found</b>		Hotel Front Desk
	Lost badges: go to Registration.	
<b>Masquerade</b>		Grand Ballroom AB (1 West)
Sunday	8pm (doors open at 7pm)	
<b>Sign-up</b>		Grand Prefunction (1 West)
<b>Check-In</b>		Concourse Level (1 West)
Friday	4pm—9pm	
Saturday	10am—5pm	
Sunday	10am—noon	
<b>Rehearsals</b>		Grand Ballroom B (1 West)
Saturday	10am—2pm	
Sunday	2pm—5:30pm	
<b>Green Room</b>		Grand Ballroom D (1 West)
Sunday	6pm—½ hour after Awards	
<b>Music Room</b> (incl. all-night open singing)		Bulfinch (3 West)
<b>Newsdesk</b> (Communications Division)		Frost (3 West)
	Clear Ether email: <a href="mailto:newsletter@arisia.org">newsletter@arisia.org</a>	
	Sign Shop email: <a href="mailto:signshop@arisia.org">signshop@arisia.org</a>	
Friday:	8am—midnight	
Sat/Sun:	8am—midnight	
Monday:	8am—3pm	
<b>Operations</b> (Con Ops)		Hale (3 West)
	Call/text 617-553-4652	
<b>Parking</b>		
	<a href="https://www.arisia.org/parking">https://www.arisia.org/parking</a>	
	Westin Hotel Garage: Self-parking \$40/day, valet parking \$50/day	
	Aloft Hotel guest lot, 371-377 D Street: \$25/day	
<b>Party Room Block</b> (Open Parties)		4th floor
<b>Photo Station</b>		Concourse Level (1 West)
Sat/Sun	11am—5pm (also limited availability after Masq)	
Monday	10am—noon	
<b>Program Nexus</b>		Executive Boardroom (3 West)
Friday	3pm—10pm	
Sat/Sun	9:30am—8:30pm	
Monday	9:30am—3pm	
<b>Quiet Room</b>		Room 667
Friday	6pm—8pm	
Sat/Sun	10am—8pm	
Monday	10am—1pm	
<b>Registration</b>		Concourse Level (1 West)
Friday	11am—11pm (\$30)	
Saturday	9am—11pm (\$50)	
Sunday	9am—8pm (\$50)	
Monday	9am—3pm (\$15)	
	Lost badges \$5 (once only, after that full price).	
	Arisia 2021 memberships available starting Sunday noon.	
<b>Safer Space for Arisians of Color</b>		Room 567
Friday	6pm—11pm	
Sat/Sun	10am—11pm	
Monday	10am—1pm	
<b>Sign Shop</b>		Frost (3 West)
	Email: <a href="mailto:signshop@arisia.org">signshop@arisia.org</a>	
Fri/Sat/Sun:	8am—midnight	
Monday:	8am—3pm	
<b>Swimming Pool</b>		Mezzanine Level (3 West)
Fri/Sat/Sun	8am—3am (special convention hours)	
Monday	8am—10pm	
<b>Team Arisia HQ</b> (Staff only)		Revere (2 West)
Friday	4pm—10pm	
Sat/Sun	10am—10pm	
Monday	10am—4pm	
<b>Teen Lounge</b> (Ages 13–19 only)		966/967
Friday	4pm—10pm	
Sat/Sun	10am—10pm	
Monday	10am—2pm	
<b>The Watch</b> (Security)		Paine (2 West)
	24 hours/day	
	Call/text 617-863-2472	
	<a href="https://www.arisia.org/Problems">https://www.arisia.org/Problems</a>	
	In case of emergency or immediate threat dial 911	
<b>Video Room</b>		Griffin (3 East)
	see Anime/Video Room	
<b>Volunteers</b>		Westin lobby
Friday	4pm—8pm	
Sat/Sun	10am—8pm	
Monday	10am—noon	

## Anime

- 2 Tenchi Universe (Episodes 1–4)
- 18 FLCL Part 1 (Episodes 1–3)
- 120 Mushi-shi
- 149 FLCL Part 2 (Episodes 4–6)
- 313 The Girl Who Leapt Through Time
- 342 Outlaw Star
- 439 Tenchi Universe (Episodes 5–8)

## Art & Maker

- 47 Materials of the Medium
- 49 Drop in Coloring
- 66 Art Show Reception
- 84 Kristina Carroll, Putting Yourself into Art
- 127 Tools for Computer and Console Game Development
- 135 Directors' Tour of the Art Show
- 158 Photographing Respectfully
- 180 Tactile Tour of the Art Show
- 195 So You Want to Show Your Art (Beyond Arisia)
- 199 Kristina Carroll Tour of the Art Show
- 223 Art Show- Open House for Fans with Disabilities
- 279 Ask a Maker
- 303 The State of Microcontrollers
- 318 Kid-Friendly Maker Projects
- 346 Lighting It Up: Adding Sparkle to Your Projects
- 368 Drop in Coloring and Crafting
- 376 Designing the Impossible
- 388 You've Been Framed! Framing Tips for Artists
- 458 Making Space for Making
- 459 Drawing Demo- Charcoal
- 472 Creating Cover Art

## Comics

- 36 Vertigo: The Wake
- 67 Its Time to Worry—The End of MAD
- 75 Whips, chains, & capes: Superheroes & Kink (18+)
- 115 For a Brighter Future: The Return of the Legion
- 144 Wonder Woman: Past, Future and Beyond
- 167 Batman: 80 Years in the Shadow of the Bat
- 188 The George Perez Retrospective
- 202 Graphic Headlines: Comics as Journalism
- 215 Praise the Dead: The End of WicDiv
- 285 Current Events in Comics
- 307 Branching out from the Big Two
- 363 Make it GAYER! Queering Up Comics
- 457 Stan Lee Retrospective
- 467 See You in the Funny Pages! Humor Comics
- 482 Relativism and the Superhero
- 495 How Important is Continuity in Comics?

## Communities

- 11 Fandom and Disability
- 27 Polyamory Basics
- 48 Sexuality and Gender Trends in Acceptance
- 63 BDSM for ALL (18+)
- 96 Inclusive Feminism
- 125 Is This Right for My Kid?
- 136 How to Be Inclusive
- 137 Trans and Nonbinary Skill Share
- 160 Manners, Discourse and Privilege
- 177 Fans on the Spectrum
- 245 Shame on Slut-Shaming
- 256 How do I Live This Life?
- 314 Raising Future Adults
- 317 Proper Pronouns Matter
- 389 Relationship Basics
- 402 Kink your Fandom (18+)
- 404 Effective Advocacy for Geeks
- 420 Polyamory in Theory and Practice
- 429 Introduction to Kink (18+)
- 446 Celebrating Dr. King
- 450 Teaching Consent
- 463 Ask a Trans Person
- 478 Sex Talk: In & Out of the Bedroom (18+)

## ConComm

- 111 Saturday Feedback Sessions
- 331 Arisia January Corporate Meeting
- 491 Monday Feedback Session

## Cosplay & Costuming

- 15 First Steps for New Costumers
- 39 How do I do the thing?
- 102 Using, Making, and Modifying Sewing Patterns
- 106 Saturday Masquerade Rehearsal
- 116 Prop Weapons for Costumers
- 126 Using Basic Electronics in Costumes
- 157 Cross-Cultural Costuming
- 181 Getting Into Character
- 200 Judging and Being Judged in Costume Contests
- 275 Northern Lights Costumers Guild Meeting
- 299 Superhero Costuming
- 323 Gender-Variant Cosplay
- 341 Sunday Masquerade Rehearsal
- 349 Costuming and Movement
- 406 Masquerade Doors Open
- 410 Masquerade
- 432 Masquerade Awards
- 443 Masquerade Show and Tell
- 486 Costuming on a Budget
- 494 Finding Closure

## Dance

- 72 Chronomancy: A 20th Century Dance Party
- 107 Family Friendly Renaissance Dance
- 153 SCA Renaissance Ball
- 214 Geeky Belly Dance
- 232 English Country Dance
- 261 Arisia Saturday Night Dance
- 334 Feed Your Inner Demons—A Journey Dance
- 377 Swing Dance Lesson
- 379 Swing Dance
- 407 Blues Fusion Fantasy—Dance Lesson
- 411 Blues Fusion Fantasy—Dance Party

## Fan Interest

- 17 Introduction to Makeup
- 40 Linguistic Experimentation and Evolution
- 44 Open Fencing
- 55 Comfort Food TV: Baking and Cooking Shows
- 104 How to Be A Good Fan of Problematic Things
- 108 Massachusetts Bay Colony 1630 Pike & Shot Drill
- 119 From Menstruation to Menopause
- 122 The Martial Arts of *A Game of Thrones*
- 142 Fractured Selves: Dis-embodied Identity in SF
- 151 The Cutting Truth of the Sword
- 165 Fantastic Beasts and How to Heal Them
- 172 En Garde! SCA Rapier Fencing Demo
- 186 So you want to start a con...
- 190 Boston Lightsaber presents Jedi High School
- 204 Diversity in History
- 230 Walk the Labyrinth
- 241 Hope is not a Business Plan
- 294 Trains in Space
- 297 Steampunk Martial Arts
- 298 Walk the Labyrinth
- 311 Celebrating 100 Years of the 19th Amendment
- 312 Duels to Daggers: Combat in Renaissance Italy
- 316 Fanfiction Festival
- 333 Cloak & Dagger: Techniques of Achille Marozzo
- 340 Fighting with Swords!
- 358 Teen Sword Fighting
- 383 Super Awesome Advice Panel!
- 396 Fanfiction from Fandom to Fandom
- 415 Ramble On: Sci-Fi and Fantasy in Rock and Roll
- 461 Arisia RC Raceway
- 474 Splendid Teapot Racing
- 477 Organizing a Successful Geek Group

**Fast Track**

13	Open Play Time
79	Geeky Play Date
98	Make Your Own Wings
99	Duct Tape Roses
100	Swords of Chivalry
101	I've Got All the Balls in the Air, Now What?
138	An Introduction to Magic: The Gathering
139	Science Experiments
140	Project Cosplay
141	Magic Show: Daniel Dern
162	Wand Making Workshop
163	Cartooning & Comic Creating
164	All About Poi
183	Fun With Card Games
184	Mask Making
185	Dern Grim Bedtime Tales & Other Stories
268	Geeky Play Date
286	Short Story Contest
287	Tubular friendship bracelet weaving
288	Collectible Card Games
289	Swords of Chivalry
290	Improv Theater Games For Kids
325	What Do You Mean, 10 and Up?
326	Make your own Slime!
327	Project Cosplay: Props & Accessories
328	Learn a Bit of Karate
351	Spoon-A-Pults
352	Children's Filk Concert
369	Learn to Knit
370	Balloon Cars
371	Beyond Hogwarts: A Young Fan's Reading List
372	Capture the Pokemon
436	Geeky Play Date
452	Papercraft Workshop
453	Pokemon TCG
454	Quilting Basics
455	Swords of Chivalry
456	Classic Playground Games
469	Paper Rocket War
470	Last Day Open Play

**Gaming**

10	10 Things I Wish I'd Known Before My First LARP
30	The GM-less Game
34	Fate of the Flowering Lands (Fate)
50	On Chainmail Bikinis and Succubi: Gender and D&D
97	NERF WAR- Kids Edition
168	Worldbuilding in RPG Settings
189	Cooperative Games
196	Improving the Plot in Your RPG
207	It's NOT my Fault! (Fate)
219	Harassment, Missing Stairs and Safety in LARP
240	Legacy Games
321	Speed Circuit
344	Crowdfunding and Tabletop Gaming
375	The Year in Games
380	What RPG Class is Your Favorite Character/Team?
393	Playing the Other
421	The Hacker's Guide to D&D
447	The Fate of Scar Peak (Fate)
460	NERF Gun War
473	Creating a LARP: Getting it From Idea to Reality
475	Rhythm Gaming Through The Years

**Gaming—Board**

3	Ogre board game
92	Leaf Me Alone
121	Wacky Max 1968
131	MtG Cube Draft
133	Buy the Vote!
150	Lords of Waterdeep
208	MtG Channeled Cube Draft
222	Arkham Horror (original)
270	MtG Cube Draft

282	Bearly Asleep
322	Ogre board game
365	Pie Rats and Pitman
366	Pokemon TCG—Learn to Play and Tournament
390	Buy the Vote!
399	Axis and Allies and Zombies
426	Arkham Horror: A Night of Mayhem (18+)
448	Buy the Vote!
449	MtG Unstable Cube Draft
480	Card-Z: a zombie survival card game
481	Pokemon TCG Cube Draft

**Gaming—LARP**

24	Ultimate Are You a Werewolf?
198	Mind's Eye Society-Changeling: the Lost 2E
348	Mind's Eye Society: Werewolf
398	Mind's Eye Society: Vampire
466	Ex Arcana – Memphis

**Gaming—Tabletop RPG**

1	THE ALCUBIERRE (Star Trek Adventures)
19	The Green Dragon of Bywater (The One Ring)
20	Living Arcanis 5E Intro Adventure: Taboo
21	Organized Play Pathfinder: The Emerald Spire
22	Organized Play Pathfinder: Quests
23	Organized Play Pathfinder
32	An evening with Troika
33	Utlima Foran: Dead in Venice (Savage Worlds)
35	Strange Beasts (Call of Cthulhu) (18+)
57	Roll the Dice!
58	Card Masters! (Apocalypse)
81	Organized Play Pathfinder: Bandits of Immedwood
82	Organized Play Pathfinder: Trailblazer's Bounty
83	Organized Play Pathfinder: Dragons of Absalom
93	A Gloom-y Journey (Pokemon Tabletop Adventures)
94	Saga of the Goblin Horde (Savage Worlds)
95	WE ARE NOT OURSELVES (Star Trek Adventures)
129	Call of Cthulhu with Kristina Carroll
132	Star Trek: Horror at Sarkis V
134	The Infrared god-bot (Paranoia)
146	Organized Play Pathfinder: Trailblazer's Bounty
147	Organized Play Pathfinder: Star-Crossed Voyages
148	Starfinder/Pathfinder organized play
170	Living Arcanis 5E Intro: A Thousand Words
191	Roll the Dice!
209	Organized Play: Lost on the Spirit Road
210	Organized Play Pathfinder: The Absalom Initiation
211	Organized Play: Cats of Catthulhu
212	Organized Play: Cyberpunk
221	Spirit of the Holiday (Clockwork Dominion)
234	Ringrealms of Vagevuur (D&D 5E)
235	Savage Worlds: Relics and Rayguns
271	Organized Play Starfinder: The Withering World
272	Organized Play Pathfinder: The Mosquito Witch
273	Organized Play Pathfinder: Star-Crossed Voyages
283	THE PIERCED VEIL (Star Trek Adventures)
320	Just Another Day at School (Little Wizards)
335	Organized Play Pathfinder: Bandits of Immedwood
336	Organized Play Pathfinder: The Flooded Court
337	Organized Play Pathfinder: Slaver's End
338	Organized Play: Revolution on Riverside
339	Savage Worlds: Legion of Liberty
357	Living Arcanis 5E Intro Adventure: To Die Alone
381	The Dragon's Disco (D&D 5e)
391	Reminiscence Virtua RPG (Apocalypse)
400	Spirit of the Holiday (Clockwork Dominion)
409	Ringrealms of Vagevuur (D&D 5E)
427	Roll the Dice! (18+)
437	Organized Play Pathfinder: Emerald Spire
438	Organized Play Pathfinder: Escaping the Grave

**Gaming—Video**

31	Come play Mario Party!
169	Super Smash Bros. Tournament
233	Jackbox—Quiplash 2



- 296 Dance Games  
 356 Mario Kart Tournament  
 408 Jackbox—Joke Boat

### Guests of Honor

- 109 Cadwell Turnbull Reading  
 123 Cadwell Turnbull Signing  
 226 Arisia's House of Games

### Literature

- 7 Reading Around the Pictures  
 9 Stories from the Cities  
 29 Not With My Intellectual Property, You Don't  
 56 Ravenous for The Hunger Games  
 62 Circlet Press Reading (18+)  
 103 What Makes Reading a Pleasure?  
 159 Whispers in the Dark  
 176 Forget Snape; Let's Talk Dumbledore!  
 179 Fantastic History  
 203 Feet of Clay, Mind of Light  
 218 Isaac Asimov: Celebrating 100 Years  
 220 Weird New England  
 227 Fiction That Dies Unseen  
 236 Beyond Metaphor: Explicit Representation in SFF  
 239 All Ears For a Good Read  
 246 Broad Universe Rapid Fire Reading  
 253 Reading the Rainbow  
 257 End of the Night  
 292 Fifty Years After Ringworld  
 309 Shakespeare and Fantasy  
 329 I Read It Because I Loved the Movie  
 332 Death and Funerary Practices in Science Fiction  
 353 Libraries of the Future  
 355 Daemons and Dust: the Fiction of Philip Pullman  
 373 The Resurgence of Horror Fiction  
 384 Don't Call My Book "Science Fiction"  
 395 Talking Cats and Political Rabbits  
 397 In Space, Who Can Hear Your Aria?  
 414 Prototyping the Possible: Social Change in SFF  
 471 The Fantasy Fiction of John Bellairs  
 479 Ray Bradbury at 100: From Green Town to Mars

### Media

- 14 Introduction to Anime  
 38 Our Mr. Whedon  
 53 Crisis on (Nearly) Infinite Arrowverse Series  
 69 Freaks and Geeks Can Buy Its Own Beer Now  
 80 Steven Universe: Still Always Finding A Way  
 88 Guillermo del Toro: The Night Eternal  
 112 Fifteen Years of Supernatural  
 143 Movie Year in Review  
 166 Box Office Bombs That Are Better Than You Think  
 187 Marvel Cinematic Universe, 2019 Edition  
 229 Let's Go To The Mall: Stranger Things  
 247 The Orville: Its Continuing Mission  
 258 Rocky Horror: A Wild and Untamed Thing at 45  
 269 1999: The Year Nobody Left The Theater  
 291 2019: The Year in Horror  
 308 Captain Marvel Has Nothing To Prove To You  
 319 Tears in Rain: Rutger Hauer  
 330 Welcome to The Good Place! Everything Is Fine.  
 347 Love Is The Message: Pose  
 354 TV Year in Review  
 367 Star Wars: Episode 2020: The Fandom Gabfest  
 385 The Nice and Accurate Ineffability of Good Omens  
 405 Game of Thrones: And Now Our Watch Is Ended  
 423 The Wachowskis and Gender Representation  
 430 Tabletop Gaming as a Spectator Sport  
 444 Pixar: 25 Years (and Beyond!)  
 465 Smashing the Like Button on Film Criticism  
 485 Where is Star Trek Boldly Going?  
 493 Arisia Casting Call: The Fantastic Four

### Meetups

- 4 Shabbat Services

- 12 Speculative Fiction Writers Cafe  
 37 POC Meetup  
 52 Arisia First Night Social  
 65 Spike MacPhee Memorial  
 68 Teasecraft Kinky Maker Meetup: Show & Tell (18+)  
 78 Saturday Christian Services  
 128 Cosplay at Hawkins Pool  
 130 In Memoriam  
 156 Tabletop GM Meetup  
 161 Neurodiversity Meetup  
 175 Fans over 65 Meetup  
 182 Fans with Disabilities Meetup  
 197 Gal Pal Gathering- Femslashers unite!  
 201 Artists Collaborate!  
 225 Gender Non-Binary Mixer & Safe Space  
 242 Meetup to Play Board Games  
 244 Polyamory Meetup  
 252 Late Night Writers Cafe  
 255 The Arisia Munch (18+)  
 267 Sunday Christian Services  
 280 Parents of teens/tweens meetup  
 281 Pokemon Go and Wizards Unite Meetup  
 305 Knitting Circle  
 361 Recovery Check-In  
 364 Geocaching and letterboxing meetup  
 418 Indie RPG meetup  
 451 Parents with Infants & Toddlers Meetup  
 468 Asexuality-Umbrella Meetup  
 483 Scale Modeling the Fantastic: Real and Fictional

### Music

- 6 SCA Bardic Circle  
 26 Sing-along: Yiddish Songs  
 46 Sing-along: CircleSinging  
 60 Sing-along: Gilbert and Sullivan Songs  
 61 Open Singing  
 71 Drum & Dance  
 74 Singing Into the Night  
 113 Singing in the Pool  
 154 Sing-along: Instrument-Friendly Classic Songs  
 173 Traditional Ballad Bingo  
 194 Songs of Rudyard Kipling  
 217 Sing To Your Friends  
 238 Rousing Chorus Songs  
 251 Open Singing  
 262 Singing Into the Night  
 277 Songs of Protest and Resistance  
 301 Chantey Sing  
 343 Sing-along: Hamilton Songs  
 359 Sing-along: Songs of Tom Lehrer  
 394 Sing-along: Dr. Demento & Friends  
 413 Good Story Songs  
 424 Sing-along: Musicals and Show Tunes  
 425 Open Singing  
 433 Singing Into the Night  
 445 Songwriting Round-table  
 464 Sing-along: Schoolhouse Rock  
 476 Sing-along: Funny Songs  
 490 Music Track Debrief  
 496 Dead Dog Open Filk

### Reconciliation

- 85 Arisia Town Hall  
 91 Becoming Active Bystanders  
 145 Con Safety: The Watch, IRT & What Comes Next  
 293 How Arisia Inc. Works  
 310 Meet the Eboard  
 487 State of Arisia Community Update

### Science

- 16 SF Language & Linguistics: The Good, Bad, & Ugly  
 41 The Collective You—Your Biome  
 51 Cope vs. Marsh – the Bone Wars  
 59 Dramatic Readings from the Ig Nobel Prizes  
 105 Machine Learning, Now with Human Biases!

- 118 Foodcraft: How Science Can Reinvent Your Kitchen  
 192 Still Waiting For My Food Pills  
 228 Biohacks, Implants, & Other Internal Accessories  
 284 Bio for Computer Scientists: Programming Life  
 306 Just the Facts: Telomeres and Aging  
 345 The Year in Science—2019  
 362 The Year in Bad Science—2019  
 374 Just the Facts: CRISPR and Gene-Hacking  
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All panels are 75 minutes unless marked otherwise.

### 3:00pm FRIDAY

- 1 **THE ALCUBIERRE (Star Trek Adventures) (4hr)** Harbor I (3E)  
 🎧 In their first assignment, the Player Characters must make contact with and recover the U.S.S. Alcubierre, a test-bed for a new type of warp drive." Wesley Toma-Lee (m)

### 4:00pm

- 2 **Tenchi Universe (Episodes 1–4) (1hr 45min)** Griffin (3E)  
 🎧 Screened in Japanese with English subtitles.

### 5:00pm

- 3 **Ogre board game (3hr)** Harbor I (3E)  
 🎧 Steve Jackson Games' Ogre is still going strong since 1977. Giant cybertanks battle along with infantry and armour in a deadly fast-playing game. Help playtest new scenarios on new maps with plastic miniatures. Veterans and novices alike are welcome to enjoy this classic. Help develop the gaming world of the future, today! The scenarios will be submitted for publication in OGREZINE. Stay for as many games as you like; new players may join whenever there is room at the table. Maureen Reddington-Wilde (m)

### 5:30pm

- 4 **Shabbat Services** Alcott (3W)  
 Shabbat Services for Jewish members of the community.
- 5 **Figure Drawing: Basics and Creativity** Adams (3W)  
 Always wanted to try figure drawing but found the studio setting too stuffy? Haven't been keeping up with your drawing skills and want a refresher in a comfortable environment? Come do some social and relaxed figure drawing with a few specific exercises and some helpful hints offered by the proctor. Bring a sketchbook and pencil. Sign up in Program Nexus. Limit: 20. Griffin Ess (m)
- 6 **SCA Bardic Circle** Bulfinch (3W)  
 🎵 Come sing (or just listen, but we hope you'll sing) songs such as those sung at bardic circles of The Society for Creative Anachronism: Songs from the middle ages, songs about the middle ages, songs about the "current middle ages", and other songs that don't really fit any of the above but are still sung by SCAdians. (themed participatory song circle) Dan "Grim" Marsh (m), Lee C. Hillman (Gwendolyn Grace)
- 7 **Reading Around the Pictures** Douglas (3W)  
 Many of us read comics and illustrated children's chapter books when we were young—and we may still enjoy them! But how does illustration change the experience of reading the story? There are readers who say they'd rather imagine for themselves what the characters and scenes look like. Can any illustrations equal what our imaginations create from verbal description? Or does illustration change and enhance how we experience prose? Mike Luoma (m), Feklar42, Stoban Krzywicki, LB Lee, Heather Urbanski
- 8 **Where Shall I Begin?** Faneuil (3W)  
 The easy answer to starting a story is beginning the moment the conflict is introduced, but how do you know when that is? Answering this

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question and whether or not to prologue, panelists will explore the unique challenge of starting a story in settings with thousands of different worlds, millennia of history, and dozens of characters. Gordon Linzner (m), Alex Feinman, James Hailer, Kristin Janz, A. L. Kaplan

- 9 **Stories from the Cities** Independence (3E)  
 📖 Cities are rife with stories. Join some of our authors as they read works set in the chaos of urban life. James L. Cambias, Andrea Hairston, W. B.J. Williams
- 10 **10 Things I Wish I'd Known Before My First LARP** Lewis (3E)  
 There are many, many opportunities for LARPing, in New England and around the world. The panelists will discuss how to find the right LARP for you, and how to get yourself started. They will talk about the lessons they learned the hard way, on everything from etiquette to casting, to help you get started on the right foot. Rebecca Slitt (m), David Olsen, Lisa Padol, Mark "Justin" Waks
- 11 **Fandom and Disability** Otis (2W)  
 Many fans have disabilities, and they aren't always apparent. Stigma, especially around mental illness keeps many people from seeking the assistance they need. What can conventions do to make sure every fan gets the full convention experience? What can all fans do to help their fellow fans who need it? How can we, as attendees and organizers, make our conventions more welcoming and inclusive? Gail Terman (m), Bekah Anderson, Tikva (raycho), Kate Wechsler
- 12 **Speculative Fiction Writers Cafe** Stone (2W)  
 Come meet up with other speculative fiction writers. Share ideas, read someone else's work, or just get together to talk about writing. Morven Westfield (m), Cadwell Turnbull, Stephen R Wilk
- 13 **Open Play Time (2hr)** Hancock (2W)  
 ⚡ Meet other kids and the Fast Track crew as we warm up for the weekend.
- 14 **Introduction to Anime** Marina 1 (2E)  
 Streaming services make anime easier to access than ever before, but the sheer number of options can be daunting for a new viewer or returning fan. Our panelists help guide you to your new favorite series based on what you've watched before (whether it was Sailor Moon in the 1990s or Pokemon yesterday) or based on non-anime genres you enjoy (what could you watch if you like Star Wars or Stranger Things?) What resources are out there that might guide you to other shows once you leave Arisia? Richard Ralston (m), Joseph Andelman, Reuben Baron, Paul Geromini, Julia Pugliese
- 15 **First Steps for New Costumers** Marina 2 (2E)  
 So you want to be a costumer, but don't know where to begin? Then this panel is for you. Our group of veteran costumers tell you how to get started in the hobby with everything from tips and tricks to demystifying the terms and expectations that are out there. We all had to start somewhere, so let us help you do the same. James Hinsey (m), Wonder Wendy Farrell, Anastasia Holt, Sarah "Tashari" Morrison, Raven Stern
- 16 **SF Language & Linguistics: The Good, Bad, & Ugly** Marina 3 (2E)  
 In this talk, we'll talk about SF books and stories that handled linguistic issues well, and about others which didn't do quite as well. Also, we'll look at five things some languages do in fascinating detail, and make some suggestions for when you're asked by Hollywood to construct a language for next summer's blockbuster. John O'Neil (m)
- 17 **Introduction to Makeup** Marina 4 (2E)  
 Tinted moisturizer, BB cream, concealer, and foundation. Lip gloss, lip stick, and lip stain. Eye shadow, then liner? Or liner, and then eye shadow? And when do you put on the mascara? Our panelists will explain what all the products you can find in the makeup aisle are, and how to use them (or, as many as we can fit in the time allowed). No previous experience is assumed, and we'll be sharing makeup tips for all genders and skin colors. Forest Handford (m), Wendee Abramo, Marzell Barker, Sol Eidan Houser, Dale Meyer-Curley, Jennifer Pelland
- 5:45pm
- 18 **FLCL Part 1 (Episodes 1–3) (2hr)** Griffin (3E)  
 🎧 Screened in Japanese with English subtitles.
- 6:00pm
- 19 **The Green Dragon of Bywater (The One Ring) (4hr 30min)** Harbor I (3E)  
 🎧 Some of the Bounders have noticed a troubling change in the shire. Lots of visitors have been coming by since the return of Bilbo from foreign parts. This latest development is rather queer though. A moving tree? Now its just tavern nonsense right now but the last time the trees moved in Bree it was quite dangerous. A fella should come and take a look. I mean not me as I have to get home to Primrose and its late, but maybe some of the travelers. Michael Dlott (m)



- 20 **Living Arcanis 5E Intro Adventure: Taboo (4hr 30min)** Harbor I (3E)  
 🎮 The heroes are asked by a local chieftain to retrieve the body of his dead son, whom he believes to have been killed in an area inhabited by unclean spirits while on an ordeal to prove himself. But not all is as it seems. Content Warnings: Depiction of torture, fantasy religious violence *Thomas Milner-Wohlens (m)*
- 21 **Organized Play Pathfinder: The Emerald Spire** Harbor I (3E)  
 🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*
- 22 **Organized Play Pathfinder: Quests** Harbor I (3E)  
 🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*
- 23 **Organized Play Pathfinder** Harbor I (3E)  
 🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

## 7:00pm

- 24 **Ultimate Are You a Werewolf? (3hr)** Alcott (3W)  
 🎮 Ultimate Are You a Werewolf is a social deduction game that pits you against an unknown enemy. Work with others over multiple rounds to either figure out who is a murderous werewolf before it's too late or hide yourself from those pesky people attempting to root you out, you murderous werewolf. *Dan Chase (m)*
- 25 **Make Your Own Wings for Grown-ups** Adams (3W)  
 What can you make with a couple of wire coat hangers, a pair of pantyhose, and duct tape? Wings, of course! This workshop has long been a Fast Track favorite. Now the grown-ups finally get to make their own, and have a blast! The basic designs run from very easy to intermediate skill level, and take about an hour to assemble. Wear as-is, or add feathers, gems, glitter, or other decorations to make your wings one-of-a-kind. Materials fee: \$5 per person. Sign up in Program Nexus. Limit: 15. *Cyd Brezinsky (m)*
- 26 **Sing-along: Yiddish Songs** Bulfinch (3W)  
 🎵 There is a rich tradition of song from Jewish communities in Russia and Eastern Europe. Come sing along with some of these. Songs of work and play will be featured; no liturgical songs will be included. Leaders may play accompaniment to support the singing. (participatory sing-along with words provided, via either projection or paper handout) *Sonya Taaffe (m), Marnen Laibow-Koser, Danny Miller*
- 27 **Polyamory Basics** Douglas (3W)  
 New to polyamory? Interested in exploring polyamorous relationships, or just want to find out what it's all about? This panel is the one to start with! Our panelists will discuss the different kinds of polyamory, the kind of open dialogue necessary, and share insights from their experiences. *Kris "Nchanter" Snyder (m), Mark W. Richards, Ben Silver, Gail Terman*
- 28 **Starters' Pack for Science Fiction** Faneuil (3W)  
 What are the best techniques for writing science fiction? This panel will address tips and advice for writers hoping to start writing science fiction, or fiction that extrapolates upon existing science to build speculative stories. *Sarah Smith (m), Laurence Raphael Brothers, Michael A. Burstein, Andrea Hairston, Kevin McLaughlin, W. B.J. Williams*
- 29 **Not With My Intellectual Property, You Don't** Independence (3E)  
 British author Francis Spufford has written an eighth Narnia novel, praised by all who have seen it, but C.S. Lewis' estate refuses to discuss any extension of the series. The estate of John Bellairs contracted another writer to continue Bellairs' fantasy series. How do we feel about the franchising, or the suppression, of commercial (not fanfic) extensions of successful fictional series after their authors' demise? Shameless corporate greed, more fiction for us to love, or it depends? *James L. Cambias (m), Kristin Janz, Emperor Joey-1, B. Diane Martin, Mark Painter*
- 30 **The GM-less Game** Lewis (3E)  
 A major trend in indie tabletop RPGs is the GM-less game, in which all players collaborate to create the world and story. What is gained and lost by this approach? What happens when things stall? How can players ensure that everyone's voice gets heard? What are some ways to introduce this kind of game to players who are more accustomed to traditional GMed games? *Rebecca Slitt (m), Naomi Hinchin, David Olsen, Jessica Waters, H. M. White*

- 31 **Come play Mario Party! (3hr)** Carlton (3E)  
 🎮 Come hang out with us and play one of several versions of Mario Party with other like-minded gamers!
- 32 **An evening with Troika (4hr 45min)** Harbor I (3E)  
 🎮 Prepare for some fantasy nonsense with the Numinous Edition of Troika! A recent edition of an old-school British role-playing game. With quick random character generation and equally simple resolution mechanics, you never know quite what to expect. Fans of Terry Pratchett and Douglas Adams should definitely take a look. *Aaron Marks (m)*
- 33 **Ultima Foran: Dead in Venice (Savage Worlds) (4hr 30min)** Harbor I (3E)  
 🎮 It is 1515, 168 years since the Plague of the Dead swept across the world, destroying the kingdoms of men. Europe has partially recovered, establishing fortified fiefs from which to fight back against the Dead. You are a company of adventurers traveling on one of the miraculous airships of Ferrara, escorting a shipment of alchemical reagents to Vienna, a cushy contract, as flying over the Dead infested wilds is far easier than riding through it! Assuming nothing goes wrong with the airship... *Adrian Gunn (m)*
- 34 **Fate of the Flowering Lands (Fate) (4hr 30min)** Harbor I (3E)  
 Can your group of Archaeonauts discover what the newly risen warlord Judag has in store for the peaceful Flowering Lands before it is too late? Can they find the lost hermit sage Ermon? I hope so, otherwise we are all doomed! *David Buswell-Wible (m)*
- 35 **Strange Beasts (Call of Cthulhu) (18+) (4hr 30min)** Harbor I (3E)  
 🎮 Japan, 1550 A.D. An onmyōji, a specialist in divination, predicts a great evil may soon rise in the Pacific, threatening Japan, as well as the rest of the world. An eclectic team has been formed, including samurai, ninja, monks, and others, to thwart this peril. However, why does the solution involve a gorilla and a whale? 18+ only. *Richard B. Auffrey (m)*
- 36 **Vertigo: The Wake** Otis (2W)  
 In 1993 DC Comics gathered together its popular horror and fantasy titles, The Sandman, Swamp Thing and Hellblazer, to create a unique line where other such books could flourish; Vertigo Comics. Founder Karen Berger, along with editor Shelly Bond and others, allowed creators such as Neil Gaiman, Grant Morrison, Brian K. Vaughn and others to pursue their visions to massive success. As the loss is being felt throughout the industry, our panelists will share their memories of the beloved imprint. *Jaime Garmendia (m), E. J. Barnes, Alisa Kwitney, Donna Martinez, Troy Minkowski*
- 37 **POC Meetup** Stone (2W)  
 Colorism often manifests even in communities of color, complicating ethnic and racial heritage beyond what may be visible to outsiders. Regardless, being a person of color in the geek community can be isolating and alienating, particularly as minority creators, characters, and publishers are often erased and/or whitewashed. Join fellow geeks of color in a safer space to celebrate the joy of fandom without the white gaze. (To maintain a safe space, Allies are asked not to attend.) *Diana Hsu (m), Monique "Moniquill" Poirier, Cadwell Turnbull*
- 38 **Our Mr. Whedon** Marina 1 (2E)  
 From 1997–2010, you could reliably find at least one Joss Whedon-created show running on network TV at any given time. He'll return soon with The Nevers, another story of strong women with super powers. However, in the decade since Dollhouse went off the air, Whedon's standing as a feminist ally has taken some hits. Are we ready to welcome him back? We'll look at the running themes in Whedon's works with an eye toward reconciling them with the disillusionment some of his fanbase has experienced. *Marianna Martin PhD (m), Emma Caywood, Ari Donnelly, Sol Eidan Houser, Karen S.*
- 39 **How do I do the thing?** Marina 2 (2E)  
 Do you have a very specific problem that Google is not providing the answer to? We've all been there and maybe these panelists can help! Come prepared with your questions that could use an expert's opinion, nothing is too big or too small! Bragging rights for whomever can stump the panel. *E. C. Ambrose, Anastasia Holt, Sarah "Tashari" Morrison, Jamila Sisco, Nightwing Whitehead*
- 40 **Linguistic Experimentation and Evolution** Marina 3 (2E)  
 Emojis. Vocal fry. The verb-ing of nouns. Language is constantly evolving. This panel will discuss trends and changes we are seeing in 2019, how these changes vary across communities of age, gender, race, and culture, and the roles played by text-based and digital communication. *Eyal Sagi (m), Jesi Lipp, John O'Neil, Shoshana Traum*
- 41 **The Collective You—Your Biome** Marina 4 (2E)  
 All about the multitudes that live with and on humans, why we need them, and what that means for crewed space missions, future housing,

and modern and future hospitals. *David G. Shaw (m), Bhadrিকা Love, Dr. Jim Prego*

**7:30pm**

42 **The MRS. HAWKING series: Mrs. Frost (1hr 40min)** *Grand B (1W)*  
 🎧 London, 1886— The reveal of Mrs. Hawking's greatest enemy yet has left our hero brooding over past failures, so consumed in destroying the criminal mastermind that even apprentices Mary and Nathaniel feel frozen out of her life. But when Nathaniel is taken captive, and an important figure from her past returns, Mrs. Hawking must work with some remarkable women to defeat her nemesis once and for all. CN: mention of sexual assault, Victorian mental health practices. [www.mrshawking.com](http://www.mrshawking.com) *Phoebe Roberts (m)*

**7:45pm**

43 **Captain Marvel (2hr 15min)** *Griffin (3E)*  
 🎧

**8:00pm**

44 **Open Fencing (2hr)** *Grand A (1W)*  
 Come join us for some inter-group and inter-style sparring sponsored by Massachusetts Historical Swordsmanship! Whether you're a modern sport fencer, a SCAdian, a HEMAist, or anyone else who crosses blades for fun, come join us for some Friday-night fun, exercise, and fellowship. Note: Safety equipment is REQUIRED (we have loaner gear) and you MUST abide by the safety rules and listen to the monitors. Info is available at [historicalfencing.org/rules.htm](http://historicalfencing.org/rules.htm). *Ken Mondschein (m)*

**8:30pm**

45 **Blockprinting** *Adams (3W)*  
 Relief block printmaking is a magical, sci-fi art form: it's like carving with light into darkness, and then cloning the result. It's also easy to get started, fun to experiment with, and you can print note cards, gifts, or limited edition artwork to frame and hang proudly. Come learn how to wield the magic, by designing, carving, and printing your own original rubber block. \$5 materials fee. Sign up in Program Nexus. Limit: 15. *Anne E.G. Nydam (m)*

46 **Sing-along: CircleSinging** *Bulfinch (3W)*  
 🎧 CircleSinging is a form of facilitated vocal improv, inspired by the work of Bobby McFerrin, which could be described as "a drum circle for singers" or "improvised choral music." During the course of the ever-changing chant, the leader develops and gives parts to a circle of singers, which in turn supports individual solos. Both participating in and witnessing the creation of the music that emerges is an exhilarating and joyful experience. Fun for all, and no prior experience required. *Ben Silver (m), Benjamin Newman, Kat Weiler*

47 **Materials of the Medium** *Douglas (3W)*  
 Every art medium has materials used that have their own limitations and specific qualities. This panel will discuss those limitations, qualities, and some unusual and unexpected materials. *Sarah "Tashari" Morrison (m), Julia Austein, Kristina Carroll, Lisa Hertel, Scott Lefton*

48 **Sexuality and Gender Trends in Acceptance** *Faneuil (3W)*  
 Acceptance of sexuality and gender seems to be gradually spreading, albeit with a lot of pushback in some quarters. This panel will look at the state of things in various subcultures as well as the larger society, and examine how things are changing. *Bhadrিকা Love (m), Aisha L Cruse, Forest Handford, Brent Weichsel*

49 **Drop in Coloring (2hr 30min)** *Independence (3E)*  
 🎧 Coloring is a relaxing way to ease into the con! We have coloring pages and colored pencils for your enjoyment!

50 **On Chainmail Bikinis and Succubi: Gender and D&D** *Lewis (3E)*  
 With the release of D&D 5e, many people were pleased to see characters depicted in a less sexist light, with fully-clothed illustrations of female-presenting characters in its rulebooks. However, WotC also released a pink "Girl's Guide" to D&D, and D&D has traditionally been seen as less inclusive. Has D&D—and fantasy RPGs in general—moved beyond marginalization of these communities, at least in part? If not, how much further does it need to go, and where could it use improvement? *Mildred Cady (m), Danny Miller, Jessica Waters*

51 **Cope vs. Marsh – the Bone Wars** *Otis (2W)*  
 In the mid-to-late 19th century, two paleontologists put the U.S. on the scientific map by vastly expanding our collection and knowledge of fossils. But Othniel Charles Marsh and Edward Drinker Cope so hated each other, they actually destroyed priceless bones just to keep each other from getting them. And worse! To this day, we're still not sure the brontosaurus was real. *James L. Cambias (m), Mark L Amidon, Ken Gale, Jeff Hecht*

52 **Arisia First Night Social** *Stone (2W)*  
 Whether you are new to Arisia or a long-time attendee, come meet some new people. Say "hi", share and learn useful info and tips, share interests, and make new friends. *Eric "in the Elevator" Zuckerman (m), Matthew McComb*

53 **Crisis on (Nearly) Infinite Arrowverse Series** *Marina 1 (2E)*  
 Now in its eighth season, the Arrowverse has just finished the massive Crisis on Infinite Earths, spreading across Arrow, The Flash, Supergirl, Legends of Tomorrow, and Batwoman, while also bringing in Black Lightning and a wide array of DC superheroes from decades past. Come join the panel as they say goodbye to Oliver Queen, hello to Kate Kane, and stand in amazement at an achievement on TV that rivaled any shared cinematic universe. *Bey Woodward (m), Michael A. Burststein, Kevin Eldridge, Naomi Hinchin, Dan Toland, Jonathan Woodward*

54 **Starters' Pack for Fantasy Fiction** *Marina 2 (2E)*  
 So, you've decided to write fantasy stories. That's awesome, but how does one go about writing about the fantastical in 2020? Join a panel of fantasy writers in a discussion of the fundamentals of writing fantasy, the techniques used to create compelling stories, and a few suggestions on required reading. *Andrea Hairston (m), E. C. Ambrose, Debra Doyle, W. B.J. Williams, Keith Yatsuhashi*

55 **Comfort Food TV: Baking and Cooking Shows** *Marina 3 (2E)*  
 Whether it's sweet British bakers or cutthroat cooking competitions, we love our food TV shows! What is the attraction of watching other people make food we can't taste and will never be able to create ourselves? Who are your favorite celebrity foodies? Who are the geekiest? Did anyone bring snacks to this panel? *Tammy Coxen (m), Diana Hsu, Corinne Luz, Andy Rosequist, Raven Stern*

56 **Ravenous for The Hunger Games** *Marina 4 (2E)*  
 Suzanne Collins' Hunger Games trilogy has been phenomenally successful. Her series made Collins the top selling Kindle author of all time, inspired many imitators, were adapted into four films and redefined the YA dystopian genre. This May, Collins will release a prequel to the trilogy. What makes these books so compelling to so many readers? *Heather Urbanski (m), Lyndsay Ely, Karen S., Sarah Smith*

**9:00pm**

57 **Roll the Dice! (2hr)** *Harbor I (3E)*  
 🎧 Hours of character creation got you down? Sick of a DM who won't let you do anything fun? Bored of the same old warriors, mages, and rogues? Well boy do I have the game for you! Welcome to Roll the dice! Where the only thing limiting your creativity is RNG. Want to have your character be 100 feet tall and be able to talk to bees? Roll the dice! Want to retire from adventuring to become a peaceful farmer with a nagging spouse named Skree? Roll the dice! Anything is possible with enough luck! *Jack McDaid (m)*

58 **Card Masters! (Apocalypse) (4hr 30min)** *Harbor I (3E)*  
 🎧 "In the underground arenas of Kado City, illegal duels take place using the most dangerous and deadly magic around: the Card Masters(tm) collectable trading card game! Immerse yourselves in a seedy world of black market deals, assassinations, and card games. Card Masters is a roleplaying game in which your characters play a trading card game, the rules of which are dubious and mostly improvised by the players. You'll have cards as props, but dice determine the results of actions." *Chris Ramsley (m)*

**9:30pm**

59 **Dramatic Readings from the Ig Nobel Prizes (1hr)** *Grand CD (1W)*  
 🎧 Highlights from Ig Nobel prize-winning studies and patents, presented in dramatic mini-readings by luminaries and experts (in some field). The audience will have an opportunity to ask questions about the research presented—answers will be based on the expertise of the presenters, who may have a different expertise than the researchers. *Marc Abrahams, David Kessler, Michelle Liguori*

**10:00pm**

60 **Sing-along: Gilbert and Sullivan Songs** *Alcott (3W)*  
 🎧 Do you have a song to sing, O? Steal up with cat-like tread and join us in singing songs from The Pirates of Penzance, HMS Pinafore, Patience, and more! Note that there will be no assigning or claiming of parts—everyone will be free to sing along on everything! Songs will be led by panelists, who may also play accompaniment to support the singing. (participatory sing-along with words provided, via either projection or paper handout) *Lee C. Hillman (Gwendolyn Grace) (m), Rebecca Maxfield, Shoshana Traum*

61 **Open Singing** *Bulfinch (3W)*  
 🎧 Come listen and/or make music in this unthemed song circle. All types of music are welcome. Time permitting, everyone who wishes to lead

a song will have at least one opportunity to do so. (participatory song circle) *Elizabeth Birdsall (m)*

- 62 **Circlet Press Reading (18+)** *Douglas (3W)*  
 📖 Author Cecilia Tan reads selections from her work. 18+ only. *Cecilia Tan*
- 63 **BDSM for ALL (18+)** *Faneuil (3W)*  
 Kinksters come in all types, but not all of us are represented at the local dungeon. How can we modify and accommodate all kinds of play to be accessible? Come connect with members of the community as we address differing health and ability levels, discuss ways to create safer spaces for marginalized participants, and find new ways to be inclusive. 18+ only. *Max Impakt / Ask Kaylee Frye (m), Abigail Keenan, A. Szabla, Tikva (raycho)*
- 64 **Edward Scissorhands (1hr 45min)** *Griffin (3E)*  
 🎬
- 65 **Spike MacPhee Memorial** *Lewis (3E)*  
 Spike was the original owner of the Science Fantasy Bookstore, in Harvard Square, and many a fan got their start there. He was both a GoH at the first Arisia, and a Worldcon Fan GoH. Spike always promoted cons and fandom to everyone, made great suggestions, and after he sold his store (which is now Pandemonium Books), he curated the SF section of Avenue Victor Hugo books.
- 66 **Art Show Reception (2hr)** *Harbor II-III (3E)*  
 🎨 Come meet the artists, see their work, and get an early chance to bid! There will be a cash bar.
- 67 **Its Time to Worry—The End of MAD** *Otis (2W)*  
 For 67 years MAD Magazine set the standard for humor, biting political satire and all around tomfoolery in comics and publishing at large. The wildly popular book survived the ups and downs in publishing, saw its fair share of imitators and even spun off a successful TV show. But sadly, the Usual Gang of Idiots have found themselves out of work as the beloved magazine shuts its doors in 2019. Our panelists will pay tribute to MAD and ask the question “Is it time to worry?”. *E. J. Barnes (m), James Hailer, Danny Miller, Stephen R Wilk*
- 68 **Teasecraft Kinky Maker Meetup: Show & Tell (18+)** *Stone (2W)*  
 Do you like making your own sex toys/BDSM equipment/costumes/other kinky and fun things? Come share your ideas and projects with other crafters. Or come ask questions and get inspired. Teasecraft is a meetup group for sex/kink-positive makers and crafters. Everyone is welcome, regardless of your (a)sexuality/orientation/gender/race/ability/specific kink or what materials you work with. 18+ only. *Kit Stubbs (m), Shirley Dulcey*
- 69 **Freaks and Geeks Can Buy Its Own Beer Now** *Marina 1 (2E)*  
 21 years ago, Paul Feig’s Freaks and Geeks presented the most realistic, least glamorized view of high school seen in popular entertainment. Following two groups of outcasts, one troubled and rebellious, the other socially awkward, it famously set a standard of high quality, it launched the careers of many young actors, including Seth Rogen, James Franco, Linda Cardellini, Jason Segel, Martin Starr, and more. Come look back on the tragically short run and long-lasting legacy of Freaks and Geeks. *Kevin Eldridge (m), Wendee Abramo, Kevin Cafferty, Dr. Jim Prego*
- 70 **Earn Your Ending** *Marina 2 (2E)*  
 For the most part, endings are just as artificial as beginnings and yet every story needs a place where the conflict wraps up, and all (most of?) the ends are resolved. What tips, tricks and resources might help writers bring their creation to a satisfying conclusion? Panelists will discuss good and bad endings as examples but focus conversation but focus on the how and why of endings, not the what. *E. C. Ambrose (m), Donald S. Crankshaw, Alison Wilgus, Connie Wilkins, Keith Yatsuhashi*
- 71 **Drum & Dance (3hr)** *Grand A (1W)*  
 🥁 This is an open Drum and Dance Circle. All are welcome—if you have a drum, please bring it. You don’t need a drum to dance or sit back and enjoy the ambience, but if you have one, don’t forget to pack it. You can also bring zills, tambourines, and any non-amplified instruments. Kids are welcome, but this is not babysitting, so please do not leave children unattended. *Penny Messier (m), Angela Bowen, Richard Parker*
- 72 **Chronomancy: A 20th Century Dance Party (4hr)** *Commonwealth (1W)*  
 Join us when, through the magic of music, we journey through the temporal soundscape of the late 20th century! DJs Xero and Vivian Blush will weave wondrous witchcraft with a wide variety of yesteryear’s dance classics from the 70’s, 80’s & 90’s to keep you dancing in celebration of Arisia’s 2020 opening night! Find more info at Arisia. SeeDarkly.com *DJ Xero (m), Vivian Blush*

**11:00pm**

- 73 **Rocky Horror—Shiver with Anticipation (18+) (3hr)** *Grand B (1W)*  
 Sex! Aliens! Rock and Roll!... All of this AND a floorshow! Make sure to do the Time Warp again with an Arisia staple: a shadowcast performance by The Teseracte Players of Boston. 18+ subject matter. *Glenn MacWilliams (m)*

**11:30pm**

- 74 **Singing Into the Night (3hr 30min)** *Bulfinch (3W)*  
 🎵 Open Singing descends into chaos. Music will continue as long as people are interested. (participatory song circle)
- 75 **Whips, chains, & capes: Superheroes & Kink (18+)** *Otis (2W)*  
 Everyone knows that superheroes routinely save the world while dressed in skin tight clothes that leave nothing to the imagination. They pummel the bad guys and posture for each other in ways that suggest there’s more to what they do than serving justice. Our panelists will discuss the connections between costumed heroes, kink and super sexiness! This panel is 18+, no kids allowed! *Max Impakt / Ask Kaylee Frye (m), Marzell Barker, Gillian Daniels, James Mobius*

**11:45pm**

- 76 **Rollerball (2hr 15min)** *Griffin (3E)*  
 🎬 A movie about men fighting while racing on roller skates. Much better than “Starlight Express”.



## 8:00am SATURDAY

77 **Animaniacs (2hr)** Griffin (3E)

## 8:30am

78 **Saturday Christian Services** Alcott (3W)  
Non denominational Christian service. *Craig R McDonough (m)*79 **Geeky Play Date** Webster (2W)\* Looking to meet up with other parents and kids at the con? Geeky Play Date is a casual, drop-in space for you and your children. Kids can bring their favorite toys and make new friends! Parents can do the same! Please note: this is NOT a babysitting service/venue, plan on tending to your children. If you need to leave a Red-Ribbon Fast Track child for a 10am panel, you may do so after 9:45, and checking in with Fast Track staff. *Bey Woodward*80 **Steven Universe: Still Always Finding A Way** Marina 1 (2E)Steven Universe, which saw the release of a movie in September, continues to be a show that deals uncompromisingly with issues around gender, childhood, and family in ways both unexpected and delightful (if not without the occasional problem). It's also telling a great long-form adventure story. We'll talk about all elements of this show in a panel that, like the show itself, will appeal to fans of all ages. *Arthur Chu (m), Sid Hackney, Sioban Krzywicki, Liam McGlohon*

## 9:00am

81 **Organized Play Pathfinder: Bandits of Immedwood** Harbor I (3E) Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*82 **Organized Play Pathfinder: Trailblazer's Bounty** Harbor I (3E) Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*83 **Organized Play Pathfinder: Dragons of Absalom** Harbor I (3E) Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

## 10:00am

84 **Kristina Carroll, Putting Yourself into Art** Alcott (3W) Kristina Carroll, Arisia's Artist Guest of Honor, presents her work, and talks about her inspirations. *Kristina Carroll (m)*85 **Arisia Town Hall** Adams (3W)Arisia Inc. wants your feedback, your ideas, and your concerns! This is a safer space to talk about and talk to Arisia Inc. (the corporation that puts on the convention) in a semi-structured, town hall-style, public meeting. Discuss what matters to you as a community, in open discourse and small groups. (We will incorporate your questions and concerns into the Community Update on Monday.) *Andy Rosequist (m), Rachel Silber, Ellie Younger*86 **Hands-on (or Hands-off) Theremin Workshop** Bulfinch (3W)You've heard its spooky noises in movies, but there's so much more that the theremin can do! In this hands-on workshop, participants will learn the basics of theremin technique and will have the opportunity to experiment with this unusual instrument. Some previous musical training is helpful but not required. If you are lucky enough to have a theremin of your own, please bring it! Sign up in Program Nexus. Limit: 5. *Marnen Laibow-Koser (m)*87 **Economic Speculations** Douglas (3W)How do writers depict worlds with progressive values and economics focused on social betterment, not simple profit? Panelists will explore alternate economic systems (gift-based economies, worker cooperatives, solidarity-based economies to name a few) and how to portray these alternate economies in ways that engage readers' imaginations. *Alexander Jablovkov (m), Sara Codair, Kristin Janz, Cadwell Turnbull, Brent Weichsel*88 **Guillermo del Toro: The Night Eternal** Faneuil (3W)For thirty-five years, Guillermo del Toro has brought his uniquely dark and beautiful vision to the screens. From his early Spanish-language fantasies (Cronos, The Devil's Backbone, Pan's Labyrinth) to big-budget Hollywood blockbusters (Blade II, Hellboy, Pacific Rim), to his Oscar-winning The Shape of Water, he has proven equally at home helming all manner of stories. We'll look at the remarkable career of this visionary filmmaker. *Max Impakt / Ask Kaylee Frye (m), Reu-**ben Baron, Monica Castillo, Deirdre Crimmins, Liz Salazar, Gabriel Valdez*89 **Ducktales: The Treasure of the Golden Suns Arc (2hr)** Griffin (3E)90 **Bullet Journaling for Geeks** Independence (3E)Bullet journaling is an intuitive planning method that needs only a notebook and a pen. Add your creativity, collections, movies, books, story ideas and more, and it becomes a personal organizer unlike any other. Join experienced bullet journaler Rachel Kenley as she guides you through the basics and helps you create a planner for your likes and life. Beginners and beyond are welcome. Blank notebooks provided or bring your own. Materials fee: \$10. Sign up in Program Nexus. Limit: 10. *Rachel Kenley (m)*91 **Becoming Active Bystanders (2hr)** Lewis (3E)A bystander is a person who observes unacceptable behavior. It might be something serious or minor, one-time or repeated, but the bystander knows that the behavior is unacceptable or likely to make a bad situation worse. An *active bystander* takes steps that can make a positive difference in that situation. This class covers the basics of active bystander action and strategies, with opportunity for discussion and practice. Training provided by the Boston Area Rape Crisis Center92 **Leaf Me Alone (3hr)** Harbor I (3E) The leaves are falling! Keep your yard the cleanest by quickly making a leaf pile and sending it flying at your opponents. It's a rake to the finish! *Jeff Johnston (m)*93 **A Gloom-y Journey (Pokemon Tabletop Adv) (4hr 30min)** Harbor I (3E) For Pokemon Trainers of the Johto region, everyday is a fun adventure. However today is different than most. Our story begins with several young Pokemon Trainers on their way to Goldenrod City after successfully getting their second gym badges. Before they can get to Goldenrod, they must travel through the winding Ilex Forest and there have been rumors that some curious people have been seen moving through the forest after dark. Do you have what it takes to conquer this challenge? *Keegan Hannon (m)*94 **Saga of the Goblin Horde (Savage Worlds) (4hr 30min)** Harbor I (3E) Episodes 1 & 2 of Zadmar's "Saga of the Goblin Horde," updated to the new SWADE rules. Players take on the role of goblin bosses leading hordes of underlings to wage war on those vile, tiny-headed humans. *Robert Ursini (m)*95 **WE ARE NOT OURSELVES (Star Trek Adv.) (4hr 30min)** Harbor I (3E) Players will have an alien mystery to follow and investigate *Wesley Toma-Lee (m)*96 **Inclusive Feminism** Otis (2W)Many traditional feminist causes have focused on the needs of mostly white, cisgender, able bodied, affluent women. This population still experiences sexism, as we routinely hear from the likes of Taylor Swift, the focus on their needs is often done at the expense of women of color, trans women, disabled women, and women with less privilege. How do we fix that? What can feminists do to make their spaces and advocacy more inclusive? Let's reframe our thinking to be more mindfully intersectional. *Abigail Keenan (m), Vivian Abraham, Bekah Anderson, Marzell Barker, Forest Handford, Kat Tanaka Okopnik*97 **NERF WAR- Kids Edition (2hr 30min)** Stone (2W) Bring your NERF guns and plenty of ammo for an all-out NERF gun battle! Please note that protective eyewear is *Mandatory*—bring goggles if you have them. A limited number of NERF guns and protective goggles are available for those who don't own any. Because of safety considerations, please do not bring modified NERF guns.98 **Make Your Own Wings (1hr 30min)** Hancock (2W)

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

99 **Duct Tape Roses** Hancock (2W)\* Learn how to make roses out of duct tape! Feel free to BYO tape (2-3 colors), but limited colors will be available. *Kate Brick, Gail Terman*100 **Swords of Chivalry** Webster (2W)\* Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used! *Mr. Ferguson*101 **I've Got All the Balls in the Air, Now What?** Webster (2W)\* Juggling for Kids; for both first time and experienced jugglers. *James Cronen (m), Jude Shabry*102 **Using, Making, and Modifying Sewing Patterns** Marina 1 (2E)Drafting a pattern can be difficult, but it's made a lot easier when you can take an existing pattern and change it into what you need. But where do you start? Our panelists discuss useful base patterns and how to go about changing them, as well as where to start when making your own. *Barbara M Pugliese (m), E. C. Ambrose, Lisa A Ashton, Leslie Johnston, Dan "Grim" Marsh*

103 **What Makes Reading a Pleasure?** *Marina 2 (2E)*

Fiction readers are a minority—only about one in five Americans, on average, reads for pleasure, and of those, some say they prefer non-fiction and never read novels or stories. Reading's prime Nemesis is television (not the Internet!)—as reading goes down, television viewing goes up. What makes an avid reader so passionate about the written word? What is distinctive about the pleasure of reading—and how do we get more people (of all ages) to share in it? *James Hailer (m), Lena G., Greer Gilman, Danny Miller, Meredith Schwartz*

104 **How to Be A Good Fan of Problematic Things** *Marina 3 (2E)*

From NFL football to Kevin Spacey movies to Heinlein novels, our fandoms are rife with things that can be validly critiqued. How can we continue to like things, even passionately, while acknowledging flaws? How do we respond to valid critiques versus outright attacks on the fandom? How are these issues different when a problematic creator is no longer alive? Does the taint stay with a fandom forever? *Gillian Daniels (m), Mildred Cady, Jennifer Pelland, Karen S., Alan Wexelblat*

105 **Machine Learning, Now with Human Biases!** *Marina 4 (2E)*

It began honestly enough: train an Artificial Intelligence to comb social media for hate speech. Machines would be much more objective and capable of keeping up with the gigantic amount of posted speech, right? Unfortunately, the algorithms flagged normal everyday African American speech at twice the rate of European American speech, underscoring the biases of the people who trained the programs. Are such things inherent in AI? Or can we get the apple to fall further from the tree? *Alex Feinman (m), Andrea Hairston, John O'Neil, Eyal Sagi*

106 **Saturday Masquerade Rehearsal (4hr)** *Grand B (1W)*

Rehearsal for Masquerade participants. *James Hinsey (m)*

107 **Family Friendly Renaissance Dance (1hr)** *Commonwealth (1W)*

Family-Friendly Renaissance Dance: Ever wanted to learn some of the fun dances that people do at Ren Fairs? This is your chance! Children aged 8 and up are welcome, and all dances will be beginner-friendly and thoroughly taught. Costumes optional. *Jesse Wertheimer (m)*

## 11:00am

108 **Massachusetts Bay Colony 1630 Pike & Shot Drill (1hr)** *Grand A (1W)*

✕ When the first English colonists came to America, they expected to have to fight. Muskets and pikes dominated the battlefields of Europe, and would soon decide Britain's fate in the English Civil Wars. See the Salem Trayned Band, a re-enactment unit portraying the militia of the Massachusetts Bay Colony in its earliest years, demonstrate how the colonists brought this military technology—including sixteen-foot pikes—to the New World. *Paul Kenworthy (m)*

## 11:30am

109 **Cadwell Turnbull Reading** *Alcott (3W)*

📖 Our Author Guest of Honor reads from his own work. *Cadwell Turnbull*

110 **Figure Drawing: Cosplay edition** *Bulfinch (3W)*

Arisia is a great opportunity to see some great costumes, and here is an opportunity to spend a little time drawing them. Our costumed volunteers will do several poses for short time periods (up to 15 minutes) to help you get it right. Minimal instruction given; paper and pencils provided, or bring your sketchbook and own materials. Sign up in Program Nexus. Limit: 54. *Sarah "Tashari" Morrison (m), Lisa Hertel*

111 **Saturday Feedback Sessions** *Douglas (3W)*

Tell us how to improve Arisia while there's still time to fix (some) things! *Diana Hsu*

112 **Fifteen Years of Supernatural** *Faneuil (3W)*

Despite dying numerous times Sam and Dean Winchester are in their 15th—and final—season of hunting things and saving people. What's kept this show on the air for so long (besides perhaps a deal with a Crossroads Demon)? In the end, will the brothers evade the Reaper once again, or will they finally, truly, really die? And how much pie do you think Dean can really eat in one sitting? *Naomi Hinchin (m), Don Chase, Dr. Jim Prego, Lee Clever Roberts, Ilene Tatro*

113 **Singing in the Pool (1hr)** *Pool (3W)*

🎵 What's better than singing in a shower? Singing in a swimming pool! Bring a bathing suit and help us experiment with the acoustics. We will begin by gathering just outside the pool area for our traditional singing parade through the hotel's public spaces. Follow the giant rubber duck! (themed participatory song circle) *Kat Weiler (m), Jeremy H. Kessler, Marnen Laibow-Koser, Ben Silver*

114 **Techniques for Body Positive Cosplay** *Independence (3E)*

Have you ever felt that you "couldn't" cosplay your favorite character because you believed your body type was the "wrong" kind? Ever felt like you would have to change your body if you were to cosplay a character you loved? People come in all shapes and sizes, and cosplay

All panels are 75 minutes unless marked otherwise.

should too! Join other body-positive cosplayers as we discuss design, construction, and modeling techniques to help your cosplay look good on the body that you have right now. Sign up in Program Nexus. Limit: 15. *Hannah Prum (Kirkette Cosplay) (m)*

115 **For a Brighter Future: The Return of the Legion** *Otis (2W)*

After a prolonged absence from the shelves, The Legion of Super Heroes is set to return at long last! These teen heroes from the future have seen many a reboot, including some that have been regarded as being some of the best that mainstream super-heroics have to offer. Join our panelists as they speculate on what tomorrow holds for Cosmic Boy, Saturn Girl, Lightning Lad and the rest of the 30th century's greatest heroes! *Sioban Krzywicki (m), Michael A. Burstein, Ken Gale, Danny Miller, Mercy Van Vlack*

116 **Prop Weapons for Costumers** *Marina 1 (2E)*

Learn some tips on construction and modification of costume weapons. Special consideration will be given to safety and transport. How far does one go towards looking authentic without risking the safety and comfort of other attendees? Are simulated costume guns now verboten, or at least gauche? What about bladed costume weapons? Does peace-bonding obviate the issue, or is there something more in play? How can you modify your props to be con or stage safe? *Karl S Web (m), Amy J. Murphy, Jamila Sisco, Lisa J Steele*

117 **Bad Ad Hoc Hypotheses** *Marina 2 (2E)*

🎧 Bad Ad Hoc Hypotheses : the collected BAHFest talks of Michael Anderson *Michael Anderson (m)*

118 **Foodcraft: How Science Can Reinvent Your Kitchen** *Marina 3 (2E)*

Foodies are always inventing and adapting scientific techniques to prepare their favorite ingredients in exciting new ways, but how can these modern miracles be made available to someone on a budget? Or is the Modern Kitchen only a pipe dream? Learn the wonders of sous vide, sonic cavitation, and food grade centrifuges. *David G. Shaw (m), B. Diane Martin, Cecilia Tan*

119 **From Menstruation to Menopause** *Marina 4 (2E)*

Let's talk about the period. This topic is often shied away from in public, leaving young folks newly menstruating and older folk heading into menopause feeling adrift and alone. Let's come together and share wisdom, and maybe some humor, about everything from cramps to night sweats to vaginal dryness, making sure to include the perspectives of everyone who experiences menstruation, regardless of gender. Nothing is off topic. From beginning to end, we will discuss the period. *Melissa Perreira-Andrews (m), Sid Hackney, Dale Meyer-Curley, Sharon Sbarsky*

## 12:00pm

120 **Mushi-shi (2hr)** *Griffin (3E)*

🎧 Screened in Japanese with English subtitles

121 **Wacky Max 1968 (5hr)** *Harbor Prefunction (3E)*

🎧 Wacky Races meets Mad Max — in a dystopian world of 1960s Saturday morning cartoons, join the most daredevil group of daffy drivers to ever whirl their wheels in the way-out heavily-armed wacky races. Test your driving and combat skills with modified Wacky Races model cars on the tabletop using the fast-playing Maximillian 1934 Pulp-Action Road Rage Rules for miniatures gaming. Compete for the title of worlds wackiest road rage racer! *Maureen Reddington-Wilde (m)*

122 **The Martial Arts of A Game of Thrones (1hr 30min)** *Grand A (1W)*

✕ From swaggering bravos to knightly duels, George R.R. Martin drew on historical examples to create his ultra-realistic, ultra-gritty fantasy world. But how did these martial arts really work? Where does truth end and fiction begin? Join historical combat master Dr. Ken Mondschein, author of *Game of Thrones and the Medieval Art of War*, and Massachusetts Historical Swordsmanship for a demonstration of the combat skills found in *A Game of Thrones*, followed by a class in knightly martial arts! *Ken Mondschein (m)*

## 1:00pm

123 **Cadwell Turnbull Signing** *Alcott (3W)*

Signing session with Writer Guest of Honor Cadwell Turnbull *Cadwell Turnbull*

124 **Decorate a Mini-Hat/Fascinator** *Adams (3W)*

Join us to create your own mini-hat! There will be mini hats and fascinator bases which clip to the hair, and all manner of ribbon, trim, flowers, netting, feathers, and other decorative elements to attach to your hat. \$5 materials fee. Sign up in Program Nexus. Limit: 20. *Carol Salemi (m), Lisa A Ashton*



- 125 Is This Right for My Kid?** *Bulfinch (3W)*  
Web sites like Common Sense Media help parents navigate media, from books to TV to movies to apps. Every kid is different, as is every family, and general website recommendations, ratings, or feedback from friends and family don't always match our needs. Panelists discuss how they figure out whether their child is ready, both for media they know well (like Star Wars) and things they may not (Minecraft YouTubers!), challenges they've faced, and times where further discussion was needed. *Nomi S. Burstein (m), Michael A. Burstein, Ilene Tatroe, Bey Woodward*
- 126 Using Basic Electronics in Costumes** *Douglas (3W)*  
We'll cover the basics of the use of electronics to create light, sound or movement in costume and prop design. We'll cover topics such as soldering, wiring, and batteries, as well as how to get your hands on the basics. *Kevin Osborn (m), Shirley Dulcey, Michael Meissner, Jamila Sisco*
- 127 Tools for Computer and Console Game Development** *Faneuil (3W)*  
Make your own world and tell your own stories. Game development software has come a long way over the last decade. Whether you want to build an actual game, create an MMO sandbox, or create an animated movie, the tools are available to do it and many of them are free. This panel will cover various tools available used for Game development including Unreal Engine 4, Unity, Gamemaker Studio, Godot and others. *Rich Maynard (m), Naomi Hitchen, Aran P. Ink, Lisa J Steele*
- 128 Cosplay at Hawkins Pool** *Pool (3W)*  
Stranger Things at Hawkins Pool! Stranger Things and/or Stranger Things pool-inspired cosplay for a fun meet-up at the hotel pool! *Max Impakt / Ask Kaylee Frye (m)*
- 129 Call of Cthulhu with Kristina Carroll (4hr)** *Independence (3E)*  
🎮 Kristina will run the first part of "A Cold Fire Within," the Pulp Cthulhu campaign she illustrated. "NYC, May, 1935. Members of the Open Mind Group, a loose organization of people interested in strange phenomena, are approached by a fellow member to help find her missing husband. As they investigate the strange and sudden disappearance, they unravel a story of sinister and ancient powers. Will they find their missing member or lose their own sanity in the search?" 4-6 players. *Kristina Carroll*
- 130 In Memoriam** *Lewis (3E)*  
Please join members of Arisia as we remember and celebrate the people we have lost this year.
- 131 MtG Cube Draft (4hr 30min)** *Harbor I (3E)*  
🎮 Cube draft is a collection of MTG cards specifically curated for a custom draft format. Once drafted the game will break off into two 4 player games. A second round can be played if there is interest. INCLUDES PRIZE SUPPORT FOR WINNERS!!! *Alan Betts (m)*
- 132 Star Trek: Horror at Sarkis V (3hr)** *Harbor I (3E)*  
🎮 Captain's Log, Stardate 7740.5: The Ares left Starbase 6 last night, on assignment to patrol the Tholian border. The crew is well-rested after an extended leave at the starbase while the ship underwent maintenance on its warp core. This is expected to be an uneventful deployment. The Tholians, while xenophobic and fiercely territorial, don't tend to venture past their own borders. Generally speaking, if you leave them alone, they'll leave you alone. *Charles Leiserson (m)*
- 133 Buy the Vote! (3hr)** *Harbor I (3E)*  
🎮 A quick 15 minute blind betting game with an US election theme. Tested at Metatopia November 2019 and Anonycon 2019 and people loved it! *David Dai (m)*
- 134 The Infrared god-bot (Paranoia) (4hr 30min)** *Harbor I (3E)*  
🎮 The Infrared God-bot of the Outdoor Sector with a Thousand Clones: Something unauthorized is happening in COC sector. The bots are chanting, the walls are bleeding, and all the Yellow clearance clones have disappeared. But don't worry, citizen, the Computer has selected your Troubleshooting team to investigate! It's a mission of mandatory fun and guaranteed safety\*! PARANOIA is a lighthearted game of death and betrayal; Now with added Cosmic Horror™! (\*not valid in all dimensions) *Matthew Timmins (m)*
- 135 Directors' Tour of the Art Show** *Harbor II-III (3E)*  
🎨 Come get a guided tour of the Art Show with commentary by our art show directors, and hear what goes into putting an art show together.
- 136 How to Be Inclusive** *Otis (2W)*  
Outreach and diversity is awesome! People from different communities have returned to your con, or come for the first time. Now what? We'll discuss strategies to foster an inclusive community, how to create connections, and how to support each other to help facilitate a true sense of community. *Abigail Keenan (m), Genevieve Iseult Eldredge, Kat Tanaka Okopnik, Andy Rosequist*
- 137 Trans and Nonbinary Skill Share** *Stone (2W)*  
This meetup is for trans, nonbinary, and questioning individuals. Come ask some trans folk about how they figured out they were trans, how they navigate difficult situations, handle dysphoria, etc. Our panel won't have all the answers, and no one answer will solve a given problem for everyone, so we'll also be looking to the audience to give suggestions. *Forest Handford (m), Brian Liberge, Lee Clever Roberts*
- 138 An Introduction to Magic: The Gathering** *Hancock (2W)*  
★ *Magic: The Gathering* is a collectible card game that has been around for over 20 years. Come learn a bit about the game and try it out for yourself. *Micah Schneider*
- 139 Science Experiments** *Hancock (2W)*  
★ Come participate in cool science experiments using common household materials. *Stephen R Wilk*
- 140 Project Cosplay (4hr)** *Webster (2W)*  
★ Fabrics, Pins, Imagination! Come make your own costume. Then, show off your creation in the Masquerade tomorrow if you want. *Inanna Arthen, Kate Brick*
- 141 Magic Show: Daniel Dern** *Webster (2W)*  
★ Come enjoy an exciting magic show by Daniel Dern. *Daniel P. Dern*
- 142 Fractured Selves: Dis-embodied Identity in SF** *Marina 1 (2E)*  
Works such as Battlestar Galactica, Altered Carbon, Westworld, and the Ancillary series all share themes of memory, identity, and trauma, and raise questions of what constitutes "core" identity and what doesn't. When one consciousness is able to inhabit multiple bodies, what does "identity" even mean? How does this affect what we would call "identity politics" in these universes? What are the ethical and legal ramifications of separating consciousness from the corporeal? *Heather Urbanski (m), Athena Andreadis PhD, Griffin Ess, LB Lee*
- 143 Movie Year in Review** *Marina 2 (2E)*  
Our annual look back at the year in SF, horror, and fantasy film. Our panel of experts will cover every theatrical release of 2019. Find out which ones are worth catching up with. Note: Time for audience participation is reserved for the end of our panel's high speed review. *Deirdre Crimmins (m), Monica Castillo, Randee Dawn, Megan Kearns*
- 144 Wonder Woman: Past, Future and Beyond** *Marina 3 (2E)*  
2020 promises to be an exciting year for Wonder Woman as highly anticipated projects in both the comics and on screen make their debuts. Fans will see the untold history of the Amazons in DeConnick and Jimenez's 'Wonder Woman Historia'. While the sequel to her hit 2017 movie 'Wonder Woman 1984' sets Diana's adventures in the totally radical 80's. Our panelists will discuss all this and what lies beyond for the world's most beloved super-heroine. *Donna Martinez (m), James Hailer, Cassandra Lease, Dale Meyer-Curley, Mercy Van Vlack*
- 145 Con Safety: The Watch, IRT & What Comes Next** *Marina 4 (2E)*  
Have questions about how Convention Safety works at Arisia? Meet members of the Watch, Incident Response Team, and Incident Report Management Committee as we discuss how our safety process works now, and what we can do to improve for future years.

## 1:30pm

- 146 Organized Play Pathfinder: Trailblazer's Bounty** *Harbor I (3E)*  
🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*
- 147 Organized Play Pathfinder: Star-Crossed Voyages** *Harbor I (3E)*  
🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*
- 148 Starfinder/Pathfinder organized play** *Harbor I (3E)*  
🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

## 2:00pm

- 149 FLCL Part 2 (Episodes 4-6) (2hr)** *Griffin (3E)*  
🎬 Screened in Japanese with English subtitles
- 150 Lords of Waterdeep (4hr)** *Harbor I (3E)*  
🎮 A Euro style scoring worker placement game with a Dungeons and Dragons feel to it. In Lords of Waterdeep, a strategy board game for 3-6 players, you take on the role of one of the masked Lords of Waterdeep. Through your agents, you recruit adventurers to go on quests on

your behalf, earning rewards and increasing your influence over the city. *Michael Sharrow (m)*

151 **The Cutting Truth of the Sword (1hr 30min)** *Grand A (1W)*  
 ✕ Athena School of Arms presents: A Demonstration of cutting with a variety of real swords, and other elements of advanced training. Followed immediately by hands-on lessons in either the Longsword or Broadsword. All equipment provided, no experience necessary. Advanced lessons available for students who have already done the basic lesson. *Steven Hirsch (m)*

152 **Catalyze Short Play Readings (1hr 30min)** *Grand CD (1W)*  
 📖 A selection of short science fiction plays from local playwrighting collaborative Catalyze! *Nathan Comstock, Gillian Daniels*

153 **SCA Renaissance Ball (1hr 30min)** *Commonwealth (1W)*  
 Come join in a variety of lively dances from the European Renaissance (15th–17th centuries), suitable for historical or LARP events. Everything will be taught, and no previous experience is required. If you have costuming from the period that would be great, but it's absolutely not necessary. (This is the annual event where we often find a storm-trooper dancing a stately pavane with a warrior princess.) Sponsored by the Society for Creative Anachronism. *Mark "Justin" Waks (m)*

### 2:30pm

154 **Sing-along: Instrument-Friendly Classic Songs** *Alcott (3W)*  
 🎵 Bring your instruments! Bring your voices! We'll do a bunch of well-known songs—pop, folk, who-knows-what. (participatory sing-along with words, chords, and maybe score provided, via either projection or paper handout) *Susan Weiner (m), Nat Budin*

155 **Gravity Defying Headdresses Using EVA Foam** *Adams (3W)*  
 Cosplayers everywhere are using EVA foam to create lightweight, self-supporting, wearable pieces. What's the difference between a perfect piece and one that's "not quite right?" A few simple techniques can turn you from a newbie into an experienced foamsmith. Learn how to pattern, cut, shape, and attach patterned parts to create incredible headwear that is feather-light yet strong enough to last years! No materials fee. Info packets will be available. Sign up in Program Nexus. Limit: 20. *Basil El Halwagy (m)*

156 **Tabletop GM Meetup** *Bulfinch (3W)*  
 Are you a game master for table top role playing games, or are you interested in starting a campaign? Come meet with other GMs, exchange ideas, and maybe setup some game sessions for the weekend. *Alan Wexelblat (m), Richard Moore, Lisa J Steele*

157 **Cross-Cultural Costuming** *Douglas (3W)*  
 When presenting a character or costume of a race, ethnicity, or culture not your own, to what issues must we be sensitive? What are the pitfalls, and how do we avoid them? Where is the line between respectful cultural representation and cultural appropriation? Not everything that is well meaning is acceptable and the distinction between the two is usually difficult to discern. *Lilli Fehler (m), Hannah Prum (Kirkette Cosplay), James Hinsey, Milo Martinez, Monique "Moniquill" Poirier*

158 **Photographing Respectfully** *Faneuil (3W)*  
 This panel will address, for amateurs and emerging artists, how to respectfully take and share photographs of models, cosplayers, performers, and community members. *Raven Stern (m), Ken Kingsgrave-Ernstein, Michael Meissner, Israel Peskowitz, Kate Wechsler*

159 **Whispers in the Dark** *Lewis (3E)*  
 📖 Come close and listen to authors read from works of horror and dark fantasy. *Lore Graham, Kristin Janz, Gordon Linzner*

160 **Manners, Discourse and Privilege** *Otis (2W)*  
 Manners and politeness are tools for social gatekeeping, designed not to include people, but to exclude them. Tone policing, calls for logic and civility are regularly used to silence marginalized people. Let talk about how we can have important conversations, when it is important to give space to discussions, and when it is important to close down discussion, for the safety and well being of marginalized people. *etana (m), Bekah Anderson, Frederic Jennings, Kat Tanaka Okopnik*

161 **Neurodiversity Meetup** *Stone (2W)*  
 Arisia is a very welcoming place, but even the best spaces can be difficult to navigate if you are neurodiverse. This meetup is for neurodiverse folks (self-diagnosed welcome) to hang out and meet other individuals who may share similar experiences. (Neurodiversity encompasses mental illness, autism, learning disabilities, and anything else affecting brain function. To maintain a safe space, Allies are asked not to attend.) *Nightwing Whitehead (m)*

162 **Wand Making Workshop** *Hancock (2W)*  
 ✨ Olivander was not available to come to Arisia this year, so young wizards and witches are invited to create a wand of their own design. We will use paint, a glue melting tool, and various decorations. You are

invited to bring small found objects (1/2" or smaller), such as small stones, shells, beads, or other embellishments to personalize your creation. Note: even washable paint can get messy, so parental participation is welcomed, especially for younger magical folk. *Inanna Arthen, melissa macintyre*

163 **Cartooning & Comic Creating** *Hancock (2W)*  
 ✨ Learn how to draw cartoons and construct a comic. *Mercy Van Vlack*

164 **All About Poi** *Webster (2W)*  
 ✨ Poi is a performance art in which a ball or balls suspended from a length of flexible material, usually a plaited cord, are held in the hand and swung in circular patterns. In this class, you will create practice poi and learn some basic dance moves. *Forest Handford*

165 **Fantastic Beasts and How to Heal Them** *Marina 1 (2E)*  
 When a centaur has a heart attack, do you put the pads on the horse part or the human part? Or both? Is it safe to do mouth-to-mouth resuscitation on a medusa? Do mermaids have gills? If not, can they be drowned? *Aran P. Ink (m), LJ Cohen, Bhadraka Love, Daniela Sharma, Kevin Turausky*

166 **Box Office Bombs That Are Better Than You Think** *Marina 2 (2E)*  
 Every year there's a film that comes out and tanks something awful. Sometimes, however, that's not because they were terrible; perhaps the studio overspent, or promotion was lacking, or the stars failed to align, and a worthy(-ish) film just didn't work. Perhaps you thought Hugo was gorgeous, or John Carter was fun, or you're the one who'll defend Speed Racer to anyone who'll listen. What movies do you feel deserve a better reputation, despite their not having been financially successful? *Sonya Taafe (m), Deirdre Crimmins, Ari Donnelly, Griffin Ess, Gabriel Valdez*

167 **Batman: 80 Years in the Shadow of the Bat** *Marina 3 (2E)*  
 2019 marked the 80th anniversary of Batman, who is easily the world's most recognized and successful super hero ever. Few characters in popular culture have seen the range of portrayals that the Caped Crusader has. Batman has been everything from a ruthless, brooding vigilante to campy kids' hero. And we couldn't discuss Batman without Robin, the Boy Wonder and every member of ever-growing Bat Family. Join our panelists to celebrate 80 years of everyone's favorite Dark Knight. *Sioban Krzywicki (m), James Hailer, Kyri Lorenz, A.J. Odasso, Sam Schreiber*

168 **Worldbuilding in RPG Settings** *Marina 4 (2E)*  
 With the release of D&D 5e, Wizards of the Coast set its "core" game world as the Forgotten Realms, one of the most fully-realized RPG settings ever. This past year, the re-release of the fourth edition of Warhammer, made a conscious effort towards revisiting the worldbuilding of the first and second editions. How much does the worldbuilding in the core manuals of any RPG matter for the actual gameplay? And does it matter at all if players are going to homebrew their own settings anyway? *Jonathan Woodward (m), Genevieve Iseult Eldredge, Renie Jesanis, Liam McGlohon, Pablo Vazquez*

### 3:00pm

169 **Super Smash Bros. Tournament (3hr)** *Carlton (3E)*  
 🎮 Come compete with some TDB version of smash! Bring your best kirby voice.

170 **Living Arcanis 5E Intro: A Thousand Words (4hr 30min)** *Harbor 1 (3E)*  
 🎮 At What Price, Immortality? A noble uncomfortable with an immoral activity he has gotten involved with calls upon the heroes to right a grave wrong. But there are others who see nothing wrong, and everything right, with the awful activities taking place.... Content Warning: Strong themes of fantasy racism, depictions of torture. *Thomas Milner-Wohlens (m)*

171 **Princess Bride—Shadowcast Performance (2hr)** *Grand B (1W)*  
 📖 A show sure to make you believe in twue wuv—to miss it would be inconceivable! The Tesseract Players return with their version of this classic—a new family friendly Arisia tradition. *Glenn MacWilliams (m)*

### 3:30pm

172 **En Garde! SCA Rapier Fencing Demo (1hr)** *Commonwealth (1W)*  
 ✕ Ever wish you could duel like the Three Musketeers, swashbuckle like a pirate, or fight in a tavern brawl? Fencers from the Barony of Carolingia — Boston's local Society for Creative Anachronism (SCA) group — will demonstrate 16th & 17th Century rapier techniques. Spectators will experience the duel and group melees up close, and see how historical sword fights differ from the world of Hollywood adventure. Information on how to join the group's practices will also be available. *Meg Swanton (m)*

### 4:00pm

173 **Traditional Ballad Bingo** *Alcott (3W)*  
 🎵 Join the fun as attendees (that's you!) take turns performing traditional





ballads for the assemblage. Listen carefully to mark your Ballad Bingo cards when you detect such classic tropes as drowning, pregnancy out of wedlock, or murder of a loved one. Compete for “valuable” prizes! Bingo cards will be provided, but it wouldn't hurt to bring a pen or pencil. (themed participatory song circle) *Angela Kessler (m), Jeremy H. Kessler, Dan “Grim” Marsh, Rebecca Maxfield, Sonya Taaffe*

- 174 **Bling It On!** *Adams (3W)*  
Learn how to work with and attach Swarovski rhinestones. Pre-packed kit provided for \$10 fee payable to instructors. Sign up in Program Nexus. Limit: 20. *Carol Salemi (m), Lisa A Ashton*
- 175 **Fans over 65 Meetup** *Bulfinch (3W)*  
Have you been a fan all your life or did you recently get into fandom? Either way come get together with other fans over 65. *Morven Westfield (m)*
- 176 **Forget Snape; Let's Talk Dumbledore!** *Douglas (3W)*  
Readers of Harry Potter often focus on Severus Snape as an “evil” character, but what about Albus Dumbledore? From his sympathies with Gellert Grindelwald's wizard supremacy to his insisting on keeping Harry in an abusive Muggle household (perhaps to groom him as a personal weapon against He-Who-Shall-Not-Be-Named?), Dumbledore is at least as problematic a character as any other in J.K. Rowling's franchise. Come discuss these issues, and we'll decide who the real problem is. *Cecilia Tan (m), Lisa Batya Feld, James Hinsey, Cassandra Lease, Karen S.*
- 177 **Fans on the Spectrum** *Faneuil (3W)*  
There are many people in the fandom community on the Autism Spectrum. We're here to discuss the range of challenges to participation at conventions, and look at some ways conventions can innovate to be more inclusive and welcoming. *A.J. Odasso (m), Reuben Baron, Kate Kaynak, Dr. Jim Prego, Tori Queeno*
- 178 **Godzilla vs Destroyah (1hr 45min)** *Griffin (3E)*  
 Screened in Japanese with English subtitles
- 179 **Fantastic History** *Lewis (3E)*  
 Join authors as they read selections from their works of fantastic history. *Laurence Raphael Brothers, Walter H. Hunt, Anne E.G. Nydam*
- 180 **Tactile Tour of the Art Show** *Harbor II-III (3E)*  
 The use of touch can stimulate the imagination and help complete your mental image of a work of art. This guided tour allows access to selected art in the Art Show.
- 181 **Getting Into Character** *Otis (2W)*  
Getting into character is the key to making your cosplay shine. Our panel of performance-minded costumers share with you their secrets for bringing their costume to life through communication, movement, visual, verbal, and nonverbal actions. *Lee Clever Roberts (m), Michael Bailey, Wonder Wendy Farrell, Ken Kingsgrave-Ernstein, Nightwing Whitehead*
- 182 **Fans with Disabilities Meetup** *Stone (2W)*  
Being disabled in fandom has its ups and downs. Some things are more accessible in fan spaces; others still need a lot of work. Come relax with some fellow disabled folks in a low-stim environment, and tell us how your con experience is going. Rants welcome. *Bekah Anderson (m)*
- 183 **Fun With Card Games** *Hancock (2W)*  
\* Munchkin, Fluxx, Apples to Apples, and more! *Jude Shabry, Scott Wilhelm*
- 184 **Mask Making** *Hancock (2W)*  
\* Masks make your personality, with costumes or not.
- 185 **Dern Grim Bedtime Tales & Other Stories** *Webster (2W)*  
\* Gather 'round to listen to Daniel Dern read from his *Dern Grim Bedtime Tales (Few Of Which End Well) & Other Stories*, like “The Boy Who Didn't Like His Food Touching Each Other”, “The Girl Who Put Off Cleaning Her Room A Little Too Long, Oh No!”, “The Girl Whose Mama Was A Kangaroo”, and his ever-popular “If You Give A T. Rex A Cookie”. *Daniel P. Dern*
- 186 **So you want to start a con...** *Marina 1 (2E)*  
How do you start a con from scratch? From financials to hotel relationships and cultivating culture, there's a lot to consider, and our panelists will break it all down for you. Or, as much as they in 75 minutes. *Kris “Nchanter” Snyder (m), Ken Gale, Ellen Kranzer, Susan Weiner, Ellie Younger*
- 187 **Marvel Cinematic Universe, 2019 Edition** *Marina 2 (2E)*  
While we could spend an entire panel talking about Avengers: Endgame and the culmination of an eleven-year, 22 film epic storytelling event, 2019 had Captain Marvel and Spider-Man: Far From Home hit theaters as well. Further, with the Disney/Fox merger, Dark Phoenix retroactively became Kevin Feige's problem. With a slew of forthcoming announcements at this year's SDCC panel, come talk with us about

the shakeups to the Marvel Universe and where things will go from here! *Morgan Crooks (m), Sara Codair, Timothy Luz, Marianna Martin PhD, Troy Minkowsky*

- 188 **The George Perez Retrospective** *Marina 3 (2E)*  
Legendary comics creator George Perez has worked on every super hero comic ever. He's had stellar runs on The Avengers, Justice League America, Wonder Woman and perhaps most famously, The New Teen Titans. Perez's art inspired a generation of creators with his skills at depicting action, emotional expression and truly epic crowd scenes. This panel will celebrate his work and wish him well in his retirement, however long that may last! *Kevin Eldridge (m), Donna Martinez, James Mobius, Shaheen Rogers/Multiverse*
- 189 **Cooperative Games** *Marina 4 (2E)*  
Board and video games have recently seen a major uptick in games that emphasize cooperation between players. In titles ranging from Sentinels of the Multiverse to Overcooked! to Pandemic to Lovers in a Dangerous Spacetime to Spirit Island, the notion of working together to battle a common foe is becoming more normal. Panelists will explore these games, as well as “hybrid” social-deduction games (where most players are working together against a secret enemy). *H. M. White (m), Nathan Comstock, David Olsen, Raven Stern, Gail Terman*
- 190 **Boston Lightsaber presents Jedi High School (1hr)** *Grand A (1W)*  
What happens when it's the first day a class is using lightsabers, but one of the students doesn't know which way to point a lightsaber? JEDI HIGH SCHOOL is a farcical comedy, after which we will teach a short workshop (limited availability; we'll take signups just before the show starts). *David Leung (m), Jacky Martin*
- 5:00pm**
- 191 **Roll the Dice! (2hr)** *Harbor I (3E)*  
 Hours of character creation got you down? Sick of a DM who won't let you do anything fun? Bored of the same old warriors, mages, and rogues? Well boy do I have the game for you! Welcome to Roll the dice! Where the only thing limiting your creativity is RNG. Want to have your character be 100 feet tall and be able to talk to bees? Roll the dice! Want to retire from adventuring to become a peaceful farmer with a nagging spouse named Skree? Roll the dice! Anything is possible with enough luck! *Jack McDaid (m)*
- 5:30pm**
- 192 **Still Waiting For My Food Pills** *Alcott (3W)*  
How far can science take us in the kitchen? We've clearly moved beyond “astronaut food,” but are some of the more outlandish predictions SF has made about food within reach? We'll look at examples—both old and new—to the extremes to which cooking can be pushed. *David G. Shaw (m)*
- 193 **Soldering 101** *Adams (3W)*  
Learn to solder by building a simple circuit that blinks. This year's design is the Arisia Lens. NOTE: This is a quick project, so this block is divided into three short sections. Be sure you go to the one you sign up for! Materials fee: \$5 per participant. Kids under 10 may participate but must have an adult “assistant.” Sign up in Program Nexus. Limit: 15 per session. *Kevin Osborn (m)*
- 194 **Songs of Rudyard Kipling** *Bulfinch (3W)*  
 Rudyard Kipling wrote a wealth of poems that make excellent songs, as demonstrated by the likes of Peter Bellamy and (especially in filk and SCA circles) Leslie Fish. Come “Kiple” with us as we indulge in a number of them and maybe a few parodies. If you can, bring some to share! (themed participatory song circle) *Ellen Kranzer (m), Jeremy H. Kessler, Benjamin Newman, Sonya Taaffe*
- 195 **So You Want to Show Your Art (Beyond Arisia)** *Douglas (3W)*  
It can be intimidating thinking about getting your art in a professional art show. The panel will discuss how to show at an art fair, show, or other event, what kind of events exist, what practices are predatory, and how to tell if it's a good show to enter. What you need to get ready, and what you will need to be successful as a professional artist. *Nicholas “phi” Shectman (m), James Hailer, Lisa Hertel, Anne E.G. Nydam*
- 196 **Improving the Plot in Your RPG** *Faneuil (3W)*  
From D&D forward, the main plot of RPGs often revolves around killing members of other races and taking their stuff. This cliché is not only truly problematic, but can be boring as well. How have GMs, players, and game designers created more interesting stories in both traditional and narrative tabletop RPGs. What tips can you learn to make your game better? *Pablo Vazquez (m), Marzell Barker, Aaron Marks, Lisa J Steele, Jonathan Woodward*
- 197 **Gal Pal Gathering - Femslashers unite!** *Independence (3E)*  
Let's get together and share what queer lady romances in SFF media we can't get enough of right now! Discussions will likely be all ages

friendly, but not every piece of media discussed or recommended will be. *Julie Vinomano (m)*

198 **Mind's Eye Society-Changeling: the Lost 2E (4hr)** *Lewis (3E)*

🎮 Chatham's a quintessential Cape fishing town—but the Changelings there are anything but typical. The Tide Courts are welcoming visitors for the first time in almost a century. Rumor says a bargain struck 200 years ago has kept them safe, but people go missing anyway. If the lighthouse stays lit, the town is safe...so why are the beaches so crowded? Part of an ongoing chronicle; focused on mystery, discovery, and personal turmoil. Build a character or use our sheets for new players.

199 **Kristina Carroll Tour of the Art Show** *Harbor II-III (3E)*

🎨 Tour the Art Show with our Artist Guest of Honor, Kristina Carroll! *Kristina Carroll*

200 **Judging and Being Judged in Costume Contests** *Otis (2W)*

What makes a good judge? How involved is the process, and what are the expectations of the judge? And why does it take soooooo long? Our panelists will discuss what goes on in the judging process, the difference between presentation and workmanship, and why skill categories exist, in addition to offering their advice on how to prepare yourself to be judged...or be a judge yourself. *James Hinsey (m), Lilli Fehler, Carol Salemi, Sharon Sbarsky, Jamila Sisco*

201 **Artists Collaborate!** *Stone (2W)*

Meetup of creative types who are looking to collaborate. Let's say you're making an indie game, and you need someone to write a killer soundtrack. Or, you're a musician, but you need a graphic designer to work on your merch. Or, you're a graphic designer who wants to learn animation, or an animator who needs voice talent. Bring samples of your work if you like, but mostly you're hanging out, meeting people, making friends, building connections, etc. *Andy Hicks (m)*

202 **Graphic Headlines: Comics as Journalism** *Marina 1 (2E)*

Comics is a flexible medium that can be used to tell a variety of stories, including real ones. Creators like Joe Sacco, Barbara Slate and Guy Delisle have tackled everything from war zones to high level political conspiracies ripper from today's headlines. Join the panelists as they take a deeper look at how comics journalism can be as effective as its other media counterparts. *Mike Luoma (m), Ken Gale, Israel Peskowitz, Tori Queeno, Mark "Justin" Waks*

203 **Feet of Clay, Mind of Light** *Marina 2 (2E)*

Fascination with, and stories about, sentient life in non-organic bodies go back to ancient times. From the Jewish lore of the golem to the robots of SF to AI entities like the Marvel character Vision, what do these characters say about our uneasy relationship between our minds and our all-too-breakable bodies? *Jeffrey A Carver (m), Laurence Raphael Brothers, Andrea Hairston, Heather Urbanski, H. M. White*

204 **Diversity in History** *Marina 3 (2E)*

The perennial refrain: but having gay people/women/people of color in this fantasy story would be historically inaccurate! Panelists will challenge whitewashed assumptions about American and European history, and what kinds of people did and did not exist in "the past" (spoiler alert: they pretty much all existed) and discuss their favorite facts and stories about black people in the Renaissance, queer folks in the 17th century, women in the Age of Sail, and more. *A.J. Odasso (m), Sol Eidan Houser, Diana Hsu, Victoria Janssen, Sioban Krzywicki*

205 **What Sort of Writer are You?** *Marina 4 (2E)*

In last year's Writers' Round Table Andrea Hairston mentioned her approach in writing as being a choreographer for characters and plot. Are there different approaches to writing a story rather than simply writing one word after another? Can other elements of a writer's life (job, hobby, family, etc.) help organize a writer's ideas? A panel of writers discuss their own strategies for performing the work of a writer. *E. C. Ambrose (m), Sara Codair, Rachel Kenley, Kevin McLaughlin, BH Pierce, Cadwell Turnbull*

5:45pm

206 **X-Men (2000) (1hr 45min)** *Griffin (3E)*



6:00pm

207 **It's NOT my Fault! (Fate) (4hr 30min)** *Harbor I (3E)*

This is a pickup style game of Fate, using their It's NOT My Fault cards that let you generate characters and a starting situation in minutes. It is improvised fun! *David Buswell-Wible (m)*

208 **MtG Channeled Cube Draft (4hr 30min)** *Harbor I (3E)*

🎮 "A wild, casual experience in Magic drafting, the Channeled Cube has been curated and fine tuned for years now. This cube features ""modifiers"" that change cards in a variety of ways, keeping things fresh every

draft, as well as rules updates that make the game even more fun. No more will players be mana screwed or mana flooded when any spell can also be a land!" *Chris Ramsley (m)*

209 **Organized Play: Lost on the Spirit Road** *Harbor I (3E)*

🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

210 **Organized Play Pathfinder: The Absalom Initiation** *Harbor I (3E)*

🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

211 **Organized Play: Cats of Catthulhu** *Harbor I (3E)*

🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

212 **Organized Play: Cyberpunk** *Harbor I (3E)*

🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

213 **The MRS. HAWKING Series: Fallen Woman (1hr 40min)** *Grand B (1W)*

🎮 London, 1888—Mrs. Hawking's great rival may have been vanquished, but the struggle has left rifts in the once-close bond between our heroes. They find themselves alienated and in pain even as they must take on the infamous murderer Jack the Ripper. A new life path opening up for Mary, Nathaniel's lingering trauma, and Mrs. Hawking's pulling away from her chosen family threaten to shatter the team forever. CN: gunshots, mention of spousal violence, violence against sex workers. *Phoebe Roberts (m)*

214 **Geeky Belly Dance (2hr)** *Grand CD (1W)*

🎮 From a galaxy far, far away, the geeky bellydancers return to Arisia once more! From Star Trek to Firefly, science fiction and fantasy have long been entranced by the shimmering undulations of bellydance. Join us as we explore brave new worlds of geeky bellydance fusion, featuring performances from some of infinity and beyond's finest dancers! *Samara Metzler (m)*

7:00pm

215 **Praise the Dead: The End of WicDiv** *Alcott (3W)*

Kieron Gillen and Jamie McKelvie's hit series *The Wicked + The Divine* took readers into a world where gods were pop stars and pop stars were gods and examined the connections between fandom and hero worship. It was decadent, complicated, hated, loved and now it is over. Did Gillen and McKelvie accomplish what they set out to do? Our panelists are here to praise and bury the book, the characters and maybe even give a shout out to Cam from *The Letters Page*. *Donna Martinez (m), Beth Barnett, Andrea Martinez Corbin, Tori Queeno, Mark "Justin" Waks*

216 **Writers' Improv** *Adams (3W)*

Using the games and techniques of improvisation, writers break through writer's block and vanquish their inner critics. There are games to help writers come up with plots, games to explore character motivations, and games to develop scenes and settings. Writers come away enthused and excited to write. Interview your protagonist! Have your protagonist and antagonist debate! Turn the scene around and find out how it looks from another character's point of view! Sign up in Program Nexus. Limit: 15. *Alisa Kwitney (m)*

217 **Sing To Your Friends** *Bulfinch (3W)*

🎤 Come sing (or just listen, but we hope you'll sing) songs that you feel like sharing, from any musical tradition or topic. Most of our song circles are heavily weighted towards songs that have a chorus the whole room can join in on, but this one will be heavily weighted towards songs that don't. (themed participatory song circle – this theme is one of structure rather than content) *Angela Kessler (m), Nat Budin, Naomi Hinchen*

218 **Isaac Asimov: Celebrating 100 Years** *Douglas (3W)*

January 2, 2020 would have been Isaac Asimov's 100th birthday. Let's discuss the life and career of one of SFF's legends, and celebrate the centennial of a true literary polymath. *Michael A. Burstein (m), Bhadrিকা Love, A Joseph Ross, Ian Randal Strock*

219 **Harassment, Missing Stairs and Safety in LARP** *Faneuil (3W)*

Communities are often prone to problems of harassment and coercion; LARPs are no exception. When these problems are swept under the rug, the "missing stair" situation often arises, where much of the



community knows of a problem player, but tacitly allows them to keep preying on others by failing to take concerted action. This panel will explore these problems, and discuss some of the do's and don'ts of writing (and enforcing) codes of conduct and helping your players stay safe in your community. *Shaheen Rogers/Multiverse (m), Susan Weiner, H. M. White*

- 220 **Weird New England** *Independence (3E)*  
📖 Weird and wonderful stories set around New England. *Alex Feinman, Sonya Taaffe, Stephen R Wilk*
- 221 **Spirit of the Holiday (Clockwork Dominion) (4hr 30min)** *Harbor I (3E)*  
🎮 In 1845, the people of London are preparing for the Christmas holiday. Alchemists keep homes of the elite toasty for their parties, and magicians are banishing the malevolent spirits that congregate around this time of year. For a select few however, the days before Christmas are met with assignments. The Witchfinders have a special task for a specialist group: To examine sightings of a suspicious individual. Routine work, but hopefully that means everyone will be home for Christmas soon. *Keegan Hannon (m)*
- 222 **Arkham Horror (original) (4hr 30min)** *Harbor I (3E)*  
🎮 I'm bringing the rare 1987 original version of Arkham Horror to Arisia, so get your shotgun and your Eldritch Signs and let's go save Arkham. *Kenneth Marin (m)*
- 223 **Art Show- Open House for Fans with Disabilities** *Harbor II-III (3E)*  
🎨 The Art Show will be open for people who use mobility devices to navigate or who otherwise need an uncrowded space to navigate the Art Show
- 224 **Dungeons, Dragons, and Writers: The Return** *Otis (2W)*  
Using the most recent edition of Dungeons & Dragons, a select group of writers will delve into a classic dungeon for the audience's delight and amusement. Panelists/Role-players will draw from a variety of backgrounds, genres, and familiarity with role-playing games. Come for the monster-slaying, stay for the table banter between writers who also game. *Morgan Crooks (m), Genevieve Iseult Eldredge, Jessica Waters, Brent Weichsel*
- 225 **Gender Non-Binary Mixer & Safe Space** *Stone (2W)*  
Androgyne, GenderQueer, Gender Expansive, BiGender, questioning, and everyone whose identity lies outside of the male-female gender binary is invited to socialize with new and old friends in a judgment-free zone. We'll begin with introductions, follow with a party game, and end with attendees having the space to mix and mingle. (To maintain a safe space, allies are asked to not attend.) What's said in the space stays in the space. *Sol Eidan Houser (m)*
- 226 **Arisia's House of Games** *Marina 1 (2E)*  
🎮 Watch the Con Chair and the Guests of Honor match wits in Arisia's House of Games! Hosted by Wes Hazard, this event inspired by a popular British game show pits contestants against each other in a variety of games that will test their creativity, trivia knowledge, teamwork, and more! *Wes Hazard (m), Kristina Carroll, Arthur Chu, Diana Hsu, Cadwell Turnbull*
- 227 **Fiction That Dies Unseen** *Marina 2 (2E)*  
In recent years numerous books (for example, Amelie Wen Zhao's YA fantasy, *Blood Heir*) have been withdrawn or postponed before publication after early publicity created a storm of outrage on Goodreads or Twitter. Although especially vigorous in the YA community, "cancel culture" has doomed adult books, too. Some authors insist that some of the critics haven't read the books and are misrepresenting selected details. Is this censorship, or should some books never be published? *Lyndsay Ely (m), Michael Bailey, Meredith Schwartz*
- 228 **Biohacks, Implants, & Other Internal Accessories** *Marina 3 (2E)*  
A gambler implanted magnets under his fingertips in 1981. Since then, "extra senses" have been tried to varying levels of success. A hacker collective recently implanted a networked hard drive, limited only by the size of its SD card. Medical teams have been working on a subcutaneous glucometer, powered by a body's own glucose. What else is out there? What's working well? What's a major security risk? *Richard Moore (m), Thomas A. Amoroso, Dr. Jim Prego*
- 229 **Let's Go To The Mall: Stranger Things** *Marina 4 (2E)*  
The latest iteration of this never-ending story saw Hawkins, Indiana's new Starcourt Mall under siege. Our teenaged heroes were beset on all sides by Russians, Mind Flayers, and the changing interpersonal dynamics between the kids themselves. The panel will discuss the latest season, chart the growth of the characters, and continue to pine for The Robin and Steve Show. *Kevin Eldridge (m), Kristin Janz, David Olsen, Richard Ralston, Bey Woodward*
- 230 **Walk the Labyrinth (1hr)** *Grand A (1W)*  
What's blue & white and bigger on the inside? Our 30'x30' seven-circuit classical labyrinth! A tool for walking meditation, self-inquiry,

relaxation, or just for fun, use it to find a little peace during the excitement of Arisia. The labyrinth is open to all who can respect the space. You can arrive anytime and walk it as many times as you'd like. *Jude Shabry (m)*

## 7:30pm

- 231 **Real Genius (2hr)** *Griffin (3E)*  
🎮
- 232 **English Country Dance (1hr 30min)** *Commonwealth (1W)*  
ECD is an elegant, flirtatious, and popular form of community social dance enjoyed by people all over the world, but where else in New England can you try Jane Austen-style dancing with the likes of Darth Vader? Teaching by experienced caller Sam Weiler; lively music by TBD. Dancers are encouraged to change partners between dances. All experience levels welcome. No partner necessary. Costumes optional. *Sam Weiler (m)*

## 8:00pm

- 233 **Jackbox—Quiplash 2 (3hr)** *Carlton (3E)*  
🎮 Bring your phone, and lets play some Quiplash!
- 234 **Ringrealms of Vagevuur (D&D 5E) (3hr)** *Harbor I (3E)*  
🎮 "Mother" is a square pit carved half a mile deep into solid rock. At another half a mile wide, it serves as downtown to the densely packed metropolis of the City of Lost Souls. Citizens shoulder their way through dark, claustrophobic streets. Buildings, carved from rock, reach into the sky like cadaverous hands from a grave. Wooden trains, suspended on ropes crisscrossing the pit, ferry people from one district to another. You, dear adventurer, ride one such train down into the dark streets... *Matt Yancik (m)*
- 235 **Savage Worlds: Relics and Rayguns (3hr)** *Harbor I (3E)*  
🎮 Savage Worlds: Relics and Rayguns takes players into a far future where wormhole networks left behind by an ancient alien civilization connect millions of alien races, and where faster-than-light social networking is king. Players build their character's reputations by undertaking dangerous expeditions into lost alien monuments, seeking fame and lost technologies, and broadcasting the results in real-time to their fanbase. *Scott Marchand Davis (m)*

## 8:30pm

- 236 **Beyond Metaphor: Explicit Representation in SFF** *Alcott (3W)*  
There are many SFF works that talk around an issue, rather than facing it head-on. What SFF books and stories directly present themes such as race, sexuality, gender identity, disability, class, ageism or religion that have been addressed in the past in metaphorical terms? How can authors incorporate explicit representation of diverse identities in their protagonists in ways that include all readers? *Sioban Krzywicki (m), Lisa Batya Feld, Julia Gilstein, Andrea Hairston, Monique "Moniquill" Poirier*
- 237 **Blockprinting** *Adams (3W)*  
Relief block printmaking is a magical, sci-fi art form: it's like carving with light into darkness, and then cloning the result. It's also easy to get started, fun to experiment with, and you can print note cards, gifts, or limited edition artwork to frame and hang proudly. Come learn how to wield the magic, by designing, carving, and printing your own original rubber block. \$5 materials fee. Sign up in Program Nexus. Limit: 15. *Anne E.G. Nydam (m)*
- 238 **Rousing Chorus Songs** *Bulfinch (3W)*  
🎤 Come sing (or just listen, but we hope you'll sing) songs with uncommonly good and energetic choruses that really pull people in. Filk, folk, and anything else are all welcome, but insufficiently rousing songs and songs without choruses will be gonged! (themed participatory song circle) *Nat Budin (m), Angela Kessler, Benjamin Newman*
- 239 **All Ears For a Good Read** *Douglas (3W)*  
Audiobooks are the new ebook revolution in publishing, their sales increasing by double digit percentages each month. Is the experience of listening to narrated prose different from reading oneself and "hearing the voice in your head"? Are audiobooks produced as mini-radio dramas with multiple actors the next wave—or do we never outgrow the absorbing pleasure of simply being read to? *Dan "Grim" Marsh (m), Bekah Anderson, Emma Caywood, Bhadraka Love, Mike Luoma, Cadwell Turnbull*
- 240 **Legacy Games** *Faneuil (3W)*  
Starting with Risk Legacy, and really entering the mainstream with Pandemic Legacy, we have seen the rise of games that change and evolve over time—games where you add stickers, change rules and even tear up old cards as the months pass. This panel will explore the Legacy Game field, which games work well (and which ones don't), and discuss the characteristics of a great Legacy game. *Cate Schneiderman (m), Morgan Crooks, Walter H. Hunt*



- 241 **Hope is not a Business Plan** *Independence (3E)*  
Recent years have seen many options for revenue streams for creative people, such as Patreon, GoFundMe, and Kickstarter. We'll look at the ways in which these models succeed and fail, and how they have and have not influenced the general public's perception of how creative product should be paid for and consumed. Do these options actually make it easier to make a living as a creative person? *Kristin Janz (m), Griffin Ess, LB Lee, Ian Randal Strock, A. Szabla*
- 242 **Meetup to Play Board Games (3hr)** *Harbor I (3E)*  
Come to the tabletop game room and meetup with other interested in playing a board game. Meetup, say hi, then break into groups to play board games from the large collection of available games.
- 243 **Writing With The Rainbow** *Otis (2W)*  
The opportunities for LGBTQIA speculative fiction writers to find markets for their work have increased, but challenges remain. This panel will explore the current state of science fiction and fantasy for this community both in terms of how writers might use LGBTQIA themes in their writing, but also discussing ways for all writers to make sexual orientation and gender identity perspectives part of their work. *Alex Feinman (m), Genevieve Iseult Eldredge, Lore Graham, Forest Handford, Connie Wilkins*
- 244 **Polyamory Meetup** *Stone (2W)*  
Come make connections with other members of the Arisia community who identify as polyamorous or engage in other forms of ethical non-monogamy. Commiserate about the challenges that are unique to people in non-traditional relationship structures. We want this to be a welcoming environment for people of all experience levels and those who are not open to more relationships at the moment—this is not the place to seek out a new partner or date. *Santiago Rivas, Micah Schneider, Kate Wechsler, Bey Woodward*
- 245 **Shame on Slut-Shaming** *Marina 1 (2E)*  
Slut-shaming is the act of treating people, often women, as inferior or shameful for engaging in sexual behaviors that deviate from the norm, failing to uphold gender expectations, dressing in provocative ways, acquiring access to birth control, or even for being sexually assaulted. We'll seek to examine the sociological stress this places on people, where it comes from, and how it serves those in positions of power, as well as what can be done to change these behaviors. *Melissa Perreira-Andrews (m), Marzell Barker, Tammy Coxen, Abigail Keenan, Ken Kingsgrave-Ernstein*
- 246 **Broad Universe Rapid Fire Reading** *Marina 2 (2E)*  
📖 Come discover your new favorite writer as members of Broad Universe read short excerpts from their work. Each writer has just a few minutes to show you what we're capable of! We offer chocolate and the chance to win prizes. Broad Universe is an international organization that supports women and other non-privileged gender writers, editors, and publishers. NOTE: Not all authors may be in attendance for the entire time slot. Other members of Broad Universe not listed may be reading. *E. C. Ambrose (m), Terri Bruce, LJ Cohen, Randee Dawn, Marianna Martin PhD*
- 247 **The Orville: Its Continuing Mission** *Marina 4 (2E)*  
Many wrote off The Orville as "Family Guy in Space". We soon saw that Seth MacFarlane's SF outing was actually a surprisingly straight-faced love letter to the space operas of his youth, especially Star Trek: The Next Generation. In between the antics, The Orville has tackled such weighty topics as racism, gender identity, and religious fanaticism. Our panel will go over the ways the Orville has surprised and impressed, and speculate on where it might go when it returns to Hulu in the fall. *Gordon Linzner (m), Melissa Honig, Cassandra Lease, Dale Meyer-Curley, Dan Toland*

**9:30pm**

- 248 **Ad Astra (2hr 15min)** *Griffin (3E)*  
🎬
- 249 **PMRP Doors Open (30min)** *Grand AB (1W)*  
🍷 Doors open for seating.

**10:00pm**

- 250 **Rope Fundamentals (18+)** *Adams (3W)*  
In this introductory rope bondage demonstration, learn the fundamentals of rope safety along with basic knots and standard techniques. No matter your experience or skill level, it's always important to brush up on the basics! 18+ only. Sign up in Program Nexus. Limit: 20. *Abigail Keenan (m)*
- 251 **Open Singing** *Bulfinch (3W)*  
🎤 Come listen and/or make music in this unthemed song circle. All types of music are welcome. Time permitting, everyone who wishes to lead

a song will have at least one opportunity to do so. (participatory song circle) *Ellen Kranzer (m)*

- 252 **Late Night Writers Cafe** *Independence (3E)*  
Come meetup with other writers. Share ideas, read someone else's work, or just get together to talk about writing. *James L. Cambias (m), Julia Gilstein*
- 253 **Reading the Rainbow** *Lewis (3E)*  
📖 A reading of speculative fiction works that center and the stories of LGBTQIA+ people. PG-13 *Sara Codair, A.J. Odasso, Mark Painter, Connie Wilkins*
- 254 **Rewarding a Reader's Expectations** *Otis (2W)*  
In a story, a writer and reader enter into a contract. For the price of reading a work of fiction, a writer agrees to reward the reader with entertainment and perhaps even a deeper message. At times this contract promises the reader that certain topics will not be discussed or handled in a casual manner. What are some other unspoken contracts between writers and readers and how can a writer use these agreements to their advantage and the reader's entertainment? *Sarah Smith (m), Jeanne Cavelos, Harrison Demchick, John Sundman, Alison Wilgus*
- 255 **The Arisia Munch (18+)** *Stone (2W)*  
A munch is an informal gathering of people interested in BDSM and other fetish activities. Munches are held so that kinky people can socialize and talk about *any* of their hobbies or interests in a non-sexual environment. Munches are often the first step for those interested in kink to join their local fetish scene. Connect with Arisia's experienced BDSM players, the kink curious, and fetishists of all kinds. 18+ only. *Micah Schneider (m), Mildred Cady*
- 256 **How do I Live This Life?** *Marina 1 (2E)*  
Disability and chronic illness doesn't just "get better." At some point, we accept that we live with this for the rest of our lives, and figure out how to cope and enjoy what we have. We'll tell stories about the amusing and surprising things we see, and how we deal with it all. *Alan Wexelblat (m), Bekah Anderson, Tikva (raycho), Heather Urbanski, Kate Wechsler*
- 257 **End of the Night** *Marina 3 (2E)*  
📖 End your evening with some great readings from Arisia authors. *Donald S. Crankshaw, Morgan Crooks, Lee C. Hillman (Gwendolyn Grace)*
- 258 **Rocky Horror: A Wild and Untamed Thing at 45** *Marina 4 (2E)*  
In 1975, this adaptation of Richard O'Brien's cult stage sensation fared poorly with audiences. But within a year, The Rocky Horror Picture Show became a midnight favorite as a new crowd discovered it, and with it a community that accepted and upraised them. More of an event than a movie, we'll look back on our own experiences with a film that launched careers, celebrated cheesy B-movies, and had us milling around Church Street in Harvard Square every weekend. *Dan "Grim" Marsh (m), Kristina Carroll, Max Impakt / Ask Kaylee Frye, Sam Schreiber, Susan Weiner*
- 259 **PMRP Gender-Swapped Star Trek (1hr 30min)** *Grand AB (1W)*  
🍷 By Any Other Name: The crew of the Enterprise is captured by aliens set on reaching the Andromeda galaxy. It is up to Kirk and her officers to stop them, even if only with their wits—and Scotty's liquor cabinet. *Caitlin*

**11:00pm**

- 260 **Get Thee Behind Me, Santa (18+) (1hr)** *Grand CD (1W)*  
🍷 An Inexcusably Filthy Children's Time-Travel Farce, FOR ADULTS ONLY! It's December 21st, 2012, and something's gone terribly wrong with the timeline. Now it's up to Saint Nicholas, a soft-boiled detective, and an unknown carpenter's son named Jesus of Nazareth to set things right in this giddily blasphemous collection of literary parodies by internationally touring storyteller Phillip Andrew Bennett Low! *phillip andrew bennett low (m)*
- 261 **Arisia Saturday Night Dance (4hr)** *Commonwealth (1W)*  
DJ DIRGE returns for another Saturday night Arisia dance. Join us as DIRGE spins all of your dance floor favorites ranging from Goth, Electronic, and Pop from the 80's to today. The party goes all night so you can dance until you drop. *DJ Dirge (m)*

**11:30pm**

- 262 **Singing Into the Night (3hr 30min)** *Bulfinch (3W)*  
🎤 Open Singing descends into chaos. Music will continue as long as people are interested. (participatory song circle)

**11:45pm**

- 263 **Waterworld (2hr 15min)** *Griffin (3E)*  
🍷 The ice caps have melted and the planet is covered with water. Kevin

Costner plays a mariner trying to help a woman and her daughter find a safe place to live.

**12:00am SUNDAY**

- 264 **Dr. Horrible's Sing-a-long Blog (1hr)** *Grand AB (1W)*  
 🎤 Groupies, corporate tools, and members of the ELE: Does the status not feel quo? Join The Tesseracte Players for a sing-a-long where the rapture or evil inside of you will be rekindled. *Glenn MacWilliams (m)*

**1:30am**

- 265 **Buffy the Vampire Slayer: Once More With Feeling** *Grand AB (1W)*  
 🎤 Groupies, corporate tools, and members of the ELE: Does the status not feel quo? Join The Tesseracte Players for a sing-a-long where the rapture or evil inside of you will be rekindled. *Glenn MacWilliams (m)*

**8:00am**

- 266 **Emperor's New Groove (1hr 30min)** *Griffin (3E)*  
 🎤

**8:30am**

- 267 **Sunday Christian Services** *Alcott (3W)*  
 Non denominational Christian service. *Craig R McDonough (m)*

- 268 **Geeky Play Date** *Webster (2W)*

★ Looking to meet up with other parents and kids at the con? Geeky Play Date is a casual, drop-in space for you and your children. Kids can bring their favorite toys and make new friends! Parents can do the same! Please note: this is NOT a babysitting service/venue, plan on tending to your children. If you need to leave a Red-Ribbon Fast Track child for a 10am panel, you may do so after 9:45, and checking in with Fast Track staff. *James Cronen*

- 269 **1999: The Year Nobody Left The Theater** *Marina 1 (2E)*

1999 was another one of those years where it seemed like there was a new genre film in the cinemas every week: The Matrix, The Iron Giant, Being John Malkovich, The Sixth Sense, The Mummy, Toy Story 2, South Park: Bigger, Longer, and Uncut, plus that one with the mid-chlorians in it. How many did you see before the Y2K bug destroyed modern civilization? *Nomi S. Burstein (m), Monica Castillo, Arthur Chu, Randee Dawn, Andy Hicks, Troy Minkowsky*

**9:00am**

- 270 **MtG Cube Draft (4hr 30min)** *Harbor I (3E)*

🎮 Cube draft is a collection of MTG cards specifically curated for a custom draft format. Once drafted the game will break off into two 4 player games. A second round can be played if there is interest. INCLUDES PRIZE SUPPORT FOR WINNERS!!! *Alan Betts (m)*

- 271 **Organized Play Starfinder: The Withering World** *Harbor I (3E)*

🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

- 272 **Organized Play Pathfinder: The Mosquito Witch** *Harbor I (3E)*

🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

- 273 **Organized Play Pathfinder: Star-Crossed Voyages** *Harbor I (3E)*

🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

**9:30am**

- 274 **Tiny Toon Adventures: Summer Vacation (1hr 30min)** *Griffin (3E)*

**10:00am**

- 275 **Northern Lights Costumers Guild Meeting** *Alcott (3W)*

The Northern Lights is the New England Chapter of the ICG (International Costumers Guild). This will be their monthly guild meeting, new/prospective members are welcome to come and chat and maybe eveng join the guild!

- 276 **Paint Your Own Suits! Using Fabric Paint** *Adams (3W)*

For 10 years I've been creating my own characters by fabric painting patterns on cotton unitards. In this workshop I'll share my approach and my techniques, using Jacquard fabric paint. I'll cover masking, airbrush, spraying, stenciling, creating vinyl patterns with interesting motifs, and of course, brush painting on fabric. This workshop will be a demonstration covering lots of information, and info packets will also be available. No materials fee. Sign up in Program Nexus. Limit: 20. *Basil El Halwagy (m)*

- 277 **Songs of Protest and Resistance** *Bulfinch (3W)*

🎤 Come sing (or just listen, but we hope you'll sing) songs about resisting oppression in any of its myriad forms. From oppressive overlords to

ordinary ohms, resistance is not always futile. Remember that, while protest and resistance may not always be peaceful, songs which promote/encourage/glorify violence are not appropriate at Arisia. Instead, let's sing songs that speak to hope for a brighter future, and building a more peaceful world. (themed participatory song circle) *Angela Kesler (m), Elizabeth Birdsall, Mercy Van Vlack*

- 278 **The Ethics of Writing Speculative Fiction** *Douglas (3W)*  
In an online article for Bustle, writer JR Thorpe describes speculative fiction as helping thinking people be more ethical. How can writers grapple with challenging dilemma and real-world problems through fiction? This panel will examine the use and misuse of speculative fiction to confront thorny ethical problems. *Sam Schreiber (m), Gillian Daniels, Andrea Hairston, Liz Salazar, Sarah Smith*
- 279 **Ask a Maker** *Faneuil (3W)*  
Not sure where to source parts for building your first robot? Wondering what kind of paint to use on your replica blaster pistol? Bring your questions, and our panelists will discuss the tools and techniques they've used to solve problems like yours. *Scott Lefton (m), Lisa Hertel, Kevin Osborn, Drew Van Zandt, Nightwing Whitehead*
- 280 **Parents of teens/tweens meetup** *Independence (3E)*  
Do you want to meet other Arisia attendees that are parents of teens or tweens? Come share advice or just some stories. *Ilene Tatroe (m)*
- 281 **Pokemon Go and Wizards Unite Meetup** *Lewis (3E)*  
This is two meetups in one: Harry Potter Wizards Unite and Pokemon Go. Come meet other players. Make new friends. Coordinate group activities, and share strategies and stories. All affiliations and levels are welcome! *Cate Schneiderman (m), Lena G.*
- 282 **Bearly Asleep (3hr)** *Harbor I (3E)*  
You are bear cubs scheming together to stay up all winter long. *Jeff Johnston (m)*
- 283 **THE PIERCED VEIL (Star Trek Adventures) (4hr 30min)** *Harbor I (3E)*  
Part three brings the campaign to a dramatic conclusion, with the Players tackling the alien scheme head on, they will have to make difficult decisions that will tackle their moral perspective. *Wesley Toma-Lee (m)*
- 284 **Bio for Computer Scientists: Programming Life** *Otis (2W)*  
Living cells operate both similarly and wildly differently to many principles of modern computing. Learn how the muck that sticks to your shoe can perform feats of data management that would make The Cloud green with envy! *John Sundman (m)*
- 285 **Current Events in Comics** *Stone (2W)*  
Ever since the Golden Age, comics haven't shied away from tackling the big stories that affect the real world. From fighting Nazis in the 40's, the Civil Rights Movement and the Vietnam War in the 60's, to today's headlines that remind us that we're not done fighting yet. Our panelists will confront the hits and misses of seeing real world issues played out in comic books of all kinds. *Ken Gale (m), Emperor Joey-1, Israel Peskowitz*
- 286 **Short Story Contest** *Hancock (2W)*  
Do you have creative ideas that are just bursting to get out? Come and try your hand at writing a short story and submitting it to win a small prize! *LJ Cohen (m), Inanna Arthen, Sara Codair*
- 287 **Tubular friendship bracelet weaving** *Hancock (2W)*  
Come learn to weave a friendship bracelet (or two! Or three!) more quickly than the usual "flat" knot-tying method! You can easily complete one in about 30 minutes. Bracelets can have beads, dangles, be multi-color or monotone. Your creativity will be your guide. We will provide everything you need—but if you have a special bead (or a few) with an opening of ~1/16–1/4", feel free to bring them along so you can add them in. *melissa macintyre*
- 288 **Collectible Card Games** *Hancock (2W)*  
Duel Masters, Yu-Gi-Oh, Magic: The Gathering, and more. Let's talk about our favorites and show off our collections! *Micah Schneider*
- 289 **Swords of Chivalry** *Webster (2W)*  
Hands-on swordsmanship lessons for kids. Come use safe foam weapons to learn the skills a knight would have used! *Mr. Ferguson*
- 290 **Improv Theater Games For Kids** *Webster (2W)*  
Using exercises inspired by improv theater, New Games, and "Whose Line Is It Anyway?", we'll play, pretend, and get random together. You'll be surprised by how fast you can think and how creative you can be. No acting experience required, only the willingness to be silly. *Gail Terman, Susan Weiner*
- 291 **2019: The Year in Horror** *Marina 1 (2E)*  
2019 had something for every horror film aficionado. Brightburn gave us the darker side of superheroes. Scary Stories To Tell in the Dark aimed its scares squarely at younger audiences. Blumhouse Pictures

continued its run of offerings like *Ma* and *Happy Death Day 2U*. Big releases (It: Chapter Two, *Us*, *Midsommar*), reboots of old favorites (Child's Play, *Pet Sematary*) and comedies (*The Dead Don't Die*, *Zombieland: Double Tap*) filled out the roster. We'll run down the best of what we saw this year! *Corinne Luz (m), Deirdre Crimmins, Megan Kearns, Timothy Luz, Troy Minkowsky*

- 292 **Fifty Years After Ringworld** *Marina 2 (2E)*  
Larry Niven's classic SF novel *Ringworld* was published in 1970. How have its concepts and themes held up over time, and how have they influenced SF fiction in the decades since its publication? And why, despite its obvious influence on other SF movies (*Interstellar* for example), and despite several attempts, has it never been filmed? *James L. Cambias (m), Jeff Hecht, Alexander Jablovok, Sioban Krzywicki, Mark Painter*
- 293 **How Arisia Inc. Works** *Marina 3 (2E)*  
Curious about what's behind the Arisia curtain? Wondered how to get your voice heard? At this panel, members of the Arisia corporation will explain how to operate the non-profit that keeps the conventions and related activities going. This is an optional entry-level look that will prepare you to participate the official corporate meeting on Sunday at 1pm. Attendance is open to all. *Kelly Fabijanic, Rachel Kadel, Nicholas "phi" Shectman*
- 294 **Trains in Space** *Marina 4 (2E)*  
Captain Marvel. Firefly. Doctor Who. These all have trains in space. Lets talk about how awesome trains are, how much more awesome they are in space, and like, how that would actually WORK (or not). TRAINS IN SPACE. How can this go wrong? *Jonathan Woodward (m), Debra Doyle, Danny Miller, Andy Rosequist, Kevin Turausky*

#### 11:00am

- 295 **Pinky and the Brain (1hr 30min)** *Griffin (3E)*  
🎧
- 296 **Dance Games (3hr)** *Carlton (3E)*  
🎧 Come play various dance games in the video game room with other like-minded individuals.
- 297 **Steampunk Martial Arts (1hr)** *Grand A (1W)*  
✂️ Characters in the perilous worlds of steampunk study a variety of martial arts. Whether to fight off ruffians, prepare for a duel at dawn, or recreate elegant weapons of a less civilized age, the people of our world's Victorian era did too. Join Dr. Ken Mondschein, Maitre d'Armes Historique, author of "Game of Thrones and the Medieval Art of War" and his students from MHS as they present an exhibition of historical martial arts, followed by a hands-on class in Victorian greatstick fencing! *Ken Mondschein (m)*
- 298 **Walk the Labyrinth (1hr)** *Commonwealth (1W)*  
What's blue & white and bigger on the inside? Our 30'x30' seven-circuit classical labyrinth! A tool for walking meditation, self-inquiry, relaxation, or just for fun, use it to find a little peace during the excitement of Arisia. The labyrinth is open to all who can respect the space. You can arrive anytime and walk it as many times as you'd like *Jude Shabry (m)*

#### 11:30am

- 299 **Superhero Costuming** *Alcott (3W)*  
In many cases, superhero costuming means spandex and capes, but that doesn't have to be the case. Bring out your inner hero and learn about the different types of superhero costumes and the techniques used to create them. Also, discuss the most popular and mainstream superhero costumes, and those that get overshadowed by them. *Nightwing Whitehead (m), Basil El Halwagy, Mercy Van Vlack*
- 300 **Redesign It!** *Adams (3W)*  
Cosplay isn't always about replicating the exact look of a canon character. Your favorite character can wear a fancy ball gown or a steampunk suit. You can turn your favorite monster, object, or sci-fi vehicle into a stunning ensemble! But what does it take to make your original cosplay design recognizable? How do you even decide on a concept to start with? This workshop will discuss tips and techniques to bring your unique vision to life! Sign up in Program Nexus. Limit: 15. *Hannah Prum (Kirkette Cosplay) (m)*
- 301 **Chantey Sing** *Bulfinch (3W)*  
🎧 Come sing (or just listen, but we hope you'll sing) songs of sailing in all forms, with an emphasis on work songs from the age of sail. Fun for all! (themed participatory song circle) *Jeremy H. Kessler (m), Frederic Jennings, Sonya Taaffe*
- 302 **Get Rec'd! Books for Aspiring Writers** *Douglas (3W)*  
A panel of writers will suggest books that they've found helpful in learning the craft of writing, describing what makes those books effective and what they learned from them. Books will be drawn from a



variety of genres and time periods and used to highlight practical solutions to common writing problems. *James Hailer (m), Morgan Crooks, Tanya Gold, Rachel Kenley, W. B.J. Williams*

- 303 **The State of Microcontrollers** *Faneuil (3W)*  
Micro-controllers like the Arduino and Raspberry Pi have changed a lot in the last few years, and new devices like the Raspberry Pi 4 and the Arduino M0 and M4's have come onto the scene. Not only are these devices more powerful but they come in smaller packages as well. Our panelists will discuss the latest tools and how they use them to make robots, art, and other awesome stuff. *Rich Maynard (m), Shirley Dulcey, Scott Lefton, Michael Meissner, Drew Van Zandt*
- 304 **Create a Telephone Wire Tree** *Independence (3E)*  
Using recycled telephone wire, we'll make small but colorful wire trees for you to take home. All materials and tools provided, and display ideas will be shown. Ages 8+ suggested. Sign up in Program Nexus. Limit: 20. *Lisa Hertel (m)*
- 305 **Knitting Circle** *Lewis (3E)*  
Come meet other knitters at Arisa. Share patterns. Exchange yarns. Come knit for a while and meet some old and new friends. *Dale Meyer-Curley (m), Bhadraka Love*
- 306 **Just the Facts: Telomeres and Aging** *Otis (2W)*  
Why do we age? One exciting theory is that telomeres, the extra "buffer" genetic material on the ends of each chromosome, deteriorate with each successive cell division. The loss of telomeres may lead to impaired functioning throughout our bodies. Since the 1970s, some researchers have speculated that telomere therapy may be a path to human immortality. What's really going on? *Richard Moore (m), Athena Andreadis PhD, Dr. Jim Prego*
- 307 **Branching out from the Big Two** *Stone (2W)*  
While Marvel and DC dominate the comics landscape with hundreds of super hero titles between them, other publishers such as Image, Dark Horse and IDW are staking a larger claim on the audience every month. This begs the question, can we really call DC and Marvel "The Big Two"? anymore? As the readership grows, perhaps its time to make room for a Big Three or even a Big Four. *Alison Wilgus (m), Jaime Garmendia, Emperor Joey-1, Donna Martinez, Mark "Justin" Waks*
- 308 **Captain Marvel Has Nothing To Prove To You** *Marina 1 (2E)*  
February's Captain Marvel was the culmination of two years of the typical online calls for boycotts and attempts to influence its reviews negatively when a tentpole franchise doesn't have a white man in the lead; it nevertheless found considerable success, if its box office and an internet full of pictures of fans dressed as Carol Danvers is anything to go by. As the first MCU release with a woman as the sole title character, we'll talk about what worked and what could come next. *Heather Urbanski (m), Christopher K. Davis, Lyndsay Ely, Victoria Janssen, Jennifer Pelland*
- 309 **Shakespeare and Fantasy** *Marina 2 (2E)*  
Let's talk about Shakespeare's fantastic worlds and characters—the witches of Macbeth, the spirits and spells of *The Tempest*, the fairies of *A Midsummer Night's Dream*, and more. We'll share what we love about them, examine the huge range of ways they've been interpreted and presented, and talk about what more we want of these magical ideas in productions, adaptations, or fanfic. *Shoshana Traum (m), Greer Gilman, Dan "Grim" Marsh, Rebecca Maxfield, Anne E.G. Nydam*
- 310 **Meet the Eboard** *Marina 3 (2E)*  
The Arisia Convention is run by a Con Chair and their team. Con Staff turns over from year to year and focuses on the convention itself, all the programming, events, hotel resources, everything from The Watch to The Duck Hunt. Arisia, Inc. is a 501(c)3, non-profit, volunteer-run organization whose purpose is to promote science fiction and fantasy. Meet the folks who run the corporation and hear a bit about what else Arisia Inc. does besides throw this convention every year. *Kelly Fabianic, Sol Eidan Houser, Nicholas "phi" Shectman, Rachel Silber*
- 311 **Celebrating 100 Years of the 19th Amendment** *Marina 4 (2E)*  
Ratified on August 18, 1920, the 19th Amendment gave white women the right to vote. Come learn about the journey to win that right, the fight to extend voting rights to those who were excluded, and discuss the future of both gender discrimination and voting rights in the decades ahead of us. *Melissa Perreira-Andrews (m), Marzell Barker, Michael A. Burstein, Kate Kaynak, Sioban Krzywicki*

## 12:00pm

- 312 **Duels to Daggers: Combat in Renaissance Italy (1hr)** *Grand A (1W)*  
A demonstration of the Science of Defense for the 16th century Italian Gentleman, including the one- and two-handed sword, sword and dagger, sword and cloak, and dagger alone. From duels of honor to desperate fights in the back alleys of Florence or Bologna, we will review

many of the historical techniques the Italian Gentleman would have used to defend both his body and his honor. *Adrian Gunn (m)*

## 12:30pm

- 313 **The Girl Who Leapt Through Time (1hr 45min)** *Griffin (3E)*  
Screened in Japanese with English subtitles

## 1:00pm

- 314 **Raising Future Adults** *Alcott (3W)*  
Parents face a lot of criticism about "kids these days" and what the best way is to help them to grow into great adults. How do we navigate all the advice and criticism? Is "elf on the shelf" a form of gaslighting? Does reading Harry Potter help develop an awareness of social justice? Is paying kids to do chores a form of bribery? Parents and professionals discuss things that work and the potential impacts of some experiences. *Kate Kaynak (m), Eemeli Aro, Bhadraka Love, melissa macintyre, Kat Tanaka Okopnik, Alan Wexelblat*
- 315 **Graphic Novel Writing** *Adams (3W)*  
Learn how to turn your ideas into a graphic novel script from a former DC Comics editor. We will cover thinking visually, understanding the differences between writing for TV or film and writing for comics, working collaboratively with artists and how to avoid the five big mistakes of comic book writing. Sign up in Program Nexus. Limit: 15. *Alisa Kwitney (m)*
- 316 **Fanfiction Festival (2hr 30min)** *Bulfinch (3W)*  
We're going to throw a small fanfiction festival to celebrate the creativity of the authors in our community! Authors who would like to read short works or selections can sign up for a 10 minute spot before the convention, or at the convention in Program Nexus. *Feklar42*
- 317 **Proper Pronouns Matter** *Douglas (3W)*  
Most of us were taught that gender was binary: he/she. We live in a world that has a much wider spectrum of people and genders. Let's discuss the variety of pronouns used today, why it is important to use them properly and respectfully, and why increased awareness of gender and related pronouns can create a greater sense of welcoming community. *Nomi S. Burstein (m), Aisha L Cruse, Lore Graham, Aran P. Ink, Andy Rosequist, Brent Weichsel*
- 318 **Kid-Friendly Maker Projects** *Faneuil (3W)*  
Kids (under 12) can be Makers, too. What sort of projects are complex enough to be interesting, but simple enough for beginners to complete? What projects are good for families to tackle together, and what are appropriate for the kids to do on their own? *Kevin Osborn (m), Julia Austein, Scott Wilhelm, Guillermo Zeballos*
- 319 **Tears in Rain: Rutger Hauer** *Independence (3E)*  
In 2019, we lost Rutger Hauer, a character actor with a long pedigree in genre films. Making a huge impact as self-aware replicant Roy Batty in 1982's *Blade Runner*, Hauer could be seen in innumerable SF/F properties, most notably *The Hitcher*, *Ladyhawke*, the original *Buffy the Vampire Slayer*, *Sin City*, and even *Galavant*. Join us as we say goodbye to a much beloved mainstay of nearly forty years of science fiction and fantasy entertainment. *Dan "Grim" Marsh (m), Griffin Ess, Rachel Kenley, Richard Ralston*
- 320 **Just Another Day at School (Little Wizards) (4hr 30min)** *Harbor I (3E)*  
For young Mages and Sorcerers in training, the amount of magical theory (and homework) can be pretty overwhelming to handle. When mischief starts running amok around school grounds however, the Little Wizards may have preferred the essays they had to write. Nevertheless, there's clearly something wrong and it's up to you to the wizards to right things again. *Keegan Hannon (m)*
- 321 **Speed Circuit (3hr)** *Harbor I (3E)*  
The original race car game *Kenneth Marin (m)*
- 322 **Ogre board game (5hr)** *Harbor I (3E)*  
Steve Jackson Games' *Ogre* is still going strong since 1977. Giant cybertanks battle along with infantry and armour in a deadly fast-playing game. Help playtest new scenarios on new maps with plastic miniatures. Veterans and novices alike are welcome to enjoy this classic. Help develop the gaming world of the future, today! The scenarios will be submitted for publication in *Ogrezine*. Stay for as many games as you like; new players may join whenever there is room at the table. *Maureen Reddington-Wilde (m)*
- 323 **Gender-Variant Cosplay** *Otis (2W)*  
Cosplay can offer a fun way to play with gender, whether one is cross-dressing, gender-bending a favorite character, or something totally different! This panel will offer tips and tricks for new and experienced cosplayers alike, as well as insight on what it's like to play with gender in a con scenario. *Nightwing Whitehead (m), Hannah Prum (Kirkette Cosplay), Lilli Fehler, Milo Martinez, Julia Pugliese*

324 **Character Writing Helpline** *Stone (2W)*

When writing a character, there are times authors find themselves stuck. The plot has one idea and the character has another. Or perhaps a writer has lost touch with the voice of the character completely. What advice do you need to help with a problematic character? Join this panel of writers as they discuss their own experiences 'rescuing' characters in stories and offering advice for common problems in characterization. *Timothy Goyette (m), Harrison Demchick, Genevieve Iselt Eldredge, BH Pierce, Connie Wilkins*

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

✳ Have you been playing board games that say "10 and up" since you were 6? Wish you had? Come play with us. We will teach and play some board games intended for adults but accessible to children with a knack for board gaming. Feel free to bring your own (reasonably short) games. *James Cronen, Micah Schneider*

326 **Make your own Slime!** *Hancock (2W)*

✳ Its a simple recipe but lots of fun! Come make your own slime to bring hom. *Kristin Janz*

327 **Project Cosplay: Props & Accessories (2hr)** *Webster (2W)*

✳ Come make your own props to go with your Project Cosplay costume. Then, show off your creation in the Masquerade tonight. *Kate Brick*

328 **Learn a Bit of Karate** *Webster (2W)*

✳ Learn a few basic karate moves. (No hitting allowed.) *Sioban Krzywicki*

329 **I Read It Because I Loved the Movie** *Marina 1 (2E)*

Or maybe you read it because you hated the movie and wondered if the book was better. Highly popular movies are often adapted from books that weren't well known beforehand. What books have you read after you enjoyed the movie, and how did the book change your view of the film adaptation? Is the movie ever better than the book? Can book and film versions always be fairly compared? *Mildred Cady (m), Lena G., Timothy Luz, Danny Miller, Lisa Padol, Mark Painter*

330 **Welcome to The Good Place! Everything Is Fine.** *Marina 2 (2E)*

For four years, The Good Place has challenged us with its combination of sitcom humor and moral philosophy as it presents a fantastical vision of the afterlife. What does this show do so well to attract so many different types of viewers? What lessons can we learn from it about living our own lives ethically? Or is it all just a big joke? *Andy Hicks (m), Arthur Chu, Andrea Martinez Corbin, Ilene Tatroe, Cadwell Turnbull*

331 **Arisia January Corporate Meeting (2hr 30min)** *Marina 3 (2E)*

Arisia, Inc. is the non-profit that signs our contracts, owns our equipment, sets our policies, elects and appoints senior leadership, and handles incident investigation between conventions. Recent events have put a spotlight on Arisia governance, and we welcome you to participate in the official business of running Arisia and related activities.

332 **Death and Funerary Practices in Science Fiction** *Marina 4 (2E)*

Funerary rituals and attitudes towards death vary greatly across distance and time, yet the way a society views, treats, and memorializes its dead gives insight into its beliefs, philosophy, and priorities. What are examples of death rituals in SF? What are examples of alien, space-based and other genre cultures handling their dead? What does it tell us about those societies? How have these themes been handled well... and not so well? *H. M. White (m), E. C. Ambrose, MJ Cunniff*

333 **Cloak & Dagger: Techniques of Achille Marozzo (1hr)** *Grand A (1W)*

Come and learn the cloak and dagger fighting techniques of Bolognese fencing master Achille Marozzo. Learn, hands-on, how a 16th century Italian Gentleman would defend his life and honor on the mean streets of Renaissance Italy with both deadly technique and dashing style. No martial arts experience necessary! *Adrian Gunn (m)*

334 **Feed Your Inner Demons—A Journey Dance (1hr 30min)**

*Commonwealth (1W)*

JourneyDance™ is a gently guided free-form movement modality where you simply cannot do it wrong! Dance to sci-fi themed music as you journey through different movement styles and emotions. A guided visualization will take you to meet and befriend your inner demons in a movement based adaptation of an ancient Buddhist practice. Dress in comfortable clothes for moving and stretching, including some floor stretches. *Caroline Meeks (m)*

## 1:30pm

335 **Organized Play Pathfinder: Bandits of Immedwood** *Harbor I (3E)*

Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

336 **Organized Play Pathfinder: The Flooded Court** *Harbor I (3E)*

Organized Play is a living, worldwide fantasy roleplaying campaign

that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

337 **Organized Play Pathfinder: Slaver's End** *Harbor I (3E)*

Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

338 **Organized Play: Revolution on Riverside** *Harbor I (3E)*

Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

## 2:00pm

339 **Savage Worlds: Legion of Liberty (3hr)** *Harbor I (3E)*

In Legion of Liberty: Superheroes of 1776, you play superhumans fighting for the colonial rebellion against the tyrannical British. The British, however, have their own superhumans to bring to the battlefield—the notorious Greycoats. Fight in key battles of the American Revolution and help determine the course of history! *Scott Marchand Davis (m)*

340 **Fighting with Swords! (1hr 30min)** *Grand A (1W)*

✕ Athena School of Arms presents: the Scottish Broadsword, Medieval Longsword, Sword & Shield, Dagger and other historical fighting styles. Followed immediately by hands-on lessons in either the Longsword or Broadsword. All equipment provided, no experience necessary. Advanced lessons available for students who have already done the basic lesson. *Steven Hirsch (m)*

341 **Sunday Masquerade Rehearsal (3hr 30min)** *Grand B (1W)*

Rehearsal for Masquerade participants. *James Hinsey (m)*

## 2:15pm

342 **Outlaw Star (2hr 15min)** *Griffin (3E)*

Screened in Japanese with English subtitles

## 2:30pm

343 **Sing-along: Hamilton Songs** *Alcott (3W)*

Come sing along on some of your favorite songs from the musical! For added fun, attend dressed as your favorite Hamilton character, or in general dress of the period. Note that there will be no assigning or claiming of parts—everyone will be free to sing along on everything! Songs will be led by panelists, who may also play accompaniment to support the singing. (participatory sing-along with words provided, via either projection or paper handout) *Lee C. Hillman (Gwendolyn Grace) (m), melissa macintyre, David Olsen, Tori Queeno, Jude Shabry*

344 **Crowdfunding and Tabletop Gaming** *Adams (3W)*

Kickstarter, Indiegogo, and other crowdfunding platforms have exploded in the last few years as a launchpad for tabletop game creators. But how does it work? Are the games any good? And what makes a successful campaign? Join a group of game funders, players, and creators to discuss the crowdfunding process and answer questions about getting started. Panelists will also share some of their favorite games that started through crowdfunding. *Christopher K. Davis (m), Walter H. Hunt, Aaron Marks, Lisa Padol*

345 **The Year in Science—2019** *Douglas (3W)*

A compendium of the top science stories of the year! This annual panel looks out at space, down at particles, around at medicine, and in at psychology! And that's never all! *Mark L Amidon (m), Jeff Hecht, Roy Kilgard, Charity Southworth*

346 **Lighting It Up: Adding Sparkle to Your Projects** *Faneuil (3W)*

This workshop covers how to design basic and intermediate LED and other illumination techniques for set decoration, events, or even home lighting. If you have small projects bring them for show and tell. *Michael Meissner (m), Shirley Dulcey, Phillip Hallam-Baker, Scott Lef-ton, Drew Van Zandt*

347 **Love Is The Message: Pose** *Independence (3E)*

For two seasons and counting, FX's Pose has followed the largely African-American and Latinx ballroom culture in Reagan/Bush-era New York. An array of LGBTQ+, non-gender-conforming models and performers embrace the love and support of their found families as the ever-spiraling AIDS pandemic becomes a central focus of a community that's seen too many funerals. We'll discuss this series, with special attention to an underground culture that's been lacking positive representation up to this point. *Donna Martinez (m), Megan Kearns, Jennifer Pelland, Brent Weichsel*

348 **Mind's Eye Society: Werewolf (4hr)** *Lewis (3E)*

Boston is a city under siege. The Gaians are here to protect it. Beneath a new corporation's stranglehold over the land, the spirits cry for



help. The Sept of Fang and Talon answers the call. They must gather resources and assemble a strike force to put their foes to sleep and strike a devastating blow for Gaia. These are the few moments before the Sept makes its move. Do they have what it takes to cut clean the sickness that poisons the land? *Dan Chase (m), DJ Dirge*

**349 Costuming and Movement** *Otis (2W)*  
Costumes, by nature have to move! As wearable art, how do we account for movement, flexibility, drape, flow and rigidity of our materials to bring our costumes to life. Learn how to make costumes that are not just static! *Raven Stern (m), Lilli Fehler, Basil El Halwagy, Ken Kingsgrave-Ernstein, Mark Millman, Barbara M Pugliese*

**350 Writing in Brief** *Stone (2W)*  
Could Flash fiction (stories shorter than 1000 words) be one of the literary forms best adapted for the Tweeting, FOMO, Entertainment-on-Demand moment we are living in? What are writers doing with the ultra short story? How can 1000 or less words really be enough to tell a complete (or mostly complete) story. Panelists will bring examples of flash fiction (which in some cases could be read entire) and techniques for boiling fiction to its most basic elements. *A. L. Kaplan (m), Lawrence Raphael Brothers, Timothy Goyette, Ian Randal Strock*

**351 Spoon-A-Pults** *Hancock (2W)*  
\* Come and construct your own spoon-a-pult.

**352 Children's Filk Concert** *Webster (2W)*  
\* Filk! Sing-a-longs! Bring your voice! *Emma Caywood*

**353 Libraries of the Future** *Marina 1 (2E)*  
SF predicted ebooks and electronic media many decades ago. Along with the vision of a paperless future came the occasional view of a futuristic library with no books, and often only AI or holographic librarians. In 2020, libraries still have books (and librarians), but they're circulating increasing numbers of ebooks, audiobooks, DVDs and other media. What is the greatest value libraries have to offer, and what will they look like fifty or a hundred years from now? *Cate Schneiderman (m), Michael A. Burstein, Greer Gilman, Danny Miller, Meredith Schwartz*

**354 TV Year in Review** *Marina 2 (2E)*  
Our annual look back at SF, horror, and fantasy in 2019 on TV (including streaming services). What were the memorable shows? What are the new ones to watch? What's hot and what's not? Note: Time for audience participation is reserved for the end of our panel's high speed review. *Randee Dawn (m), Ari Donnelly, Gordon Linzner, Marianna Martin PhD, Timothy J Tero*

**355 Daemons and Dust: the Fiction of Philip Pullman** *Marina 4 (2E)*  
Twenty five years ago, the first book in Pullman's His Dark Materials trilogy was published in the U.K. Pullman's vision of a universe where people's souls are external beings and God is decrepit and dying raised some hackles. Now a new adaptation of His Dark Materials has been made and Pullman has released the second book in a new trilogy. How is Pullman's work innovative and intriguing, and what makes it so disturbing? *John Sundman (m), Bekah Anderson, Reuben Baron, Kristina Carroll, Arthur Chu, Mink Rose*

### 3:00pm

**356 Mario Kart Tournament (3hr)** *Carlton (3E)*  
\* Come compete in some TBD version(s) of Mario Kart!

**357 Living Arcanis 5E Intro Adventure: To Die Alone (4hr 30min)** *Harbor 1 (3E)*  
\* A dying noble, disliking all his options for a successor, summons the heroes for a mysterious mission, claiming that a seer told him they could help him. But when the heroes arrive, he is already dead. *Thomas Milner-Wohlers (m)*

### 3:30pm

**358 Teen Sword Fighting (1hr)** *Grand A (1W)*  
Swords! Swords for teenagers! Come learn sword-fighting! Teenagers will learn the martial art which was practiced by knights and sword masters in the medieval era. Class will focus on the medieval longsword, in the German martial tradition. *Mr. Ferguson (m)*

### 4:00pm

**359 Sing-along: Songs of Tom Lehrer** *Alcott (3W)*  
\* Come sing (or just listen, but we hope you'll sing) songs celebrating the musical genius of Tom Lehrer. (participatory sing-along with words provided, via either projection or paper handout) *E. J. Barnes (m), Nat Budin, Ellen Kranzer, A Joseph Ross, Mercy Van Vlack*

**360 Make a Watercolor Sunset** *Adams (3W)*  
Learn the watercolor wash technique, and make a starry sunset painting or two to take home. All materials provided. Ages 8+ suggested. Sign up in Program Nexus. Limit: 20. *Lisa Hertel (m)*

**361 Recovery Check-In** *Bulfinch (3W)*  
Whether this is your first sober con or you're an old pro, come share strategies, find a sober buddy, or just check in with other folks in recovery in an informal, non-12-step setting. *Emily Walton (m)*

**362 The Year in Bad Science—2019** *Douglas (3W)*  
Scientists are people, and make mistakes. Many people are not scientists, but use the language of science to mask some outrageous claims. Here are the howlers from the last year. *Mark L Amidon (m), Roy Kilgard, David G. Shaw, Charity Southworth, Stephen R Wilk*

**363 Make it GAYER! Queering Up Comics** *Faneuil (3W)*  
Recent years have brought minor progress to LGBTQIA representation in comics, but there's vast room for improvement. Straight creators often say they want the addition of Queer characters to be "organic", but real change will only happen with intent and effort. So how can comics be queered up? What can straight creators do to get the representation right? Our panelists will share their perspectives on what works, what doesn't and why Queer visibility matters. *Alison Wilgus (m), Jaime Garmendia, Renie Jesanis, Kyri Lorenz, A. Szabla*

**364 Geocaching and letterboxing meetup** *Independence (3E)*  
Come meet others currently participating in or interested in geocaching and/or letterboxing. Trade tips and tricks, or just come to learn more about these geography games. *Jude Shabry (m), Eric "in the Elevator" Zuckerman*

**365 Pie Rats and Pitman (3hr)** *Harbor 1 (3E)*  
\* Pie Rats of the Carob Bean Farm: you're a "Pie Rat", trying to steal the Farmer's Wife's pies. Gather a crew, choose your moment, and strike! But beware, there are others just like you, angling for the same pies! And let's not forget the Farmer's Wife. Pitman: a betting, bluffing, card and dice rolling game with a unique set of game mechanics. Great art and gameplay. *Michael Sharrow (m)*

**366 Pokemon TCG—Learn to Play and Tournament (3hr)** *Harbor 1 (3E)*  
\* Become a Pokémon Trainer and battle against another Trainer using awesome Pokémon in the Pokémon TCG! Trainers use attacks to knock each other's Pokémon out and claim Prize cards. The first to take all six Prize cards to win the game. Beginner theme deck tournament to follow. *Rob Castiello (m)*

**367 Star Wars: Episode 2020: The Fandom Gabfest** *Otis (2W)*  
Last month, The Rise of Skywalker hit screens, and with it the Star Wars sequel trilogy came to a close. That won't be the last we interact with this world, however; the tepid audience response for Solo may have encouraged Disney to dial back on the "new film every year" pace, but there's still plenty of lightsabers in our future, with new trilogies from both Rian Johnson and from David Benioff & D.B. Weiss on the horizon. We'll reflect on the state of Star Wars and discuss what's next! *Dan Toland (m), Kevin Cafferty, Monica Castillo, Jennifer Pelland, Mink Rose*

**368 Drop in Coloring and Crafting (4hr 30min)** *Stone (2W)*  
\* Bring your latest sewing or knitting project, your small handcrafts, or just come and color and relax in good company,

**369 Learn to Knit** *Hancock (2W)*  
\* Learn to knit—we provide everything! *Kate Brick, Mildred Cady, Marnen Laibow-Koser*

**370 Balloon Cars** *Hancock (2W)*  
\* Come make a balloon car!

**371 Beyond Hogwarts: A Young Fan's Reading List** *Webster (2W)*  
\* Harry Potter was great, but there are a lot more fantasy and science fiction books out there for kids and young adults. What is out there for kids that doesn't insult the intelligence, but also doesn't fly over the heads faster than a Firebolt? *Ken Gale*

**372 Capture the Pokemon** *Webster (2W)*  
\* Bring your energy and excitement. Be a Pokemon, and dodge, run and hide from the Pokemon trainers. Then take your turn as a Pokemon trainer, and try to capture some Pokemon!

**373 The Resurgence of Horror Fiction** *Marina 1 (2E)*  
Horror has always been a somewhat disdained genre, even more so than SF. But in recent years it's growing in popularity and sophistication, with publishers like Tom Doherty launching new horror imprints. But like other genres, horror is defined by specific conventions, themes and tropes. Is some horror fiction regressive (especially concerning women) or transgressive? Do horror tropes reinforce stereotypes or force us to face our fears and weaknesses? *Gillian Daniels (m), Morgan Crooks, Gordon Linzner, Suzanne Reynolds-Alpert, Sam Schreiber, Sonya Taaffe*

**374 Just the Facts: CRISPR and Gene-Hacking** *Marina 2 (2E)*  
CRISPR is a naturally-occurring genome editor in bacteria, but it's also short-hand for CRISPR-cas9 human editing of genes. What has



actually been done with this technology? With the genie out of the bottle, what can be done about unregulated and/or unethical use of this technology? *Richard Moore (m), Athena Andreadis PhD, Dr. Jim Prego, John Sundman*

### 375 The Year in Games *Marina 3 (2E)*

We are living in an age of constant innovation in games—new board games and videogames coming across Kickstarter every day, new forms of RPG and LARP gathering popularity. There is too much for any one person to keep up with, but our panel of experienced gamers will talk about what's been most interesting over the past year—and look a bit into what might be coming. *Jonathan Woodward (m), Walter H. Hunt, Aaron Marks, Lisa Padol, Shaheen Rogers/Multiverse*

### 376 Designing the Impossible *Marina 4 (2E)*

You'll be hard-pressed to find anatomical guides for fantastical creatures and blueprints for future-tech. Despite this, fantasy and sci-fi artists regularly depict impossible subjects that still manage to feel believable. Our panelists will discuss the techniques they use to bridge the gap between real-world concepts and their wondrous counterparts. *Griffin Ess (m), Kristina Carroll, James Hailer, Anne E.G. Nydam, Nightwing Whitehead*

### 377 Swing Dance Lesson (1hr) *Commonwealth (1W)*

An introduction to the lively dance style that grew out of Harlem and jazz music from the 1920s to the 1950s. Swing dancing has not only that “swinging” feeling but lots of space for improvisation between partners. Swing dancing is danced socially, which makes it interactive, fun, and a great way to meet and dance with lots of different people. All experience levels welcome; no partner necessary.

### 4:30pm

### 378 Ultraman (1966) (2hr) *Griffin (3E)*

Screened in Japanese with English subtitles

### 5:00pm

### 379 Swing Dance (2hr) *Commonwealth (1W)*

Swing dancing has not only that “swinging” feeling but lots of space for improvisation between partners. Swing dancing is danced socially, which makes it interactive, fun, and a great way to meet and dance with lots of different people. All experience levels welcome; no partner necessary. *Amy Kucharik (m)*

### 5:30pm

### 380 What RPG Class is Your Favorite Character/Team? *Alcott (3W)*

Panelists will come with one or more favorite characters and/or teams and how they would class them if they were in an RPG. For example, in *Supernatural*, is Dean a dwarf barbarian? Castiel a paladin? Is Sam a Wizard, Bard, or maybe multiclass? Audience members can also suggest movies, shows, books, etc. for RPG classing. *Mildred Cady (m), Feklar42, Jesi Lipp, Liam McGlohon, Brent Weichsel*

### 381 The Dragon's Disco (D&D 5e) (4hr 30min) *Adams (3W)*

As seasoned adventurers, when you were all told about the dragon's lair and the treasure that lay within, you were off quickly. After a bit of travel, you have finally arrived... to the unexpected. Loud music, a glimmering ball, a shining, multicolored dance floor. The lair is popping for the annual monster bash. You will have to figure out how to get what you want, deal with varied guests, and contend with Dragon, the host who wants the most. Players need to bring their own character sheets. *Zev Shields (m)*

### 382 Shop Talk: Being a Writer in 2020 *Douglas (3W)*

What is it really like to be a writer in 2020? A panel of intrepid writers will discuss the ups and downs of earning a living (or part of a living) writing. Topics to discuss will be: finding time to write, finding markets and agents, and changes in the industry since they first got started. *Rachel Kenley (m), Terri Bruce, Jeffrey A. Carver, LJ Cohen, Genevieve Iseult Eldredge, Keith Yatsuhashi*

### 383 Super Awesome Advice Panel! *Faneuil (3W)*

Annoying roommates, overbearing families, inconsiderate colleagues—bring your problems to our panel of Expert Bad Advisors and they will give you solutions! Perhaps not helpful ones, but they'll definitely be funny. *Eric “in the Elevator” Zuckerman (m), Nathan Comstock, Ari Donnelly, Andy Hicks, Corinne Luz*

### 384 Don't Call My Book “Science Fiction” *Independence (3E)*

As SF and its themes become more and more mainstream, some “literary” authors are incorporating tropes like AI, alternate reality, futurism and dystopian fiction. Yet many are like Ian McEwan, who hotly denies that his new book *Machines Like Me* (AI, alt-universe) is in any way “science fiction.” Why is SF still denied the respectability it deserves after all these years? Why do some authors find its themes compelling as long as it's called something else? *Athena Andreadis PhD (m), Kristin Janz, John G. McDaid, Mark Painter, Kevin Turausky*

### 385 The Nice and Accurate Ineffability of Good Omens *Otis (2W)*

The long-awaited adaptation of Neil Gaiman's and Terry Pratchett's 1990 apocalyptic novel *Good Omens* came to Amazon Prime last summer. In six episodes, we met an enormous cast, saw the world on the brink of destruction, and also there was a dog, but it was the rich portrayal of the millennia-spanning relationship between angel Aziraphale and demon Crowley that truly connected with many. Come discuss what you felt about the miniseries and how well it lived up to the material. *A.J. Odasso (m), Julia Gilstein, Lee C. Hillman (Gwendolyn Grace), Karen S., Gabriel Valdez*

### 386 Writers React to Bad Writing *Marina 1 (2E)*

Some writing doesn't work. But why? How? A panel of writers will offer up examples of ineffective or lazy writing—or at least doesn't work in the way intended. While making sure the discussion is respectful of the time and effort necessary to write anything, by reacting to specific scenes and moments in famous works, panelists will show what probably went wrong and how it might have been fixed. *Gordon Linzner (m), Elizabeth Birdsall, James L. Cambias, Harrison Demchick, Debra Doyle*

### 387 The Science of “The Expanse” *Marina 2 (2E)*

One of the few shows on TV that gets the science right. Grav boots, acceleration couches, constant acceleration gravity. Shoot the juice from blacking out at twelve Gs! *Karl S. Web (m), Roy Kilgard, Cate Schneiderman, Charity Southworth*

### 388 You've Been Framed! Framing Tips for Artists *Marina 3 (2E)*

Show your art in the best possible light. Come speak with panelists who have tips on framing up your art for appeal and cost effectiveness. Panelists (including a pro framer, and artists across the framing spectrum) will share tips and answer questions. *Lisa Hertel (m), Liz Betts, Kristina Carroll, Anne E.G. Nydam, Nicholas “phi” Shectman*

### 389 Relationship Basics *Marina 4 (2E)*

No matter your relationship structure the keys to happy, healthy relationships are similar and every so often we could all benefit from a little refresher. What are the secrets to good relationships? Come learn about ways to make your relationship(s) better. *Abigail Keenan (m), Marzell Barker, James Cronen, Aisha L. Cruse, Kris “Nchanter” Snyder*

### 6:00pm

### 390 Buy the Vote! (3hr) *Harbor I (3E)*

A quick 15 minute blind betting game with an US election theme. Tested at Metatopia November 2019 and Anonycon 2019 and people loved it! *David Dai (m)*

### 391 Reminiscence Virtua RPG (Apocalypse) (4hr 30min) *Harbor I (3E)*

“In a future rebuilding after calamity, ancient technology is the key to survival. But this power can only be accessed through dangerously real virtual reality systems called Virtues. As “dreamers,” it's your job to find, secure, and maintain these Virtues. Inspired by real dreams, Reminiscence Virtua blends the post-apocalyptic and cyberpunk genres into a decidedly surrealist experience.” *Chris Ramsley (m)*

### 6:30pm

### 392 Dragonslayer (2hr) *Griffin (3E)*



### 7:00pm

### 393 Playing the Other *Alcott (3W)*

In roleplaying games, both tabletop and LARP, you are usually playing someone other than yourself. When you adopt a culture or identity not your own, there is a danger of misappropriation, often unintentional, by misusing or abusing that identity. How can you roleplay a culture other than your own respectfully, and what are your responsibilities as a player? How can you identify when you or your character cross the line? When should you just choose not to go there? *Marzell Barker (m), Benjamin Chicka, Arthur Chu, Feklar42*

### 394 Sing-along: Dr. Demento & Friends *Bulfinch (3W)*

Come sing (or just listen, but we hope you'll sing) the sort of weird songs that Dr. Demento used to play from under the smogberry trees; classics such as “Dead Puppies”, “They're Coming to Take Me Away”, and “The Existential Blues”. We can't promise that Dr. Demento will be in attendance, but please invite him if you know him. (participatory sing-along with words provided, via either projection or paper hand-out) *E. J. Barnes (m), Dan “Grim” Marsh, Mercy Van Vlack*

### 395 Talking Cats and Political Rabbits *Douglas (3W)*

There are several kinds of anthropomorphic fiction, from fantasy in which animals talk and interact with humans, to allegories, to stories in which humans don't appear at all. They can be played for humor or for intense drama (*Watership Down*). We'll talk about our favorite anthropomorphic fiction, how it's done well...and how it sometimes



falls short. *Julia Gilstein (m), Elizabeth Birdsall, Rebecca Maxfield, Sonya Taaffe, Gabriel Valdez*

- 396 **Fanfiction from Fandom to Fandom** *Faneuil (3W)*  
We'll discuss the ways that fanfic writing styles can differ based on the medium of their source material—movies, TV shows, books, comics, podcasts, and more. We'll talk about when writers try to emulate the style choice of the original work, and how fandoms can arrive at signature styles all on their own. *Cassandra Lease (m), Lisa Batya Feld, Victoria Janssen, A.J. Odasso, Shoshana Traum*
- 397 **In Space, Who Can Hear Your Aria?** *Independence (3E)*  
Readings from works of Dark space Fantasy and Space Opera *Timothy Goyette, Mike Luoma*
- 398 **Mind's Eye Society: Vampire (4hr)** *Lewis (3E)*  
Those you relied on for order are gone and the city is falling around you. The night sky holds dark omens and humanity is in chaos. You know if you want to live to see another night, you have to act and you have to act fast, but this is more responsibility than you've ever had in your young unlife. With limited time and resources, what will you choose to protect? What will you sacrifice to get what you want? *DJ Dirge (m)*
- 399 **Axis and Allies and Zombies (4hr 30min)** *Harbor I (3E)*  
It's Axis & Allies with a twist! Now the armies killed will sometimes turn into zombies that attack everyone. To win, you'll not only need to defeat the other side, but you'll also need to avoid the Zombiepocalypse. *Kenneth Marin (m)*
- 400 **Spirit of the Holiday (Clockwork Dominion) (4hr 30min)** *Harbor I (3E)*  
In 1845, the people of London are preparing for the Christmas holiday. Alchemists keep homes of the elite toasty for their parties, and magicians are banishing the malevolent spirits that congregate around this time of year. For a select few however, the days before Christmas are met with assignments. The Witchfinders have a special task for a specialist group: To examine sightings of a suspicious individual. Routine work, but hopefully that means everyone will be home for Christmas soon. *Keegan Hannon (m)*
- 401 **Bringing Horror into Other Genres** *Otis (2W)*  
Increasingly, stories and writing borrow elements and tropes from different genres, including horror. What elements of horror can be brought into other genres? Other than simply 'scaring the reader,' what is the purpose of such cross-pollination? Can the tropes and devices of horror fiction be used for surprising effects? *H. M. White (m), Gillian Daniels, Liz Salazar, Sam Schreiber*
- 402 **Kink your Fandom (18+)** *Marina 1 (2E)*  
Panelists and audience members can suggest a fannish property (tv show, movie, book, comic, anime, etc.) and the panelists will discuss how it is kinky or could be kinked, answers could be fun or a more serious discussion of the motivations or actions of a character or a show. 18+ only. *Hannah Prum (Kirkette Cosplay) (m), Max Impakt / Ask Kaylee Frye, Abigail Keenan, Ian Randal Strock*
- 403 **A Loaf of Bread, A Jug of Wine, and Anthrax** *Marina 2 (2E)*  
Researchers have made wine, beer, and bread from yeast recovered from ancient pottery vessels. Palm trees have grown from 2000-year-old seeds and are now reproducing. But residents of Siberia were infected with anthrax from a melting reindeer corpse, and we may even have to worry about long-dead people thawing and reintroducing smallpox. How do we balance archaeological discoveries against public safety? And how else could climate change turn our melting biome against us? *David G. Shaw (m), Thomas A. Amoroso, Bhadraka Love, Dr. Jim Prego, Susan Weiner*
- 404 **Effective Advocacy for Geeks** *Marina 3 (2E)*  
Many of us care passionately about social and political causes, but don't know how to act on our passions. Some of us have little money, constrained time, physical limitations or other barriers. How can we act effectively on causes we care about? What are good organizations that we should look into for donating our time and money? How do we know what kind of commitment will be required for social or political action (e.g., a march or protest) and whether that fits within our limitations? *Amos Meeks (m), Emperor Joey-I, John G. McDaid, Meredith Schwartz, Kate Wechsler*
- 405 **Game of Thrones: And Now Our Watch Is Ended** *Marina 4 (2E)*  
After eight years, the HBO adaptation of George R R Martin's A Song of Ice and Fire drew to a close with a divisive season full of controversies, ranging from rushed storylines to failures in character development to a rogue coffee cup. We hope to discuss the winners and losers of the Game as well as determine whether these six episodes undermined the legacy of both the previous seasons and the books themselves. *Naomi Hinchin (m), Don Chase, Marianna Martin PhD, Mark W. Richards, Santiago Rivas*

All panels are 75 minutes unless marked otherwise.

- 406 **Masquerade Doors Open (1hr)** *Grand AB (1W)*  
Doors open for seating.
- 407 **Blues Fusion Fantasy—Dance Lesson (1hr)** *Commonwealth (1W)*  
Class description: Fusion dancing is a collaborative dance form that combines two or more dance styles to create a unique partnered experience. In this lesson, we'll teach dance concepts that are central to many partner dances. We'll use rhythm, connection, & dynamic movements to explore the boundaries of our creativity. No partner or experience necessary. Everyone gets the chance to lead & follow. Come dance with us! Followed by 8pm Blues Fusion Fantasy Dance Party. *Clayton Jennings*
- 8:00pm**
- 408 **Jackbox—Joke Boat (3hr)** *Carlton (3E)*  
Bring your phones and let's play some Joke Boat!
- 409 **Ringrealms of Vagevuur (D&D 5E) (3hr)** *Harbor I (3E)*  
"Mother" is a square pit carved half a mile deep into solid rock. At another half a mile wide, it serves as downtown to the densely packed metropolis of the City of Lost Souls. Citizens shoulder their way through dark, claustrophobic streets. Buildings, carved from rock, reach into the sky like cadaverous hands from a grave. Wooden trains, suspended on ropes crisscrossing the pit, ferry people from one district to another. You, dear adventurer, ride one such train down into the dark streets... *Matt Yancik (m)*
- 410 **Masquerade (3hr)** *Grand AB (1W)*  
The 31st annual Arisia Masquerade. Come watch the entrants perform short vignettes to show off their costumes, and see if your pick matches that of the judges. Master of Ceremonies: Antonia Pugliese *James Hinesy, Antonia Pugliese*
- 411 **Blues Fusion Fantasy—Dance Party (4hr)** *Commonwealth (1W)*  
Dance description: Fusion dancing is a collaborative dance form that combines two or more dance styles to create a unique partnered experience. Enjoy the Fantastical Freedoms of Flowing to Fusion as DJs Nick Arango, Izébel and Xero spin a night of scintillating sounds perfect for partner dancing! Come dance with us! Preceded by 7pm Blues Fusion Fantasy Dance Lesson. *DJ Xero*
- 8:30pm**
- 412 **Starship Magic** *Alcott (3W)*  
S'kai of Vulcan is here to thrill and confound the Arisia Community with a performance of stunning magical illusions. *Dr. Willie Yee*
- 413 **Good Story Songs** *Bulfinch (3W)*  
Come sing (or just listen, but we hope you'll sing) songs that tell really neat stories—that is, they have coherent, compelling narratives as well as good lyrics and good tunes. Stories come from all sorts of varied perspectives, and we hope that the songs brought to this session will, too. Filk, folk, and anything else is welcome, so long as the story is good. (themed participatory song circle) *Benjamin Newman (m), Dan "Grim" Marsh, Shoshana Traum*
- 414 **Prototyping the Possible: Social Change in SFF** *Douglas (3W)*  
How can SFF help us think about what better and more resilient systems might be put into place after a resistance reclaims a space from oppression? From Looking Backwards to State Tectonics, SFF is unafraid to think in big ways about how society can be improved. We'll discuss noteworthy examples, opportunities and limitations of this approach, and exciting new works that take on the challenge of imagining a better tomorrow. *Bekah Anderson (m), Arthur Chu, Meredith Schwartz*
- 415 **Ramble On: Sci-Fi and Fantasy in Rock and Roll** *Faneuil (3W)*  
Led Zeppelin repeatedly referenced "The Lord of the Rings" in their music. Queen wrote two soundtracks for SF cinema. "Blows Against The Empire" was the first musical album nominated for a Hugo. Throughout the 60+ year history of rock and roll, themes and tropes from science fiction and fantasy have featured prominently, and vice versa. Come explore the vast universe of genre fiction within popular music with Arisia, and we'll flick our lighters for you. *Julia Gilstein (m), Kevin Cafferty, Donna Martinez, Danny Miller, Mark W. Richards*
- 416 **12 Monkeys (2hr 15min)** *Griffin (3E)*
- 417 **Time to Bring Back Some Tropes?** *Independence (3E)*  
Like any other art form, techniques that were once popular fall out of favor, tropes that were all but a requirement for a story are discarded, and some narrative forms become rare. What styles in older speculative fiction are due for reconsideration? Which ones deserve their obscurity? Panelists will describe alternate ways to write that deserve



consideration in contemporary fiction. *Genevieve Iseult Eldredge (m), Liz Salazar, W. B.J. Williams, Keith Yatsuhashi*

- 418 **Indie RPG meetup (4hr)** *Harbor I (3E)*  
Are you interested in playing or running an indie RPG? Come by the tabletop game room to meetup with other indie RPG players and GMs, then break into smaller groups for games.
- 419 **Let's Write Together!** *Otis (2W)*  
Collaborative fiction writing and shared world fiction continue to hold a fascination for speculative fiction writers. From the mosaic novels of the George R.R. Martin's Wild Cards series to the innumerable collaborative fiction projects started online, what should writers know before jumping into shared world narratives? This panel will include discussions of techniques for collaborative fiction writing and common pitfalls. *Steve Popkes (m), Tanya Gold, Timothy Goyette, Naomi Hinchin, Cadwell Turnbull*
- 420 **Polyamory in Theory and Practice** *Marina 1 (2E)*  
Once you've learned the basics, how do you make polyamory work in the real world? In this panel, we'll tackle some of the harder questions, such as: How do you deal with different privilege levels? Should you? How can you find people whose polyamory styles are compatible with yours? What if my partners don't like each other? *Amos Meeks (m), Mildred Cady, Aisha L. Cruse, Micah Schneider, Kate Wechsler*
- 421 **The Hacker's Guide to D&D** *Marina 2 (2E)*  
D&D 5th edition has been out for a few years now, and there have been a lot of additional rules and options published. What can you do if you want something new, but your group doesn't want to leave the comfort of D&D? Panelists will bring up some mechanics from other systems you can add to your game to add interest and variety, without losing your group because of a total system change. *James L. Cambias (m), Griffin Ess, Renie Jesanis, H. M. White, Jonathan Woodward*
- 422 **The Return of Is This A Sandwich?** *Marina 3 (2E)*  
Is a hot dog in a bun a sandwich? What about an ice cream sandwich? A wrap? How about a burrito? Is there any firm consensus on what does—and does not—constitute a sandwich? Is there any wiggle room? Come debate this issue of vital national importance as we attempt to answer the question: Is [blank] a sandwich? Challenge our panel of experts with your dearly-held counterexamples! A grand unifying theory of sandwiches is rumored to exist—come and see what one of our experts has discovered! *David G. Shaw (m), Eemeli Aro, Debra Doyle, Kat Tanaka Okopnik, Eyal Sagi*
- 423 **The Wachowskis and Gender Representation** *Marina 4 (2E)*  
Even before Lana and Lilly Wachowski became known for genre film- and television-making, they have been known for their strong, meaningful representations of trans and nonbinary people throughout their oeuvre. Have the Wachowskis' portrayals helped normalize trans and nonbinary people in American culture? What are the highlights—and lowlights—of the Wachowskis' careers in this regard? And what would you like to see? *Max Impakt / Ask Kaylee Frye (m), Reuben Baron, Lee C. Hillman (Gwendolyn Grace), Mink Rose, Brent Weichsel*

### 10:00pm

- 424 **Sing-along: Musicals and Show Tunes (2hr)** *Alcott (3W)*  
Come sing along on some of your favorite songs from musicals old or new! Note that there will be no assigning or claiming of parts—everyone will be free to sing along on everything! Songs will be led by panelists, who may also play accompaniment to support the singing. (participatory sing-along with words provided, via either projection or paper handout) *Rachel Kenley (m), Dan "Grim" Marsh, Sam Schreiber*
- 425 **Open Singing** *Bulfinch (3W)*  
Come listen and/or make music in this unthemed song circle. All types of music are welcome. Time permitting, everyone who wishes to lead a song will have at least one opportunity to do so. (participatory song circle) *Benjamin Newman (m)*
- 426 **Arkham Horror: A Night of Mayhem (18+) (10hr)** *Independence (3E)*  
It is the roaring 20s, and while there's electricity in the air, unnatural storms are brewing as well. Strange things are happening in the small Massachusetts town of Arkham: people have gone missing, sightings of indescribable creatures grow more and more frequent. Join us for an overnight marathon of eerie happenings until all investigator's succumb to the darkness or the morning sun banishes the Ancient One. Games will be drop-in/drop-out and new players are welcome. 18+ only. *Rob Castiello (m)*
- 427 **Roll the Dice! (18+) (2hr)** *Harbor I (3E)*  
Hours of character creation got you down? Sick of a DM who won't let you do anything fun? Bored of the same old warriors, mages, and rogues? Well boy do I have the game for you! Welcome to Roll the dice! Where the only thing limiting your creativity is RNG. Want to have you character be 100 feet tall and be able to talk to bees? Roll the dice!

Want to retire from adventuring to become a peaceful farmer with a nagging spouse named Skree? Roll the dice! Anything is possible with enough luck! 18+. *Jack McDaid (m)*

- 428 **Story Pitch Challenge** *Otis (2W)*  
Have you ever wondered how different writers might handle the same idea? This panel will provide a stage for adventurous writers to improve their approach to a variety of story prompts. While many of these prompts will be delivered by the moderator, audience members will be encouraged to submit short story prompts as well. *Lee C. Hillman (Gwendolyn Grace) (m), Timothy Goyette, Cassandra Lease, Kevin McLaughlin, Cadwell Turnbull, Alison Wilgus*
- 429 **Introduction to Kink (18+)** *Marina 1 (2E)*  
There are a lot of different ways to practice Kink & BDSM. How can you get into it without getting in over your head? What can you do to stay safe while experimenting and exploring your own limits? We'll go over a few do's and don'ts so you can find new ways to explore sexuality. 18+ only. *Marzell Barker (m), Max Impakt / Ask Kaylee Frye, Abigail Keenan, A. Szabla, Tikva (raycho)*
- 430 **Tabletop Gaming as a Spectator Sport** *Marina 4 (2E)*  
Over the last few years, the trend toward video game streaming has carried over to the tabletop RPG world. Shows such as Critical Role, Relics and Rarities, and Sirens of the Realm, many of which spotlight actors and experts engaging in long-form improv storytelling, can garner dozens of millions of views per episode. What factors draw such a large audience to view Dungeons and Dragons as entertainment to be watched, rather than played? *Melissa Honig (m), Aran P. Ink, Lisa Padol, Tori Queeno*

### 10:45pm

- 431 **Return of the Living Dead (1hr 30min)** *Griffin (3E)*



### 11:00pm

- 432 **Masquerade Awards (1hr)** *Grand AB (1W)*  
Masquerade awards will be presented after the Half Time show. *James Hinsey, Antonia Pugliese*

### 11:30pm

- 433 **Singing Into the Night (3hr 30min)** *Bulfinch (3W)*  
Open Singing descends into chaos. Music will continue as long as people are interested. (participatory song circle)

## 12:15am MONDAY

434 **Tank Girl (1hr 45min)** Griffin (3E)

## 8:00am

435 **Lilo and Stitch (1hr 30min)** Griffin (3E)

## 8:30am

436 **Geeky Play Date** Hancock (2W)

★ Looking to meet up with other parents and kids at the con? Geeky Play Date is a casual, drop-in space for you and your children. Kids can bring their favorite toys and make new friends! Parents can do the same! Please note: this is NOT a babysitting service/venue: plan on tending to your children. If you need to leave a Red-Ribbon Fast Track child for a 10am panel, you may do so after 9:45 and checking in with Fast Track staff. *James Cronen*

## 9:00am

437 **Organized Play Pathfinder: Emerald Spire** Harbor I (3E)

🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

438 **Organized Play Pathfinder: Escaping the Grave** Harbor I (3E)

🎮 Organized Play is a living, worldwide fantasy roleplaying campaign that puts you in the role of an agent of a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders. *Ray Diaz (m)*

## 9:30am

439 **Tenchi Universe (Episodes 5–8) (1hr 45min)** Griffin (3E)

🎮 Screened in Japanese with English subtitles.

## 10:00am

440 **Everyone's Going Back to the Moon** Alcott (3W)

In 2019, the 50th anniversary year of the Apollo 11 moon landing, China sent the Chang'e-4 rover, Israel sent the Bereshet lander, and India landed the Chandrayaan-2 probe. NASA and the ESA are at work on the Lunar Gateway project. Private companies also have plans for lunar exploration. Have technological advances once again made space exploration feasible for everyone? We'll talk about the particulars of upcoming missions and explain why there are now bears on the moon. *Dr. Willie Yee (m), James Bredt, Roy Kilgard, David G. Shaw, Charity Southworth*

441 **"Figure Writing" with a Live Writing Prompt** Adams (3W)

"Figure Writing" is similar to Figure Drawing where you have a human subject you're deconstructing for visual exploration. This exercise involves having a human subject you're deconstructing for narrative purposes. Experience this innovative style of writing exercise. Be prepared to ask penetrating questions about the character the subject is portraying. Bring a laptop or tablet you can write on. Sign up in Program Nexus. Limit: 20. *Griffin Ess (m)*

442 **Writers Assemble! Writing with a Group** Bulfinch (3W)

Whether it's joining a local writing group, attending a workshop or spending a month in a retreat, writers often gather together for support, feedback, and practice. What are some compelling reasons to join a writing group and what should writers know before they join? Panelists will share what's worked for them, and how to get the most out of a workshop or retreat. *Gordon Linzner (m), E. J. Barnes, Timothy Goyette, Kristin Janz, Cadwell Turnbull*

443 **Masquerade Show and Tell (1hr 30min)** Douglas (3W)

A show-and-tell session where masquerade participants may display and discuss their costumes moderated by the Masquerade Director. Come learn about the nights best winners and ask the questions you're eager to hear the answers to. *James Hinsey (m)*

444 **Pixar: 25 Years (and Beyond!)** Faneuil (3W)

After producing a handful of shorts, Pixar made its mark with the theatrical release of Toy Story, a feature-length triumph of what was then the relatively new field of computer animation. 25 years and 21 films later, we'll gather to discuss the remarkable body of work that's defined animated storytelling for a generation. *Heather Urbanski (m), Arthur Chu, Christopher K. Davis, Andy Hicks, Rachel Kenley*

445 **Songwriting Round-table** Independence (3E)

🎵 Come talk about writing songs; discussing topics such as the overall creation process, where you go for inspiration, what helps you when you get stuck, whether you write your own melodies or re-purpose existing ones, etcetera. This will be a round-table discussion, so, as with Music Track's singing sessions, all attendees are encouraged to participate. *Naomi Hinchin (m), Nat Budin*

446 **Celebrating Dr. King** Lewis (3E)

With Dr. Martin Luther King Jr.'s connections to science fiction, it's fitting that Arisia shares the weekend that celebrates his birthday and his contributions to our world. Join us as we celebrate his legacy. Talk about his connections to science fiction, and discuss what it means to bring his vision of the future into the worlds we imagine and the communities we build. *Diana Hsu*

447 **The Fate of Scar Peak (Fate) (4hr 30min)** Harbor I (3E)

Your group of thieves and ner'do wells has an easy assignment: watch the bridge into the city for goons trying to intimidate your Guild Master... what could go wrong? Also, Kaiju. *David Buswell-Wible (m)*

448 **Buy the Vote! (3hr)** Harbor I (3E)

🎮 A quick 15 minute blind betting game with an US election theme. Tested at Metatopia November 2019 and Anonycon 2019 and people loved it! *David Dai (m)*

449 **MtG Unstable Cube Draft (6hr)** Harbor I (3E)

🎮 Come draft with some of the zaniest and most ridiculous cards in Magic history. This cube is mostly built around the Unstable set, but also includes cards from the other two Un sets, a few of the weirder cards from the main Magic line, a handful of cards created by an AI, and more. Build contraptions, mess with your opponent's stuff, roll some dice, and generally push the rules of Magic to the breaking point! *Robert Bass (m)*

450 **Teaching Consent** Otis (2W)

Negotiating consent, setting your own boundaries, and respecting others is a critical life skill that touches all areas of life, academic, professional, personal. Let's talk about age appropriate ways to talk about consent with children from conversational skills (turn-taking and topics) to creating rules in collaborative or competitive play. *Nomi S. Burstein (m), Bhadraka Love, Kat Tanaka Okopnik, Michelle Wexelblat*

451 **Parents with Infants & Toddlers Meetup** Stone (2W)

We have run into each other in panels, in hallways, and in elevators with strollers, but have we really *met*? Let's let the kids run around for an hour, catch our breath, bemoan cluster feeding/colic/climbing/teething/growing pains, and celebrate the fact that we're OUT OF THE HOUSE and among our people. *James Cronen (m)*

452 **Papercraft Workshop** Hancock (2W)

★ Come learn how to create 3D art with just some paper! *Guillermo Zeballos*

453 **Pokemon TCG** Hancock (2W)

★ Come learn how to play the Pokemon Card Game and battle with your friends! *Micah Schneider*

454 **Quilting Basics** Hancock (2W)

★ Learn how to take small pieces of fabric and put them together to make a doll-sized blanket or a teddy bear blanket. *Kate Brick*

455 **Swords of Chivalry** Webster (2W)

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

456 **Classic Playground Games** Webster (2W)

★ Play some classic playground games with us! Red Light/Green Light, Mama May I, and Tag! *Forest Handford*

457 **Stan Lee Retrospective** Marina 1 (2E)

As comics' most famous face, Smilin' Stan Lee was billed as the creative force behind The Avengers, Spider-Man and The X-Men. While he didn't do it alone, he's often credited as Marvel's mastermind. Even after his passing, Stan Lee remains a complex figure as who promoted comics like no one else, but didn't always recognize the artists who brought our favorite characters to life on the page. This panel will remember not just Stan, but all the artists who created our favorites. *Michael A. Burstein (m), Kevin Cafferty, Ken Gale, Marianna Martin PhD, Dan Toland*

458 **Making Space for Making** Marina 3 (2E)

Crafting, making, cosplay, all take equipment and materials. The panel will discuss different approaches to making space in your home for making. From boxes under the bed to dedicated makerspaces in garages and basements. Also, we'll discuss the advantages and disadvantages of using community makerspaces as an alternative. *Abigail Keenan (m), Phillip Hallam-Baker, Lisa Hertel, Scott Lefton, Kevin Osborn, Kate Wechsler*

459 **Drawing Demo- Charcoal** Marina 4 (2E)

🎨 Demonstration of drawing technique with charcoal, with our Guest of Honor, Kristina Carroll. *Kristina Carroll (m)*

460 **NERF Gun War (2hr 45min)** Grand A (1W)

🎮 Bring your NERF guns and plenty of ammo for an all-out NERF gun battle! Please note that protective eyewear is *Mandatory*—bring goggles if you have them. A limited number of NERF guns and pro-



tective goggles are available for those who don't own any. Because of safety considerations, please do not bring modified NERF guns. *James Henderson (m)*

- 461 **Arisia RC Raceway (1hr)** *Commonwealth (1W)*  
Spaces are limited. Hurry to the to the first Annual Arisia RC Raceway! Bring your own cars electric RC cars to compete in our no-mercy, single-elimination test of speed and control. Master the track and master yourself! Spaces are limited. Look for signup sheets. Include your name, your car's name, and the frequency or frequencies your car uses. Each heat begins promptly: don't be late! *Scott Wilhelm (m)*

## 11:15am

- 462 **Audience Choice (2hr 15min)** *Griffin (3E)*  
Did we show something you wanted to see while you were asleep? Is there something that you just HAVE to see again? We will run any of the movies listed for this weekend. You must arrive at 11:15 AM in order to cast your vote. Movie will begin promptly at 11:30 AM after setup and preparation.

## 11:30am

- 463 **Ask a Trans Person** *Adams (3W)*  
Do you have questions you'd like to ask a trans person? For example, "what is body dysphoria like?" or "how can I support a friend who is trans and closeted?". We can't speak for all trans people, but we can be a few individuals who answer some questions. Questions will be submitted on cards, anonymously, at the beginning of the session. Please no recording devices at this panel—we'd like to be able to give frank, honest answers, which requires some privacy for our panellists. *Sioban Krzywicki (m), Lore Graham, Aran P. Ink, Renie Jesanis, LB Lee, Penny Wilhelm*

- 464 **Sing-along: Schoolhouse Rock** *Bulfinch (3W)*  
Are you just a bill? Do you know that interjections show excitement and emotion? Do you believe that three is a magic number? If you're a person, place, or thing, then this sing-along is for you! Come and sing your favorites. Songs will be led by panelists, who may also play accompaniment to support the singing. (participatory sing-along with words provided, via either projection or paper handout) *Lee C. Hillman (Gwendolyn Grace) (m), Bhadraka Love, Jude Shabry*

- 465 **Smashing the Like Button on Film Criticism** *Faneuil (3W)*  
Online video essayists have shown real skill at exploring film in new ways. Whether it's the insight underneath the nonsense of the Plinkett reviews, the eye Patrick Willems brings to old favorites dressed in sketch comedy, or Lindsay Ellis' analysis of *The Hobbit* that earned her a Hugo nod, there are untold numbers of film critics finding new ways to tell you that *Star Wars* was pretty good. We'll analyze it is we look for in online film criticism, and the ways they differ from what came before. *Deirdre Crimmins (m), Reuben Baron, Megan Kearns, Sam Schreiber*

- 466 **Ex Arcana - Memphis (3hr)** *Lewis (3E)*  
Wizards from across time unite to confront an ancient threat. A card-based parlor LARP using the CHRONOS system. Characters provided, or bring a 13-point PC. Costuming hints: Victoriana, Wild West, modern occultist, pulp adventurer, magic-punk. *Jason Schneiderman (m)*

- 467 **See You in the Funny Pages! Humor Comics** *Otis (2W)*  
With all the dark n' gritty reboots and very serious autobiographies, it can be hard to remember that these comic book things can actually be funny! Join in the fun as we remember old favorites from the decades past and gab about the modern day books that make us LOL! *Danny Miller (m), Kevin Eldridge, Marianna Martin PhD*

- 468 **Asexuality-Umbrella Meetup** *Stone (2W)*  
Asexuals are defined as people who do not experience sexual attraction, but this can take many different forms for different people: romantic asexual, aro-ace, gray-A, demisexual. Attendees identifying anywhere on the asexual or aromantic spectrums are invited to share a safe space and speak freely about their experiences in fandom and elsewhere. (To maintain a safe space, Allies are asked not to attend.) *Naomi Hinchin (m), Julia Gilstein*

- 469 **Paper Rocket War** *Hancock (2W)*  
Make paper rockets that are launched by blowing through straws. Then try them in a multi-team elimination game, making and shooting rockets at targets.

- 470 **Last Day Open Play** *Hancock (2W)*  
Is there a craft you wanted to try or a game you wanted to play? Come join us for some last-minute fun before we say Goodbye to Arisia for this year!

- 471 **The Fantasy Fiction of John Bellairs** *Marina 2 (2E)*  
John Bellairs wrote several adult fantasies and multiple series of middle-grade fantasy-adventure novels before his untimely death at 53 in

1991. Bellairs' quirky fiction about wizards and magic predated Harry Potter by decades. With "The House With a Clock in Its Walls" turned into a big-budget film in 2018, let's explore what makes Bellairs' work so distinctive and the influence he had on middle-grade fantasy. *Sonya Taaffe (m), Inanna Arthen, Lisa Batya Feld*

- 472 **Creating Cover Art** *Marina 3 (2E)*  
A cover's artwork plays an important role in attracting new readers. In many cases the cover is the first thing to draw a reader in potentially down to an emotional level. Learn what goes into the design of a compelling cover, including how artists are chosen and what information they are given to work with. so that they can design artwork that draws the reader in. *Mercy Van Vlack (m), Kristina Carroll, Sara Codair, Griffin Ess, James Hailer*

- 473 **Creating a LARP: Getting it From Idea to Reality** *Marina 4 (2E)*  
You've come up with a great idea for a LARP, but how do you turn it into reality? What do you need to start? What systems do you use to compose your characters, PC and NPCs? How do you frame plots that rely on human interaction and behavior? How do you find and work with collaborators to come up with a great game? How do you find a space to use, and how can you "set the scene" if the space is lacking? *Mark "Justin" Waks (m), Lisa Padol, Tom Traina*

- 474 **Splendid Teapot Racing (1hr)** *Commonwealth (1W)*  
Splendid Teapot Racing involves radio-controlled teapots negotiating an obstacle course. Attach a teapot to an RC vehicle and embellish to taste! Will your racer clear the Antique Crockery Slalom, climb the Ramp of Doom, and leap Crocodile Chasm? It doesn't matter, because in this sport failure is hilarious! A few loaner teapot racers will be available, but priority will be given to those who bring their own teapot racers. *Melissa Honig (m)*

## 1:00pm

- 475 **Rhythm Gaming Through The Years** *Alcott (3W)*  
Guitar Hero and Rock Band were two of the better-known rhythm game franchises, but Rez and others have defined the genre. With Beat Saber out now, are rhythm games making a comeback? Come talk about your favorite rhythm games over the years, what makes a good rhythm game, and some epic failures that we've seen. *Julia Pugliese (m), Forest Handford*

- 476 **Sing-along: Funny Songs** *Bulfinch (3W)*  
Come sing along with some of the funniest songs, filk or otherwise, that we could find! Leaders may play accompaniment to support the singing. (participatory sing-along with words provided, via either projection or paper handout) *Nat Budin (m), Naomi Hinchin, Mercy Van Vlack*

- 477 **Organizing a Successful Geek Group** *Douglas (3W)*  
Looking for other fans of Doctor Who? Want a critique group for your SFF writing? Are there books you simply HAVE to discuss with others? Sometimes, if those groups don't exist in your area, the only thing to do is start one yourself. This panel will feature panelists experienced in starting, building, and maintaining social groups, discussing the successes and failures they've encountered over the years. *Kristin Janz (m), Melissa Honig, Tori Queeno, Mark "Justin" Waks, Ellie Younger*

- 478 **Sex Talk: In & Out of the Bedroom (18+)** *Faneuil (3W)*  
You love your partner, however, things could be... a little easier in the bedroom if maybe you could talk about what you want. We'll discuss how to be open when it's excruciating to start the conversation, share stories of overcoming these hurdles, and offer resources so you can learn how to grow in your own confidence. 18+ only. *Ben Silver (m), Max Impakt / Ask Kaylee Frye, A. Szabla, Tikva (raycho)*

- 479 **Ray Bradbury at 100: From Green Town to Mars** *Independence (3E)*  
Ray Douglas Bradbury, who passed away in 2012, would have turned 100 this year. From his first published SFF work at the age of 18, Bradbury was beloved worldwide as the author of *The Martian Chronicles* and *Something Wicked This Way Comes*, and is perhaps most famous for his masterwork, *Fahrenheit 451*. He remains one of the most influential figures in American and international genre fiction. We'll look at his life and legacy. *James Hailer (m), E. C. Ambrose, Andrea Martinez Corbin, Timothy Luz, Sonya Taaffe*

- 480 **Card-Z: a zombie survival card game (3hr)** *Harbor 1 (3E)*  
See if you can survive one day (4 phases) in the neighborhood. *Gerald Kielpinski (m)*

- 481 **Pokemon TCG Cube Draft (4hr 30min)** *Harbor 1 (3E)*  
"Play the Pokemon TCG without the need to buy your own expensive cards! In this draft, you'll pick your cards and build your deck, then play some casual games with other drafters. In this cube, "mutant evolution" is used, which means Pokemon evolve by type instead of by species, so your Squirtle could evolve into a Gyarados, and then into



a Feraligator! This makes drafting function perfectly in a game that doesn't usually support drafts very well." *Chris Ramsley (m)*

- 482 **Relativism and the Superhero** *Otis (2W)*  
The last three decades have seen heroes and villains become more complicated as the old stories of black and white morality turn to gray. The motivations behind the characters can make for interesting stories, but has the blurring of the moral lines gone too far? Join our panelists as they attempt to sort out the good, the bad and the morally ambiguous. *Michael A. Burstein (m), Gillian Daniels, Emperor Joey-I, Daniel Neff, Israel Peskowitz*
- 483 **Scale Modeling the Fantastic: Real and Fictional** *Stone (2W)*  
Come meet other people interested in SF/F and real space modeling. Get greater detail about the hobby, find out about local resources, and discuss the specific kind of work we do (real space, specific shows, dinos, Lego, scratch-building, etc) *Guillermo Zeballos (m)*
- 484 **Writing About Disabilities: A Holistic Approach** *Marina 1 (2E)*  
The inclusion of characters with disabilities many times benefits from first-hand knowledge. When looking to include disabled or chronically ill characters in a story, what advice should writers know? A panel of writers will discuss their successes and challenges in creating authentic and complex characters with disabilities. *Sarah Smith (m), Bekah Anderson, Sara Codair, Kyri Lorenz*
- 485 **Where is Star Trek Boldly Going?** *Marina 2 (2E)*  
The new showrunners of the second season of Star Trek: Discovery took the crew in new directions and ended things with a status-shattering finale. Jean-Luc Picard is set to begin his own ten-episode series, while Lower Decks takes a more lighthearted look at some underutilized corners of Starfleet. What does the future hold, and will it make you finally shell out \$6 a month for CBS All Access? Join our panelists as they look forward to the upcoming voyages of the Star Trek universe! *Nomi S. Burstein (m), Nathan Comstock, Jennifer Pelland, Pablo Vazquez*
- 486 **Costuming on a Budget** *Marina 3 (2E)*  
Costuming can be an expensive hobby, as the elements of a costume and the supplies needed to create them can add up quickly. We'll discuss how to get the most out of your dollar through the use of inexpensive fabrics and notions, alternative techniques or materials, and how to plan ahead so you can find time and ways to save the most money. We'll discuss thrifting, upcycling, downcycling/distressing, and how to choose versatile base items that can be used in multiple costumes. *Hannah Prum (Kirkette Cosplay) (m), Wonder Wendy Farrell, Sarah "Tashari" Morrison*
- 487 **State of Arisia Community Update** *Marina 4 (2E)*  
The past few years have been tumultuous for Arisia, Inc. and the members of our convention. We've been working to address issues and change our processes. We will discuss the steps taken to safeguard the community and regain trust so far. We will also respond to feedback given at other panels (#TimesUp at Arisia, Arisia Town Hall, and Con Safety: The Watch, IRT & What Comes Next) over the weekend. *Diana Hsu, Nicholas "phi" Shectman*

### 2:30pm

- 488 **Understanding How Guns Work and Their History** *Alcott (3W)*  
Have you ever wondered how a gun works? Guns are common in our society, but the mechanics around them are not always easy to understand. Join unnoted gun otaku Paul for this apolitical presentation where we will discuss the various types of guns produced throughout the last half millennium, common technical terms, US federal law around firearms, and what the anime, tv, movies, and video games we all love get wrong about guns. *Paul Geromini (m)*
- 489 **Simple Solutions for Creative Project Pitfalls** *Adams (3W)*  
In most creative endeavors there are key points where failure to complete is more likely than not. About 20% into a new project you're more likely to give up than keep going. At 50% you're more likely to restart than finish. Griffin will walk you through the reasons these issues occur from a psychological perspective, and through ways to audit, avoid, and overcome these traps in general. Bring a notebook, and a past or present project to use as an example. Sign up in Program Nexus. Limit: 20. *Griffin Ess (m)*
- 490 **Music Track Debrief (30min)** *Bulfinch (3W)*  
Come tell us what you did and didn't like about this year's music programming, and help us figure out how to make it even better next year! *Jeremy H. Kessler (m), Angela Kessler*
- 491 **Monday Feedback Session** *Otis (2W)*  
Tell us how to improve Arisia for next year! *Diana Hsu*
- 492 **Using New England in Speculative Literature?** *Marina 1 (2E)*  
Boston and New England have served as the setting for a great many

speculative stories, from Hawthorne to Lovecraft to Atwood. For writers interested in joining that tradition, what makes the New England setting special even in the hyperconnected 21st century? A larger topic for discussion: is it possible to talk about setting when so much of a person's day is spent in consideration of things happening in the internet and media? *James Hailer (m), Inanna Arthen, Monique "Moniquill" Poirier, Sonya Taaffe*

- 493 **Arisia Casting Call: The Fantastic Four** *Marina 2 (2E)*  
At SDCC 2019, it was announced that, after the merger of Fox and Disney, the Fantastic Four would be coming to the MCU. Kevin Feige has a lot on his plate, however, so as a favor, we're going to decide, in 75 minutes, who should be cast as Mr. Fantastic, the Invisible Woman, the Human Torch, the Thing, and Marvel's uber-bad guy Doctor Doom. You're welcome, Disney! *Michael A. Burstein (m), Corinne Luz, Daniel Neff, Pablo Vazquez*
- 494 **Finding Closure** *Marina 3 (2E)*  
Find the right closure for the job. From basic buttons and snaps, to Velcro and zippers, and on to the hooks and magnets—learn which closure works best for what application. *Barbara M Pugliese (m), Lilli Fehler, Antonia Pugliese*
- 495 **How Important is Continuity in Comics?** *Marina 4 (2E)*  
For many comics fans, continuity is an essential part of storytelling that must be strictly adhered to. Writers and editors seem to put an incredible amount of effort into maintaining the narrative tapestries that have been woven for characters over decades. That is, until its time for a reboot to throw out the comfortable and familiar to make room for a new direction! With reboots becoming more and more frequent, this panel will explore whether or not continuity really matters anymore. *Sioban Krzywicki (m), Mark L Amidon, Lisa Batya Feld, Kyri Lorenz, Israel Peskowitz*

### 3:00pm

- 496 **Dead Dog Open Filk (5hr 45min)** *Bulfinch (3W)*  
One last chance to sing, play, or listen. While nominally a filk session, all sorts of music are welcome. (participatory song circle)

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