

# FULL SCHEDULE - LTUE 2018

## THURSDAY

AMPHITHEATER	ARCHES	BIRCH	BOARDROOM	BRYCE	CANYON	CASCADE A	CASCADE B	CASCADE C	CEDAR	ELM	MAPLE	OAK	ZION
<b>9 AM</b> Writing An Inside Look at How Authors and Editors Work	<b>9 AM</b> Books Ancient Myth vs. Modern Fantasy	<b>9 AM</b> Writing Inanimate Objects as Characters	<b>9 AM</b> Writing Group	<b>9 AM</b> Worldbuild Terraforming and Colonizing Venus	<b>9 AM</b> Theatre/M What Makes or Breaks LDS Films? Getting Past the	<b>9 AM</b>	<b>9 AM</b> Art The Basics of Sculpture (2 hours)	<b>9 AM</b> Writing Believable Emotions	<b>9 AM</b>	<b>9 AM</b> Art Give Him a Twirly Mustache: How to Represent Good	<b>9 AM</b> Profession Understanding Markets: MG vs. YA vs. Adult	<b>9 AM</b>	<b>9 AM</b> Profession Write Like You're Running Out of Time: How to be
<b>10 AM</b> Art Artistic Worldbuilding: How to Create an	<b>10 AM</b> Worldbuild How to Feed an Army	<b>10 AM</b> Books Children's Literature: Where Did It Come From?	<b>10 AM</b> Writing Group	<b>10 AM</b> Writing Story Turns	<b>10 AM</b> Writing Tackling Sensitive Subjects	<b>10 AM</b> Profession Writing a log line or improving the elevator pitch	<b>10 AM</b> Art The Basics of Sculpture (2hours)	<b>10 AM</b> Theatre/M UFOs in Film History and Including UFOs in	<b>10 AM</b> Gaming How to Run a Useful Playtest	<b>10 AM</b> Worldbuild Computer Security and Cyberwarfare	<b>10 AM</b>	<b>10 AM</b> Writing A Geek's Guide to Literary Theory	<b>10 AM</b> Writing Live Editing Demonstration
<b>11 AM</b> Gaming Ryan Decaria - Presentation	<b>11 AM</b> Writing Blogging	<b>11 AM</b> Theatre/M Screenwriting and Scriptwriting Workshop	<b>11 AM</b> Writing Group	<b>11 AM</b> Worldbuild Roman Engineering	<b>11 AM</b> Books Telepathy, Dragons, and Exploration: The	<b>11 AM</b> Profession Structuring Life to Support Creativity	<b>11 AM</b>	<b>11 AM</b> Worldbuild So You Want a Revolution?	<b>11 AM</b> Unknown	<b>11 AM</b> N/A	<b>11 AM</b> Unknown	<b>11 AM</b> Unknown	<b>11 AM</b> Writing Cautionary Tales for First-time Writers
<b>12 PM</b> Academic "Bringing Culture Alive in the Marketing	<b>12 PM</b> Worldbuild How Cities Grow	<b>12 PM</b> Theatre/M So You Want To Be a Shoutcaster	<b>12 PM</b> N/A Larry Correia Kaffeklatsch	<b>12 PM</b>	<b>12 PM</b> Writing Unwilling Heroes	<b>12 PM</b> Profession The Art of School Visits	<b>12 PM</b> Worldbuild Flying Airplanes and Helicopters	<b>12 PM</b>	<b>12 PM</b> Profession The Slush Pile Simulator	<b>12 PM</b> Gaming Random: The Ugliest Word in Gaming	<b>12 PM</b> Art Making Your Characters Look Unique: Face	<b>12 PM</b> Writing Writing Clean Fiction that Still Has Dirt in It	<b>12 PM</b> Books Lovable Bad Boys
<b>1 PM</b> Profession Building a Multidisciplinary Career: Writing,	<b>1 PM</b> Books Guest of Honor Interview - Jo Walton	<b>1 PM</b> Worldbuild Gambling, Insurance, and Probability:	<b>1 PM</b> N/A Alan Bahr Kaffeklatsch	<b>1 PM</b> Art Art for Nonartists: The Basics of Turning Your	<b>1 PM</b> Worldbuild Magic Systems: Soft vs. Hard	<b>1 PM</b>	<b>1 PM</b>	<b>1 PM</b>	<b>1 PM</b> Theatre/M So You Want to Record Your Own Audio Books and	<b>1 PM</b> Writing Scene or Summary	<b>1 PM</b> Theatre/M Playing It by Ear: The Genius of Irving Berlin	<b>1 PM</b>	<b>1 PM</b>
<b>2 PM</b> Theatre/M More Mormons, Movies, and Mormon Movies	<b>2 PM</b>	<b>2 PM</b> Worldbuild How World-Shaking Technologies Shake the World	<b>2 PM</b> N/A Sarah Hoyt Kaffeklatsch	<b>2 PM</b> Profession Marketing Books to Young Readers	<b>2 PM</b> Art Mythical Anatomy 101: How to Build Your Own Monster	<b>2 PM</b>	<b>2 PM</b>	<b>2 PM</b>	<b>2 PM</b> Academic "The Intuition of the Revolutionary Artist in Jack London's	<b>2 PM</b> Books Book of Mormon Adaptations/Inspiraions	<b>2 PM</b> Worldbuild How Weather Works	<b>2 PM</b> Writing Writing Spec Flash	<b>2 PM</b> Writing Distinct Dialogue
<b>3 PM</b> Profession Character Workshop	<b>3 PM</b> Books Books Behind the Movies	<b>3 PM</b> N/A	<b>3 PM</b> N/A Jessica Day George Kaffeklatsch	<b>3 PM</b> Writing Apocalypse vs. Dystopia	<b>3 PM</b> Writing Love, Sex, and Romance	<b>3 PM</b>	<b>3 PM</b>	<b>3 PM</b>	<b>3 PM</b>	<b>3 PM</b>	<b>3 PM</b> Art Strange and Fantastical: The Art of Wayne Barlowe	<b>3 PM</b> Gaming Christopher Baxter - Presentation	<b>3 PM</b> Worldbuild Making Money
<b>4 PM</b> Theatre/M Tools and Tips for Creating Film Scores and	<b>4 PM</b> Writing Crime Writing	<b>4 PM</b> Worldbuild Irish Mythology	<b>4 PM</b> Writing Group	<b>4 PM</b> Books Andre Norton: Grande Dame of Science Fiction and	<b>4 PM</b> Worldbuild Ethics of Time Travel	<b>4 PM</b>	<b>4 PM</b>	<b>4 PM</b>	<b>4 PM</b> Theatre/M A New Trend in the Movie Industry: The Benefit and Power	<b>4 PM</b> Gaming The Art of Fun: Intro to Game Design	<b>4 PM</b> Writing Writing Fanfiction	<b>4 PM</b> Profession What's In and What's Out in Social Media Marketing	<b>4 PM</b> Books The Baen Traveling Roadshow (2 hours)
<b>5 PM</b> Profession Balancing the Books: Creating a Business Plan for	<b>5 PM</b> Art Making a Living as an Artist: Is Fame the Same as	<b>5 PM</b> Worldbuild Historical Firearms for Writers: Elizabethan to WWI	<b>5 PM</b> Writing Group	<b>5 PM</b> Worldbuild Paleontology for the Created World	<b>5 PM</b> Writing Collaboration and Coauthors	<b>5 PM</b>	<b>5 PM</b>	<b>5 PM</b>	<b>5 PM</b> Theatre/M Wayfarers: Creating a Film and Television	<b>5 PM</b> Writing Writing Children's Books	<b>5 PM</b>	<b>5 PM</b> Theatre/M Lighting for Greenscreen	<b>5 PM</b> Books The Baen Traveling Roadshow (2 hours)
<b>6 PM</b> Theatre/M Creating the Complete Multimedia	<b>6 PM</b> Writing The Editor's Panel	<b>6 PM</b> Worldbuild Kinship Systems From Around the World	<b>6 PM</b>	<b>6 PM</b>	<b>6 PM</b>	<b>6 PM</b>	<b>6 PM</b>	<b>6 PM</b>	<b>6 PM</b> Art String Theory--"Building a Fantasy World with	<b>6 PM</b>	<b>6 PM</b>	<b>6 PM</b> Profession Publishers & Agents Meet & Greet	<b>6 PM</b> Writing Writing Your YA Novel
<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b> Jo Walton's "Starlings" Book Launch	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b> Film	<b>7 PM</b> Filking	<b>7 PM</b> Magic Tournament	<b>7 PM</b> Writers of the Future Reception	<b>7 PM</b> Bard For Life:
<b>8 PM</b>	<b>8 PM</b>	<b>8 PM</b>	<b>8 PM</b>	<b>8 PM</b>	<b>8 PM</b> Musical Event	<b>8 PM</b>	<b>8 PM</b>	<b>8 PM</b>	<b>8 PM</b> Film	<b>8 PM</b> Filking	<b>8 PM</b> Magic Tournament	<b>8 PM</b> Writers of the Future Reception	<b>8 PM</b> Bard For Life:
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<b>9 AM</b> Writing Magic Systems	<b>9 AM</b> Books Guest of Honor Interview - Todd McCaffrey	<b>9 AM</b>	<b>9 AM</b> N/A Brandon Mull Kaffeklatsch	<b>9 AM</b> Art Let There Be Light: Lighting and Shading in Art	<b>9 AM</b> Writing Write What You Know: Getting Ideas from	<b>9 AM</b> Worldbuild How Do I Wreck This?	<b>9 AM</b> Profession "I Was Hoping for the Standard Brandon Sanderson	<b>9 AM</b>	<b>9 AM</b> Worldbuild The Fourth Industrial Revolution Is Upon	<b>9 AM</b> Theatre/M Hans Zimmer: Telling the Story with Music	<b>9 AM</b> Profession Q&A Panel Editors	<b>9 AM</b> Writing The Physical and Invisible Layer: The Cycle of the	<b>9 AM</b>
<b>10 AM</b> Profession A Day in the Life of an Agent	<b>10 AM</b> Writing Writing for Youth	<b>10 AM</b> Worldbuild Myke Cole Presentation	<b>10 AM</b> N/A Michaelbrent Collings Kaffeklatsch	<b>10 AM</b> Books LGBTQ in SF/F	<b>10 AM</b> Worldbuild Aircraft at War	<b>10 AM</b> Writing Writing Spec Flash	<b>10 AM</b> Writing Writing Groups 101	<b>10 AM</b> Art From Idea to Image: How to Develop an Idea	<b>10 AM</b> Theatre/M Create Your Own Home Recording Studio and Learn	<b>10 AM</b>	<b>10 AM</b> Profession Don't Freak Out: How to Talk to an Agent or Editor	<b>10 AM</b> Profession Is Indie Publishing Right For Me?	<b>10 AM</b> Writers of the Future: Utah's 20th Winner
<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote	<b>11 AM</b> N/A Keynote
<b>12 PM</b> Writing Spinning Wheels and Fairy Tales	<b>12 PM</b> Worldbuild Spinning Chocolate to World Building Gold	<b>12 PM</b> Worldbuild Responding to Pandemics	<b>12 PM</b> N/A James Minz Kaffeklatsch	<b>12 PM</b> Profession Indie Authors: Maximizing Your Book Distribution	<b>12 PM</b> Art How to Read Art	<b>12 PM</b>	<b>12 PM</b> Writing Writing Science Fiction Tropes	<b>12 PM</b>	<b>12 PM</b> Theatre/M Create Your Own Home Recording Studio and Learn	<b>12 PM</b> Gaming Emergent Narrative	<b>12 PM</b> Books Well-Developed Political Systems: Who Got It Right?	<b>12 PM</b>	<b>12 PM</b> Writing Someone Else's Hero
<b>1 PM</b> Academic "The Color of Culture: Using Fine Arts and Aspects of	<b>1 PM</b> Writing Beginnings and Endings	<b>1 PM</b> Art Mildly Unsettling: The Art of Edward Gorey	<b>1 PM</b> N/A Todd McCaffrey Kaffeklatsch	<b>1 PM</b> Gaming RPGs for Writers	<b>1 PM</b> Books Octavia Butler	<b>1 PM</b>	<b>1 PM</b>	<b>1 PM</b>	<b>1 PM</b> Writing Why Write Poetry?	<b>1 PM</b> Worldbuild Fashion and Clothing through the Ages	<b>1 PM</b> Profession Publicizing Your Novel: What Works What Doesn't	<b>1 PM</b> Profession Publicity, Social Media, Events, and ROI	<b>1 PM</b> Theatre/M What It Costs to Produce Your Film and How to Price
<b>2 PM</b> Writing Staying Away from the Manic Pixie Dream Girl and	<b>2 PM</b> Books What's Your Favorite Monster?	<b>2 PM</b> LTUE Recruitment	<b>2 PM</b> N/A David Farland Kaffeklatsch	<b>2 PM</b> Writing Writing the Opposite Gender	<b>2 PM</b> N/A	<b>2 PM</b>	<b>2 PM</b>	<b>2 PM</b>	<b>2 PM</b> Art Scripts and Scribbles: Turning Written Descriptions	<b>2 PM</b> Gaming Board Game Recommendations	<b>2 PM</b> Theatre/M Monetizing Your Short (or Longer) Films	<b>2 PM</b> Worldbuild Language Creation Workshop (2 Hour Workshop)	<b>2 PM</b> Profession Effective Networking for Authors and Artists
<b>3 PM</b> Books The Modern Mad Scientist Is Alive and Well in Pop	<b>3 PM</b> Profession How I Got My Agent	<b>3 PM</b>	<b>3 PM</b> N/A L.E. Modesitt, Jr. Kaffeklatsch	<b>3 PM</b>	<b>3 PM</b> Writing Why You Want to Write Horror	<b>3 PM</b>	<b>3 PM</b>	<b>3 PM</b>	<b>3 PM</b> Theatre/M Balancing Plot and Character for Scripts and Fiction	<b>3 PM</b> Writing Prewriting	<b>3 PM</b> Art Blueprints of a Video: How to Storyboard	<b>3 PM</b> Worldbuild Language Creation Workshop (2 Hour Workshop)	<b>3 PM</b> Worldbuild Hindu Mythology
<b>4 PM</b> Theatre/M Analyzing and Writing Educational Parody Songs	<b>4 PM</b> Worldbuild Family History for Writers	<b>4 PM</b> Writing Writing Steampunk	<b>4 PM</b> N/A Myke Cole Kaffeklatsch	<b>4 PM</b> Writing Putting LDS Themes in Fiction	<b>4 PM</b> Books From Ragnarok to The Maze Runner: Apocalypse/Postap	<b>4 PM</b>	<b>4 PM</b>	<b>4 PM</b>	<b>4 PM</b> Academic "Dead Dad, Bad Dad, No Dad, Real Sad:	<b>4 PM</b> Profession Podcasting: How Not to Screw It Up	<b>4 PM</b> Worldbuild Normal Child Development	<b>4 PM</b> Profession Writing a Log Line or Improving the Elevator Pitch	<b>4 PM</b> Art This Time, It's Personal: Developing a
<b>5 PM</b> Profession Learning from the Business Side of Writing Excuses	<b>5 PM</b> Writing Adding Mystery	<b>5 PM</b> Academic "Empowering Women in Game of Thrones: A look at	<b>5 PM</b> Writing Group	<b>5 PM</b> Books Regional Popularity: Who Do You Know That We Should	<b>5 PM</b> Worldbuild Hidden Disabilities	<b>5 PM</b>	<b>5 PM</b>	<b>5 PM</b>	<b>5 PM</b> Art From Functional to Fantastical: Architecture in Art	<b>5 PM</b> Gaming The Future of Virtual Reality	<b>5 PM</b> Art Nightscapes in Watercolor	<b>5 PM</b> Theatre/M Creating Movie and Book Trailers	<b>5 PM</b> Writing Writing Fantastical Fantasy
<b>6 PM</b>	<b>6 PM</b> Worldbuild Cuneiform, Hieroglyphs, Alphabets: Cultural	<b>6 PM</b> Art Drawing the Mood: Visual Cues That Lead Your Viewer's	<b>6 PM</b>	<b>6 PM</b> Writing Self-Editing and the Draft Process	<b>6 PM</b> Gaming Leveraging Principles of Psychology in	<b>6 PM</b>	<b>6 PM</b>	<b>6 PM</b>	<b>6 PM</b> Theatre/M How to be a "Kind-of Successful" Freelance	<b>6 PM</b> Books SF/F: Were They Ever the Same?	<b>6 PM</b> Nightscapes in Watercolor	<b>6 PM</b> Art Pass Along Comic	<b>6 PM</b> Profession Speed Networking with Authors??
<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b> Film	<b>7 PM</b>	<b>7 PM</b>	<b>7 PM</b> Filking	<b>7 PM</b>
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