



Life, the Universe, & Everything 38

Guests of Honor

Bobby Cody

Howard Lyon

Brad R. Torgersen

The Marion K. "Doc" Smith Symposium on
Science Fiction and Fantasy

February 13–15, 2020

Provo Marriott Hotel and Conference Center

Utah Valley Convention Center

ltue.net





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Wilderlands
the solo sandbox RPG in a cardboard™
Minecraft meets D&D, no gamemaster needed



SpaceBoots

a novel by Derick William Dalton - May 2020

TEN HOURS A NIGHT AND SIX EVERY DAY I DEVoured EVERYTHING ABOUT THE USS HERCULEAN. I HAD WALKED THROUGH EVERY INCH OF IT IN VIRTUAL RENDERINGS, BUT TO SEE IT IN PERSON? I GLUED MYSELF TO THE VIEW SCREEN AND WATCHED THE ELEVATOR'S CARBON NANOTUBE CABLE UNTIL I SAW IT. A SHIP THAT COULD HANDLE ANYTHING IN OR OUT OF THE SOLAR SYSTEM, NOW, WITH THE FUSION REACTOR WARM ON MY BACK, IT WAS TIME TO GO TO WORK.

- ENSIGN HOPHnia ZIMMERMAN, JUNE 2



SHELLYTHEBOXTURTLE.BLOGSPOT.COM

SpaceBoots

a novel by Derick William Dalton - May 2020

WEDGED ON MY BACK UNDER A COMMODE, I DID MY BEST TO FIX IT. MY REWARD FOR A SMART MOUTH, OLD URINE FROM MORE GUYS THAN I COULD COUNT SOAKED THROUGH MY SHIRT. I MEANT TO FINISH, REALLY. BUT WHEN THE KLAXONS SOUND GENERAL QUARTERS, MY PRIORITIES SHIFT. I FLOWED WITH THE ORDERLY PANIC OF CREW GOING WHERE THEY WERE NEEDED, ALL OF US KNOWING IT WAS NO DRILL. THE USS BOUNDARY WAS UNDER ATTACK.

- CREWMAN LEO JONES, JUNE 2061

SPACEBOOTS:
AMAZON PRE-ORDER COMING SOON!

NEWSLETTER:
SHELLYTHEBOXTURTLE@GMAIL.COM

INSTAGRAM:
@D.WDALTON

Letter from the Chair

Hi everybody and welcome to another great year at LTUE! We are so excited to have you with us! We've had a great time putting this year's symposium together for you and we can't wait to experience it with you. What brings me back to LTUE every year is the amazing community it is built upon. Seriously, you guys are awesome and I really appreciate each and every one of you and the impact you have on the creative community. I know I'm not the only one who feels this way; since joining the committee I've received comments every year from both guests and attendees about the wonderful connections they make here at LTUE.

This is a place of creativity and inspiration where we come to learn from each other and share our experience.

As we come away, however, it can be hard to maintain that excitement and creative high throughout the year. It is important to maintain the relationships we make by continually coming together to inspire and motivate each other to keep creating. As Chair I would like to thank my amazing committee, who kept me mostly sane and were truly the ones who made everything happen. Good luck to everyone this year as you explore the galaxy in an effort to finally determine once and for all what is the meaning of Life, the Universe, and Everything!

JJ Safley
Chair 2020

Symposium Committee

Chair: JJ Safley
Assistant Chair: Spencer Merrell
Secretary: Erin Kearsley
Schedule Coordinator: Mike Bishop
Academics Track Head: Marny K. Parkin
Art Track Head: Renae Kingsley, Assistant: Logan Kearsley
Books Track Head: Ben Pistorius
Gaming Track Head: Andrew Owens
Professional Development Track Head: Micheal Johnson
Readings Track Head: Kira Harris
Theater & Media Arts Track Head: Alex Hall, Assistant: Joe Monson
Worldbuilding Track Head: Alpheus Madsen
Writing Track Head: Stephan Fassmann
Accessibility: Kira Harris
Anthology Managing Editor: Joe Monson
App Developer: John Harris
Art Show & Artist Alley Coordinators: Logan Kearsley, Maggie Garbe
Attendee Coordinator: Kira Harris
Blog Coordinator: Spencer Merrell
Creative Director: Jeff Jensen
Film Festival Coordinator: Alex Hall

Game Room Coordinator: Andrew Owens
Guest Services Coordinator: Jack Setzer
Hospitality: Dave Doering
Information Analyst: Erin Kearsley
Legal Counsel: Steve Setzer
Marketing Coordinator: Kate Jenkins
Pitches Coordinator: Micheal Johnson
Publications Coordinator: Marny K. Parkin
Recordings Coordinators: Logan Kearsley, Jeff Jensen
Registration Coordinators: Spencer Merrell, Mike Bishop
Social Media Team: Kate Jenkins, Kira Harris, JJ Safley, Jeff Jensen
Special Events Coordinator: Joe Monson
Trustees: Dave Doering, Marny Parkin
Vendor Coordinators: Maggie Garbe, Bobbie Berendson W., Logan Kearsley
Volunteer Coordinator: Diana Parkin, Assistant: Deidre Logan
Website Team: Jeff Jensen, Logan Kearsley, Michael Clark, John Harris
YouTube Team: Jeff Jensen, Nephi Jenks
Additional Committee: Aaron Porter, Alicia McIntire, David Halliday, Rebecca Tayler, Troy McIntire, Wade Edwards

Special Thanks to Calvin Bishop for creating the scheduling database

Anyone can join our staff! Students are especially needed, from both UVU and BYU. If you are interested in helping make the next symposium bigger and better, come to our first staff meeting for LTUE 39 on **Saturday, February 22, on UVU campus at 10 am.** Watch our Facebook page for location and more details.

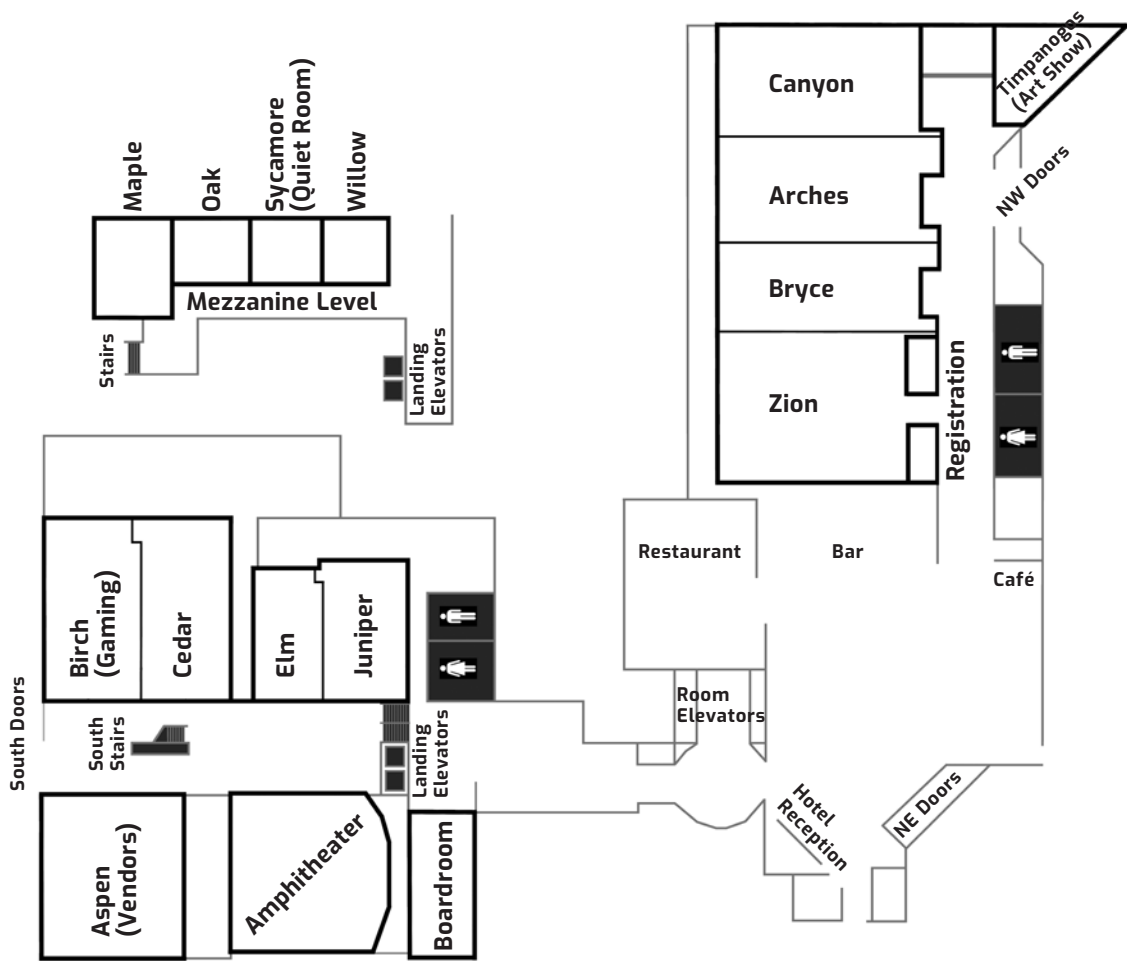
Utah Valley Convention Center First Floor



Center Street

Freedom Boulevard (200 West)

100 North



Marriott Hotel

Wonder about the different badge colors?

Orange	Committee member
Pink	Volunteer
Dark Blue	Guests of Honor, Toastmaster, and Special Guests
Light Blue	Panelists and presenters
Green	Vendors
White	Attendee

Chairs Emeritus are indicated by a gavel icon in the upper right corner.

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Please Note

Please review our Child Policy, Accessibility Policy, and Harassment Policy, as well as the hotel's alcohol policy, located on our website at <http://ltue.net/policies/>

Quiet Room

LTUE is pleased to announce the addition of a Quiet Room this year to allow respite from the noise and bustle of the conference. This will be located on the mezzanine floor of the conference space in Sycamore. When using the Quiet Room, please do not talk to or attempt to interact with any others who are there; those who do not follow these guidelines will be asked to leave.

The Quiet Room will be stocked with a variety of sensory-friendly tools and educational information, such as fidget toys, head phones, sunglasses, ear plugs, etc., provided by Carolyn Nicita.

Filking

Join your fellow bards each evening for memorable music. Filking (also known as Bardic Circle) has been a tradition since before hobbits walked Middle Earth. Folk songs and poems have been set to music, changing lyrics at times to creatively fit science fiction and fantasy themes—thus,

“filking.” Bring your guitar, lute, or simply your voice and make musical magic with us. Participants may perform their own tunes or bring copies of music for fellow filkers to join in a jolly sing-along.

Vendor Room Hours

Aspen Room

Thursday: 10 AM to 7 PM

Friday: 10 AM to 7 PM

Saturday: 10 AM to 7 PM

Art Show Hours

Timpanogos Room

Thursday: 11 AM to 7 PM

Friday: 9 AM to 7 PM

Saturday: 9 AM to 5 PM

Gaming Room

Birch Room

(see full schedule on page 25)

Thursday: 10 AM to 7 PM

Friday: 10 AM to 7 PM

Saturday: 10 AM to 6 PM

Guests of Honor

Bobby Cody

Bobby Cody leads the creative team of Evermore Park on matters directly concerning narrative and production. As the showrunner, he ensures that actors are prepared, writers are meeting deadlines, and department directors have the creative input to create all the magic that goes into Evermore.



Supported by a talented team of artists, he is in charge of every single aspect of the show, from ideation to pre-production to production and performance. Bobby has worked in the entertainment industry since 1987 in a myriad of roles and titles for theatre and film. Combining that knowledge with his work in the gaming industry, Bobby leads his team to pioneer an entertainment experience unlike any in the world.

Evermore Park is an experience park where guests of all ages can escape to a new realm—the fantasy village of Evermore. The park is themed like a European village with its own buildings, citizens, and epic story. Guests interact with characters, go on quests, and become a part of the world of Evermore.

evermore.com

Howard Lyon

Howard Lyon is an artist that was born and raised in Mesa, Arizona. He is the youngest of five children. Howard had very supportive parents, who even when he was very young, made sure he had the materials and education to hone his talents. While attending high school, Howard met his



wife, Shari Lunt. They now have three children and reside in Utah.

Howard began his career studying illustration at Brigham Young University working with artists such as Robert Barrett, Don Seegmiller, Richard Hull, and Ralph Barksdale. Over the past twenty years, he has worked in the video game industry as an art director, concept artist, and freelance illustrator. For much of his career, he has painted dragons and trolls or scenes from science fiction. His work can be found in products from Dungeons and Dragons books, World of Warcraft cards, Magic: The Gathering, and *Star Wars*. He also writes for the fantasy art blog *Muddy Colors* and has recently been doing work for Brandon Sanderson's books including *Mistborn*, *Warbreaker*, *The Stormlight Archive*, and the covers for *Dreamer* and *Snapshot*.

"I choose to paint that which is beautiful and interesting. I find in nature, truth, and in humanity an endless stream of stories and narratives that capture my imagination and attention. My goal is to take those moments and convey them through my work."

howardlyon.com

Brad R. Torgersen

Brad R. Torgersen is a healthcare tech supervisor by day, U.S. Army Reserve chief warrant officer on weekends, and always a science fiction and fantasy author.



Brad's novel *A Star-Wheeled Sky* won the Best Science Fiction Novel Dragon Award at the 2019 DragonCon Convention in Atlanta, Georgia. The trophy for Best Science Fiction Novel was given by best-seller, multiaward winner, SF Grand Master Larry Niven. Brad was also nominated for the 2012 Campbell, Hugo, and Nebula awards, won the Association of Mormon Letters (AML) award for best short fiction, and won a *Writers of the Future* award. He has published two

novels with Baen Books, and numerous stories, novelettes, and novellas through several anthologies and magazines, such as *Orson Scott Card's InterGalactic Medicine Show* and Mike Resnick's *Galaxy's Edge*, with special appearances in *Analog Science Fiction and Fact*—three of which each received the *Analog* “AnLab” Readers’ Choice award.

Brad has been an airplane and aerospace geek almost all of his life and is forever fascinated by history—especially military history. Being a chief warrant officer in the U.S. Army Reserve gives him a chance to serve the country he admires while keeping his civilian shoes on. He has undying respect for U.S. military servicepeople and veterans, and he suffers severe allergic reactions to criticism of same.

“I write fiction and I sell it, believing that the primary purpose is to entertain the reader—and to make me a little money. I’m not in it to educate you, nor confront you, nor (God help us!) raise your awareness. I simply want to let you have some worthwhile fun in the world(s) of my imagination, just as the venerable authors I love and adore have always done for me. If you’re not having fun in my stories, or aren’t coming away saying, wow, I really enjoyed that, then I’m not doing my job!”

bradrtorgersen.com

Toastmaster

Michaelbrent Collings

One of the most versatile writers around, Michaelbrent Collings is an internationally best-selling novelist, produced screenwriter, and multiple Bram Stoker Award finalist. While he is best known for horror (and is one of the most successful indie horror authors in the United States), he has also written best-selling thriller, fantasy, science fiction, mystery, humor, young adult, and middle grade works, and Western romance. *writteninsomnia.com*

Special Guests

Kevin J. Anderson

Kevin J. Anderson has published more than 140 books, 56 of which have been national or international best-sellers. He has written numerous novels in the *Star Wars*, *X-Files*, and *Dune* universes, as well as unique steampunk fantasy novels *Clockwork Angels* and *Clockwork Lives*,

Etiquette with the Pros

One question any symposium-goer inevitably asks is, “How do I talk to authors and artists?” Getting to know them takes a few common sense rules of etiquette that will make the experience enjoyable for both of you.

First, remember that the authors and artists are only human. Just because they write fantastic books or draw fabulous pictures doesn’t mean they are ready to be on stage at any moment. An author or artist may have just had a lousy night or be suffering from something the symposium committee fed them at lunch. Don’t take it personally if they don’t want to talk to you right then.

Also, don’t try to dazzle them with your latest story idea or pet project. Many are paid to critique material; don’t expect them to do it for free.

And don’t make the mistake that one convention attendee made when he tried to discuss the wage differences between British and American actors with a main guest. We promise you, brilliant as they may be, authors and artists don’t know everything.

When you want to meet the authors or artists, wait for a good moment when they aren’t busy. If they are talking with someone else, wait patiently for them to finish, then introduce yourself. Try to say something nice before you fire away with criticism. Remember, they may be as shy of meeting you as you are of meeting them.

Most importantly, don’t monopolize! Share with others these marvelous people you’ve just met. Rather than saying everything at once, try talking to them on several occasions. (Even your mother would rather hear from you for three minutes once a week than for three hours once a year.)

Just remember to be courteous. Respect their privacy and respect their time. They have come to the symposium to meet people, though, so don’t be afraid to approach them. That is why they came!

written with legendary rock drummer Neil Peart, based on the concept album by the band Rush. His original works include the Saga of Seven Suns series, the Terra Incognita fantasy trilogy, the Saga of Shadows trilogy, and his humorous horror series featuring Dan Shamble, Zombie PI. He has edited numerous anthologies and written comics, games, and the lyrics to two rock CDs. Anderson and his wife Rebecca Moesta are the publishers of WordFire Press. wordfire.com

Larry Correia

Larry Correia is the *New York Times* best-selling author of the Monster Hunter International series, the Dragon Award-winning Saga of the Forgotten Warrior series, the Audie-winning Grimnoir Chronicles trilogy, the Malcontents novels for Warmachine, the Dead Six series (with Mike Kupari), and more. He lives in northern Utah. monsterhunternation.com

Devon Dorrity

Devon Dorrity is a sculptor of fantastic beasts and beautiful creatures. His sculpture and design work has been included in the *Spectrum Art Annual* four times and his *Queen of the Seas* bronze sculpture has been on exhibit in NYC museums and won the 2014 Chesley Award for Dimensional Art. He has been nominated for the Chesley three times. He has done graphic design for over twenty years and has done numerous professional book cover designs. artofdevon.com

Natasha Ence

Natasha Ence has been playing Tabletop RPGs since she was seven years old. Tabletop gaming and a voracious love of stories lead her to study literature, teaching, and creative writing at university; this gave her the solid foundation she needed to become a full-time professional Game Master, RPG writer, and game designer. When not writing or gaming, Tasha can be found in the kitchen whipping up one of her favorite dishes or in the yard training and playing with her dog, Captain. talesoffthetable.com

Diana Glycer

Dr. Diana Pavlac Glycer is intrigued by the creative process, particularly the way that creativity thrives within small groups and creative clusters. She is an award-winning writer whose books focus on C. S. Lewis, J. R. R. Tolkien, and the Inklings. Her latest book is *Bandersnatch: C. S. Lewis, J. R. R. Tolkien, and the Creative Collaboration of the Inklings* (2015). She is best known for *The Company They Keep: C. S. Lewis and J. R. R. Tolkien as Writers in Community* (2008). She is a professor at Azusa Pacific University. dianaglycer.com

Megan Lloyd

Megan Lloyd is a story artist and screenwriter for animation. This makes her one of the first wizards on-call when it comes to creating movie magic. Currently she's enjoying a dream job at DreamWorks storyboarding for Jurassic World: Camp Cretaceous. thirdchildstory.blogspot.com

Logan Long

Logan Long, creative director at Evermore Park, is a native of Utah. While serving in the US Air Force, he felt called to do something more. His gift for sculpture, aided by his wife's prophetic prodding, led him to enter as an artist in the celebrated *Face-Off* competition on the SyFy channel. To his surprise, he was selected. While he placed and did not win in season 8, he found that this was a gift in disguise. It allowed him to return on season 11 for a second chance. *Face-Off* showcased his skills as a sculptor and a makeup artist and he soon garnered international fame. He was rewarded by working with the best filmmakers in India eight times, then in China. It was during his last sojourn in Asia three years ago that he received a call from Utah. It was from Evermore's Ken Bretschneider asking him to head up Evermore's Creature Shop—a task that visitors say he's clearly excelled at. His advice to fellow artists? "Just do it!" he says. "Just produce. Your creativity will always shine through."

Participant Bios

Nicholas P. Adams grew up in the small, rural town of Boring, Oregon, with his six brothers and sisters. He studies pre-med to become a surgeon before realizing he doesn't handle being around sick people well. Instead, he received a master's of architecture from the University of Utah and now designs buildings. He has received four honorable mention awards from Writers of the Future with aspirations of winning the Golden Pen. nicholasadamswrites.com

Courtney Alameda is a novelist and comic book writer. Her debut novel, *Shutter*, was nominated for a Bram Stoker Award and hailed as a "standout in the genre" by *School Library Journal*. Her novel *Pitch Dark* was a Junior Library Guild selection, and she writes the comic book series *Sisters of Sorrow* with Sons of Anarchy screenwriter Kurt Sutter. Her latest novel, *Seven Deadly Shadows*, is a retelling of Kurosawa's *Seven Samurai* cowritten with Valynne Maetani. courtneyalameda.com

Mason Allan was raised reading books and comics, watching cartoons, and traveling round the world. Now he's an author who recently released his first novel, the first book in the *Rebellion* series. In many ways, the book is an homage to some things Mason has loved since he was a kid: superheroes, dystopian literature, science fiction, and the zombie apocalypse. mrmasonallan.com

Dan Allen is fantasy/science fiction writer and physicist. He has a grundle of recent books from Future House (*The Exalting* and *Super Dungeon*), Dragon Scale (forthcoming), *Writers Digest* (*Putting the Science in Fiction*) and Jolly Fish Press (*Fall of the Dragon Prince*). He is an enthusiast for science and writing education and enjoys the outdoors, game design, cosplay, and general geekery. authordanallen.com

Bruce H. Allred has spent the past twenty-six years as an investment banker. His training is in finance and economics but he loves all types of fantasy and science fiction. He cut his teeth reading E. E. "Doc" Smith and Isaac Asimov. He lives with his wife, Margie, in Fruit Heights, Utah, trying to understand the cosmic hum.

Nicole Amare is a master's student at University of South Alabama.

Shannon Babb is your average historical fiction writing, polar exploring, earth scientist. As the lead curriculum writer for Thalweg Education, she works on translating difficult scientific concepts into language everyone can understand. In her spare time, she writes disability fiction, volunteers with the Civil Air Patrol, and trains for an upcoming women's Antarctic expedition.

Michael Bahnmiller is a composer whose work has been used in film, TV, podcasts, and book soundtracks. Determined to learn by doing,

Bahnmiller set out to create an ambitious album, *Kaladin*, based on Brandon Sanderson's international best-selling novel *The Way of Kings*. With eleven composers working on the project, Bahnmiller worked as the lead composer, producer, orchestrator, and post production supervisor. *Kaladin* released at the end of 2017 and made it to Google Play's top six film scores. theblackpiper.com

A freelance game designer, **Michael Barbeau** has worked on several projects in both rules design and miniature production. His game *Guardians of Umbra* has recently funded on Kickstarter.

Jay Barnson writes speculative fiction across multiple genres. His stories and nonfiction articles have appeared in several anthologies and magazines, and he is the author of the *Blood Creek* novels of fantasy and folklore set in West Virginia. He worked in the video games industry for many years, developing multiple best-selling (and not-so-best-selling) video games on consoles and PC. Currently he develops heavy equipment training simulators for traditional and virtual reality platforms. rampantgames.com/blog/

Christopher Baxter is an author, editor, podcaster, and (why not) yes, a game designer. He shares stories and writing tips at writerinthehat.com and is a host of *A More Civilized Podcast*.

David Baxter is a participant in NASA Breakthrough Propulsion Workshop and is a founder of the Utah Space Association. He submitted a grant to NASA for propellantless propulsion. utahspace.org

Dr. Kent R. Bean received his bachelor's degree in English from USU, master's in English from BYU, and PhD from Bowling Green State University. He has been teaching at Snow College since 2005. Kent is a big science fiction fan and watches way more movies than is advisable.

C. David Belt graduated from BYU with a bachelor's in computer science, managing to bypass all English or writing classes. He served as a B-52 pilot in the US Air Force. When he is not writing, he sings in the Tabernacle Choir and works as a software engineer. He collects, researches, and teaches about swords, spears, and axes (oh, my!), and other medieval weapons and armor. unwillingchild.com

Micheal Boudreaux is a medievalist specializing in the early Middle Ages, particularly the intersection of emotions, violence, and conversion in the Carolingian Saxon Wars.

Jay Boyce is the author of *A Touch of Power* series published with Mountandale Press. She is an editor-turned-author who also spends her time working with deaf students at her local university.

Jaime Buckley is a professional illustrator and author, making his living assisting authors with

the art, formatting, and publication process for both digital and print. Best known for his world of *Wanted Hero*, Jaime has published comics, novels, blogs, and podcasts and streams on Twitch. jaimebuckley.com

D. J. (Dave) Butler has been a lawyer, a consultant, an editor, and a corporate trainer. His novels include *Witchy Eye* and sequels and *The Cunning Man* (cowritten with Aaron Michael Ritchey) from Baen Books, *The Kidnap Plot* and sequels from Knopf, and *City of the Saints* from WordFire Press. He plays guitar and banjo whenever he can and likes to hang out in Utah with his children. davidjohnbutler.com

Justin T. Call is a graduate of Harvard University and the author of *Master of Sorrows*, book 1 of *The Silent Gods* series. In addition to being a novice screenwriter, English teacher, and voice-actor, Justin is also the CEO of *Broomstick Monkey Games* and codesigner of the board games *Imperial Harvest* and *Royal Strawberries*. justintcall.com

Blake Casselman is a screenwriter, comic book writer, and film producer. He coauthored the graphic novel *Devil's Triangle*, writes the *Scepter Squad* webcomic, and cowrote and produced the award-winning comedy film *Adopting Trouble*. He teaches screenwriting. He obtained his bachelor's degree in film from the University of Utah and a master of fine arts in education from the University of Phoenix. rarelegend.com

Kaylee Casutt has been nonstop writing since she was eleven and enjoys teaching classes to teenagers about the love of creativity. She not only loves the pen but also enjoys crafting, drawing, and acting out her characters and plot and writes weekly in her blog: agreaterdestiny.weebly.com. She enjoys stage sword combat, Shakespeare, studying about World War II, and reading Laurie R. King.

Ann Chamberlin is the author of many published books, mostly historical novels, many set in the Middle East, including a trilogy published by Forge set in sixteenth-century Turkey. This trilogy, in translation, spent almost a year on the Turkish best-seller list. Her most recent publication is *Clogs and Shawls*, a memoir of her grandmother. She has also written many plays, including *Jihad*, which won the best off-off Broadway new play of 1996. annchamberlin.com

Kristen Chandler is the author of three contemporary young adult novels (*Wolves, Boys and Other Things That Might Kill Me; Girls Don't Fly; Thief of Happy Endings*). She is a creative writing instructor at Brigham Young University. Her books have been nominated for a number of honors including the Elizabeth Walden Book Award. KristenChandlerBooks.com

Quiana Chase creates simulations. She has helped produce large-scale simulations put on by Heroic Youth, Simulations Week, and others. Her jobs include working at the Lion's Gate space center, as an elementary school educator, and heading the Que Branch, which exclusively publishes work written by teens. Oh, and she writes novels. She also has a YA science fiction novel in the process of publication that will be released by the time LTUE hits.

Travis Lee Clark is a lecturer in art history at Utah Valley University, where he specializes in non-Western topics and contemporary art.

Daniel Coleman is a fantasy and urban fantasy author with a decade of publishing experience. He has launched multiple books in the Amazon Top 200. Daniel is also a developmental editor and has edited dozens of Amazon Top 100 books. His day job consists of driving a fire engine and paramedic in Big Cottonwood Canyon. dcolemanbooks.com

Author of six novels and an anthology, **Stan Crowe** wrote his first book at age five. Stan splits his time among writing, a day job, his wife, ten children, and a cat. He also presides over the Moab, Utah, chapter of the League of Utah Writers. Because, really, if you're going to write awesome stuff, why not live somewhere awesome, too? st4nj9.wixsite.com/authorstanjohnson

Els Curtis is the author of the novel *Thrice-Cursed*, *Thrice-Blessed* and the co-creator (with H. A. England) of the graphic short story "Lenses." She has a bachelor's degree in English from Utah State University. Wherever her next adventure is, she always carries a notebook, a pen, a sketchbook and at least two books. facebook.com/Curtis.Els

J. L. Curtis has two series, The Grey Man series, current fiction with cops vs. the cartel in South Texas, and Rimworld, a military science fiction series from the grunt's perspective. He has also published short stories and novellas in various genres. He retired as a naval flight officer, then worked as an engineer with a defense contractor for another twenty+ years. He now lives North Texas and writes full time. oldnfo.org

Tony Daniel is a senior editor at Baen Books. He is the author of seven science fiction novels, the latest of which is *Guardian of Night*, as well as an award-winning short story collection, *The Robot's Twilight Companion*. He's the coauthor of two books with David Drake in the long-running General series. He is also the author of two original series *Star Trek* novels. Daniel was a Hugo finalist for his short story "Life on the Moon," which also won the *Asimov's* Readers Choice Award.

Brendan Decicio is a student at BYU currently pursuing a master of performance and media studies degree. Brendan is a fan of both table-top games and fantasy narratives.

Robert J Defendi was one of the writers for *Savage Seas*, *Exalted*, *Spycraft*, *Shadowforce Archer*,

Stargate SG-1 roleplaying game, *Spacemaster*, and critically acclaimed setting *The Echoes of Heaven*. He was featured in *Writers of the Future XIX* and *When Darkness Comes*. He's in several anthologies. *Death by Cliché* is his first published novel. RobertJDefendi.com

Dr. Nikhil Rao, MD, MSc (AKA Vindaloo Diesel) is a child psychiatrist specializing in working with critically ill children, where it's not unusual to see him dress up like Batman and claim it's "for the kids." Nikhil has also been active as a fitness and nutrition professional. Prior to medicine, he studied the evolution of intelligence and social systems in monkeys, which are a lot like children, albeit hairier. He is working on a media presence, reflecting on science, health, and culture.

Alicia Morley Dodson is the author of *The Lunar Phases* series, *Spider Face*, and other adventure fairytales retellings. She's a warrior in the war against mental illness. A lover of food, music, art, and other creepy things. She writes about mental illness to provide hope and understanding. She's a graphic artist and the owner of *Do Not Disturb Publications*. aliciamorleydodson.wordpress.com

Dave Doering is a "doer," hence his last name. He is the founder of LTUE and BYU's *Leading Edge*, a podcaster, and supporter of the arts and media. davedoering.com

Maxwell Alexander Drake is an award-winning science fiction/fantasy author, graphic novelist, and playwright. He was also the lead fiction writer and game story consultant for Sony's massive online game *EverQuest Next* as well as writing for the *Shadowrun* game. He is best known for his fantasy series, *The Genesis of Oblivion Saga*. Drake teaches creative writing at writers' conferences and fan conventions all around the world and is the author of the *Drake's Brutal Writing Advice* series. MaxwellAlexanderDrake.com

Tom Durham is an award-winning writer, director, and media producer who splits his time between Middle Earth, Tatooine, and the *Enterprise*. His epic uber-indie sci-fi film, *95ers*, went into international distribution and found exuberant fans all around the world, including more than a few time travelers. Currently he produces a reality television series and has numerous science fiction and fantasy projects—books, movies, radio—bubbling in his cauldrons. tomdurham.com

James Eck wrote a book once; now he is game master at least once a week and writes RPG content. He is best known for creating the *Rotating Labyrinth*. mindweaverpg.wordpress.com

Heather England has a bachelor's degree in Illustration, has self-published one short comic, and has a webcomic that has been up on Webtoons for almost two years. She's also been writing and publishing short stories online for almost two decades and has over four thousand followers on some of her stories. webtoons.com/en/challenge/bittersweet/list?title_no=194956

David Farland is a *New York Times* best-selling author with over fifty novels to his credit. He is the lead judge for one of the world's largest writing contests and he has helped train dozens of authors who have gone on to become best sellers. mysterydoctor.com

Angie Fenimore is a NYT best-selling author. She's landed six-figure book deals with the big-five and signed with top deal-making literary agents. Her current project is in negotiation for an HBO long-form TV series. But coaching writers to success is her superpower. Her students are on the *USA Today* best-sellers list, #1 on Walmart's list, #1 best-sellers on Amazon, and have signed big-budget movie deals starring Hollywood A-listers. calliopewritingcoach.com

Max Florschutz was born in the distant wilds of Alaska many years ago. Upon surviving to adulthood he attended college in Utah, graduating in 2011. Two years later he published his first book, soon followed by another, and then a whole string of releases! Today he continues to delight audiences of science fiction and fantasy with everything from space battles to wild west adventures while also running the weekly writing advice series "Being a Better Writer" on his website, *Unusual Things*. maxonwriting.com

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Gordon E. Frye has studied history all of his life, engaging in as much "experimental archaeology" as to the hows and whys of the past as possible. He has worked on historical films (as an actor/reinactor and an advisor), been a historical interpreter at historic sites, a cavalryman, and a jousting. History, horses, and weapons are his passion. He currently is an adjunct professor of history at Naval Base Kitsap and occasionally writes nonfiction. historypundit.blogspot.com

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create seamless reading experiences, she enjoys cooking, kayaking, and krav maga. looseleafep.com

Raised in upstate New York on the same hill Tom Sawyer was born on, **Tristan A. Gilmore** began reading at four years of age and never stopped. Now an avid reader, mechanic, pyrotechnic, and jack-of-all-trades, he is prominently known for beta reading and his experience cultivating exotic animals and corals of all genus and species. This, in tandem with being a medical equipment technician trained in CNC machinery and 3D printing, has made cybernetics a strange specialty.

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Michael Glassford is a writer, speaker, and lawyer. He works with small business owners to protect their family, their business, and their future so that they can have the confidence to live their best story. He has several new titles coming out in historical fiction fantasy and self help. legallifeplan.com

Ashley Goodnow has loved stories all her life. Her favorites usually include brilliant world-building, snappy dialogue, or twists on tropes and archetypes. Since 2010, she has analyzed and researched the craft of storytelling, and she's excited that she now gets to help authors hone their writing skills and improve their stories. themanuscriptdr.com

Kenneth Hunter Gordon answers to "Kenny" in real life. His poetry and short fiction have appeared in literary magazines for many years. His novel, *One Bronze Knuckle*, came out in 2019 and won a Gold Quill from the League of Utah Writers. He has a BA in English from the University of Utah and lives in Sandy. Prior to that he lived in Los Angeles, where he played in a reggae band and almost met Tracey Ullman.

Author and artist **Rebecca J. Greenwood** has worked professionally as a graphic designer in publishing. She wrote and illustrated the Scripture Princesses series and is the author of Regency romances *The Darkest Summer* and *Beauty's Rose*. She loves audiobooks and constantly has a new project in mind. rebeccajgreenwood.com

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As a professional costume designer and clothing historian for over thirty years, **Jonna Hayden** has designed and built shows for major arts organizations, including the Eugene Ballet, Eugene Opera, and Opera Bend. Her recent design work includes Eugene Ballet's *The Snow Queen*. She provides professional consultation and presents at conventions

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C. H. Hung writes stories founded in scientific plausibility, layered with myth and folklore—mashups deriving from her stubbornly rational soul intersecting with her irrational belief in magic. Her genre-spanning short fiction has appeared in multiple anthologies and magazines from Wordfire Press and WMG Publishing, including *Pulphouse* and *Fiction River*. chhung.com

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Jennifer Julander has a passion for tragic heroes and all things magic, with a hint of mystery and romance. jenniferjulander.com

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Renae Kingsley is a Jill-of-all-trades. Her many roles in life have included being a board member of two nonprofit groups, professional magician, international humanitarian, business owner, artist, home school mother of four, creativity coach, body artist, interfaith advocate, character performer, art teacher, and youth mentor. She creates environments where creativity flourishes and empowers others to confidently reach their potential.

Though new to writing, **Cary Kreitzer** has managed to win silver honorable mention in the Writer of the Future contest and sign a contract for her book *Blood Numbers* with Immortal works all within this last year. She's addicted to writing conferences now and loves writing angsty teen romance.

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Joe Monson co-edited *Trace the Stars* and *A Dragon and Her Girl*. He has published short stories in a variety of publications and is working on a space opera trilogy set two thousand years in the future. He lives in the tops of the mountains with his wife, three children, and their pet library. joemonson.com

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An alumna of BYU, **Kaki Olsen** has published stories ranging from gardening romances to dragon-smuggling androids. Her debut novel, *Swan and Shadow*, was published by Cedar Fort in 2016. She has contributed articles to *Authors-Publish* magazine, taught writing craft at several conferences, and is a board member at the nonprofit Front Row Reviewers.

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Charlie Pulsipher is a were-author, cardboard artist, velociraptor impersonator, and collector of odd sentences. He plans on surviving the apocalypse that will start when dust bunnies revolt against their vacuum cleaner masters. He writes science fiction and fantasy that make up for any tendencies to nibble on people. But his ultimate goal is to flood the world with empathy. charliepulsipher.com

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Idaho native **Val Roberts** sold her first science fiction romance to Samhain in 2009; it was orphaned before it was published. Another title went to Carina Press in 2012, then Val gave up on traditional publishers and started Wylde Hare Press to publish her work. She has a day-job background in technical marketing, localization, prepress work, and printing and a bachelor's degree in chemistry. valrobertsauthor.com

Talysa Sainz is a freelance editor and an author of young adult fantasy. She graduated from BYU in English language and linguistics with a minor in editing. She is an active volunteer for the League of Utah Writers, Utah Freelance Editors, and her community arts council, and she spends her free time at the library or gaming. When not geeking out over language, grammar, and Harry Potter, she goes on adventures and reads stories with her family.

Brandon Sanderson has published nine solo novels with Tor. He also has four books in the middle-grade *Alcatraz vs. the Evil Librarians* series from Scholastic. He was chosen to complete Robert Jordan's Wheel of Time series. Currently living in Utah with his wife and children, Brandon teaches creative writing at Brigham Young University. brandonsanderson.com

Hi, I'm Sara. I write crappy stories and then slowly make them better. I like to write and talk about writing. I chaired LTUE in 2017 I have an honorable mention with Writers of the Future and someday I'll have something published to tell you about. Meanwhile I'm an extrovert among introverts and I'm either really good at networking or really bad at it.

J. Scott Savage is the author of eighteen published novels, including the Farworld, Case File 13, and Mystery of Cove series, and *The Wonderland Diaries* coming out September 2020. His books have received starred reviews from *Publisher's Weekly* and *Kirkus* and received many awards and recognitions. jscottssavage.com

Art Scheel is a former Marine turned software engineer with a background in digital security and a penchant for firearms and things that explode. When he's not playing with his kids, he's soaking up the latest science fiction and fantasy.

Jo Schneider writes YA science fiction and fantasy with amazing characters. That she tortures. Because that's what makes a good story. Also, humor. joanschneider.com

Amryn Scott is a founding member of Heads and Tails Publishing, where she is currently a vice president. She is an author, writing coach, and mom to seven kids. Living in the mountains, she enjoys hiking and camping to unplug from a fast-paced life.

B. A. Simmons is a teacher, writer, editor, tabletop gamer, beekeeper, and birder. He has a love of European medieval history and ultra-running. The Archipelago Series (currently three books

with a fourth on the way) is set in the same world as Planet Archipelago, the RPG which he also works on with his dad. He teaches English and creative writing in the Ogden area where she live with his wife and kids. basimmonsauthor.com

Steve Simmons is a retired educator/artist/medieval re-enactor. planet-archipelago.com

Brennan "Talonos" Smith, while working on master's in computer science with an emphasis in game design, helped found the BYU Games program with his thesis adviser. He supported himself through that period making Minecraft modpacks on commission for the Technic team. Brennan now makes virtual reality training simulations for skilled trades technicians and makes (and plays) indie games in his spare time. talonos.net

GINNY Patrick is the pen name for **Virginia Smith**, best-selling author of almost forty novels in a variety of genres. Writing as Ginny, she indulges her passion for fantasy in all its fascinating forms. She serves on the board of directors for the World Fantasy Convention and is co-chair of WFC 2020 to be held in Salt Lake. She has twice received the prestigious Holt Medallion Award of Merit. virginiasmith.org

Emily Martha Sorensen writes clean fantasy books that will make you grin. Her characters are quick on their feet, clever, and looking for a way to solve the problem before the villain wins. She been known to write about snarky heroines, fairy tales, and baby dragons in the 1920s. emilymarthasorensen.com

Kal Spriggs is a science fiction and fantasy author. He has over twenty-five novels in print. He writes fast-paced stories about complex characters who impact their worlds. He is a US Army combat veteran who has been deployed to Iraq and Afghanistan. He lives in Colorado and is married to his wonderful wife and also shares his home with his infant son and several feline overlords. He likes hiking, skiing, and enjoying the outdoors when he's not hunched over a keyboard writing his next novel. kalspriggs.com

Brenda Stanley is an award-winning journalist and best-selling author of four novels. She has been a television news anchor and reporter for over two decades and weaves her experience as a crime reporter into her stories. She is the mother of five children, including two sets of twins. Brenda has also authored four cookbooks. She lives in Blackfoot, Idaho, on a small ranch with her veterinarian husband and numerous animals. brendastanleybooks.net

Jennie Stevens is a wife, mother, copyeditor, and connoisseur of all things nerdy. She has edited hundreds of manuscripts and achieved her lifelong dream of being paid to read books. She has also written two short stories, published in the *Intersections* and *A Year of the Monkey* anthologies. Follow her on social media (@jennietheeditor) for book recommendations and grammar tips. jennietheeditor.com

Isaac Stewart worked for over ten years in the animation and video game industries before becoming the art director for Brandon Sanderson at Dragonsteel Entertainment. In addition to his work at Dragonsteel, Isaac has created maps and symbols for some of the world's most-renowned fantasy authors. He lives in Utah with his wife, children, and several cats. He has written and illustrated a picture book that is forthcoming in August 2020. isaacstewart.com

Callie Stoker is a freelance editor for The Manuscript Doctor with over ten years of helping writers become authors. She has a background in theater and is a champion for those with disabilities—including her two sons with ASD. themanuscriptdr.com

Darci Stone won the Golden Pen grand prize award for her short story in Writers of the Future volume 34. She has a degree in physics teaching and a minor in cultural anthropology. Darci currently develops online math and science curriculum for Alpine School District. thedarci.com

Eric James Stone is a Nebula Award winner and Hugo Award nominee. Over fifty of his stories have been published in venues such as *Analog Science Fiction & Fact* and *Nature*. His debut novel, the science fiction thriller *Unforgettable*, has been optioned by Hollywood multiple times. Eric lives in Utah with his wife, Darci, who is an award-winning author herself. ericjamesstone.com

Dr. Eric G. Swedin is a professor of history at Weber State University. His doctorate is in the history of science and technology. His publications include numerous articles, six history books, four science fiction novels, and a historical mystery novel. His *When Angels Wept: A What-If History of the Cuban Missile Crisis* won the 2010 Sidewise Award for Alternate History. Eric lives with his family in a house built in 1881. swedin.org

Daniel Swenson writes about dragons, guns, swords, magic, and other evil and snarly mystical creatures. He is the Amazon best-selling author of *The Shadow above the Flames* (2017), writer of fantastical short stories that have been published in various anthologies, and creator and host of the Hugo-nominated podcast *Dungeon Crawlers Radio*. *A Dragon's Fate* (2019). DragonsFate.com

Scott E. Tarbet's speculative fiction stories have garnered multiple awards, including two Gold Quills from the League of Utah Writers. He writes in several genres, including steampunk, fantasy, paranormal, techno-thriller, and historical fiction. scotttarbet.timp.net

Howard Tayler is the writer and illustrator behind *Schlock Mercenary*, the Hugo-nominated science fiction comic strip (schlockmercenary.com). He also cohosts the Hugo and Parsec award-winning *Writing Excuses* podcast, a weekly 'cast for genre-fiction writers Brandon Sanderson and Dan Wells. schlockmercenary.com

Art Show and Artists Alley

The LTUE Art Show (Timpanogos) displays a wide variety of art by artists both familiar to our community and taking their first steps in showing their work. Participants in this year's show include a number of LTUE presenters and panelists, as well as other local artists. Come by to see their work in person, chat with the artists during featured spotlights (schedule posted in the Art Show)—and maybe leave with a piece or two!

Also be sure to stop by and say hello to the folks in the Artists Alley, a section of tables in the halls at LTUE designed for artists to show off and sell their art. Come talk to artists and see them as they do their work! Artists participating in the alley will be working on their art while at the tables. Different artists will be present at different times, so be sure to check out the Artists Alley throughout LTUE!

Sandra Tayler is a writer of essays, picture books, speculative fiction, middle grade fiction, newsletters, and blog entries. Her day job is being the editor, publisher, and business manager for the *Schlock Mercenary* comic strip. When she is not working, Sandra spends time with her house, her four kids, and her cartoonist husband, Howard. onecobble.com or [@SandraTayler](https://twitter.com/SandraTayler)

Richard Teasdale is a filmmaker with over a decade of working experience in the industry. His editing credits include award-winning horror shorts "Evening with My Comatose Mother," "Creatures of White Chapel," and "Kiss the Devil in the Dark." He also directed the comedy web series *Unsung Heroes*. He is the deputy director of the genre film festival FilmQuest here in Provo, Utah. filmquestfest.com

Mike Thayer is a proud father of three, lucky husband of one, passionate author, budding podcaster, lifelong gamer, viral blogger, degreed engineer, decent impressionist, inept hunter, erstwhile jock, and nerd. He has cast a ring on the slopes of Mt. Doom, eaten a feast at the Green Dragon Inn, cemented Excalibur in a sandstone block, tasted butterbeer in Diagon Alley, built a secret door to his storage room, and written a few fantasy books. What else is left, really? thetechmowizardbooks.com

Candace J. Thomas is the award-winning author of YA fantasy and science fiction. She is the author of the *Vivatera* series, *Vampire-ish: A Hypochondriac's Tale*, owns her own indie press, and thinks Sour Patch Cereal was a terrible idea. candacejthomas.com

Johan Twiss is passionate about writing clean science fiction, fantasy, and crime fiction stories. He has six published works, including his acclaimed novel, *4 Years Trapped in My Mind Palace*, and the *I Am Sleepless* series. Johan doubles as an audiobook narrator and loves narrating almost as much as writing. He's a recipient of the Lonestar.Ink Rising Star Award and was a finalist in the ScreenCraft Cinematic Book Competition. johantwiss.com

Christine Tyler is a sf/f author, digital artist, and graduate of the Odyssey Writing Workshop. She recently spent two weeks working as crew aboard a replica eighteenth-century tall ship. Her short fiction is published in *Podcastle*. christinet Tyler.com

John Van Stry first published in 2011 on Amazon and by 2015 was a full-time author. He's completely self-taught—there weren't any conferences or courses you could take when he first started as both himself and Jan Stryvant. He regularly makes it into the top 100 of the Amazon best-sellers ranks. vanstry.net

Brittany Vance is a graduate student in the media and performance studies major. Although her major focus is video games and other emerging media, she loves getting back to her film roots.

Joe Vasicek fell in love with science fiction and fantasy when he read *The Neverending Story* as a child and hasn't looked back since. He is the author of more than twenty books, including *Gunslinger to the Stars*, *The Sword Keeper*, and the *Sons of the Starfarers* series. As a young man he studied Arabic at Brigham Young University and traveled across the Middle East and the Caucasus Mountains. He claims Utah as his home. onelowerlight.com/writing

Piper Vasicek is a PhD student at Brigham Young University studying computer science, emphasizing machine learning and natural language processing. She figures that will give her a leg up once we reach the singularity.

Suzanne Vincent is editor-in-chief of *Flash Fiction Online* magazine, a multigenre market where great stories come in small packages. With more than ten years experience creating and editing very short fiction, Suzanne has a keen sense for what makes a story work. You can visit her badly neglected blog at slusheditor.blogspot.com. flashfictiononline.com

Heidi Voss has written award-winning short stories, and her debut novel, *Frogman's Response*, will be released later this year. In the fantasy world, Heidi portrays a bard in the Dungeons and Dragons podcast "Epic Commoner." In the real world, Heidi is currently Factum MMA's undefeated female Jiu Jitsu champion. She has a Bachelor's degree in English and has developed writing workshops based on her honors thesis about keeping readers riveted in fiction. @rarevoss

Megan Walker is an author of contemporary romance and epic fantasy. She has co-authored The Extra Series books with Janci Patterson, along with an epic fantasy series due out in summer 2020. She has also published several fantasy/science fiction stories under the name Megan Grey, including the widely acclaimed "Tuesdays with Molakesh the Destroyer." extraseriestbooks.com

Devri Walls is a US and international best-selling author. Having released seven novels to date, she specializes in all things fantasy and paranormal. She is an in-demand speaker and panelist, having appeared this year as a panelist at San Diego Comic Con and the keynote speaker for Boise Book Fest. Devri is so grateful for opportunities that allow her to help her fellow writers along the path. Book three in her extremely popular *Venators* series will release April 2020. devriwalls.com

Jennifer Wardell is a YA fantasy author whose novels include *Beast Charming*, *Fighting Sleep*, and *Fairy Godmothers, Inc.* She's also written several shorter works, including the popular spy romances *How to Win Over Your Arch-Nemesis (In Three Easy Steps)* and *Dirty Deeds Done for Reasonable Prices*. She is also a professional film critic and member of both the Utah Film Critics Association and Denver Film Critics Society. jenniferwardell.wixsite.com/mybooks

Kevin Wasden serves as principal at Venture Academy, where he blends experiential learning, communities of practice, and character development to help students become moral scholars and community stewards. He is an advocate of creativity in education (and life!) and enjoys speaking to youth, writers, artists, and educators. He is the cocreator and illustrator of the science fiction adventure series *Hazardous Universe*. He also developed and illustrates the independent comic series *Technosaurs*. kevinwasden.blogspot.com

New York Times best-selling author **Dan Wells** is best known for his horror series *I Am Not a Serial Killer*. His other novels include two young adult science fiction series. Dan has written for the television series *Extinct*. He cohosts the Hugo-winning podcast *Writing Excuses*. He also writes short fiction and game fiction and edited the anthology *Altered Perceptions* to help raise funds for and awareness of mental illness. Dan lives in northern Utah with his wife, six children, and more than four hundred board games. thedanwells.com

Robison Wells is the author of *Variant*, *Feedback*, *Blackout*, *Deadzone*, *Dark Energy*, and *Airships of Camelot*. *Variant* was a *Publishers Weekly* Best Book, a YALSA Quick Pick for Reluctant Readers, and a best seller. His latest book, *The Warning*, was cowritten with James Patterson. robisonwells.com

Mason Wheeler discovered computer programming in the third grade and immediately thought "with this I could build my own video games!" Thus began a lifelong quest for knowledge and skill that led him all over the programming industry. Today he runs his own game publisher, Stormhunter Studios, building indie games that he hopes people will enjoy. stormhunterstudios.com

Natalie Whipple is the author of fifteen novels, a pro gaming fan, a dungeon master, and perhaps the largest consumer of diet Mountain Dew Code Red on the planet. She graduated from BYU in English language with a minor in editing and is currently spending all her spare time being too extra for her D&D campaigns.

Lynette White is a thirteen-time indie-published writer. Her published works include twenty-one short stories, a progressive fantasy, and her own dark fantasy series. Her unique perspective brings a fresh twist to the writing process and indie publishing.

Andrew Whittaker is an author, actor, dungeon master, and singer. He published his debut novel, *The Devil from the River*, last year to glowing reviews on Amazon. andrewwhittaker.com

Paul Williams received his master's in English from Idaho State University in spring 2018. His article "Stepping into Story: Narrative Grammar in Robert Holdstock's *Mythago Cycle*" was published in *Gramarye*, issue 14. A former high school English teacher, his interests include narrative theory, alternative history fiction, religion, and fantasy literature. He is now pursuing his PhD at ISU, where he serves as editorial assistant for the *Journal of the Fantastic in the Arts*.

Kyler Williamsen is a medieval Italian historian focused on the intersection of violence and religion in late medieval Tuscany. He also is a huge Star Wars fan and hosts a podcast about a galaxy far, far away. amorecivilizedpodcast.podbean.com

Brian Wiser is a producer of books, films, games, and events. Best known for the *Firefly* documentary *Done the Impossible*, he was an extra in Joss Whedon's *Serenity* and designs and edits retro computer/gaming books at CallAPPLE.org. He has interviewed and worked with many luminaries. twitter.com/BrianWiser

Rachael Witt is a senior at BYU studying English and digital humanities. When she isn't doing web design, advertisement, writing her novel, or leading the first NaNoWriMo gathering at her university, she can often be found with her husband playing Magic: The Gathering and eating cookies from Chip.

Johnny Worthen is an award-winning, best-selling, multiple-genre, tie-dye wearing author, voyager, and damn fine human being! Trained in stand-up comedy, modern literary criticism, and cultural studies, he writes up-market fiction long and short and mentors where he can. He is a Utah Writer of the Year and sitting president of the League of Utah Writers. When not writing or haunting conferences and conventions, he is a writing instructor at the University of Utah. johnnyworthen.com

Dr. Newell Wright is a professor of international business and marketing at North Dakota State University, who researches intercultural proficiency.

Growing up on a steady diet of superhero cartoons, **James Wymore's** own super power turned out to be hypnosis through fantastic stories. He works tirelessly to take control of readers' minds and raise an army to conquer the literary world but now focus on writing. He has published seven novels, edited several anthologies, and has many short stories in print. jameswymore.wordpress.com

Daniel R. Yocom does geeky things at night because his day job won't let him. This dates back to the 1960s, through games, movies, and stranger things better shared in small groups. He's written hundreds of articles about these topics after extensive research for his own blog, other websites, and magazines along with short stories. His research includes attending conventions, sharing on panels and presentations, and road-tripping with his wife. guildmastergaming.blogspot.com

Jemma Young is a freelance illustrator as well as the creator and artist for the webcomics *Children of Eldair* and *Temerity*. She has colored comics professionally and has done book covers, cartography, design work, and illustration. She had run five successful Kickstarter campaigns and has over eighty thousand subscribers to her online comics. eldair.com

Though **Michael Young** grew up traveling the world with his military father, he now lives in Utah with his wife, Jen, and his two sons. He played for several years with the handbell choir bells on Temple Square and is now a member of the Tabernacle Choir at Temple Square. He is the author of the novels in The Canticle Kingdom series, The Last Archangel series, the Chess Quest series, and the Penultimate Dawn Cycle (The Hunger), as well as the nonfiction work *The Song of the Righteous*.

E. A. Younker is a technical writer who has found herself accidentally embedded in the quality assurance world of manufacturing. When not writing about root cause/corrective action or manufacturing procedures, she daydreams about dragons and spaceships. She and her husband live in the Portland, Oregon, area and try to do their small part to "Keep Portland Weird."

Listing of Events with Participants

See postings near the registration table for any last-minute changes. Want a mobile-friendly, customizable version of the schedule? Find the LTUE app in an app store near you! Mark your favorites and build your own schedule.

Thursday, February 13, 2020

9:00 AM (Thurs.)

Beginner RPG Design

How to use Gamism/Narrativism/Simulationism. (Gaming, Oak)

Cavan Helps

Colonizing the Sea:

Living on and under the Waves

While we tend to spend most of our time on land, most of the surface of our world is covered with water. How might we live on and under all this water? (Worldbuilding, Bryce)

J. L. Curtis (M); Nicholas P. Adams; Dan Allen; Shannon Babb; Darci Stone

Film Screenings: LTUE International Science Fiction/Fantasy Film Festival Selections (2 hours)

Screenings of the best new science fiction and fantasy films from around the globe. (Theater/Media Arts, Maple)

Intro to Acrylic Painting

Learn the tips and tricks for working with acrylic paints. This class targets beginner and intermediate artists alike! (Art, Amphitheater)

Renae Kingsley

It's Always Sunny in Fantasyland Except When It's Not

Using weather to drive plot and character choices. (Writing, Arches)

Max Florschutz; Devri Walls (M); Steve Simmons; B. A. Simmons; Natasha Ence

Know Thy Platform: Social Media Marketing

Facebook. Instagram. Twitter. Reddit. New social media platforms provide new opportunities and challenges for artists. Discover the strengths of various online platforms and how to leverage them to market your work, connect with your audience, and establish a brand. (Professional Development, Canyon)

Mikki Helmer

Romancing the Other

Fish peoples, vampires, and aliens may not be human but they need and can give love too. (Writing, Zion)

Rebecca J. Greenwood; Alicia Morley Dodson (M); Caitlyn McFarland; Mackenzie Kincaid; L. Palmer

The Symbolism of Superman

It's said creators based Superman on Moses (a castaway orphan), Samson (an ultra-strong warrior), or a golem (an avenger against evil). Later commentators point to Christian connections, too. What's your favorite theory of what Superman stands for? What does the Caped Crusader mean to you? And are superheroes actually new gods for the nonreligious? (Books, Elm)

Mason Allan; Quiana Chase; Daniel Craig Friend (M); Marion G. Harmon

What Is a Brand and How Do I Build One?

The most successful modern creators are often more than mere mortals: they have become brands. Brandon Sanderson has books, comics, tie-in jewelry, special editions, and even art inspired by his work. Stephen King is an exemplar of modern horror, his stories endlessly adapted for film and television. But a creator need not be a legend to successfully build a brand and use it to great effect to connect with fans, sell their work, and curate their public image. (Professional Development, Exhibit Hall C)

D. J. Butler; Jared Garrett (M); Maxwell Alexander Drake; Isaac Stewart

10:00 AM (Thurs.)

Cardboard Wizardry

A workshop turning cardboard into fantastical works of art. Robots, dragons, armor, and more. (Art, Amphitheater)

Charlie Pulsipher

Film Screenings: LTUE International Science Fiction/Fantasy Film Festival Selections (cont.)

(Theater/Media Arts, Maple)

Galadriel, the Ring, and the Elvish Language—Will the Real, Symbolic, and Imaginary Woman Please Stand: Analyzing J. R. R. Tolkien's Three Unique Representations of the "Woman" in *The Lord of the Rings* and *The Silmarillion*

J. R. R. Tolkien's critics consider him a misogynist. However, a psychoanalytical approach

using Jacque Lacan's tripartite of the Real, Symbolic, and Imaginary meshed with the French Feminist Julia Kristeva and her Chora theory, reveals an elevated and prominent representation of "woman" is established in Galadriel, the One Ring, and the Elvish language. (Academics, Oak)

Dr. Steve Fullmer

Killing Your Darlings:

What to Do with the Bodies

What to do with those bits you loved, especially when they doesn't work anymore. (Writing, Zion)

Stan Crowe (M); Andrew Whittaker; Mark Minson; Jessica Guernsey; Dan Wells

Lost Technology:

Why Can't We Do That Anymore?

Giant saws to build Egyptian pyramids, Roman concrete, Damascus steel, Tesla's workshops, Saturn V rockets; we have lost a lot of technological ability. Where does this knowledge go? (Worldbuilding, Cedar)

Joe Monson (M); Megan Hutchins; Eric Swedin; L. E. Modesitt Jr.; The Provo Pirate

Origami, Geometry, and Engineering: Developing Compactable Devices for Science Fact and Fiction

Bullet-proof shields that self-deploy, cameras and lasers embedded in medical probes, solar sails unfolding from spacecraft: we will explore how engineers can use origami and geometry to design compact mechanisms that can enhance the abilities of future machines. (Worldbuilding, Canyon)

Dr. Larry L. Howell; Dr. Spencer Magleby

Publishing Games on Steam

So you've made a game and you are hoping to sell it. Is publishing on Steam the choice for you? Find out the pros and cons of this platform. (Gaming, Elm)

Mason Wheeler; Jay Barnson (M); Brennan "Talonos" Smith; Skye Larsen

Science Fiction and Fantasy around the World

While the spotlight for science fiction is often on Western authors, what about works produced elsewhere? Let's talk about some of the

great stories you should know about. (Books, Bryce)

Emily Martha Sorensen; C. H. Hung; Jay Boyce; Courtney Alameda; Talysa Sainz (M)

To Self-Publish or Not To Self-Publish?

Once upon a time, self-publishing was considered the last resort of those who couldn't make it in traditional publishing. Today there is a thriving indie and self-publishing scene, powered by Amazon and the proliferation of cell phones and e-readers. Come learn about the differences between the traditional route and self-publishing and their respective pros and cons. (Professional Development, Arches)

David Farland; J. B. Garner (M); Candace J. Thomas; Robert J Defendi; Tony Daniel

11:00 AM (Thurs.)

Keynote: The Power of Fantasy Art through the Ages

Fantasy art has been with us for centuries. The genre of fantasy has been the primary method for teaching outside of religious art for several thousand years. Howard's presentation will take us through the centuries of art and see how we have arrived at the present day. Fantasy art is on the rise again after a decline in mainstream art during the twentieth century. (Exhibit Hall C)

Howard Lyon

Noon (Thurs.)

Fashion and Clothing Design for Earth and Beyond (2 hours)

The purpose, functionality, flair, and flavor of fashion design on Earth and elsewhere for character development inspiration. Having surveyed earth and other-worldly fashion, we will show how this knowledge and inspiration assists in the design of our own science fiction, fantasy, or horror costume masterpieces. (Theater/Media Arts, Amphitheater)

Jonna Hayden; Renae Kingsley (M); Rowan North; Caitlyn McFarland; Heather England

How to Self-Publish

With the proliferation of self-publishing, you might think that success is as easy as uploading your work to Amazon. But while self-publishing gives aspiring authors greater control over their work, it also demands more of their time and energy. What informs whether you should start an LLC? How do you find a cover artist? How do you get printed copies of your work for friends and fans? (Professional Development, Exhibit Hall C)

John Van Stry

D. J. Butler Reading

Readings are a great opportunity to hear from and interact with excellent authors in a

small, quiet setting. Come enjoy your favorite authors or discover someone new! D. J. Butler write fantasy. (Readings, Juniper)

D. J. Butler

Mormons and Horror:

Light within the Darkness

The intersection between Latter-day Saints and horror. (Books, Maple)

Michaelbrent Collings

Patching Your Genes:

The Future of the Human Genome

What changes might we make to the human genome? Will we reach a point where we become something "beyond" human? (World-building, Bryce)

Charlie Pulsipher; Darci Stone (M); Candace J. Thomas; Vindaloo Diesel; Kristen Chandler

Short Stories, Novellas, and Novels:

How Long Should Your Story Be?

Stories can be both long and short and still grip readers. How do you decide how long to make your story? Are there ways to recognize when you need to either add or remove scenes? (Writing, Arches)

Rafael Hohmann; Suzanne Vincent; Paul Genesse; Scott R. Parkin (M)

What's a Creator Chat?

A creator chat (previously known as a kaffeeklatsch) is an informal chat, generally around coffee or (in our case) cocoa. Sign up to have a conversation with some of our special guests. Space is limited; first come, first served. Sign up outside the Boardroom each morning.

Thursday

2:00 PM Brad R. Torgersen

4:00 PM Michaelbrent Collings

Friday

3:00 PM Howard Lyon

4:00 PM Diana Glycer

Saturday

noon Kevin J. Anderson

1:00 PM Megan Lloyd

2:00 PM Natasha Ence

3:00 PM Larry Correia

Readings

Come take a break from panels and presentations to enjoy readings from some of our fantastic guests. You won't be disappointed.

Thursday

noon D. J. Butler

2:00 PM J. Scott Savage & Sofiya Pasternack

5:00 PM Jessica Day George & M. K. Hutchins

Friday

9:00 AM Michaelbrent Collings

10:00 AM Charlie N. Holmberg & Devri Walls

1:00 PM Readings from the LTUE Benefit Anthologies

2:00 PM Virginia Smith

3:00 PM David Farland & Rafael Hohmann

4:00 PM L E. Modesitt Jr. & Jared Garrett

Saturday

2:00 PM Brad R. Torgersen & Dan Allen

In Memoriam

To the patron saints who touched our lives before bravely going into that great beyond.



Marion K. "Doc" Smith—BYU professor of English and the force behind the symposium.

Betty Pope—a librarian at BYU and the main reason BYU has a science fiction and fantasy collection. We miss her sweet smile and gracious support.

Sue Ream—a BYU professor of English who generously opened her home to guests and committee members alike.



Linda Hunter Adams—director of the BYU Humanities Publication Center, who gave us the tools, a space, and encouragement to pursue our dreams.

Jonathan Langford—second chair of LTUE, who had immense intellect, good humor, and boundless enthusiasm and support for the sf/f community.

Wake for Michaelene Pendleton

Come celebrate the life and works of Michaelene Pendleton, an LTUE alumni from years past. (Boardroom)

Joe Monson; Melva Gifford

Wheeling and Dealing with Secret Bits: Coming to Terms with Cryptocurrencies

Bitcoin, Ethereum, and other cryptocurrencies seem to be the wave of the future. What are cryptocurrencies? How will they potentially shape the future? (Worldbuilding, Cedar)

Emily Martha Sorensen (M); Jason Fuesting; Eric Swedin; Alpheus Madsen; Donna Milakovic

Writing a Children's Book

They may seem simple, but picture books have their own format and style. What you need to know to write children's picture books. (Writing, Elm)

Jaime Buckley (M); Stephen Gashler; Isaac Stewart; Cary Kreitzer

Writing the E-jock Character

E-sports are huge, but how can you write the e-jock, who is very different from the normal jock? (Writing, Zion)

C. H. Hung (M); Jay Barnson; Jay Boyce; Brennan "Talonos" Smith; Courtney Alameda; Natasha Ence

1:00 PM (Thurs.)

Fashion and Clothing Design for Earth and Beyond (cont.)

(Theater/Media Arts, Amphitheater)

Firming Up a Sagging Middle

The middle of a story can bog the whole thing down, but how else do you get from

the beginning to the end? Authors give their favorite strategies for working up to the midpoint and breaking into the third act. (Writing, Canyon)

Kenneth Hunter Gordon; Jenniffer Wardell; Jodi Jensen; Kristen Chandler (M); Johan Twiss

Folk, Farm, and City Magic: How Population Affects Technique

How does location affect the magic that can be done? Considerations a wizard or witch must make when practicing folk, farm, or city magic. (Worldbuilding, Elm)

D. J. Butler; Max Florschutz; Devri Walls; M. Todd Gallowglas (M); Jennifer Julander

Game Masters and the Aesthetics of Play

As a Game Master, you create the experience players have at the table in much the same way a game designer creates the experience players have in a video game. Knowing the aesthetics of the MDA framework can guide you. Learn how to identify whether your players are looking for Expression, Challenge, Discovery, Narrative, Fantasy, or Fellowship; How to tailor different parts of a campaign to each of those needs; and how to balance a table where players want different aesthetics. (Gaming, Maple)

James Eck

Outlining: Do I Have to Do It First?

How outlines can help you refine your story after you have started writing. (Writing, Arches)

David Farland; Sofiya Pasternack; Mike Thayer; M. A. Nichols; C. K. Johnson; Scott E. Tarbet (M)

Screenwriting Essentials

This panel discusses everything necessary to write a good screenplay. It begins with a crash course presentation of essentials and expands on that via audience participation and feedback. (Theater/Media Arts, Cedar)

Blake Casselman; Michaelbrent Collings; Alex Hall (M); Maxwell Alexander Drake; Sae Sae Norris; Tom Durham

The Cold War and Science Fiction

A Canticle For Leibowitz, Alas Babylon, Damnation Alley, and others examine the what-ifs of a society after a nuclear apocalypse at a time of ever-present threat. (Books, Zion)

J. L. Curtis; Jason Fuesting; Eric Swedin; Shannon Babb; Brad R. Torgersen; Robert J Defendi (M)

The Future of Fantasy

Genres are changing and evolving all the time. What are the forerunners of the fantasy genre, and how they are changing the field. What does fantasy hold for us in the future? (Books, Bryce)

Rafael Hohmann (M); Charlie Pulsipher; Peter Orullian; James A. Owen

Third-Way Reconciliation Plots in Latter-day F&SF (Part II): Maze Runners, Dragon Watchers, Hourglass Doors, and Dystopian

Third-way reconciliation, a story-resolution strategy, is demonstrably employed by several of the Latter-day Saint community's most prominent authors in the 1990s and early 2000s. Third-way reconciliation, as a dominant story motif, can be readily tied to these authors' common experience as Latter-day Saints. (Academics, Oak)

Alan Manning; Nicole Amare

What Came First, the Characters or the Plot?

Building your plot from your characters vs. building your characters from your plot. (Writing, Exhibit Hall C)

Charlie N. Holmberg (M); Lani Forbes; Mikki Helmer; Janci Patterson; The Provo Pirate

2:00 PM (Thurs.)

Chronicling the Passing of Days: The History of Calendar Systems

Societies throughout history have created calendars to keep track of the days. How were calendars developed, and what considerations go into creating calendars? (Worldbuilding, Cedar)

Ann Chamberlin; Megan Hutchins; Eric Swedin; Micheal Boudreaux; Tora Moon (M)

Creator Chat with Brad R. Torgersen

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (These conversations in previous years were referred to as kaffeeklatsches.) (Boardroom)

Brad R. Torgersen

Credentialed Creatives: Do Degrees Matter?

Faulkner never graduated high school. Tolkien was an Oxford-educated professor. Jack Kerouac went to college for football. What are the benefits or pitfalls of pursuing higher education as a creative? How do more technical programs like graphic design and game design compare to a master of fine arts? (Professional Development, Arches)

Brenda Stanley; Jaime Buckley; Donna Milakovic (M); M. Todd Gallowglas

Everything You Need to Know about Writing in Three Minutes

A tongue in cheek but information-filled guide to the basics of story structure and how to quickly solve common problems in writing fiction. Tony Daniel—former writing professor, award-winning author, and senior editor at Baen Books—discusses how to become a writer. (Professional Development, Zion)

Tony Daniel

Filmic Prose: How To Write for Easier Adaptation to Film

Lots of people want their story adapted for film, so how do you make your story adaptation-friendly? This panel goes over the strengths and weaknesses of the different mediums and what each can do. (Theater/Media Arts, Juniper)

Blake Casselman; Michaelbrent Collings; Caryn Larrinaga (M); Maxwell Alexander Drake; Amy "Jonesy" Jones; Tom Durham

Heroes and Villains: One and the Same?

Writing heroic villains and villainous heroes. (Writing, Canyon)

Rafael Hohmann; Troy Lambert; Tristan A. Gilmore (M); Megan Grey Walker

How to Gain Confidence as an Artist

The most important and hardest step as an artist. You have something to offer the world, now you need to sell it not only to others, but to yourself. (Art, Maple)

Rowan North

J. Scott Savage and Sofiya Pasternack

Reading

Readings are a great opportunity to hear from and interact with excellent authors in a small, quiet setting. Come enjoy your favorite authors or discover someone new! J. Scott Savage and Sofiya Pasternack write middle grade fantasy. (Readings, Oak)

Sofiya Pasternack; J. Scott Savage

Logistics in Civilian Life

Logistics isn't just a military concern. How do civilian businesses maintain their supplies? (Worldbuilding, Exhibit Hall C)

Stan Crowe; Shannon Babb; Sandra Tayler (M)

Mythology in Science Fiction

Mythology plays a huge part in our lives. While it's easy to see its influences in fantasy, its touch is often more subtle in science fiction. Explore how authors from Roger Zelazny to Arthur C. Clarke have used mythology to push the limits of science fiction. (Books, Elm)

Richard Teasdale; B. A. Simmons; James A. Owen; Emily Martha Sorensen (M)

Story Mapping

Eliminate painful rewrites by knowing where your story is going. (Writing, Amphitheater)

Virginia Smith

The King of the Battle Field: An Introduction to Artillery

Napoleon was the first to recognize the importance of artillery on the battlefield. How has artillery been deployed historically, and how is it used today? (Worldbuilding, Bryce)

Kal Spriggs; Alicia Morley Dodson (M); Michael F. Haspil; Mongo

3:00 PM (Thurs.)

A Dragon and Her Girl Anthology Release

Come join us for the launch party of the LTUE 2020 benefit anthology, *A Dragon and Her Girl*. Meet the authors, editors, and cover artist, and get your signed copy. Proceeds go to support student memberships at LTUE. (Cedar)

Joe Monson; Max Florschutz; Megan Hutchins; Christopher Baxter; Scott R. Parkin; Melva Gifford

Crafting a Great First Page

The first page has to hook the reader; it can make or break the reader's will to go on. What makes people want to continue? What information do they need to know? (Writing, Zion)

Lynette White (M); Suzanne Vincent; Caitlyn McFarland; Evil Sara; Angie Fenimore; Janci Patterson

Evermore Park: The Participatory Role of the Audience Member as Co-creator

Theme parks, fantasy fans, and theater collide. This presentation discusses the rise of interactive and participatory spectatorship in live events. Using the case study of Evermore Park, we will explore the current draw towards "experiences" versus products, and discuss what it means to participate and co-create in art spaces during this digital age. (Academics, Maple)

Elise Haines

First Reads: J. K. Rowling, Shannon Hale, and Gail Carson Levine

For many kids, reading doesn't come easily, but they develop a love for it once they find a series that speaks to them. These authors from the 1990s and 2000s got kids to love reading. What made them different? (Books, Arches)

Megan Lloyd; Robin M. King; Ariadne Kane; C. H. Lindsay; Jessica Guernsey (M)

First Steps in Tabletop Game Design

Going from an idea to a product can be a daunting task. Learning the steps in the process can be a huge help in bridging the gap between an idea and starting the design process. Learn how to take your idea and make it real and pick up other general design tips. (Gaming, Elm)

Cavan Helps; Ravvyn; James Eck; Skye Larsen; B. A. Simmons (M); Mike Holyoak

Genre: Limits or Freedom?

Genre places limits on what a story is like. People expect a certain kind of emotional rollercoaster ride out of a story. How can genre expectations spark creativity? (Writing, Bryce)

Nicholas P. Adams; Peter Orullian (M); Mason Wheeler; J. Scott Savage; Jo Schneider

Lighten Up: Injecting Humor in Fiction

Comedy falls flat without drama to set the stage. Drama feels grimdark without comedy to lighten the mood. Why is humor so

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Game Room Sessions

Subject to change. Updates will be posted in the game room (Birch).

Thursday

2 pm—RPG Planet Archipelago Playtest

The planet Archipelago is a planet of islands and endless ocean, with no magic, no super powers, just you and your friends against the alien world that your ancestors colonized two hundred years ago. Designed by Steve Simmons.

5 pm—Savage Worlds Basic Rules and Character Creation

Savage Worlds is a setting-neutral RPG system which aims to emulate pulp stories. Combat is tactical, power levels can drastically shift, and is often deadly. Created by Shane Lacy Hensley and Paul Wade-Williams.

Friday

10 am—Pathfinder 2d ed. Rule Summary and Character Creation

The follow up to the widely popular first edition, this edition aimed to simplify the system while maintaining the core of Pathfinder, including a wide array of player character choices. Pathfinder's setting is a Tolkien-like fantasy realm while still being unique. Designed by the design team at Paizo.

2 pm—RPG Planet Archipelago Playtest

3 pm—Saboteur

Players take on the role of dwarves. They are in a mine, hunting for gold. Suddenly, a pickaxe swings down and shatters the mine lamp. The saboteur has struck. But which of the players are saboteurs? Will you

find the gold, or will the fiendish actions of the saboteurs lead them to it first? After three rounds, the player with the most gold is the winner. Designed by Frederic Moyersoen.

Saturday

1 pm—RPG Planet Archipelago Playtest

2 pm—Red Raven Games Room

Welcome to Arzium, land of ancient civilizations, bizarre creatures, unexplained wonders, and vibrant characters. A great sleeping sickness has spread across the land, sending every type of creature to roam for hundreds of miles in a dazed, incoherent march. It's your job to seek them out and wake them from their sleepwalk, recruiting them to help you find even more lost souls! In Roam, you and up to three friends compete to find lost adventurers. Designed by Ryan Laukat.

3 pm—Dungeon World Rules Summary and Character Creation

Combining high-action dungeon crawling with cutting-edge rules, Dungeon World is a roleplaying game of fantasy adventure. You and your friends will explore a land of magic and danger in the roles of adventurers searching for fame, gold, and glory. Designed by Sage LaTorra and Adam Koebel.

4 pm—The Silent Gods RPG

A troop of mages, priests, and soldiers attempt to steal three powerful magic artifacts . . . but someone in their group may be a traitor. Designed by Justin Call.

difficult, and how can you get the results you want? (Writing, Exhibit Hall C)

Alyson Peterson; Megan Grey Walker; Robert J Defendi; Els Curtis (M)

Native American Mythologies

An introduction to Native American mythologies and how they can be used for inspiration for stories. (Worldbuilding, Juniper)

Benjamin Pistorius; Quiana Chase; Keith Haus (M); Tora Moon

Render unto Caesar: Taxation for Creators

The US tax code is not unlike the labyrinth of Greek mythology, the IRS as terrifying as the minotaur. Creatives, as freelancers and self-employed professionals, need to understand more than most how to navigate the maze of what can and can't be deducted, how often one should report their income, and how to avoid a shock come tax season. (Professional Development, Amphitheater)

David Farland

Writing a Better Death Scene

This presentation will cover the sights, sounds, scents, and observer experience of the last 24–48 hours of life. (Worldbuilding, Canyon)

Amanda Fuesting

4:00 PM (Thurs.)

Breaking Up Is Hard To Do: The Psychology of Ending Relationships

Marriage, business partners, longtime friends: sometimes these relationships come to end. What are the psychological and legal ramifications of an ending relationship? (Worldbuilding, Zion)

Lani Forbes; Amanda Fuesting; Charlie Pulpipher (M); Paul Robbins; Donna Milakovic

Character Design for Illustration

Learn how to design characters for comics, games, cartoons, and more! (Art, Canyon)

Megan Lloyd (M); Christine Tyler; Drea Gryphon; Rowan North

Creator Chat with Michaelbrent Collings

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (These conversations in previous years were known as kaffeeklatsches.) (Boardroom)

Michaelbrent Collings

Have Fun Storming the Castle: Attacking Castles and Forts

Castles and forts are notoriously designed to be easily defended. What techniques are used to overcome these strongholds, and when do these techniques fail? (Worldbuilding, Elm)

Michael F. Haspil (M); Kyler Williamsen; The Provo Pirate; B. A. Simmons

Interview with Guest of Honor Brad R. Torgersen

(Amphitheater)

Micheal Boudreaux; Brad R. Torgersen

Making Successful Fan Films on YouTube

The craft, from planning, to production, to post-production, to SEO and promotion, of

Film Festival Screenings

For the LTUE 2020 Film Festival, we selected the best new science fiction and fantasy films from 1,383 entries from around the world. Within those genres, they fall into subgenres of comedy, drama, horror, animation (some of the animation is very artful), and combinations of those.

Films will be presented at events titled “Film Screenings” in the schedule.

The day screenings have material suitable for all ages in attendance at the symposium, as allowed in our child policy, possibly with parental guidance. Day event films may, for example, have suspense or conflict or mild profanity. The evening screenings may include material not suitable for younger audiences or people who prefer to avoid (for example) disturbed, profane, or otherwise harsh material.

As film programming details may change up to and even during the symposium, please check the film festival events at our Facebook page for a listing of films, their origin countries, and other interesting details. You are also welcome to participate in the audience choice awards by filling the surveys available at each screening.

what it takes to target fans and go big. YouTuber Stephen Gashler’s fan films have had over five million views. He’ll give you the inside scoop on what works and what doesn’t. (Theater/Media Arts, Maple)

Stephen Gashler

Pointy Sticks and Fried Dough: Cultural Constants

What things exist in one form or another in most societies? By understanding these universal constants in our world, you can create new ones for worlds of your own. (Writing, Bryce)

Robin Glassey; Rafael Hohmann; Sandra Taylor (M); Amanda G. R.

Sites of Science Fiction

A historical look at the various locales where SF fandom and events occurred, both regionally and nationally. (Academics, Oak)

Dave Doering

Songs, Riddles, and Verse

Your characters inhabit a shared world. How can you use their shared knowledge of song, poetry, riddles, scripture, and mythology to build their relationships with each other? (Writing, Arches)

Nathan Haines; Mark Minson; Peter Orulian; Tristan A. Gilmore (M); Johan Twiss

Tabletop RPGs as a Writing Tool

Tabletop RPGs and fiction writing share similar skill sets. How can you use these

similarities to improve your own writing? (Gaming, Juniper)

Charlie N. Holmberg (M); Mason Allan; Jess Lindsay; Michael Barbeau; Caitlyn McFarland; Natasha Ence

The Irresistible Pitch (2 hours)

Creating the perfect pitch for your story. (Professional Development, Exhibit Hall C)

Angie Fenimore

World Fantasy Convention—Get the Scoop!

In 2020 the World Fantasy Convention is coming to Utah for the first time in its forty-five-year history. This annual gathering of professionals and fantasy enthusiasts will provide a unique opportunity to meet and network with some of the top authors, agents, editors, and artists in the genre. In this panel, members of the WFC 2020 committee discuss the ins and outs of World Fantasy, and why you don’t want to miss this one-of-a-kind event. (Cedar)

Ann Chamberlin; Virginia Smith (M); C. H. Hung; Jayrod Garrett; Pam Oberg; Dee Ann Larsen

5:00 PM (Thurs.)

Baen Traveling Road Show (2 hours)

Come see the dazzling covers, larger than life! Listen to senior editor Tony Daniel and select Baen authors chat about new and upcoming titles from Baen. Win free books! (Zion)

D. J. Butler; Eric James Stone; Brad R. Torgersen; Tony Daniel

Building in a Vacuum: Construction Techniques without Atmosphere

Our solar system is filled with celestial bodies that we might want to settle but have little to no atmosphere. How will we build new structures on these objects? (Worldbuilding, Elm)

Nicholas P. Adams; Charlie Pulsipher; Keith Haus (M); Darci Stone

Children’s Books for Adults

Kids books aren’t just for kids. Let’s talk about middle-grade and children’s authors, their distinct contributions to literature, and how they appeal to older audiences. (Books, Bryce)

Allison K. Hymas; Sandra Tayler; Jessica Guernsey; Johan Twiss

Jessica Day George and M. K. Hutchins Reading

Readings are a great opportunity to hear from and interact with excellent authors in a small, quiet setting. Come enjoy your favorite authors or discover someone new! Jessica Day George and M. K. Hutchins write middle grade and young adult fantasy. (Readings, Oak)

Megan Hutchins; Jessica Day George

Kids SF/F TV and Film Series for Grown-Up Geeks

Kid shows such as *My Little Pony* and *Phineas and Ferb*, among others, attract huge audiences of all ages. What is it that makes these shows so universally appealing and what lessons can we learn from them for our own craft? (Theater/Media Arts, Cedar)

Natalie Whipple; Jenniffer Wardell; Richard Teasdale; Evil Sara (M)

Murder, Manslaughter, Self-Defense: How the Law Responds to Killing

Many people have served long prison terms for actions they thought were justified by self-defense. What can make the difference between being convicted of murder and walking away free? (Worldbuilding, Amphitheater)

Jason Fuesting; JJ Safley; Alpheus Madsen (M); Erin Palette; Kyler Williamsen

Strategies to Keep Track of Multiple Arcs/Timelines

How to keep your story in sync when there are people all over the map. Track events in time and space so flashbacks and time travel works. (Writing, Canyon)

Troy Lambert; M. A. Nichols (M); Jodi Jensen

The Irresistible Pitch (cont.)

(Professional Development, Exhibit Hall C)

The Story Rollercoaster: Subverting Science Fiction Tropes to Make Stories Different

Genre tells a reader what to expect in a story. How do we change things up without straying too far? (Writing, Juniper)

Emily Martha Sorensen (M); Max Florschutz; Alicia Morley Dodson; Marion G. Harmon; Tora Moon

Tolkien Influences

Where did Tolkien get his ideas and characters? An in-depth look into the many influences upon Tolkien's works. (Books, Arches)

Micheal Boudreaux; Paul Genesse (M); James A. Owen; Diana Glycer

Writer Meetup: Short Fiction

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

6:00 PM (Thurs.)

A Legacy of Ice and Fire:

How *Game of Thrones* Changed Fantasy

The popular *Game of Thrones* TV series is over. The books that inspired them were beloved by fans long before. Their gritty realism challenged pillars of the fantasy genre. Explore George R. R. Martin's impact on the genre. (Books, Juniper)

Christine Tyler; Devri Walls (M); Liesel Hill; Paul Genesse

Alcohol for Teetotalers:

The Culture of Drinking

For someone who hasn't ever had a drop to drink, alcohol can be a bit of a mystery. What are the cultures and practices behind brewing, drinking, and appreciating alcohol? (Worldbuilding, Bryce)

Ann Chamberlin (M); Newell Wright; The Provo Pirate

Baen Traveling Road Show (cont.)

(Zion)

Children of the Empire:

Effects of the Mother Country on Colonies

An empire has many colonies, some of which become countries on their own. How does the empire's culture affect the culture of these colonies? (Worldbuilding, Elm)

Amanda Fuesting; Daniel Craig Friend (M); Evil Sara; Keith Haus; B. A. Simmons

Crafting a Shared Universe

How to publish stories in a shared universe from the cofounders of Heads & Tails Publishing. (Professional Development, Maple)

Amryn Scott; Erika Kuta Marler

Details vs. Design: The Disney Remakes

They've got bigger budgets, bigger stars, and bigger run-times. So . . . why does it feel like something is missing? A Hollywood storyboard artist dives into the design, color, and editing choices of the Disney live-action remakes to find out where the magic went. (Art, Canyon)

Megan Lloyd

Predicting the Future, Badly

How fiction influences technology and how technology influences fiction. (Writing, Arches)

James Wymore; Eric Swedin; Joe Vasicek; Piper Vasicek (M); Scott E. Tarbet

Using Tabletop Gaming to Help Your Writing

Using boardgames and RPG tools to write fiction. We will cover several storytelling games like 99 Chances, FATE, UnTold, PitchStorm, and GURPS bibliographies to use as inspiration for writing fiction. (Gaming, Oak)

Michael F. Haspil

Working the Crowd

Selling something is often as much about the product as it is the person pushing it. For many fans, the artists and creators behind a product or IP are as important as the work they produce, and meeting their favorite creators can be the highlight of a convention or tour. On the flip side, a bad interaction with a creator can push fans away. Come learn about how to be engaging and winsome when interacting with your audience. (Professional Development, Exhibit Hall C)

M. Todd Gallowglas

Writer Meetup: Horror

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

7:00 PM (Thurs.)

D. J. Butler Sings!

Award-winning author and famous mustachioed hat-wearer D. J. Butler incorporates music into most of his novels, as a worldbuilding tool and to build resonance. Come hear him sing and play (mostly) and talk (only a little) about his own songs, real world songs, and real world songs he has rewritten for his own nefarious purposes. Be prepared to sing along! (Amphitheater)

D. J. Butler

Film Screenings: LTUE International Science fiction/Fantasy Film Festival Selections (90 minutes)

(Repeat of morning screenings.) The best new science fiction and fantasy films from around the globe. (Theater/Media Arts, Zion)

Writer Meetup: Fantasy

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

8:00 PM (Thurs.)

Filking

Folk singing with a science fiction/fantasy slant. Bring your guitar, lute, lyrics, or simply your voice and join your fellow bards in making musical magic in this jolly sing-along. (Maple)

Friday, February 14, 2020

9:00 AM (Fri.)

Build Your LLC (2 hours)

"If you don't invest in your business, it's a hobby." Legal professional Michael Glassford will assist six candidates to set up an LLC for their creative profession. Participants will need to bring the \$70 state filing fee (credit card only). *This is a ticketed event (limited to six participants). If you wish to participate, visit Eventbrite to make your reservation.* (Professional Development, Boardroom)

Michael Glassford

Casual Violence:

Societies Where Murder Is Acceptable

Human sacrifice, defending honor, killing untouchables: some societies accept outright murder. How does this casual attitude towards life arise, and what effects does it have on society? (Worldbuilding, Bryce)

Ann Chamberlin; Lani Forbes; Scott R. Parkin (M); Travis Lee Clark

Fantastic Agents and Where to Find Them

Learn about what an agent does, if and when you might need one, and how to find one! (Professional Development, Canyon)

Angie Fenimore

Film Screenings: LTUE International Science fiction/Fantasy Film Festival Selections (2 hours)

Screenings of the best new science fiction and fantasy films from around the globe. (Theater/Media Arts, Maple)

Giving Yourself Permission to Create

Trying new things can be hard. How can you push yourself to be more creative in your writing? How can you keep your writing style fresh and original? (Writing, Juniper)

Robin Glassey; Michael Jensen (M); Sandra Tayler; C. K. Johnson

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How to Usurp a Kingdom

When you go to kill the king, you have to kill the king. . . . So how do you kill the king? And what happens when you don't kill the king? (Worldbuilding, Arches)

Emily Martha Sorensen (M); Kal Spriggs; V.J. O. Gardner; Quiana Chase; Kyler Williamsen

Michaelbrent Collings Reading

Readings are a great opportunity to hear from and interact with excellent authors in a small, quiet setting. Come enjoy your favorite authors or discover someone new! Michaelbrent Collings writes horror and thriller. (Readings, Oak)

Michaelbrent Collings

Narrative Arcs in Board Games

While often overlooked, board games can be an effective storytelling medium. This can range from the game actively telling a story to passively telling the story through the mechanisms in the game. Learn how to unlock your game's storytelling potential. (Gaming, Elm)

Christopher Baxter; Paul Robbins; Skye Larsen; Mike Holyoak (M); Daniel R. Yocom

Retelling a Story in a New Medium

Genre mashups, genderbending, and Moby Dick in space. Learn how to make a story new by changing something fundamental about it. (Writing, Exhibit Hall C)

Michael F. Haspil; Amanda G. R.; M. Todd Gallowglas (M); Kristy S. Gilbert; Jessica Guernsey; Tony Daniel

Stop, Collaborate, and Write: Coauthoring

Margaret Weis and Tracy Hickman. Neil Gaiman and Terry Pratchett. James Patterson and anyone. The creative process can often benefit from collaboration. Come learn about the joys and struggles of co-authoring. (Professional Development, Zion)

D. J. Butler; Larry Correia; Virginia Smith; Peter Orullian (M); Brad R. Torgersen

The Secret Panel on Animation

Last year a "Getting to Know You" lunch between panelists turned into a three-hour Q&A about animation! I've repackaged those burning questions into a streamlined peek "behind the screens" at the unique process of creating animated television and movies. (Theater/Media Arts, Amphitheater)

Megan Lloyd

10:00 AM (Fri.)

Build Your LLC (cont.)

(Professional Development, Boardroom)

By Jove! A History of Profanity

Where does profanity come from? How has it changed over time? And how can you realistically portray swearing characters? (Worldbuilding, Cedar)

Mongo (M); Caitlyn McFarland; Art Scheel; Scott R. Parkin

Charlie N. Holmberg and Devri Walls Reading

Readings are a great opportunity to hear from and interact with excellent authors in a small, quiet setting. Come enjoy your favorite authors or discover someone new! Charlie Holmberg and Devri Walls write young adult fantasy. (Readings, Oak)

Charlie N. Holmberg; Devri Walls

Drawing Cloth and Clothing

Artists will talk about and show examples of the folds of clothing, and how thick and thin materials fall over solid objects and bodies. (Art, Maple)

Rowan North; Mike Lovins; Kevin Wasden; Brian C. Hailes (M)

Horsing Around:

Use, Care, and Feeding of Horses

Few topics done wrong inspire as much wrath from knowledgeable fans as horses and guns. Learn what writers get right, and what they get wrong, about horses in fiction. (Worldbuilding, Juniper)

Joe Monson (M); J. L. Curtis; Gordon E. Frye; Nancy Frye; Kristen Chandler; Jessica Day George

How to Judge a Book

We all know never to judge a book by its cover, but how do we judge it? Every bookworm has their own neverending reading list. How do we decide which books to read and which books to skip? (Books, Canyon)

David Farland; John M. Olsen (M); M. Todd Gallowglas; Tony Daniel

Intro to Anime and Manga

Have you wanted to get into anime and manga? It's a huge medium and it's hard to know where to start. This panel helps you understand the basics and figure out what the right stories could be for you and your tastes. (Theater/Media Arts, Bryce)

Emily Martha Sorensen; Natalie Whipple (M); Andrew Whittaker; Courtney Alameda; Jemma Young

Oaths and Honor:

Expressing a Character's Code of Conduct

Every society operates according to social norms, a sense of justice, and moral codes. How do you write characters within their

ethical contexts and make those contexts compelling? (Writing, Arches)

Paul Robbins; Ravvyn (M); Steve Simmons; Daniel R. Yocom; Dan Wells

Storyboarding and Vision Boards:

Other Means of Organizing Your Story

Mind Maps, Pinterest boards, and Moodboards: There are many different ways to outline a story beyond just making a list. What are some recommended methods or strategies for organizing your plots, characters, and settings? (Writing, Zion)

Michael F. Haspil; Joe Vasicek (M); Mackenzie Kincaid; Els Curtis

Your Beautiful Mind:

Self-Care for Creatives

Combine two things we love: productivity and self-care. Renae helps you redefine self-care, tune into your own needs, and create a daily self-care action plan to manage stress and build healthy habits. This class is designed to transform your knowledge into action, as well as guide you through the whys and hows of practicing self-care for productivity and purpose. (Art, Amphitheater)

Renae Kingsley

11:00 AM (Fri.)

Introduction to Evermore

Evermore Park is a place where participating audiences are immersed in a world of story and adventure. Come hear from the creative director, Bobby Cody, as he introduces you to the wonders of Evermore. (Exhibit Hall C)

Bobby Cody

Noon (Fri.)

Cooperative Games

10+ Years after Pandemic

Pandemic created a new type of board game with cooperative elements. How has this changed the world of board games and what does this mean today? (Gaming, Elm)

Cavan Helps (M); Megan Hutchins; Christopher Baxter; Mike Holyoak; Daniel R. Yocom

Creating Creatures and Crafts for Evermore

(Exhibit Hall C)

Bobby Cody; Devon Dorrity; Logan Long

Developing Your Portfolio

Are you looking to break into illustration? Artists will discuss how they developed their portfolio and what publishers and agents are looking for. (Art, Juniper)

Jaime Buckley; Jemma Young (M); Brian C. Hailes; Howard Lyon

Disabilities Aren't Superpowers: Balancing Human Durability and Frailty

Disabilities in fiction sometimes give individuals amazing powers; realistically, disabilities make life more complicated. How do you respectfully portray disabilities as limitations? (Worldbuilding, Arches)

J. L. Curtis; Michaelbrent Collings (M); Amanda Fuesting; Quiana Chase; Shannon Babb; Vindaloo Diesel

Droids and Drones: Nonbiological Characters

Writing from a human perspective can be difficult enough. How do you write the motivations and perspectives of a character who operates through functions and wiring instead of synapses and emotions? (Writing, Amphitheater)

Max Florschutz (M); Nicholas P. Adams; Jason Fuesting; C. David Belt; Kevin J. Anderson

Ecology and Ecologic Impact on World and Story Building: The Subtle Sledgehammer

A study of how science fiction and fantasy authors incorporate ecology to add depth and dimension to their plots, settings, and characters. Magic and sandworms and Bobs, oh my. (Academics, Oak)

Bruce H. Allred; E.A. Younker

Embracing Imperfection

You've spent too much time trying to write a perfect first draft, and you're getting nowhere. How do you learn to accept imperfection in your initial drafts and move on? (Writing, Bryce)

Sofiya Pasternack; Robin Glassey (M); M. A. Nichols; C. H. Lindsay; C. K. Johnson

Know Thy Audience: Finding the Right Publisher

Not all publishers are equal and not all publishers are equally interested in every genre. Before sending off your precious manuscript or giving your best pitch, it is critical to know what the recipient is looking to acquire. Doing your homework up front prevents you from wasting your time and receiving unnecessary perfunctory rejections. (Professional Development, Zion)

David Farland

Near-Future SF

The book *1984* was published in 1949. *The Martian* mostly used the current technology. Neither was predictive, at least for the year they were putatively about. Can near-future science fiction avoid becoming dated? Does it always have to be dystopian? What makes a near-future story successful? (Books, Canyon)

Eric James Stone; Charlie Pulsipher; Piper Vasicek; Tony Daniel (M)

People of the Gun: Exploring American Gun Culture

Americans are well-known for a fascination with guns. Where did this culture come from, and how does it thrive? (Worldbuilding, Maple)

Mongo; Ariadne Kane (M); Erin Palette; Tyler Williamsen; Nancy Frye

1:00 PM (Fri.)

Believable Emotions

Learn how to render a variety of emotions to breathe life into illustrated characters. (Art, Maple)

Megan Lloyd

Beyond the Creative Cloud: Other Soft- ware Options for Digital Art

Are you an aspiring artist on a tight budget? Or just want to try a new hobby with minimal investment? Come learn about alternatives for making great digital art that don't require a monthly subscription. (Art, Cedar)

Jaime Buckley; Renae Kingsley (M); Drea Gryphon; Kevin Wasden

Crime and Mystery in a Surveillance World

How to write future crime when everywhere and everything is being recorded. (Writing, Arches)

James Wymore; Troy Lambert; Johnny Worthen; Eric James Stone (M); Piper Vasicek

Dragons in Fiction

From Naomi Novik to George R. R. Martin, dragons feature prominently in fiction. Despite their pervasiveness, or perhaps because of it, they are treated differently in different works. What makes these dragons different? How are they used for different effects in these works? (Books, Juniper)

Caitlyn McFarland; Scott R. Parkin (M); James A. Owen; Jessica Day George; Diana Glycer

Jarhead Jargon: Understanding Military Idiom

Military culture has developed all sorts of interesting turns of phrases. Learn what various military terms mean, and how these terms might be adapted or extended to science fiction or fantasy scenarios. (Worldbuilding, Zion)

Sofiya Pasternack; Gordon E. Frye; Brad R. Torgersen; Erin Palette; L. E. Modesitt Jr. (M)

Playtesting Tips and Tricks

Part of the design process is getting the community to help test your game. Having a strategy for implementing playtests and organizing the feedback is important to using the process to its full potential. (Gaming, Oak)

Justin T. Call; Michael Barbeau; Brennan "Talonos" Smith; Mike Holyoak (M); Natasha Ence

Plotting a Romance Is Like Writing a Math Proof

Romances have a weird plot structure. Frodo might set out to destroy the one ring, but rarely do protagonists set out to find and marry their one true love. That doesn't mean there's no structure to a romance, though. Come learn tips and tricks for structuring a love story that leaves readers cheering. (Writing, Amphitheater)

Megan Hutchins

Query Workshop (2 hours)

Come and learn all about querying, from writing your letter to selecting which agents to query. (Professional Development, Exhibit Hall C)

D. J. Butler

Readings from the LTUE Benefit Anthologies

Readings from current and past LTUE Benefit Anthologies series. (Readings, Elm)

Joe Monson; Max Florschutz; Sandra Tayler



Recordings at LTUE

LTUE staff may be recording the sessions. If you speak in a session, even just by asking a question or commenting to your neighbor, our recorder might pick up your words. By attending LTUE, you agree that the LTUE organizing committee can retain that recording and share it as part of its educational mission, without further compensation to you.

If you'd like to record a session for yourself, ***please get permission from all of the panelists or presenters in that***

session first. Even if LTUE also records the session, you have to ask on your own behalf to make your own recording. Just go up front and ask before the session starts. If you don't get the permission, then please don't record the session.

Recording without permission is discourteous and a violation of copyright laws. If you are given permission, it will be personal to you; you do not have the right to distribute, share, or make copies of your recordings.

Swords and Spears and Axes, Oh My!

(2 hours)

Why is the idea of a three-foot-long bronze sword wielded by an eleven-year-old laughable? Do you know the difference between a long sword and a great sword? A saber and a rapier? How about the difference between a thrusting spear, a throwing spear, and a hewing spear? How hard is it to swing a war hammer or a mace? This is a *hands-on* demonstration of various types of swords, axes, spears, and other weapons and armor, ranging from the Bronze Age to the early twentieth century. (Worldbuilding, Canyon)

C. David Belt

When Life Isn't Organic: Alternatives to Organic Chemistry for Life and Material Science

Carbon is the center of so much of our chemistry, yet there are other possible foundations for complex molecules. A discussion of the various possible foundations for life and other things. (Worldbuilding, Bryce)

Emily Martha Sorensen; Dr. John K. Lundwall (M); Kal Spriggs; Alicia Morley Dodson

2:00 PM (Fri.)

Eros to Agape:

What's Love Got to Do with It

There are many kinds of love and we are seeing more kinds getting the spotlight in mainstream media. How can you incorporate nonromantic love into your stories? (Writing, Juniper)

Lani Forbes; Suzanne Vincent (M); Evil Sara; Stephen Gashler

Evermore Q&A

Come ask your questions of some of the creators of Evermore Park. (Bryce)

Bobby Cody; Devon Dorrity; Logan Long

Virginia Smith (Ginny Patrick) Reading

Readings are a great opportunity to hear from and interact with excellent authors in a small, quiet setting. Come enjoy your favorite authors or discover someone new! Virginia Smith writes mystery, romance, and historical fiction. She also writes YA fantasy under the pen name Ginny Patrick. (Readings, Oak)

Virginia Smith

Intro to Charcoal Art

Learn the essential techniques for creating fabulous art with the humble charcoal pencil. (Art, Amphitheater)

Kevin Wasden

Life in the Shadow of Death: Navigating Societies Reigned by Terror

In Revolutionary France, Nazi Germany, or Communist Russia, a single wrong word could mean death or exile. How did ordinary people navigate such societies from day to day? (Worldbuilding, Elm)

Dr. John K. Lundwall; Amanda Fuesting; Christopher Baxter; Ariadne Kane (M); C. K. Johnson

Masters of the Publishing Universe

Interested in getting a graduate degree in publishing? Many authors go their own way without taking the academic route, but *New York Times* best-selling author and successful publisher Kevin J. Anderson is now the director of the publishing MA program at Western Colorado University. He has created a balanced, practical, and exciting grad program filled with real-world experience. Western also offers an MFA in genre fiction for those who want to take a deep dive into their craft. Come hear about the mostly online one-year program and the opportunities and networking it offers. (Professional Development, Zion)

Kevin J. Anderson

Modern Firearms for Writers

How to avoid common mistakes when writing about modern firearms. (Worldbuilding, Maple)

Gordon E. Frye

Query Workshop (cont.)

(Professional Development, Exhibit Hall C)

Riddles in the Dark

Many stories rely on riddles and puzzles. Explore how different authors have used these as tools in their works and see how they can spice up and even drive a story. (Books, Cedar)

Michaelbrent Collings; Allison K. Hymas; Quiana Chase (M); J. Scott Savage

Swords and Spears and Axes, Oh My! (cont.)

Timeless

Some stories do not age well. Some are ageless. What elements of writing can make your story truly timeless? (Writing, Arches)

Jennie Stevens; Peter Orullian; Scott R. Parkin; M. Todd Gallowglas; Jessica Guernsey (M)

3:00 PM (Fri.)

Creator Chat with Howard Lyon

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (These conversations in previous years were known as kaffeeklatsches.) (Boardroom)

Howard Lyon

David Farland and Rafael Hohmann Reading

Readings are a great opportunity to hear from and interact with excellent authors in a small, quiet setting. Come enjoy your favorite authors or discover someone new! David Farland and Rafael Hohmann write fantasy. (Readings, Maple)

David Farland; Rafael Hohmann

Fantastic Beasts and How to Draw Them

Fantastic beasts are the subject of myth but they are brought to life in our art and literature. Join professional artists and lovers of all things fantastic as they talk about how to bring together biology and art in creature design. (Art, Juniper)

Megan Lloyd; Drea Gryphon; Devon Dorrity (M); Brian C. Hailes

Homesteading among the Giants:

Settling Jupiter's and Saturn's Moons

Beyond the asteroid belt are rocky planets that are ripe for settling. What are the advantages and obstacles of making these moons home? (Worldbuilding, Exhibit Hall C)

C. David Belt; Shannon Babb; Darci Stone (M); Vindaloo Diesel

Lewis Carroll,

Master of Logic and Imagination

(Books, Canyon)

J. Scott Savage

Like Reality unless Otherwise Noted:

Writing Nonhuman POV Characters

Descriptors are useful as narrative devices. What are some techniques to keep the reader cognizant that your POV character is not a human without overdescribing? (Writing, Elm)

Max Florschutz; Alicia Morley Dodson; Charlie Pulsipher; Paul Robbins (M); Ariadne Kane

Lines between Science Fiction and Fantasy

Some books blur the lines of science fiction and fantasy, but where really is that line? Explore the differences between science fiction and fantasy and the authors and books who push the boundaries. (Books, Zion)

Michaelbrent Collings; Larry Correia; Eric James Stone; Peter Orullian (M); Mason Wheeler; L. E. Modesitt Jr.

Modern Independent Film Release Models

How and why (or why not) to release your film independently via various streaming, traditional theatrical distribution, or other release models. (Theater/Media Arts, Amphitheater)

Blake Casselman; Richard Teasdale; Alex Hall (M); Jonathan Martin

Revision: Simple Story Tests

After the first draft, test your story for stereotypes and cliches. There are very simple tests available: Bechdel, Mako Moro, Sexy Lamp, and many more. Do your stories pass the tests? (Writing, Bryce)

Jennifer Wardell; Daniel Craig Friend (M); Callie Stoker; Janci Patterson; Heidi Voss

Waging War with Warlocks and Witches

When battling in a world of magic users, what kinds of considerations need to be taken among those waging war? (Worldbuilding, Cedar)

C. R. Langille (M); Frank Morin; Devri Walls; Tora Moon

Work-Life Balance for Creatives

Striking a healthy balance between work and life can be difficult for any professional. The creation of art and entertainment is a notoriously time-consuming process. Most aspiring creators juggle day jobs or schooling, family obligations, social lives and hobbies, in addition to honing their craft or doing research for their next project. Come listen to a frank discussion by professional creators on how to find that balance and avoid pitfalls such as burnout or the straining of personal relationships. (Professional Development, Arches)

D. J. Butler (M); Renae Kingsley; Brian Wiser; Candace J. Thomas; Tony Daniel

4:00 PM (Fri.)

Creator Chat with Diana Glycer

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (These conversations in previous years were known as kaffeeklatsches.) (Boardroom)

Diana Glycer

Describing Your Setting (without Overwhelming the Reader)

How to make visualizing the setting easier for the reader without info dumping. (Writing, Canyon)

Emily Martha Sorensen; Justin T. Call (M); Devri Walls; John; Van Stry; Cary Kreitzer

Draw It with Me

With the full participation from cosplaying audience members as models, a select panel of artists will engage in live drawing demos of those chosen, and then, with the help of the audience, turn them into monsters. (Art, Amphitheater)

Brian C. Hailes

Epic Fictional Ballads: The Tales within Tales We Love Most

Poetry and songs are an important part of any world. Many books feature pieces of poetry or songs woven throughout their narratives. Which books do it best and what can we appreciate about them? (Books, Juniper)

Ann Chamberlin (M); Nathan Haines; C. H. Lindsay; Michael Young

Everything I Learned on an Eighteenth-Century Tall Ship

You may have seen the *Lady Washington*, a full-size replica of her namesake, as the HMS *Interceptor* in *Pirates of the Caribbean*, or as the brig USS *Enterprise* on the holodeck of *Star Trek*. In this class you can get the inside scoop on life aboard the *Lady* from a writer who spent two weeks working as part of her crew. (Worldbuilding, Exhibit Hall C)

Christine Tyler

How to Write a Webcomic

Webcomics offer a different kind of writing challenge. Here's what to expect. (Writing, Cedar)

Drea Gryphon; L. Palmer (M); Els Curtis

Interview with Guest of Honor Howard Lyon

(Bryce)

Renae Kingsley; Howard Lyon

L. E. Modesitt Jr. and Jared Garrett Reading

Readings are a great opportunity to hear from and interact with excellent authors in a small, quiet setting. Come enjoy your favorite authors or discover someone new! L. E. Modesitt Jr. and Jared Garrett write fantasy and science fiction. (Readings, Oak)

Jared Garrett; L. E. Modesitt Jr.

Rage against the Algorithm: Amazon and SEO Optimization

Standing out in an increasingly crowded digital marketplace takes effort. Amazon and Google both employ sophisticated technology to determine which sites or goods appear on that hallowed first page, a page many people never click past. Come and discover tips and tricks for getting your goods in front of online consumers. (Professional Development, Zion)

Piper Vasicek

RPGs beyond D&D

D&D is the pizza of RPGs. You can top it lots of different ways, and many people love it . . . but it's just not a steak or a bowl of gorgeous ramen. Let's talk about RPGs that fill other niches and flavor palettes. (Gaming, Maple)

Natasha Ence

Structuring Your Storytelling: How to Make a Killer Outline

For some writers, outlining a story is part of the roadmap to success. Discuss several techniques to help create a framework that is both flexible and organized. (Writing, Arches)

David Farland; Kenneth Hunter Gordon; Mike Lovins; Jessica Guernsey (M)

Book Signing Event

Friday, 6:30–8:00 pm, Exhibit Hall B (Utah Valley Convention Center, ground floor)

Open to the public. Subject to change. You are also welcome to ask authors to sign books before or after panels, but please be courteous and respectful of their schedule.

Alicia Morley Dodson	D. J. Butler	Jared Garrett	Kyler Williamsen	Rafael Hohmann
Allison K. Hymas	Dan Allen	Jay Barnson	L. E. Modesitt, Jr.	Ravvyn
Alyson Peterson	Dan Wells	Jemma Young	L. Palmer	Rebecca J. Greenwood
Amryn Scott	Daniel Swenson	Jennifer Julander	Lani Forbes	Robert J. Defendi
Andrew Whittaker	Darci Stone	Jenniffer Wardell	Lynette White	Robin Glassey
Angie Fenimore	Devri Walls	Jessica Day George	M. Todd Gallowglas	Robin M. King
Ann Chamberlin	Diana Glycer	Jo Schneider	M. A. Nichols	Robison Wells
Ariadne Kane	Els Curtis	Jodi Jensen	Marion G. Harmon	Sae Sae Norris
B. A. Simmons	Emily Martha Sorensen	Joe Monson	Mason Allan	Sandra Tayler
Blake Casselman	Eric James Stone	Joe Vasicek	Max Florschutz	Scott E. Tarbet
Brad R. Torgersen	Eric Swedin	Johan Twiss	Maxwell Alexander	Scott R. Parkin
Brenda Stanley	Erika Kuta Marler	John K. Lundwall	Drake	Sofiya Pasternack
Brian C. Hailes	Frank Morin	John M. Olsen	Megan Grey Walker	Stan Crowe
Brian Wisner	Ginny Patrick	John Van Stry	Megan Hutchins	Stephen Gashler
C. David Belt	Howard Lyon	Johnny Worthen	Michael Bahnmler	Tora Moon
C. K. Johnson	Howard Tayler	Jonathan Martin	Michael Jensen	Tristan A. Gilmore
C. R. Langille	J. B. Garner	Justin T. Call	Michael Young	Troy Lambert
Candace J. Thomas	J. Scott Savage	Kal Spriggs	Mike Thayer	V. J. O. Gardner
Caryn Larrinaga	Jaime Buckley	Keith Haus	Nicholas P. Adams	
Charlie N. Holmberg	James A. Owen	Kenneth Hunter Gordon	Paul Genesse	
Charlie Pulsipher	James Wymore	Kevin J. Anderson	Peter Orullian	
Courtney Alameda	Janci Patterson	Kristen Chandler	Quiana Chase	

When Your Characters Should Outsmart You: Writing Species Smarter than Humans

Humans are intelligent creatures—the smartest creatures most of us know. How do we write species that are smarter even than we are? (Worldbuilding, Elm)

Jennifer Wardell; Paul Robbins; Tora Moon; Robert J Defendi (M)

5:00 PM (Fri.)

Arthurian Retellings

There have been many retellings of the King Arthur story. This panel will cover the differences between them and what they tell us about those that wrote them. (Books, Arches)

Dr. John K. Lundwall; Ann Chamberlin (M); Robison Wells; Kyler Williamsen; Jessica Day George

Avoiding Historical Wardrobe Malfunctions

Historical clothing details matter. Knowing historical clothing principles will actually enhance your creativity. General tips for correct clothing depictions. (Worldbuilding, Maple)

Nancy Frye

Fight Scenes (for Those That Don't Fight)

Learn how to create tension and realism in

your fight scenes while avoiding common unrealistic clichés. (Writing, Zion)

Larry Correia; Jason Fuesting; C. R. Langille (M); Courtney Alameda; Heidi Voss

How to Network

How to build and maintain a professional network as a creator. It is not random chance that *How to Win Friends and Influence People* went through seventeen print editions the year it was published or that the great works of Renaissance art were commissioned by wealthy patrons. Social capital connections and social networks built upon shared values, mutual trust, and willingness to cooperate and reciprocate with colleagues has remained one of the most invaluable of resources. This is especially true for artists and authors. (Professional Development, Exhibit Hall C)

Dave Doering

Judging Books by Their Covers

The cover of a book provides the crucial first impression to many would-be readers, whether perusing a book store or scrolling through titles on Amazon. It communicates a general picture of the genre and maybe hints at the story. Some readers will overlook a book based on its cover or immediately give it a closer look. Finding the right cover art for

your book could help it sell, but it is even your call to make? This session will delve into the subjective and sublime world of cover art for both those interested in traditional publishing and self-publishing. (Professional Development, Elm)

Joe Monson (M); Janci Patterson; Isaac Stewart; Kristy S. Gilbert; Tony Daniel

Making Imaginary Friends

We've all encountered people who feel about as real as those who call about your car's extended warranty. We've also encountered figments of imagination that feel extremely real. What's the difference? How can you trick the brains of fellow humans into caring about your creations like they actually exist? This workshop teaches how to make your fiction barely indistinguishable from reality. The skills learned here apply to books, tabletop roleplaying games, LARPing, and simulations. (Worldbuilding, Canyon)

Quiana Chase

RPG Character Backstories: How to Make Them Matter

Writing a backstory for your game characters is often seen as an afterthought or is ignored. Done well, they can help build the world and the story of your campaign. Panelists discuss

how to incorporate backstory with the world and strengthen the campaign. (Gaming, Amphitheater)

Natalie Whipple; Jess Lindsay; Paul Robbins (M); Rowan North; James Eck; Natasha Ence

Turning the Patriarchal Hegemony Upside Down: Role Reversals in *Stranger Things*

Stranger Things, the hit Netflix series, posits itself as a love letter to the '80s in plot and aesthetic. What is surprising, however, is its inversion of gendered tropes. Just like Hawkins has its mirror, Upside Down, *Stranger Things* defeats the tired female-based horror tropes with a fresh perspective. (Academics, Oak)

Brittany Vance

Writer Meetup: YA & Middle Grade

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

Writing LGBTQIA+ Characters

By sharing another perspective, we can change lives, but we can also inflame passions. How to make a character real and not just a token that allows you to check a marketing box. (Writing, Bryce)

J. B. Garner (M); Mikki Helmer; Michael Jensen; Ravvyn; Mackenzie Kincaid

6:00 PM (Fri.)

Book Soundtracks: From Novel to Hollywood Music

Sae Sae Norris and Michael Bahnmilller of The Black Piper discuss the creation process of the Kaladin book soundtrack (based on Brandon Sanderson's *The Way of Kings*). From dealing with agents, getting clearances, raising money, wrangling studio involvement, breaking down the novel, choosing a playlist, creating a budget, marketing plan, crowdfunding, writing/recording the music itself, to final distribution. (Theater/Media Arts, Canyon)

Sae Sae Norris; Michael Bahnmilller

Creating Backgrounds and Layouts

A discussion of the rules of effective composition and advice on fitting everything needed into a picture while still keeping it visually appealing. Emphasis on storytelling pieces. (Art, Bryce)

Megan Lloyd; Charlie Pulsipher; Rowan North; Mike Lovins (M)

Fantasy vs. Science Fiction Art Styles

There is a difference in the creatures we encounter across the genres of fantasy and science fiction—for example, a giant spider vs.

a giant tentacled alien. Discuss what makes a creature fit into a fantasy world vs. a science fiction one, and learn how to convey that in your art. (Art, Arches)

Drea Gryphon; Kevin Wasden; Brian C. Hailes (M); Travis Lee Clark

Poison 101

No, you don't take one sip of tea and die in thirty seconds. How poisons really work. (Worldbuilding, Exhibit Hall C)

Val Roberts

Writer Meetup: Romance

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

6:30 PM (Fri.)

Book Signing Event (90 minutes)

This is the author signing to beat all author signings. Introduce yourself to your favorite authors and get your books signed. Bring your own books, and/or purchase select titles onsite. This is one event not to be missed! See the list of participants on page 33. Open to the public. (Exhibit Hall B)

7:00 PM (Fri.)

Filking

Folk singing with a science fiction/fantasy slant. Bring your guitar, lute, lyrics, or simply your voice and join your fellow bards in making musical magic in this jolly sing-along. (Maple)

Film Screenings: LTUE International Science Fiction/Fantasy Film Festival Selections (90 minutes)

(Repeat of morning screenings.) The best new science fiction and fantasy films from around the globe. (Theater/Media Arts, Zion)

Writer Meetup: Science Fiction

Are you looking for a writing group? Beta readers? Come hang out with fellow readers and writers of your favorite genres at this low-key networking event. (Boardroom)

Saturday, February 15, 2020

9:00 AM (Sat.)

Book Clubs That Live

Are you looking for a new book club to join or even to start your own? Have your past book clubs died quickly? Talk about how to make your book club stand the test of time and keep it enjoyable at the same time. (Books, Juniper)

Robin M. King; L. Palmer; Jessica Guernsey (M)

Choosing a Point of View

First person, third person, omniscient? Sticking to a point of view can be difficult, or it could be a game changer. Learn how to creatively tell your story without sounding like you're telling the story. (Writing, Arches)

Jennie Stevens (M); Drea Gryphon; Liesel Hill

Film Screenings: LTUE International Science Fiction/Fantasy Film Festival Selections (2 hours)

Screenings of the best new science fiction and fantasy films from around the globe. (Theater/Media Arts, Maple)

Girl Fight!

Got a woman going to war? Make sure she's got the skills, the weapons and the know-how to get her through the fight and winning the war! A crash course on believable fighting styles for women. (Worldbuilding, Oak)

Alyson Peterson

I Feel a Song Coming On: Music in Fiction

Sure, you can write a book. But can you write a song? Music is a powerful worldbuilding tool, but unless you know how to do it right, your song might fall flat. Come learn about creating believable music and lyrics for use in your fiction. (Worldbuilding, Canyon)

Michael Young

Illustrating Action

Learn how to show characters full of energy and movement and gain an understanding of how human body moves. (Art, Bryce)

Megan Lloyd; Rowan North; Jemma Young (M); Brian C. Hailes; Howard Lyon

Lessons from Modded Minecraft

There are over fifty thousand Minecraft mods, introducing extensive new game mechanics, worlds, tech trees, and more. The most popular mods have over fifty million downloads, but most don't get over five thousand. What differentiates a successful mod from an unsuccessful one? How have successful mods evolved over time? What decisions cause popular mods to die? What does this mean for our own game development? (Gaming, Amphitheater)

Brennan "Talonos" Smith

Paying the Reaper: How to Finance a War

Money, materials, manpower, and more; what do you need to sustain warfare, and how would it differ in a modern, science fiction, or fantasy setting? (Worldbuilding, Elm)

Jason Fuesting; Lynette White; John; Van Stry; Ariadne Kane (M); L. E. Modesitt Jr.



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Student Online Preregistration

(ends January 31, 2021): \$5

Student At-the-Door Registration: \$15

Prologues: Setting the Stage

A well-written prologue can entice a reader to continue reading, but a poorly written one can scare them away. Learn when it is beneficial to include a prologue and when it is ill advised. (Writing, Exhibit Hall C)

Mike Thayer (M); Justin T. Call; Peter Orullian; Callie Stoker; J. Scott Savage; Kevin J. Anderson

Shameless Self-Promotion

Writers. We're hunkered over keyboards at all hours of the night. The last thing we want to do, and the most critical part of finding success as an author, is marketing and branding. How do you take the cringe out of creating a qualified audience? How do you compete with a veritable ocean of new authors and old dogs who release tens of thousands of books every year? Find out how to create your own stand-out brand and how to take the shame of self-promotion. (Professional Development, Zion)

Angie Fenimore

10:00 AM (Sat.)

How to Layout Your Own Comic Pages

A study of comic layout. (Art, Amphitheater)
Brian C. Hailes

How to Share Your Favorite Stories

We all have our favorite stories that those around us have never heard of. But sometimes it's hard to share these without scaring off our friends. How do you share the books you love with those around you? (Books, Elm)

Megan Lloyd; Jennie Stevens; Erin Palette (M); Paul Williams; Dan Wells

Physical Health and Creative Energy

Philosophers have wondered how exactly the mind and body interact since the ancient days of civilization. We all have experienced their connection, for good or for ill. How does the state of the body affect the efforts of the mind? What are some healthy habits for creators to engage in? (Professional Development, Canyon)

Vindaloo Diesel

Picking Up the Pieces:

A Comparative Reading of *Waiting for Godot* and *Westworld*

Westworld harks to the modernist tradition of fragmented perception but carries it forward as a literal symptom of evolving consciousness. Using the philosophies in *Westworld* as a guide, this paper analyzes Samuel Beckett's exploration of consciousness in *Waiting for Godot*, considering the future of fragmented minds across the modernist tradition. (Academics, Oak)

Miriam Johnson

Remembering the Deceased:

How Societies Mourn and Bury Their Dead

Every society has traditions for mourning and burying their lost loved ones. How do these traditions vary across cultures? (Worldbuilding, Juniper)

Amanda Fuesting; Megan Hutchins; Paul Robbins; Tora Moon (M); Travis Lee Clark

Running a Campaign for Kids/Teens

Tips for introducing the next generation to tabletop role playing games. (Gaming, Maple)

Natalie Whipple

Structure vs. Character-Lead Stories

Some stories are plotted out according to a structure like the Hero's Journey. Other stories let the character wander through a world. What works? What doesn't? (Writing, Zion)

Lani Forbes; Ashley Goodnow; Paul Genesse (M); M. Todd Gallowglas; Sae Sae Norris

The Math and Science of Time Travel

What are the laws of physics and mathematics that might make time travel possible? What are the potential limitations of such time travel? (Worldbuilding, Bryce)

James Wymore; Jason Fuesting; Art Scheel; Darci Stone; Talysa Sainz (M)

What's My Motivation?

Theme is often the central dramatic argument of a story and can influence why characters do what they do. How do you write motive into

your characters without seeming like you're grasping for straws? (Writing, Arches)

Sofiya Pasternack (M); Andrew Whittaker; Rafael Hohmann; Frank Morin; Megan Grey Walker

Your Personal Media Recommendation Algorithm

You can miss some of the best films and books if you stay with what's available via online recommendation services, which are limited in scope. This panel discusses how to seek out the latest in creative media, and effective methods for curating your own lists of things to watch and enjoy. (Theater/Media Arts, Cedar)

Emily Martha Sorensen; Johnny Worthen (M); Jennifer Wardell; Brian Wiser

11:00 AM (Sat.)

Brad R. Torgersen Keynote

Come hear from our guest of honor! (Exhibit Hall C)

Brad R. Torgersen

Noon (Sat.)

The Dan and Brandon Show

Join Brandon Sanderson and Dan Wells as they shoot the breeze in an hour of fun, laughter, and Q&As. Learn more about the authors and their projects, as well as the business and art of storytelling. (Canyon)

Dan Wells; Brandon Sanderson

Creative Communities: Writing Groups

Be it a humble novella or an epic fantasy novel, every story needs fresh eyes from time to time. Writing groups can provide invaluable feedback on your work, as well as give you the opportunity to learn through reading and discussing the works of your colleagues. Come find out what to look for in a good writing group and how to be a productive member of one. (Professional Development, Arches)

D. J. Butler; C. H. Lindsay; Donna Milakovic (M); Robert J Defendi

Creator Chat with Kevin J. Anderson

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (These conversations were previously referred to as kaffeeklatsches.) (Boardroom)

Kevin J. Anderson

Draft 3: Loading Chekhov's Guns

Anton Chekhov said it's wrong to make promises you don't mean to keep. We'll discuss how to properly setup a payoff, where to leave Easter eggs, and how to use cunning misdirection. (Writing, Oak)

Mike Thayer; J. B. Garner (M); Christopher Baxter; Janci Patterson; Jonathan Martin

Experimenting with Your Own Fiction

Improving your writing naturally involves taking risks. Writing prompts and studies can let you explore new techniques. (Writing, Bryce)

Ashley Goodnow; Jodi Jensen; Scott R. Parkin; Stephen Gashler (M); Heather England

Fairies and Witches and Dwarves, Oh My! Illustrating Magical Beings

Learn how to draw the humanoid creatures of the fantastic world. Discuss what makes each kind of fantastical creature unique. (Art, Maple)

(M) Megan Lloyd; Drea Gryphon; Rowan North; Kevin Wasden

Finance and Crowdfund Your Project

The odds of bringing your film, game, audiobook, or other project to life may increase if you're independent about it (instead of hoping someone else will). Learn about the legal, business, networking and marketing skills necessary to get you there. (Gaming, Elm)

Emily Martha Sorensen; Michael Barbeau; Jemma Young; Alex Hall (M); Michael Bahnmiller

How to Read Epic-Length Series

The Wheel of Time, A Song of Ice and Fire, and the Stormlight Archive are well-loved series. There are many others out there with so many books that we just haven't read because it's too much. Where do you start and how do you go about making time to read these epic length series? Are they really worth it? (Books, Juniper)

Nathan Haines (M); Callie Stoker; Paul Williams; L. Palmer

Magical Transportation

From magic carpets to seven league boots, a discussion of how magic can affect transportation, and what that means for your world. (Worldbuilding, Cedar)

Frank Morin; M. A. Nichols; Jay Boyce; The Provo Pirate; Jo Schneider

The Business of Writing (2 hours)

Former business owner-and-operator, best-selling and award-winning author Larry Correia will discuss the ins-and-outs of working for yourself. (Professional Development, Zion)

Larry Correia

1:00 PM (Sat.)

Blacksmiths in Your Story

What do blacksmiths do? How do they do it? Why should I care? All these questions will be answered. (Worldbuilding, Amphitheater)

The Provo Pirate

Creator Chat with Megan Lloyd

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (These conversations in previous years were referred to as kaffeeklatsches.) (Boardroom)

Megan Lloyd

Fantasy Painting from Life (3 hours)

Three-hour oil painting demonstration. Howard Lyon will paint from a live model in costume and create a fantasy character. Come and ask questions and enjoy a relaxing demonstration or bring your own sketchbook and draw along as Howard paints. (Art, Exhibit Hall B)

Howard Lyon

From Horse and Buggy to Walking on the Moon: The Incredible Pace of Technological Change

The twentieth century has seen an incredible advance in technology. What was it like to live through such a dramatic change in technology? How should such changes be reflected in fiction? (Worldbuilding, Bryce)

Johnny Worthen; Ariadne Kane (M); Brad R. Torgersen; Keith Haus; Scott E. Tarbet

Horror:

Freaking People Out with Their Own Minds

Playing with your darkest phobias and fears is the thrill of the adept horror writer. How can you daunt descriptions, slither settings, and paralyze even the most fearless readers? (Writing, Maple)

Michaelbrent Collings (M); Caryn Larrinaga; Lehua Parker; C. R. Langille

How to Train Your Bandersnatch

What is a Bandersnatch? How does it relate to Lewis, Tolkien, and the Inklings? And what should you do when a Bandersnatch starts working overtime to derail your own creative process? (Academics, Canyon)

Diana Glycer; James A. Owen

Live-Play RPG Group

(Exhibit Hall C)

Charlie N. Holmberg; Mari Murdock; Howard Tayler; Dan Wells; Ethan Sproat

Reading for Research

Reading isn't always just for fun. Sometimes we have something we're trying to learn. It's easy, though, to get caught up in the enjoyment of what we're reading and lose sight of the research portion. Discuss methods for reading with an eye to research. (Books, Elm)

Sofiya Pasternack; M. A. Nichols; Shannon Babb

Showing Your Art

How artists can find outlets to show their art both online and in person. (Art, Cedar)

Drea Gryphon; Rowan North; Kevin Wasden; Brian C. Hailes (M)

The Business of Writing (cont.)

(Professional Development, Zion)

The Images of Audio:

The Glass Cannon Network and Affordances of Audible Actual Plays

The actual-play podcast is a growing genre for fans of tabletop role-playing games. This paper uses image theory and analysis of The Glass Cannon Network to examine how the affordances of podcasts resonate with both the fictional and nonfictional narratives crafted during gameplay. (Academics, Oak)

Brendan Decicio

The Skywalker Saga Forever: What Lovers and Haters Still Have In Common

With the *Star Wars* sequel trilogy now at an end, film professionals discuss their agreements and disagreements of what worked and didn't work in the new films. (Theater/Media Arts, Juniper)

Blake Casselman; Jenniffer Wardell; Christopher Baxter; Kyler Williamsen; Jo Schneider (M); Tom Durham

Writing Picture Books

How do you write a compelling story when so much of it is told through pictures? This panel will give you the insights you need to craft and arrange the poignant text your picture book needs. (Writing, Arches)

Alicia Morley Dodson (M); Stephen Gashler; Isaac Stewart

2:00 PM (Sat.)

Beats, Chapters, and Acts: How To Organize Your Story

How you organize a story can be a challenge, or it could be essential to the plot. What are

Acknowledgments

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Barnes & Noble

The Truffle Cottage
Jeremiah Clark and the rest of the Marriott Hotel staff
The spouses, roommates, etc., of the symposium committee
Our guests, panelists, and volunteers

And especially all of you who come! See you next year!

some ways to divide your story while still maintaining the flow? (Writing, Bryce)

(M) *Kenneth Hunter Gordon; Justin T. Call; M. A. Nichols; Jodi Jensen*

Book Covers That Sell

Learn the essential anatomy of a book cover, the messages portrayed by color and typography choices, and design tricks for how to make your book stand out from the crowd. (Art, Elm)

Devon Dorrity; L. Palmer (M); Isaac Stewart; Brian C. Hailes

Brad R. Torgersen and Dan Allen Reading

Readings are a great opportunity to hear from and interact with excellent authors in a small, quiet setting. Come enjoy your favorite authors or discover someone new! Brad R. Torgersen and Dan Allen write science fiction. (Readings, Oak)

Dan Allen; Brad R. Torgersen

Creator Chat with Natasha Ence

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Natasha Ence

Dancing in the Dark: How To Get the Most out of Playing Evil Characters

Evil characters can be fun and challenging to play but can cause both campaign and inter-party issues. Are there solutions to these problems, or are they inherent in the type of play? (Gaming, Amphitheater)

(M) *Natalie Whipple; Quiana Chase; Jess Lindsay; Ravvyn; Daniel R. Yocom*

Fantasy Painting from Life (cont.)

(Art, Exhibit Hall B)

Independent Sound Production and Podcasting

If you want to get started in podcasting or audio production, this presentation will show

you the tools and techniques to independently record and produce sound for multimedia (film, videos, radio dramas, audiobooks, podcasts, etc.). (Theater/Media Arts, Maple)

Caryn Larrinaga; Lehua Parker; Daniel Swenson (M); Kyler Williamsen; Stephen Gashler

Live-Play RPG Group (cont.)

(Exhibit Hall C)

Muse Management

They say that ideas are a dime a dozen, but sometimes a truly great idea can be elusive. Join us for a discussion about generating ideas, and how to overcome a dry spell. (Writing, Zion)

Sofiya Pasternack; Robin Glassey; Mark Minson; Frank Morin (M); Paul Robbins

Please Accept Me!

Ask a magazine editor about what sells and why! A discussion, with plenty of Q&A, about the ins and outs of selling stories to short fiction markets, including a step-by-step look at your submission from cover letter to final acceptance—or rejection. (Professional Development, Canyon)

Suzanne Vincent

Settings: Taverns, Diners, and Replimats

Some settings are pretty much the same wherever and whenever they appear. How do you reuse common places in drastically different worlds and universes so that your readers are grounded in your otherworldly setting? (Writing, Juniper)

(M) *Alicia Morley Dodson; Devri Walls; Amanda G. R.; Jessica Guernsey*

The Works of Neil Gaiman

Gaiman has written for every age group and genre. Panelists talk about his work and worlds. (Books, Cedar)

JJ Safley (M); Jenniffer Wardell; Eric Swedin; Paul Williams

Under the Dragon's Shadow:

The Societies of Species of Prey

From intelligent rats and ponies to humans worried about dragons, sapient beings sometimes live under the fear of being eaten. What do their societies look like? (Worldbuilding, Arches)

Daniel Craig Friend (M); Drea Gryphon; Paul Genesse; Tora Moon; Vindaloo Diesel

3:00 PM (Sat.)

Christopher Tolkien Memorial

Join us in remembering the late author, editor, and academic Christopher Tolkien, son of J. R. R. Tolkien. (Juniper)

Diana Glycer

Creator Chat with Larry Correia

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Larry Correia

Crucial Conversations

Dialog is not conversation. Is it possible to write dialog that still sounds natural? (Writing, Bryce)

Virginia Smith; Jennie Stevens; Ashley Goodnow; Donna Milakovic (M); Heidi Voss; Cary Kreitzer

Evolution of YA

Trace the evolution of YA as it developed into its own genre and now into something more. (Books, Arches)

Robison Wells; Robin M. King; Courtney Alameda; L. Palmer (M); Jessica Day George

Fantasy Painting from Life (cont.)

(Art, Exhibit Hall B)

Finding Your Chieftain: Medieval Icelandic Anarcho-Capitalist Society

What was life like in a medieval society of an isolated island on the edge of the known

world, that had a very minimal government, established by the murderer of a Norwegian tax collector? (Worldbuilding, Elm)

Michael Boudreaux; Amanda G. R. (M); Tyler Williamsen; Talysa Sainz

How about Professionalism?

While many artistic geniuses have gotten away with eccentric behavior or poor social skills, most creators cannot claim such immunity. This session will cover the basic tenets of professionalism and business relationships. (Professional Development, Exhibit Hall C)

Brenda Stanley; Callie Stoker (M); Brad R. Torgersen; L. E. Modesitt Jr.

No Longer in Kansas:

Dealing with a Character's Culture Shock

Utah hicks are surprised by what's acceptable and taboo in societies as weird as California, Texas, Great Britain, Japan, Middle Earth, and the Arcturian Star System. How do you realistically depict someone visiting a new culture? (Worldbuilding, Zion)

Stan Crowe; John; Van Stry; Jay Boyce; Keith Haus (M)

Stereotypes, Tropes, and Clichés

How to use tropes without falling into harmful stereotypes. (Writing, Cedar)

Michaelbrent Collings; Ravvyn; B. A. Simmons; Robert J Defendi (M); Jennifer Julander

The Visual Culture of Mesoamerica

An introduction to the art of the Aztecs and Maya. (Worldbuilding, Maple)

Travis Lee Clark

Words and Music: Lessons in Literary Form from the Musical Masters

Music and writing work in the same space: they are consumed as a stream of information, and the challenge of the creator is to build something that will capture the reader's attention with the first few notes or words. Explore how musical and literary forms relate. Fast-paced and fun, with real-world examples from Bach to Beethoven, Dickens to Hemingway, Stravinsky and Vonnegut, Tolkien, Elvis, Rowling, and Baby Shark. (Theater/Media Arts, Canyon)

Kenneth Hunter Gordon

4:00 PM (Sat.)

Around the World in 80 Days: Art Styles from around the World

Learn how artistic styles vary from country to country. What makes art look Arabian, Chinese, or South African? Learn key elements to include in your illustrations to transport your fans on a visual journey. (Art, Amphitheater)

Travis Lee Clark

Be a Better DM

Help people move from the Me First mindset of GMing and make the table about the heroes sitting around it. (Gaming, Maple)

Cavan Helps

Dragons: Not Just Close Air Support

Dragons are wonderfully versatile. Instead of just mindless monsters, consider ways that you can use dragons in your fiction as viable and compelling characters. How do you turn these fierce mythological figures into friends, mentors, villains, and more? (Writing, Bryce)

Mark Minson (M); Quiana Chase; Jennifer Wardell; Liesel Hill; Paul Genesse; Brandon Sanderson

Fitting 1000 Words in a Picture: Interpreting Screenplays into Storyboards

A professional storyboard artist demonstrates the process of breaking down a script page and planning out the camerawork, acting, and blocking for an animated sequence. (Theater/Media Arts, Canyon)

Megan Lloyd

Hacking the Night Away:

Realistic Computer Hacking and Cracking

Nothing can cause a software developer's eyes to roll more than the way computers are portrayed in fiction. A discussion of avoiding common computer mistakes. (Worldbuilding, Cedar)

Max Florschutz; Dan Allen; John; Van Stry; Art Scheel; Piper Vasicek (M)

Hittin' the Road:

Book Tours, Conventions, and School Visits

Learn about the ins and outs of self-promotion, roadwarrior and frequent flyer style. (Professional Development, Exhibit Hall C)

D. J. Butler (M); Brenda Stanley; Mike Thayer; M. Todd Gallowglas

Representations of Mental Health Issues

Mental health issues can be portrayed in many different ways. Come discuss what books have done it well and how they did it. (Books, Elm)

(M) Amanda Fuesting; Rowan North; Callie Stoker; Vindaloo Diesel

Thinking of the Earth Inhabitant's Benefits: Arrival's Adaptation of Free Will from The Day the Earth Stood Still

The heptapods in *Arrival*, a 2016 science fiction film directed by Denis Villeneuve, adapt a similar nature to Klaatu from Robert Wise's 1951 science fiction film, *The Day the Earth Stood Still*. These temperaments explicate how both aliens, despite different thinking patterns, internalize free will to help the human race. (Academics, Oak)

Rachael Witt

Wildcard: A Random Panel

Four panelists, chosen randomly, go in, find a common interest, and discuss it. Hopefully all four come out alive! (Worldbuilding, Arches)

M. A. Nichols; Keith Haus; Paul Williams; Talysa Sainz

Write Pulp Fiction for Fun and Profit!

Pulp fiction has a (mostly) undeserved reputation today. Pulp writers grew and defined modern genre fiction. They made careers both by being prolific and by discovering the secrets of spinning tales the editors and the public wanted to buy. Come learn their tricks and tips, and how successful authors are still using them in today's market. (Writing, Zion)

Jay Barnson

5:00 PM (Sat.)

Contract Provisions in a Publishing Agreement

Many aspiring writers dream of the day they land a publishing contract, but such dreams

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can turn into nightmares if one isn't careful to read the fine print. A giddy author may let their eyes slide right over legal jargon and arcane contract clauses without a second thought. Heed the warnings of legends and fairy tales: come learn how to spot the devil in the details and ensure you get a fair shake. (Professional Development, Amphitheater)

Tony Daniel

Doing the Research

If you write it wrong, your story might be mocked. Describe it wrong and you might lose a reader. What topics should you be researching as a writer. (Writing, Elm)

Rebecca J. Greenwood; Lani Forbes (M); Jennie Stevens; Frank Morin

Gleemen, Bards, and Storytelling in Fiction

Storytellers play a prominent role in fiction. How have stories and storytelling been used to great effect within the stories we love? What role do they play in the story? (Books, Arches)

Peter Orullian; Ashley Goodnow; Paul Williams (M); M. Todd Gallowglas; Kristy S. Gilbert; Brandon Sanderson

Here Be Dragons and Treasure: A History of Mapmaking

How are maps made, and how are they important in creating new worlds? (Worldbuilding, Canyon)

Kaylee Casutt; V. J. O. Gardner; Daniel Swenson (M); Steve Simmons; Tom Lower

Illustrating Monsters

Monsters, like our imaginations, follow no rules. They can have eight legs or five eyes, horns or wings. This monster drawing workshop is designed to help new artists drop their inhibitions around drawing and let their creativity take over. (Art, Maple)

Kevin Wasden

Roles in an Independent Film Crew

The list of people you need and what they do to produce your funded (or unfunded!) film, and how to find and organize them. (Theater/Media Arts, Cedar)

Caryn Larrinaga; Richard Teasdale; Stephen Gashler (M); Nancy Frye

RPG Setting Development (2 hours)

This interactive presentation will provide tools for setting development before launching

into a group activity to demonstrate. (Gaming, Boardroom)

Natasha Ence

The Science of Zombie Apocalypses

What makes a person into a zombie? How does this spread, and what happens to society when a large part of the population becomes zombies? (Worldbuilding, Juniper)

Michaelbrent Collings; Shannon Babb; Liesel Hill; Vindaloo Diesel; Jo Schneider (M)

Writing and Good Health

Keeping yourself physically and psychologically healthy so that you can write productively for the long haul. (Writing, Exhibit Hall C)

Sofiya Pasternack; Amanda Fuesting; Robin M. King (M); Jay Boyce; Kristen Chandler

6:00 PM (Sat.)

Are You Lewissian, Tolkienian, or Somewhere In-Between?

Your end products may be completely different, but how do your writing habits match up with C. S. Lewis and J. R. R. Tolkien? Take the quiz; check your answers; and learn more about your writing process, and theirs. (Academics, Maple)

Diana Glycer

Feedback, Critiques, and Criticism

How to critique the works of others without hurting their feelings. Can you still be friends after that dreaded critique session? (Writing, Cedar)

John M. Olsen; Michael F. Haspil; Kenneth Hunter Gordon (M); Quiana Chase; C. H. Hung; Jessica Guernsey

Film Screenings: LTUE International Science Fiction/Fantasy Film Festival Selections (90 minutes)

(Repeat of morning screenings.) Screenings of the best new science fiction and fantasy films from around the globe. (Theater/Media Arts, Oak)

Movie Adaptations That Don't Suck

It's a stereotype of movie adaptations of books: they're not usually very good. That doesn't stop people from searching for them, though! Discuss your favorite movie adaptations of books that really set themselves apart, and what made them that way. (Books, Elm)

Allison K. Hymas; Daniel Craig Friend; Richard Teasdale (M); Jessica Day George; Dan Wells

Rookie Career Mistakes and How to Miss Them

Everyone starts somewhere and inexperience can lead to disaster. Come listen to the pros discuss their own rookie mistakes and give tips on how to avoid them in your own career. (Professional Development, Canyon)

Jared Garrett (M); Peter Orullian; Joe Vasicek; Candace J. Thomas; Tom Durham

RPG Setting Development (cont.)

(Gaming, Boardroom)

Sculpture Workshop

What makes sculpting interesting and different from other art forms? Find out about different techniques such as additive vs. subtractive and what they are good for. (Art, Amphitheater)

Devon Dorrrity

The Nomadic Life

A history of nomadic people, their territories, and the circumstances that lead to their wanderings. (Worldbuilding, Arches)

Dr. John K. Lundwall; Alicia Morley Dodson (M); Shannon Babb; Kyler Williamsen; Keith Haus

The Writer's Craft

If you want to master any craft, you need instruction. Join these writers as they discuss which books and learning opportunities have best helped them develop their writing skills. (Writing, Exhibit Hall C)

Justin T. Call; Johnny Worthen; Ravvyn (M); Brad R. Torgersen; M. Todd Gallowglas

7:00 PM (Sat.)

Banquet

Please join us to top off a great year! Come enjoy delicious food and great company as we recognize our special guests and guests of honor. You'll also get to hear our toastmaster Michaelbrent Collings as part of the festivities. *Separate tickets required in advance, available on Eventbrite.com. (Zion)*

Michaelbrent Collings

Filking

Folk singing with a science fiction/fantasy slant. Bring your guitar, lute, lyrics, or simply your voice and join your fellow bards in making musical magic in this jolly sing-along. (Maple)

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