## FULL SCHEDULE - LTUE 2019

## THURSDAY, FEBRUARY 14

AMPHITHEATER	ARCHES	BIRCH	BOARDROOM	BRYCE	CANYON	CEDAR	ELM	EXHIBIT HALL C	MAPLE	OAK	SYCAMORE	ZION	JUNIPER GAME ROOM
<b>9 AM</b> Worldbuilding Invented/Inventing Language Workshop part 1	9 AM	9 AM Writing Fantastic Flash: Writing Very Short Genre Fiction		9 AM Art Superhero Finances for Creative Professionals	<b>9 AM</b> Writing "Kill Your Darlings": What Makes a Meaningful Death?	<b>9 AM</b> Worldbuilding On Death and Dying: Watching Over the Terminally III	<b>9 AM</b> Theatre/Medi Guillermo del Toro: Master of Character and Story	<b>9 AM</b> Professional Pitch Sessions	9 AM Books Evolution of Science Fiction	Archaeoastronomy of Oral Tradition and Fremont Indian Petroglyphs	9 AM Gaming Patreon for Game Designers	<b>9 AM</b> Professional Critique Sessions vs. Pitch Sessions	9 AM Near and Far
	<b>10 AM</b> Writing Swain's Scene- Sequel: Keeping an Emotional Rhythm	0	10 AM N/A Writer Meetup: Epic Fantasy		<b>10 AM</b> Theatre/Medi Creating a Visual Spectacle	10 AM Art Book Cover Design and Layout	<b>10 AM</b> Worldbuilding The History of the Spinning Wheel	<b>10 AM</b> Professional Pitch Sessions		<b>10 AM</b> Professional Death, Taxes, and Other Legal Matters	<b>10 AM</b> Readings Readings: Kelly Barnhill and Charlie N. Holmberg	<b>10 AM</b> Gaming How To Write a Video Game	10 AM
<b>11 AM</b> Theatre/Medi DIY Movie Props That Look Money! part 1	Adapting Movies and Books into	<b>11 AM</b> Professional What I Wish I'd Known When I Began Indie Publishing	Writer Meetup: Short Fiction	<b>11 AM</b> Writing Institutionalized: Writing an Ensemble Cast	11 AM	11 AM		<b>11 AM</b> Professional Pitch Sessions	Illustration Process: Go From Idea to Finished Painting	<b>11 AM</b> Worldbuilding Spoiling Your Foodbut Not Too Much: The History of Food Fermentation	11 AM	<b>11 AM</b> Writing A Punch in the Face: Writing Gripping Fight Scenes	11 AM
<b>12 PM</b> Theatre/Medi DIY Movie Props That Look Money! part 2	<b>12 PM</b> Worldbuilding Egyptian Mythology	12 PM Books Movie Adaptations That Don't Suck	12 PM	Ŭ	<b>12 PM</b> Professional On the Road Again	12 PM	12 PM Writing Not Just Shock: Writing Good Grimdark	<b>12 PM</b> Writing Breaking Down the Drafting Process	<b>12 PM</b> Art Illustration Process: Go From Idea to Finished Painting Without Losing Your	12 PM	<b>12 PM</b> Academics Mark Twain and Latter-day F&SF: Embracing the Monster	<b>12 PM</b> Worldbuilding Homesteading the Moon: Claiming Property in Space	12 PM
<b>1 PM</b> Gaming Launching an Indie Game	<b>1 PM</b> Writing Romance for Prudes: Love for a Conservative Audience	<b>1 PM</b> Worldbuilding Antarctic Mythology and Folklore		1 PM Books The Invention of Genre	A Realm Where	Dynamic Story	1 PM Art How to Publish a Coloring Book	<b>1 PM</b> Professional Pitch Sessions	<b>1 PM</b> Worldbuilding Prisoners and Prison Guards	1 PM Gaming Intro to Playing Magic: The Gathering	<b>1 PM</b> Academics Embracing Faith in Sanderson's Mistborn Trilogy	<b>1 PM</b> Professional Every Dumb Thing I Did on My Way to Getting an Agent. And some smart	<b>1 PM</b> Munchkin
2 PM	2 PM Writing Can You Tell Me How to Show?	Alternative Worlds:	Kaffeeklatsch with Eric D. Snider		2 PM Art Portfolio Critiques by Experts	2 PM Writing Dynamic Story Creation part 2	2 PM N/A Brett Helquist Interview	<b>2 PM</b> Professional Pitch Sessions	<b>2 PM</b> Worldbuilding Here Comes the Boom: Industrial Explosives and How to Write Them in	<b>2 PM</b> Academics "Hello, Little Girl": Deconstructing Women of Fantasy in Sondheim's Into	2 PM Writing Writing a Diverse Cast without Stereotyping	<b>2 PM</b> Theatre/Medi Film School in 45 Minutes	2 PM
<b>3 PM</b> Worldbuilding Fundamentals of Self-Defense Law	Why Creative Jobs	<b>3 PM</b> Writing Elements of Horror for Everyday Use	Kaffeeklatsch with	<b>3 PM</b> Worldbuilding Sending Messages to the Future	<b>3 PM</b> Books Celebrating Recent Award-Winning Books	3 PM Gaming Creating Gaming Content	<b>3 PM</b> N/A "Trace the Stars" Anthology Launch	<b>3 PM</b> Professional Pitch Sessions	3 PM N/A Kelly Barnhill Interview	<b>3 PM</b> Professional The Multidisciplinary Creator	<b>3 PM</b> Readings Readings: Emily R. King and Kathryn Purdie	<b>3 PM</b> Writing The Sagging Middle of Novels	3 PM
Hacking in Fiction	<b>4 PM</b> Professional Editors, Agents, and Publishers, Oh My, part 2	Monetizing without	Writer Meetup: Romance	4 PM Writing Steps to Stronger Middle Grade Stories	4 PM	<b>4 PM</b> Theatre/Medi Cheap and Easy Chroma Key/Green Screen	4 PM Academics The Frodo Complex		<b>4 PM</b> Art Brett Helquist Presentation	<b>4 PM</b> Worldbuilding Wildcrafting: The Art of Foraging for Wild Foods on this World, and Beyond	Readings: David Farland and Darci	<b>4 PM</b> Writing Narrator: The Invisible Character	4 PM
,	5 PM Writing Using Foreshadowing without Giving It All Away	<b>5 PM</b> Worldbuilding Joining the Rebellion!		<b>5 PM</b> Worldbuilding Flying Serpents: The Origins of Dragons	•	5 PM Gaming Developing for Consoles vs. PC	<b>5 PM</b> Art Intro to Marker Technique	5 PM	<b>5 PM</b> Theatre/Medi Adaptation: Book to Screenplay	5 PM Writing	5 PM	5 PM Books From Star Wars to Strategy Games: The Legacy of Frank Herbert's Dune	5 PM
"What is Holding	<b>6 PM</b> Worldbuilding Cluck, Baaa, Moo: Animals on the Farm	6 PM		in Mainstream	Chesney to Heinlein to Weber: The	6 PM Gaming Creating a Welcoming Game Community	6 PM Writing Young (but interesting) Protagonists	6 PM	<b>6 PM</b> Theatre/Medi Directing Actors	6 PM Art Adobe Photoshop for Artists	6 PM	<b>6 PM</b> Worldbuilding Surviving Poisonous Characters	6 PM
7 PM	7 PM	<b>7 PM</b> Theatre/Medi Film Festival	7 PM	7 PM	7 PM	7 PM	7 PM	7 PM	7 PM	7 PM	7 PM	7 PM	7 PM
8 PM	8 PM	8 PM Theatre/Medi Film Festival	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM

# FULL SCHEDULE - LTUE 2019

# FRIDAY, FEBRUARY 15

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AMPHITHEATER	ARCHES	BIRCH	BOARDROOM	BRYCE	CANYON	CEDAR	ELM	EXHIBIT HALL C	MAPLE	OAK	SYCAMORE	ZION	GAME ROOM
<b>9 AM</b> Worldbuilding Who Commits Murder: The Why and the How	<b>9 AM</b> Theatre/Medi Boost Your Odds of Selling a Screenplay	•	9 AM	9 AM	<b>9 AM</b> Art Making a Living through Art	<b>9 AM</b> Worldbuilding Evolution: You Keep Using That Word	9 AM	<b>9 AM</b> Books Evolution of Fantasy	9 AM Art How to Draw a Simple Portrait part 1	<b>9 AM</b> Professional Taking Care of Your Greatest Asset	9 AM	<b>9 AM</b> Writing Natural Dialogue in a Fake World	9 AM
<b>0 AM</b> Books Teminism and Intersectionality in SFF	<b>10 AM</b> Writing Begin at the Beginning: Finding a Compelling Opening	<b>10 AM</b> Theatre/Medi Acting Methods and Method Acting		<b>10 AM</b> Professional Constructive Feedback	<b>10 AM</b> Worldbuilding To Venus or Bust: Colonizing Venus TODAY!	•	<b>10 AM</b> Worldbuilding 3D Printing and CNC Milling	10 AM	<b>10 AM</b> Art How to Draw a Simple Portrait part 2	<b>10 AM</b> Academics A Visual Tour of the Silmarillion	10 AM Readings Readings: Dan Wells and Christopher Husberg	<b>10 AM</b> Writing Writing Different Kinds of Love	10 AM
1 AM N/A eynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Brett Helquist Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM
<b>2 PM</b> Professional Fantastic Writing Groups and Where to Find Them part 1	<b>12 PM</b> Books Sexy Monsters: Mermaids, Vampires, the Beast	<b>12 PM</b> Writing Effective Use of Theme in Speculative Fiction	12 PM N/A Kaffeeklatsch with Brennan Smith		<b>12 PM</b> Worldbuilding Cyborgization of People: The History and Development of State-of-the-Art	<b>12 PM</b> Worldbuilding The Punic Wars: Cultural Causes and Effects	<b>12 PM</b> Writing Plotting with an Unreliable Narrator	12 PM	<b>12 PM</b> Art Manga Workshop	12 PM	<b>12 PM</b> Readings Readings: Michaelbrent Collings and Paul Genesse	<b>12 PM</b> Gaming Intro to Board Game Design	12 PM
antastic Writing	<b>1 PM</b> Writing Magic without a Magic System	<b>1 PM</b> Placeholder Harmon Brothers	1 PM N/A Kaffeeklatsch with Stacy Whitman	<b>1 PM</b> Writing The Toolbox: Vocabulary	<b>1 PM</b> Theatre/Medi Explosions, Zero G, and other Special Effects		<b>1 PM</b> Worldbuilding Oppressing a Gender, Race, or Species	<b>1 PM</b> Writing Growing Organic Plots	1 PM	<b>1 PM</b> Gaming Paradox and Other Grand Strategy Games	1 PMArtCover Story: Designing Book Covers That Sell	<b>1 PM</b> Worldbuilding Rules of Engagement	<b>1 PM</b> Dominion
PM Gaming tro to GMing part 1	<b>2 PM</b> Professional Working with Reviewers	2 PM Writing Using SF/F Tropes To Your Advantage	2 PM N/A Kaffeeklatsch with Michaelbrent Collings	2 PM Books Brandon Sanderson's Cosmere	2 PM	2 PM Art Monster in An Hour	2 PM Writing Writing Good Leaders	<b>2 PM</b> Professional Pitch Sessions	<b>2 PM</b> Theatre/Medi 1000 True Fans	<b>2 PM</b> Worldbuilding Star Travel in Practical Transit Times	<b>2 PM</b> Readings Readings: L.E. Modesitt, Jr. and Brian McClellan	2 PM Writing Romance in Middle Grade and Young Adult Fiction	<b>2 PM</b> Munchkin
PM Gaming htro to GMing part 2		<b>3 PM</b> Professional How to Get Rejected	3 PM N/A Kaffeeklatsch with Kelly Barnhill	<b>3 PM</b> Writing Effective Backstory: The Difference between a Cinnamon Roll and	<b>3 PM</b> Writing The Meet Cute: How to Start a Romance	J	<b>3 PM</b> Worldbuilding Like a Boss: Mafia Origins and Operations	<b>3 PM</b> N/A Baen Traveling Road Show	<b>3 PM</b> Theatre/Medi 1000 True Fans	A Not-too-Distant Mirror: Science Fiction Fan	<b>3 PM</b> Books Heinlein and the Battlefield: Starship Troopers' Influence on the Military	<b>3 PM</b> Art Start Your Creativity Engines	<b>3 PM</b> Dominion
	<b>4 PM</b> Theatre/Medi Village Inn at Midnight: Remembering "The Garren's" Behind the	The Toolbox: Grammar		4 PM Art Networking for Artists	4 PM Books Influences behind the Inklings	Illustrating Emotion	0	4 PM N/A Baen Traveling Road Show	<b>4 PM</b> Worldbuilding Firearms of the Wild West, 1815-1915 part 1	4 PM Writing	-	<b>4 PM</b> Professional Tools of the Trade	4 PM
PM Theatre/Medi In Inside Look— From Greenlighting Production	~		5 PM N/A Writer Meetup: Horror	<b>5 PM</b> Professional The Power of Community	<b>5 PM</b> Worldbuilding The Specter of Capitalism	Making a	<b>5 PM</b> Theatre/Medi Make a Video Trailer for Your Book	5 PM	<b>5 PM</b> Worldbuilding Firearms of the Wild West, 1815-1915 part 2		<b>5 PM</b> Academics The Dual Lenses of Kinetic History: The Motion of Historiographic		5 PM
PM Art praw It With Me: characters From ife	<b>6 PM</b> Writing Pantsing: Making the Most of Draft 0	6 PM	6 PM	Games	6 PM N/A Sakura Novel Launch Party: Can Rock N' Roll Save the World?	Bradbury and the Art of the Science Fiction Short	<b>6 PM</b> Professional Realistic Self- Publishing: What it Takes to Make it in the New World of	6 PM	<b>6 PM</b> Theatre/Medi Supernatural, Grimm, and Other Occult Detective Fiction	6 PM	<b>6 PM</b> Worldbuilding Triumphs and Limitations of DNA Forensics	<b>6 PM</b> Worldbuilding Grieving, Death, and Chronic/Long-term Illness	
РМ	7 PM	<b>7 PM</b> Theatre/Medi Film Festival	7 PM	7 PM	7 PM	7 PM	7 PM	7 PM N/A Book Signing Event	7 PM	7 PM	7 PM	7 PM	7 PM Near and Far
РМ	8 PM	8 PM Theatre/Medi Film Festival	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM N/A Book Signing Event	8 PM	8 PM	8 PM	8 PM	8 PM

## FULL SCHEDULE - LTUE 2019

# SATURDAY, FEBRUARY 16

AMPHITHEATER	ARCHES	BIRCH	BOARDROOM	BRYCE	CANYON	CEDAR	ELM	EXHIBIT HALL C	MAPLE	OAK	SYCAMORE	ZION	JUNIPER GAME ROOM
9 AM Writing The Beginner's Guide to Self-Editing part 1	<b>9 AM</b> Worldbuilding Horses for Courses	9 AM Writing Sympathetic but Not Redeemed: Writing Complex Villains	9 AM Writer Meetup: Middle Grade	9 AM Gaming Developing Rules for Board Games		<b>9 AM</b> Worldbuilding Keep on Rolling	<b>9 AM</b> Gaming Finding a Game Publisher	9 AM Writing Romance Plots	<b>9 AM</b> Professional Polished Pitches: How to Present Your Pitches to the Professionals part 1	Science Fiction on	<b>9 AM</b> Academics Alchemy of the Face: Fullmetal Alchemist: Brotherhood and	9 AM Art Expressive Poses for Dynamic Illustration	9 AM
<b>10 AM</b> Writing The Beginner's Guide to Self-Editing part 2	Not Your Ordinary Princess: Shannon Hale, Patricia Wrede, and Gale	Surgery in Zero Gravity	Writer Meetup: Science Fiction	How to Illustrate Fantastical Wings	<b>10 AM</b> Theatre/Medi Holy Grail to Guardians of the Galaxy: Comedy in SF/F Film	The Cuban Missile Crisis	Short Fiction: Making Every Word Count	10 AM	Pitches to the Professionals part 2	The Roots of Environmental Magic: Southern Gothic Mysticism,	<b>10 AM</b> Readings Readings: Lisa Mangum and Caitlin Sangster	Writing Universally Beloved Middle Grade	
11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Kelly Barnhill Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM N/A Keynote	11 AM
<b>12 PM</b> Worldbuilding Relational Patterns in the Couple Relationship	•	<b>12 PM</b> Professional How to Get Selected for an Anthology	12 PM N/A Kaffeeklatsch with Brett Helquist	12 PM Writing Settings with Consequences	<b>12 PM</b> Theatre/Medi Sharp and Witty Script Dialogue	12 PM Writing Writing Gracefully: Saying It with Few Words	<b>12 PM</b> Books Visual PKD: Why Philip K. Dick's Works Adapt So Well to Film	<b>12 PM</b> Professional Pitch Sessions	<b>12 PM</b> Gaming Painting Miniatures Workshop part 1	<b>12 PM</b> Art Let's Make Comics!	<b>12 PM</b> Readings Readings: Jessica Day George and Natalie Whipple	<b>12 PM</b> Worldbuilding The Art of War part 1	12 PM
<b>1 PM</b> Worldbuilding Relational Patterns in the Couple Relationship	<b>1 PM</b> Writing Generating Ideas	<b>1 PM</b> Art Telling a Story with One Picture	1 PM N/A Kaffeeklatsch with Dr. Vindaloo Diesel	<b>1 PM</b> Theatre/Medi Get Out, A Quiet Place, and the Revival of Horror	<b>1 PM</b> Worldbuilding Paleontology of Worlds Created by Gods and Men	<b>1 PM</b> Professional Guerrilla Marketing in the Writing Community	<b>1 PM</b> Academics What She Gained, What She Lost: An Analysis of Offred's Consent and the	<b>1 PM</b> Professional Pitch Sessions	<b>1 PM</b> Gaming Painting Miniatures Workshop part 2	<b>1 PM</b> Gaming Acquiring Art Assets	<b>1 PM</b> Books The Spark That Lit the Fire: Major Influences on Major Authors	<b>1 PM</b> Worldbuilding The Art of War part 2	<b>1 PM</b> Near and Far
2 PM Professional Caitlin Sangster for Lit Service Podcast part 1	The Rising Popularity of Board Games	Using Beats and Micro Beats to take your writing to the next level	Kaffeeklatsch with Brian C. Hailes	Irish Mythology	Pathways to Self- Publishing	What's So Funny? How to Write Humor	<b>2 PM</b> Theatre/Medi Hayao Miyazaki: Showing Humanity in an Ecosystem	How to Write a Great First Page	Sculpture Workshop part 1	How Cultural Tradition Shapes Art and Architecture	Copyright Law: What To Do When Someone Steals Your Work	<b>2 PM</b> Books How Wide the Divide: Bridging Genre Fiction and Literary Fiction	
<b>3 PM</b> Professional Caitlin Sangster for Lit Service Podcast part 2	<b>3 PM</b> Worldbuilding The Science and Culture of Steampunk	<b>3 PM</b> Books What Makes a Book a Book: Experimental Formats	<b>3 PM</b> N/A Kaffeeklatsch with Lisa Mangum	<b>3 PM</b> Writing Three Types of Terror: Gore, the Unnatural, and Deep Terror	Pokemon Go and Other Games That	<b>3 PM</b> Worldbuilding Characterization of Class part 1	<b>3 PM</b> Writing How to Write a Picture Book	3 PM Writing Writing Excuses	<b>3 PM</b> Art Sculpture Workshop part 2	<b>3 PM</b> Academics The Re- enchantment of the Secular World: Religion Resolving	<b>3 PM</b> Readings Readings: J. Scott Savage and Mike Thayer	<b>3 PM</b> Writing Plotting for Pantsers	3 PM
4 PM Art Creating Art with an iPad part 1		<b>4 PM</b> Theatre/Medi Future of Media Distribution and Consumption	4 PM N/A Kaffeeklatsch	4 PM Writing Writing a Series		<b>4 PM</b> Worldbuilding Characterization of Class part 2		<b>4 PM</b> Writing Writing Excuses part 2		<b>4 PM</b> Professional Working with a Cover Artist	<b>4 PM</b> Readings Readings: Eric James Stone and Janci Patterson	<b>4 PM</b> Worldbuilding Warfare in the Age of Drones and Robots	4 PM
	<b>5 PM</b> Professional The Ins and Outs of Collaborating with Other Authors	•	5 PM N/A Writer Meetup: Romance	5 PM	<b>5 PM</b> Worldbuilding Medieval Courts and Trial Law	5 PM Writing Obsessive Outlining	<b>5 PM</b> Academics Nerf the Snitch— Gaming in Fiction	<b>5 PM</b> Writing The Final Twist: Ending Your Story with a Punch	<b>5 PM</b> Theatre/Medi Frolic in Absurdity: 1950s Sci-Fi Movie Boom	5 PM Writing Writing Emotion: The Objective Correlative	<b>5 PM</b> Gaming Running a Game Tournament	5 PM	5 PM
6 PM Writing Heroic Not Invincible: Writing Relatable Protagonists	6 PM Writing Suspense Essentials: Upping the Tension in Any Genre	<b>6 PM</b> Worldbuilding Metallurgy and War: The History of War through Refining Metals	6 PM	6 PM	6 PM Theatre/Medi Screenwriting for Newbies	6 PM Gaming Designing Magic Systems for Games	6 PM Art Artist Meetup	6 PM	<b>6 PM</b> Professional Manage Your Reputation	6 PM	6 PM	6 PM	6 PM Munchkin
7 PM	7 PM	7 PM	7 PM	7 PM N/A Banquet	7 PM	7 PM	7 PM	7 PM	7 PM	7 PM	7 PM	7 PM N/A Banquet	7 PM
8 PM	8 PM	8 PM	8 PM	8 PM N/A Banquet	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM	8 PM N/A Banquet	8 PM