SCHEDULE

FRIDAY

TIME	TRACK 1 (Fitzhugh Room)	TRACK 2 (Gleason Room)	TRACK 3(Lilac Room)
5:00 PM	**Opening Ceremonies**		
6:00 PM	**Sound of Tomorrow Audience Podcast**	**World Building 101**	**Guilty Pleasures**
7:00 PM	**Sound of Tomorrow Audience Podcast**	**Rocketships, Robots, and Rayguns: A Pulp Perspective**	**Real World vs. Geek World**
8:00 PM	**Meet the Pros (con suite)**	**Meet the Pros (con suite)**	**Meet the Pros (con suite)**
9:00 PM	**Meet the Pros (con suite)**	**Meet the Pros (con suite)**	**Meet the Pros (con suite)**
10:00 PM	**Astronomicon Tonight**		

SUNDAY

TIME	TRACK 1 (Fitzhugh Room)	TRACK 2 (Gleason Room)	TRACK 3 (Lilac Room)
10:00 AM	**Writing For the Small Screen**	**Don't Quit Your Day Job**	**Disaster Preparedness for Fans**
11:00 AM	**Science Friction**	**Languages and Linguistics**	**Extrasolar Planets**
NOON	**No, Really, How do we Keep the Robots From Taking Over?**	**Writing Three Dimensional Characters**	**The Thrilla in Manilla: The Marvel Cinematic Universe vs. DC?**
1:00 PM	**Bad Movies are Good Movies**	**Can You Like Literary Science Fiction Without Being a Snob**	**The Future of School**
2:00 PM	**Beyond the Shiny Disk**	**The Computer is Willing, But the Body is Weak**	**Introduction To Marketing Your Stuff**
3:00 PM	**For the Love of Kirby**	**Copyright 101**	**Beyond the Main Stream**
4:00 PM	**Con Critique Panel**		

SCHEDULE

SATURDAY

TIME	TRACK 1 (Fitzhugh Room)	TRACK 2 (Gleason Room)	TRACK 3(Lilac Room)
10:00 AM	**How to Survive Your First Convention**	**It's All About the Villain**	**Lame Superheroes That Have Had Their Own Comic, Movie or TV Show**
11:00 AM	**Designing Your First Book**	**Flirting For Geeks**	**What Time Is It?**
NOON	**David Gerrold GOH**	**For the Love of Cartoons**	**50 Years of the Doctor**
1:00 PM	**Humor in S.F.**	**Plot & Structure**	**Designing a Role-Playing Character**
2:00 PM	**Steamboy Unpunked!**	**Juggling Geek Life and Parent-ing**	**Costuming on the Cheap**
3:00 PM	**We Are R-Spec**	**Audio Podcasting and Internet Radio**	**Traditional Stories, Modern Audiences**
4:00 PM	**Peter David Power Hour**	**It's Na-No-Wri-Mo Time!!**	**Fantasy Before Fantasy, SF Before SF**
5:00 PM	**SCA Demostration**	**Self-Publishing Snares**	**For the Love of the Geek**
6:00 PM	**DINNER**	**DINNER**	**DINNER**
7:00 PM	**DINNER**	**DINNER**	**DINNER**
8:00 PM	**Masquerade**	**Asimov vs. Heinlein**	**Art as Business**
9:00 PM	**OOKLA The Mok Concert**	**Art Auction**	**The Death of PC Gaming**
10:00 PM	**Devo Spice GoH Concert**	**Reading SF To Your Kids**	
11:00 PM	**Worm Quartet Concert**		

Hotel Maps

Anime Room…….Keating Room

Art Show……...Eastman Room

Con Suite……..Lyons & McQuaid Room

Dealer's Room……..Eastman & Fitzhugh

Fan Club Tables……Skyway Lobby

Gaming Room…….Hochstein Room

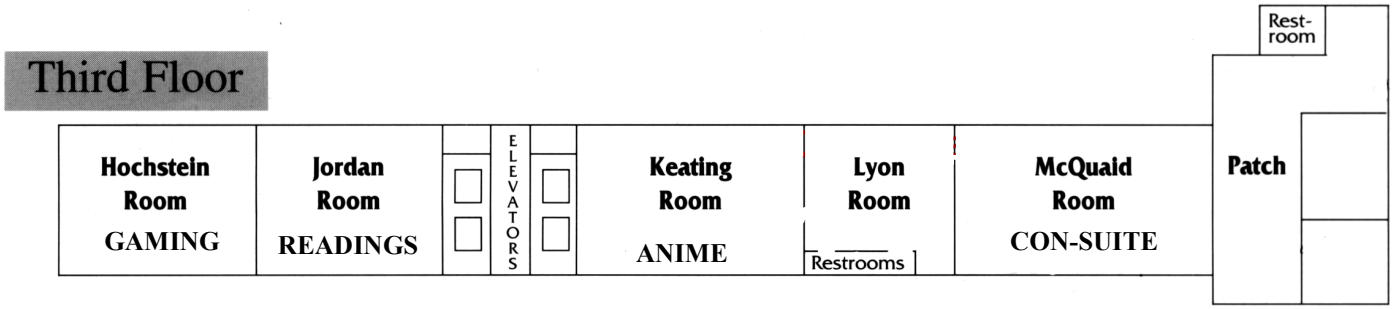
Main Programming……..Fitzhugh Room

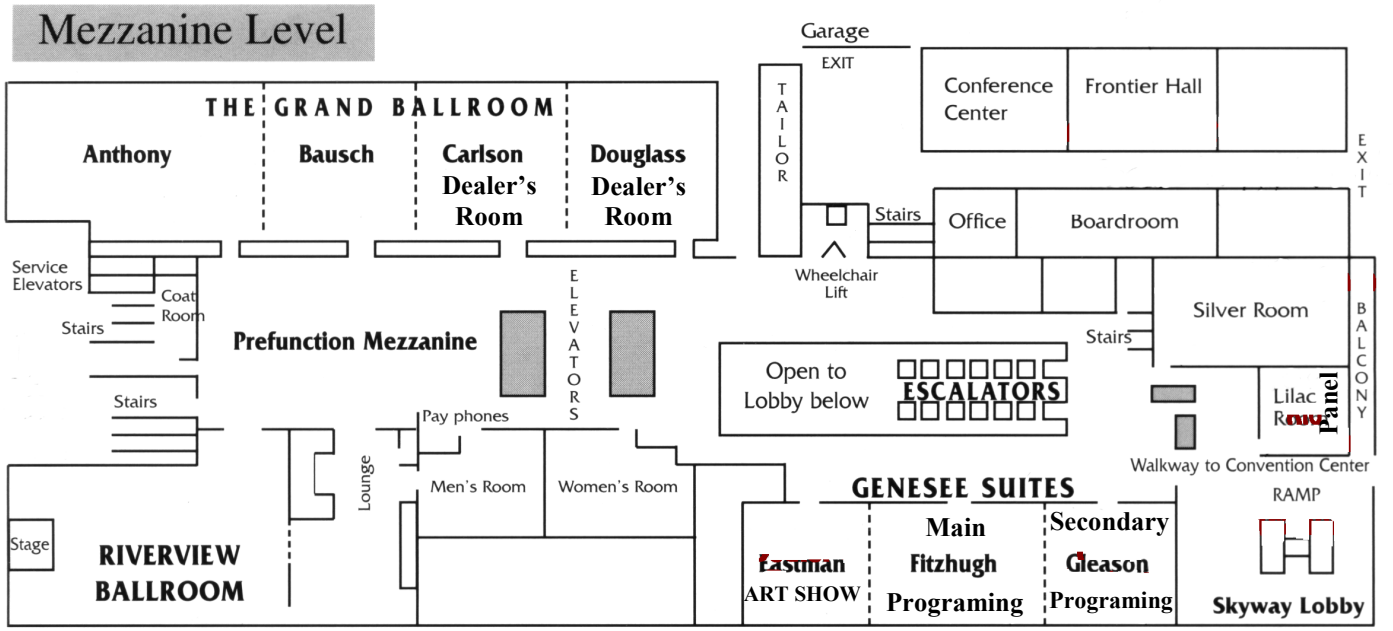
Reading Room……..Jordan Room

Registration……...Skyway Lobby

Secondary Programming..Gleason Room

Track Three……...Lilac Room





Sound of Tomorrow Live Show
Join the cast of Sound of Tomorrow for a live Show
Heather Zajkowski (mod.), Michael Polston, Mike Willick, Eric A. Radulski, Bill Horst-Kotter

Worldbuilding 101
A pivotal part to any great story is the world in which it takes place in, be it the past, present, future, or even an alternate universe! If you are new to story creation, or are just looking to get a different perspective, stop on by as we discuss the basics of creating and presenting a new, fascinating setting for your comic or game
Ryk Spoor (mod), Lynna Merrill, Alex Pantaleev,

Guilty Pleasures
Some movies are just awful and others go beyond awful and becoming enduring classics of bad movie making. What movies are so bad that they're good? What makes us keep watching turkeys like Plan 9 from Outer Space or Santa Claus Conquers the Martians? And what modern movies might be candidates for the pantheon of the terrible?
Cameron Caulkins (mod), Fingers Delaurius

Real World vs. Geek World: Balancing your Commitments
Whether you run a webcomic, a blog, cosplay (contrary to Heroes of Cosplay), a podcast, or an MMO guild, there's a good chance you're not one of those who can (yet) make a living on your geekery. Is it possible to do both at the same time? How do you manage your own creativity as opposed to getting your real-world job done? And which one do you tell people is your job when they ask what you do for a living?
Shoebox (mod), Tessa Barrett

Rocketships, Robots and Rayguns: A Pulp Perspective
Back in the early days of Science fiction, there were the three R's. How have they changed in the present genre of science fiction?
Herb Kauderer (Mod), Grant Carrington, Ryk Spoor, David Gerrold

Astronomicon Tonight:
Join Rob Sawyer as he interviews some of our honored Guests!!
Rob Sawyer (mod), David Gerrold, Dr. Dave Stephenson, Dawn McKechnie, Devo Spice, Peter David

How To Survive your First Con:
For some of us old timers we know the hazards of no sleep, or food for the weekend. If you would like to live through your first convention this panel will give you advice for making the convention a really enjoyable event.
Dr. Dave Stephenson (Mod), Devo Spice, Bill Horst Kotter, Andre Lieven

It's All About the Villain
He might be the guy you love to hate, but without a good villain, your hero wouldn't have anything to do but sit on the couch and drink beer. What makes a compelling villain? How do you get inside his or her head? Is it ever more fun to write from the villain's POV than the hero's? Who are your favorite villains and why?
Ryk Spoor (Mod), Herb Kauderer, Greg Lamberson, Rachael Sweeney

Lame Superheros that have had their own movie or TV show or Comic book
Manimal, Captain Nice, the Spleen, Inferior 5, Forbush Man, the Wonder Twins? Why are these and how did they become heros? Better yet how did Automan get a TV series?
Peter David (Mod), Sal Monaco, Adam English

Designing your First Book

You finally have enough strips in your archive, or words on a page -- now you think it's time to put them in a book. What makes a good book design? From cover design to interior. Also, a discussion on POD printing and other options for self-publishing creator

Rich Taubold (mod), Dr. Carl Frederick, Lynna Merrill, Alex Pantaleev, Charlene Brusso

Flirting For Geeks

Learn the basics of eye contact and body language. Know the difference between "How YOU doin'?" and "I NEED AN ADULT!" If you are a Geek who enjoys dating, or a nerd who wants to know a little more about how it works, come join us as we rapid-fire through the DOs, the DO NOTs, and the OMG YOU WILL NOT BELIEVE WHAT HAPPENED THIS ONE TIME...

Cass Wheeler (Mod), Cameron Caulkins, Adam English

What Time is it

The day on Mars is something like 37 minutes longer than here on Earth. People traveling to Mars will be going fast enough, long enough, to start brushing against the effects of Relativity. The distance between Earth and Mars is so great that even light speed communications take significant time to get from point to point. Our clocks are so accurate now that we're throwing in "leap seconds" once or twice a year to keep them synchronized with the Earth's rotation. When humanity truly becomes a space-faring species, how will we manage our calendars and clocks?

Grant Carrington (Mod), Andre Lieven, Kurt Schweitzer

For the Love of Cartoons

A discussion of cartoons and the adult fanbase. What are the stigmas cartoon fans deal with when they say they like the original Ninja Turtles cartoon or Phineas and Ferb or even My Little Pony (gasp). Also discussing the high quality adult-focused cartoons like The Venture Brothers and Futurama

Andre Lieven, (Mod), Herb Kauderer, Cameron Caulkins, Sal Monaco

50 Years of the Doctor

Doctor Who is now 50 years old and still going strong. Our panelists will talk about the history of the show, its impact on Sci-Fi and popular culture, and it's place in internet fandom.

Kathleen David (Mod), Sal Monaco

Humor in Science Fiction and Fantasy

They said SF couldn't be funny; they were wrong! The genre stories and novels that make us laugh… or tried and failed. We'll discuss the greats, the not-so-greats, and even the authors whose humor was entirely unintentional

Cameron Caulkins (Mod), Grant Carrington, Ted Wenskus

Plot and Structure

It is often remarked that there are only six original plots. How then do you make the plot of your story stand out? How is plot used to make a story come together coherently? Our panelists will discuss how to make a story come together as a whole.

Rich Taubold (mod), Dr. Carl Frederick, Lois Gresh, Alex Pantaleev

Designing a Memorable Role-Playing Character

Designing a memorable character for a tabletop RPG or LARP can be tricky: One must balance the limits of the gaming system, the demands of the narrative, and one's own preferences. But it's a critical element if you hope to have fun in the game. Learn techniques for creating memorable and fun characters for all sorts of role-playing games

Deb Lieven (Mod), Danielle Gagne

Steamboy Unpunked
Dr. Dave Stephenson

Juggling Geek Life and Parenting
Keeping up with the latest nerdly trends can be tricky at the best of times, but finding time to keep up while raising kids? Well, that's a tribble of a different color. Come hang out with our panelists as they discuss their methods of trying to balance their geek life with the challenges of work and parenting
Danielle Gagne (mod), Shoebox, Tessa Barrett, Charlene Brusso, Devo Spice, Ryk Spoor

Costuming on the Cheap
How to look like a million bucks without actually spending that much. Where to find inexpensive fabrics, ready-made, and accessories, and how to re-make them into one-of-a-kind creations in these tough economic times. Also, how to make costumes if you can't afford a sewing machine.
Dawn McKechnie (mod), Kathleen David, Adam English

We Are R-Spec
Join Rochester's speculative fiction society as they introduce themselves
R-Spec (Mod), Ted Wenskus, Kurt Schweitzer

Podcasting and Internet Radio 101
Our panelists will talk about ways to start up your own audio podcast, or Internet Radio station--the equipment to get, software to use, and creating a website for distribution or hooking up with a streaming provider
Heather Zajkowski (mod.), Bill Horst-Kotter, Sal Monaco

Traditional Stories, Modern Audiences
When retelling a traditional story for a modern audience, what are some of the changes that may have to be made? What compromises come up between authenticity and modern thinking
Lynna Merrill (Mod), Grant Carrington

Peter David Power Hour
Peter David explains it all
Peter David (mod)

Its NaNoWriMo Time:
Join some of the local authors as they explain exactly what NaNoWriMo is
Kurt Schweitzer (mod), Devo Spice, Rachael Anne Sweeney, Ted Wenskus, Shannon Hicks

Fantasy Before Fantasy, Science Fiction Before Science Fiction
The Odyssey, A Midsummer Night's Dream, Frankenstein, Gulliver's Travels, and Journey to the West. A look at classic works of world literature that, while not written as science fiction and fantasy, have been co-opted in the 20th and 21st centuries by speculative fiction readers and used as inspiration by the writers.
David Hartwell (mod), Deb Lieven

Who is the SCA:
Join the SCA to find out exactly who they are and what they do?
SCA (mod)

Self Publishing Snares
What are the things you need to look out for when self-publishing? Do you really need an editor, cover artist, or graphic designer? If so, how do you find them? Who are the reputable companies to deal with and which are

the ones to avoid? How do you know?
Rich Taubold (mod), Lynna Merrill, Cass Wheeler

Asimov vs. Heinlein Which Future:

There is a wild dichotomy between Asimov's and Heinlein's ideas of the better future. Asimov liked cities, urban settings, and, in some of his works, showed the loneliness of people who didn't touch or see each other frequently. Heinlein's characters often jump when a planet gets too crowded. He associated cities with crime and pastoral/suburban settings with good living. Which are we moving toward? Which is better for the planet, our species?
David Gerrold (Mod), ,Charlene Brusso, Grant Carrington

Art as Business

Sometimes making the art is the easy part—now you want to actually make a living at it! What do you need to know before setting up your own studio? How do you find a work space? How do you market yourself in the real world, online, and at cons? Where do you go for help and advice?
Adam English (Mod), David Hartwell,

The Death of PC Gaming May be greatly Exaggerated

For years now, PC gaming's imminent demise has been predicted. But we keep seeing new ground-breaking titles for PCs, and some genres just don't work as well on a console. Why does gaming journalism decry that the end is nigh, and why doesn't it come
Alex Pantaleev (Mod), Charlene Brusso

Reading SF to Your Kids

Are you raising a little fan? What genre books provide the best introduction for today's children to science fiction and fantasy? What authors or books are easier or harder to read aloud? And what's the best treatment for a throat that's sore from screaming, "BAGGINS! WE HATES IT, WE HATES IT FOREVER!"?
David Hartwell (Mod), Charlene Brusso

Writing For Fantasy Stories

Writing for a fantasy story can be fun and exciting, but it can also be a daunting task. How do you build an entire original world from the ground up, complete with unique cultures, people, geography, creatures, magic, and everything else? How do you populate your world with memorable, three-dimensional characters and a unique and intriguing plot? And how do you spin all these fantastic elements into a believable story that will resonate with real-world readers? Come join us for a creative discussion where we'll take a look at topics including creation of setting and characters, various methods for getting ideas and steering your plot, resources and research, editing and how you can communicate your vision in collaboration with an artist.
Alex Pantaleev (Mod), Mike D'Ambrosio

Writing For the Small Screen

What does it take to get a novel or short story on the screen? Is plotting a screenplay different then plotting a novel? How much of the novel or story do you put in the screenplay?
Robert Sawyer (Mod), Greg Lamberson, Peter David, David Gerrold, Mike D'Ambrosio, Sal Monaco

Don't Quit Your Day Job

Hal Clement, Alice Sheldon (aka James Tiptree Jr), and so many other authors kept working their mundane jobs while writing. What can a day job bring to your art? Should going full time be the goal? What's the difference between a large cheese pizza and a writer? Answer: A large cheese pizza feeds a family of four! Supposed to be a joke, but is it really?
Lois Gresh (Mod), Charlene Brusso, Lynna Merrill, Shoebox, Grant Carrington

Disaster Preparedness for Fans

Discuss ways to protect what's important to you from random acts of disaster, including yourself. How do I protect my books from flooding? What should I put in a disaster kit? Is renters insurance worth buying? Come learn how to prepare yourself for when the alien, cyborg zombies invade

Cameron Caulkins (Mod), Andre Lieven, Bill Horst-Kotter

Science Friction

Science Friction is what happens when science fiction rubs against science fact. Space travel, television, and computers were once dismissed as fantasy, but are now commonplace. Will Star Trek's warp drive and trans-porters someday become reality? When do we get our flying cars and time travel? We will examine some of the most intriguing inventions of science fiction, to see which will remain fiction and which might become real all too soon

Dr. Dave Stephenson (Mod), Herb Kauderer, Cameron Caulkins, Penny Higgins

Language and Lingistics

From Tolkien's Elvish, to "Det. Sykes" meaning "Det. S—t-Head" to the Newcomers and the Tamarians' use of metaphor in ST:TNG episode "Darmok"; language, its use and misuse, and barriers to its understanding have provided an interesting and often illustrative backdrop to the exploration of cultures not the narrator's and/or protagonist's own. How are language and linguistics used to enrich a SF/F universe, and what can we learn from this?

Dr. Carl Frederick (mod), Charlene Brusso, Cass Wheeler

Extrasolar planets

Dr. David DeGraff

No Really, How do we keep the Robots from Destroying Humans

There have been countless movies and books where the robots or computers gain intelligence and then start to take over the world, in movies and books like: Colossus: the Forbin Project, 2001, the Terminator series, War-games, and others. Why do we build these things knowing where they will wind up? Does Asimov's three rules really work? Why don't they seem to work in these books and movies? What can we do to design real fail safes into robots and computer so that they will always be subservient to humans?

Rob Sawyer (Mod), Dr. Dave Stephenson, Alex Pantaleev, Lynna Merrill, Herb Kauderer

Writing and Creating Three Dimensional Characters

When writing an adventure or a story, having characters that the readers can get into is half the battle. If the readers or players become intrigued by the characters, then the rest of the story will fall into place.

Lois Gresh (Mod), Rich Taubold, Dr. Carl Frederick

Beyond the Mainstream Panel

Sal Monaco and cast

Bad Movies Are Great Movies

Let's rant and rave about our favorite bad movies. Is "Troll 2" really the best worst movie ever? Do you wor-ship at the altar of "Manos: The Hands of Fate"? Is throwing spoons instead of a football your new favorite past time? Then join us as we discuss bad movies and why we love them so much. Bring your best impression of your top moments from movies that are memorable for all the wrong reasons

Cameron Caulkins (Mod), Greg Lamberson, Jenn

Can you like literary SF without being a snob

From George Orwell and Aldous Huxley, through Thomas Pynchon and Margaret Atwood, to China Mieville, Gary Shteyngart, and Michael Chabon, authors of "serious" or "literary" fiction have used fantastic elements to tell their stories. Is it possible to like their writing, and the more popular forms of science fiction such as Dr. Who novelizations or superhero comics? How do we understand a genre like science fiction which combines both kinds of works?

Herb Kauderer (Mod), Lois Gresh, David Hartwell, Charlene Brusso

The Future of School

Science fiction writers have often written about changes that technology might make to education, from the students "desks" in Orson Scott Cards Enders' Game to Heinlein's observations and critiques of education in his juvenile fiction. What kinds of alternate education exist now? How does emerging technology effect the learners of tomorrow? Will school still be out for summer?

Alex Pantaleev (Mod), Dr. Carl Frederick

Beyond the Shiny Disk: Music in the Internet Age

Post Napster and bit torrent, how do musicians make a living in the Internet age? Our panelists will talk about how they've adapted and managed to use the internet to their advantage.

Shoebox (Mod), Grant Carrington, Adam English, Devo Spice

The Computer is Willing but the Spirit is weak: How to build motivation to keep going

Everyone hits that point in their career -- where it seems like a wall has popped up in front of your creativity or output. How do you find the motivation to keep on working?

Lynna Merrill (Mod), Charlene Brusso, Cass Wheeler

Intro to Marketing your Stuff

Communicating effectively on your site, press kits, outreach, and working with influencers is how you break out of being reliant solely on other entities - like cons - for your revenue and career. If you've been doing the con circuit and reached a plateau or you are just starting out and working on your 5 year plan this is for you.

Rich Taubold (Mod), Mike D'Ambrosio

I'm Just Wild About Kirby

A discussion of the work of Jack Kirby, one of the most influential, recognizable, and prolific artists in American comic books. He was the co-creator of such enduring characters and popular culture icons as the Fantastic Four, the X-Men, the Hulk, and Captain America. He also created the highly innovative Fourth World series of comics for DC. His style has influenced comic book artists and authors for years, and his imprint upon the field of comics can still be felt to this day

Jim Clukey (Mod), Mike Churchill, Adam English

Copyright 101

A run down from an artist's standpoint of what copyright is, how it works, what it does, and what you only think it does. Learn how you can use the law to protect your work, and discuss the grey and ill defined line between outright theft and fair use.

Devo Spice (Mod), Rich Taubold

The Thrilla in Manila: The Marvel Cinematic Universe vs. I guess DC

The Juggernaut (pun intended) of the Marvel cinematic universe is demolishing all competition. Is there any hope for DC or anyone else to legitimately threaten this behemoth?

Peter David (Mod), Andre Lieven, Mike Churchill,

Anime Schedule

Friday

7:00 pm	Kenlchi The Mightiest Disciple	esp	1 – 4
9:00 pm	Murder Princess	esp	1 - 3
10:30 pm	Darker then Black	esp	1 - 4
12:00 pm	Princess Minerva		

room closes for night

Saturday

10:00 am	Voltron: Defender of the Universe	esp	1 – 5
11:30 am	Kujibiki Unbalance	esp	1 – 4
1:15 pm	Angel Beats	esp	1 – 5
3:45 pm	Beyond the Mainstream		
5:30 pm	Kujibiki Unbalance	esp	5 - 8
7:30 pm	Black Blood Brothers	esp	1 - 4
9:15 pm	Mazinkaiser SKL		
10:45 pm	Ikki Tousen	esp	1 – 5
12:30 pm	Queens Blade	esp	1 – 2

Room closes

Sunday

10:00 am	My-Zhime MyOtone	esp	1 – 4
11:45 pm	Lucky Star	esp	1 – 4
1:15 pm	Kujibiki Unbalance	esp	9 – 12
3:00 pm	Nanaka 6 / 17	esp	1 – 2

Room closes

Please Note: All showing will be in Japanese with English sub-titled or English dubbed
See anime room for details
Schedule is subject to change without notice
All showing times is approximate.
Videos may contain violence, mature theme and language.
May not be suitable for children