

# Life, the Universe, & Everything 41

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

Guests of Honor

**Phil Foglio**

**Nina Kiriki Hoffman**

**Jess Smart Smiley**

Special Guests

**Blake Casselman, Jessica Day George,**

**Michael F. Haspil, Aaron Johnston,**

**M. A. Nichols, Lehua Parker, and Talysa Sainz**



February 16–18, 2023

Provo Marriott Hotel and Conference Center

[ltue.net](http://ltue.net)

# Letter from the Chairs

One of our favorite parts of coming to LTUE is finding new tools and techniques to help create better stories, regardless of the mediums through which those stories are told. We enjoy learning from all kinds of people and how they solved the problems they encountered.

Thus, Stephan proposed a theme for LTUE 41, “Makerspace for the Mind,” to provide a focus of bringing tools and techniques to share as guidance for creating panels and choosing presentations. While it may not be clear whether this theme shows through the panelists and presentations this year, the idea is nonetheless intriguing—just as physical makerspaces allow us to create new things and explore ideas that we otherwise couldn’t make or explore by giving us a community with access to a space 3D printers, lathes, and other tools, we’d like to think that we’re providing creators with the tools they need to create new worlds and to share those worlds with others whether through traditional or indie avenues.

Being a creator has changed so much over time: from wax tablets to papyrus scrolls to parchment codexes to paper books; from brush to quill to pen to typewriter to computer. Now new tools are becoming available. The tools change, but the act of creation is still the same. With the sudden rise of ChatGPT and other tools for using artificial intelligence to generate text, computer code, art, and music, we’re suddenly faced with issues that we haven’t seen before. How will the slow-then-sudden rise of these technologies affect our creative efforts? How will they be absorbed into copyright law, licensing, and contracts?

There are many questions about how AI will change writing and publishing. We have many passionate and knowledgeable panelists and presenters this year who will hopefully be able

to answer. The writing and publishing landscape will change because of AI, as it has since the invention of writing, the printing press, the pen, the typewriter, and the computer. Life is change and we will move forward—but whatever change we see, there will almost certainly be room for human creativity, and a human need to share that creativity!

Unless, of course, the robots take over—in which case, we welcome our robot overlords! (Supposing that aliens, dimension-hopping elves, or hyperintelligent viruses don’t get to us first . . .)

We would like to thank our committee members, who through their efforts were able to bring together many ideas and bring together everything needed for the panels, presentations, and other activities of the symposium. We want to give a special “Huzzah” to Diana Parkin for her help with running Edge of the Universe through Discord, Ryan Bouché for his work on the Scheduling platform, and Mike Bishop for his help with Registration!

We would especially like to thank our guests, who have volunteered to participate on panels and give presentations; they are the core of LTUE, and their valuable experience helps encourage students of all ages to become creators, and creators to push forward their career, whatever state their career may be in.

And, finally, we would like to thank all the attendees, who through their participation make all of this possible! By coming together, we create the synergy that allows our work and the enjoyment of each other’s work to move forward in leaps and bounds!

We hope you enjoy this year’s symposium!

Alphy Madsen and Stephan Fassmann, Co-chairs 2023

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## Symposium Committee

Cochairs: Stephan Fassmann and Alpheus Madsen

Schedule Coordinator: Jack Setzer

Academics Track Head: Marny K. Parkin

Art Track Head: Tremani Sutcliffe

Books Track Head: Brenda Sills

Editing Track Head: Ashley Higbee

Gaming Track Head: Ryan Bouché

Professional Development Track Head: Tricia Simpson

Theater & Media Arts Track Head: Nick Mills

Worldbuilding Track Head: Rowan North

Writing Track Head: Spencer Merrill

Anthology Managing Editor: Joe Monson

App Developer: John Harris

Art Show Coordinator: Rodayne Esmay

Artist Alley Coordinators: Tremani Sutcliffe, Tricia Simpson

Guest Services Coordinator: Josh Mayne

Hospitality: Dave Doering

Kaffeeklatsches: Brenda Sills

Marketing Coordinator: Jenna Allen

Publications Coordinator: Marny K. Parkin

Registration Coordinator: Mike Bishop

Social Media Team: Jenna Allen, Amanda Rodriguez

Trustees: Dave Doering, Marny Parkin

Vendor Liaisons: Josh Mayne, Ashley Higbee

Volunteer Coordinators: Diana Parkin, Deidre McCleery

Website Team: Nick Mills, Spencer Merrell

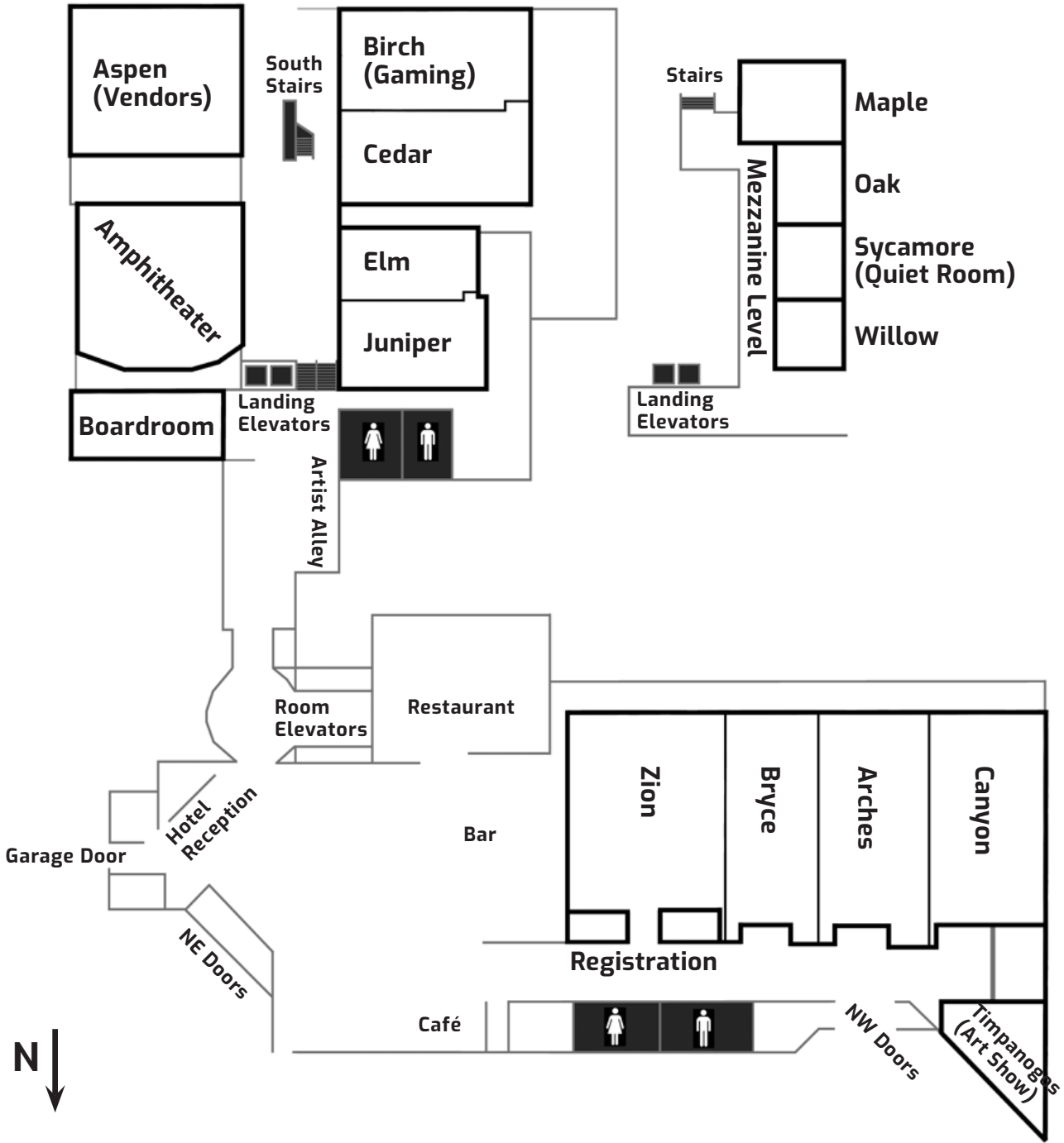
YouTube Team: Jeff Jensen, Nephi Jenks

Additional Committee: Nathaniel Cassani, Jared Quan

**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 42 on **Saturday, March 4, at 10 AM on our public Discord server** at <https://discord.gg/UTar7RWMnu>. Watch our Facebook page or Discord server for more details.

Center Street

South Doors



Freedom Boulevard (200 West)

100 North

**Marriott Hotel**

## Wonder about the different badge colors?

Orange	Committee members
Pink	Volunteers
Dark Blue	Guests of Honor, Toastmaster, and Special Guests
Light Blue	Panelists and presenters
Green	Vendors
White	Attendees

Chairs Emeritus are indicated by a gavel icon below the name.

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## Please Take Note

Please review our Child Policy, Accessibility Policy, and Harassment Policy, located on our website at <http://ltue.net/policies/>. Also note the hotel's alcohol policy—no alcoholic beverages in public spaces outside the bar. Our current Covid policy is at <https://ltue.net/covid-policy/>.

## 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.

## Quiet Room

The Quiet Room allows respite from the noise and bustle of the conference. It is 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.

## Discord Chat

Want to chat about LTUE events or just sf/f in general? Join our Discord server! Go to <https://discord.gg/UTar7RWMnu> and follow the instructions.

## Vendor Room Hours

Aspen Room  
Thursday: noon to 6 PM  
Friday: 10 AM to 7 PM  
Saturday: 10 AM to 5 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  
Thursday: 10 AM to 7 PM  
Friday: 10 AM to 7 PM  
Saturday: 10 AM to 7 PM



ltue.net



LTUE Discord



survey

## Guests of Honor

### Phil Foglio

Phil Foglio attended the Chicago Academy of Fine Arts in Chicago, Illinois, and was a member of the university's science fiction club, art-directing and coediting the group's fanzine, *Effen Essef*. He was nominated for both the Hugo Award for Best Fan Artist and the Hugo Award for Best Dramatic Presentation in 1976, and won Best Fan Artist in 1977 and 1978. After living in the DePaul dorms for a few years, He drew the first known Unix daemons for a limited series of T-shirts in 1979. Beginning in 1980, Foglio wrote and illustrated the comic strip *What's New with Phil & Dixie* for *Dragon Magazine* from TSR Games, satirizing the world of role-playing games. The strip ran monthly for three years.

For publisher Donning/Starblaze, Foglio illustrated the *MythAdventures* series of fantasy novels by Robert Lynn Asprin, and he later adapted the first book, *Another Fine Myth*, into an eight-issue comic-book series from WaRP Graphics. The WaRP work eventually led to comic-book assignments from DC Comics, Marvel Comics, and First Comics.

Foglio initiated his long-running character Buck Godot for the publication *Just Imagine*, published by Denny Meisinger. Basing the humorous science-fiction detective on a real-life friend, John Buckley, Foglio "did a couple of those in the black-and-whites and then Donning said they wanted Buck Godot graphic novels," two of which followed.

In the 1990s, Foglio met and married his wife, Kaja. The two contributed art to the collectible card game *Magic: The Gathering* from Wizards of the Coast and resurrected the comic strip *What's New with Phil & Dixie* for that company's *Duelist* magazine. During this decade, Foglio cofounded Palliard Press and published additional comics, including a new Buck Godot series and the whimsical erotic series *XXXenophile*. The Foglios later founded Studio Foglio and began to produce the steampunk-fantasy series *Girl Genius*. In April 2005, the Foglios abandoned publishing periodical-style comic books and began publishing *Girl Genius* online as a free webcomic, updated three times a week.

In 1976, the slide show *The Capture*, which Robert Asprin wrote and Foglio illustrated, was nominated for the Hugo Award for Best Dramatic Presentation; in

the same year, he was nominated for the Hugo Award for Best Fan Artist for the first time. Foglio won the Fan Artist Hugo twice, in 1977 and 1978. He was nominated for the Hugo Award for Best Professional Artist in 2008. He, his wife (Kaja Foglio), and their colorist (Cheyenne Wright) won the first graphic story Hugo for *Girl Genius, Volume 8: Agatha Heterodyne and the Chapel of Bones* in 2009. The three again won the award for subsequent volumes in 2010 and 2011. Having won the Hugo Award for Best Graphic Story in all three of its first three years, Kaja, Phil, and Cheyenne announced that, in order to show that the category was a "viable award" (with quality competitors besides themselves), they were refusing nomination for the following year (2012). *Girl Genius* was once again nominated for a Hugo in 2014 but did not win. In 1993, Phil was awarded the Inkpot Award.

[www.studiofoglio.com](http://www.studiofoglio.com)

### Nina Kiriki Hoffman

Nina Kiriki Hoffman started publishing short stories in 1975. Her first nationally published short story appeared in *Asimov's Science Fiction* magazine in 1983. She has since published over two hundred stories in various anthologies and magazines.

Her short story "A Step into Darkness" (1985) was one of the winners of the L. Ron Hubbard Writers of the Future award and was published in the first *Writers of the Future* anthology.

Her short story "Trophy Wives" won the 2008 Nebula Award for Best Short Story. Her first novel, *The Thread That Binds the Bones*, won the Bram Stoker Award for first novel. Other novels include *The Silent Strength of Stones* (a sequel to *Thread*), *A Fistful of Sky*, and *A Stir of Bones*. Her best known works are set in the Pacific Northwest and Southern California and involve people (often entire families) with magical talents. The stories have invited comparison to Zenna Henderson and Ray Bradbury's stories on similar themes.

She has been shortlisted, awarded, and finalist for awards for novella, novelette, novel, fantasy novel, adult literature, work for younger readers, young adult books, and children's literature for the Nebula Award, the Locus Award, the World Fantasy Award, the Theodore Sturgeon Award, the HOMer award from CompuServe, the

Endeavour Award, the Mythopoeic Society Award, the James Tiptree Jr. Award, and the Philip K. Dick Award.

She lives in Eugene, Oregon.

## Jess Smart Smiley

Jess Smart Smiley is a joke! Seriously. He makes rad pictures with his bare hands and writes fantasy and science fiction for adults and young readers.

Jess has created works for Penguin Random House, MacMillan, DisneyPixar, Cartoon Network, and Deseret Book, and has helped more than two thousand children, teens, and adults around the world create their first comics.

Jess-smiley.com

## Toastmaster

### Brandon Mull

Brandon Mull has worked as a comedian, a filing clerk, a patio installer, a movie promoter, a copywriter, and briefly as a chicken stacker. Brandon is the #1 *New York Times* best-selling author of the *Fablehaven*, *Beyonders*, and *Five Kingdoms* series.

brandonmull.com

## Special Guests

### Blake Casselman

Blake Casselman is a teacher, screenwriter, comic book writer, and film producer. He coauthored the graphic novel *Devil's Triangle* and cowrote and produced the award-winning comedy film *Adopting Trouble* and wrote and produced the psychological horror film *Limbo*. In 2021 he cofounded Sideswipe Stories, a digital publishing platform for comics and illustrated stories for teens and kids. He teaches screenwriting and reading strategies.

He obtained his bachelor's degree in film from the University of Utah and later earned a master's of fine arts in education.

rarelegend.com

## Jessica Day George

Jessica Day George is the NYT best-selling author of over a dozen fantasy books for young adults and middle readers. She is passionate about knitting, the Vikings, dragons, small dogs, and dark chocolate. She has lived in four states, crossed the Arctic Circle, and gone through the Panama Canal, but she has never seen the Grand Canyon.

www.jessicadaygeorge.com

## Michael F. Haspil

Michael F. Haspil is a science fiction and fantasy author and an Air Force veteran. His novel from Tor, *Graveyard Shift*—an urban fantasy about an immortal pharaoh out to stop an ancient vampire conspiracy in modern-day Miami—was a finalist for the Colorado Book Award. His Warhammer 40,000 stories are currently available from Games Workshop's Black Library and he wrote the lore for the Season VIII Battlepass for World of Tanks. Other short stories have made anthology appearances including in "Gunfight On Europa Station" and "No Game for Knights" from Baen. He also hosts the *Quantum Froth Dispatches* podcast, which examines storytelling through pop-culture classics. Part-time amateur Egyptologist, tabletop general, miniatures painter, antiquarian, and vampire-hunter.

www.michaelhaspil.com

## Aaron Johnston

Aaron Johnston is a *New York Times* bestselling author, television writer, magazine editor, and the cocreator and executive producer of *Extinct*, a science-fiction television series on BYU TV. He was also an associate producer on the movie *Ender's Game*. His novels include *Earth Unaware*, *Earth Afire*, *Earth Awakens*, *The Swarm*, *The Hive*, *Invasive Procedures*, and the forthcoming *The Queens*. He is the creator and showrunner of the animated science-fiction series *Saving Me*. Aaron currently is the global head of entertainment production for Chick-Fil-A, which is currently developing original content and series for their customers.

www.aaronjohnston.com

## M. A. Nichols

Born and raised in Anchorage, M. A. Nichols is a lifelong Alaskan, though she did take a hiatus for a few years in Utah to get a fancy university education. Currently, she

writes sweet historical romance and fantasy, but as a lover of many genres, she'll eventually write in more.

[www.ma-nichols.com](http://www.ma-nichols.com)

## Lehua Parker

Lehua Parker writes speculative stories for kids and adults often set in her native Hawaii. Her published works include the *Niuhi Shark Saga* trilogy, *Lauele Chicken Skin Stories*, and *Lauele Fractured Folktales* as well as short stories, plays, poems, and essays. As an author, editor, and educator trained in literary criticism and advocate of indigenous cultural narratives, Lehua is a frequent presenter at conferences, symposiums, and schools.

[www.lehuaparker.com](http://www.lehuaparker.com)

## Talysa Sainz

Talysa Sainz is a freelance editor who believes life's deepest truths can be found in fiction. She runs her own editing business and volunteers with the League of Utah Writers. Always fascinated with the structure of words, she studied English linguistics and editing at BYU. She then went on to receive a master's of science in management and leadership, focusing on nonprofit work, from WGU. Talysa is the president of the Utah Freelance Editors.

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## 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!

### Considering self-publishing? Considering ebooks?

Consider using a professional for your book design and ebook conversion—less hassle for you and a quality look for your book!

Consider using Marny K. Parkin at ParkinCat Typography and Book Design to help your book be the best it can be.

[Typography.ParkinFamily.org](http://Typography.ParkinFamily.org)

# Participant Bios

**Natalie Brianne** (Anderson) is an author, illustrator, voice actor, and imagination enthusiast. Her first book, *Constantine Capers: The Pennington Perplexity*, was published in March 2021, with a sequel in the works. She's voiced the main character in Banner Media Studios *Almost Home* series and has worked as a commissioned illustrator for three years. [nataliebrianne.com](http://nataliebrianne.com)

**Kristina Atkins** writes speculative fiction inspired by mythos from around the world, complex human relationships, and her own experiences living with mental illness. In 2012, she received her MFA in creative writing from Converse College. She lives in Denver, where she and her husband spend countless hours chasing their three young sons (and sometimes catching them!). She collects Tarot decks, dyes her hair mermaid colors, and drinks far too much Diet Dr Pepper. Her debut novel, *Feathers Sharp as Knives*, releases on May 2, 2023. [kristinaatkins.com](http://kristinaatkins.com)

**Kenneth A. Baldwin** loves stories you can sink your teeth into. He writes historical fantasy and manages the independent publishing imprint Eburnean Books. He published his first novel, *The Crimson Inkwell*, early in 2019. Baldwin is a copyright attorney, teaches comedy writing at BYU, and serves as the faculty advisor for the university's premiere sketch group Divine Comedy. [kennethabaldwin.com](http://kennethabaldwin.com)

**Kaelin Ball** is a part-time writer with a full-time life as someone "different." She was born with a rare disease, Sturge-Weber Syndrome. At the age of three she became the poster child for the Sturge-Weber Foundation and has never been prouder. She has become a disability advocate and works with Positive Exposure, an organization to change perceptions of beauty, difference, disability, and self-love. She completed her MA in disability studies in New York City. Her furbaby, Sydney, is her world. [www.pavethechange.com](http://www.pavethechange.com)

**J. Abram Barneck** writes science fiction and fantasy when he is not writing code. He has an undergrad in English creative writing and a master's in computer science. He published two books in his urban fantasy series with the third on its way. He lives in Bluffdale, Utah, with his wife and four kids. [jabrambarneck.com](http://jabrambarneck.com)

**Magnus Borson** has a diverse background working in everything from construction to software to game development. A consummate storyteller, he was known at a very young age to spin yarns for friends and family; he has been writing them down for over a decade. [borsonpublishing.com/beta/](http://borsonpublishing.com/beta/)

**Laura Baumgarten** of Luminous Editing is a freelance developmental editor who is devoted to helping the heart of your story shine. She has edited a variety of speculative fiction novels, including the award-winning *Cece Rios and the Desert of Souls* and its sequels. With the awareness of a highly sensitive mind, the empathy of a trauma-tender heart, and the skill of an editor

who has annotated the core of stories far before and beyond her bachelor's degree, Baumgarten cannot wait to nurture your novel, too.

**C. David Belt** graduated from BYU with a BS in computer science, but he managed 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. [www.unwillingchild.com](http://www.unwillingchild.com)

**Bobbie Berendson W.** is a student of art, culture, history, and is a life-long observer of the world. She strives to bring a sense of fun to everything she does, especially illustration and custom jewelry making. She specializes in pen & ink in the fantasy, horror, and Victorian steampunk genres with a lot of love put into illustrating bones, costumes, and dresses. She lives in Utah with a house full of family, friends, felines, and one very crowded studio. [www.metallicvisions.com](http://www.metallicvisions.com)

**Matthew Bockholt** I worked in IT, game development, and marketing, but when my wife took over her father's business, my brain took over my body and forced me to write a novel. I'm now a zombie of bardic aspirations incapable of thinking, talking, or even dreaming about anything other than the characters desperately fighting their way out of my imagination and into life (or its closest approximate). My only consolation is that, while they steal from me every thread of consciousness, I inflict terrible tragedies upon them in the process of creating their page-bound existence. Don't worry, I give them mostly happy endings.

Having experienced first-hand wildfires, explosions, manhunts for murderers, tense discourse with drug lords, and arguments with federal officers, **Tristan Bond** lives up to his current\* surname. Fluent in Brazilian Portuguese, an expert in exotic animal husbandry, and with degrees in health science and ballroom dancing, he would tell you more, but then this message would self-destruct. \*Bond is his married name. [www.thebarbarianbook.com](http://www.thebarbarianbook.com)

**Ryan Bouché** is the dungeon master for the live play D&D podcast *DadsNDragons* and the twitch channel *DragonsKeepTV*. He writes his own TTRPG game adventure modules for D&D and DreadRPG which are published under the name ACME Arcana. For the last two years, Ryan has served as the gaming track head for LTUE. [dadsndragons.com](http://dadsndragons.com)

**Jay Boyce** is the author of *A Touch of Power* and *Mystic Mage* series. She is an editor turned author who also spends her time working with deaf students at her local university. [www.jayboyce.com](http://www.jayboyce.com)

Since she can remember, **Tiffany Brazell** has always loved stories. She acted them out as she walked

around the school playgrounds of Sydney, Australia—a small stand of trees became a sprawling forest, and benches long balustrades surrounding a shining castle. Later, when her family moved back to America, she made new friends to include in her stories. Other children gathered around to listen to why they really had fire drills and had to learn math—both of which turned out to be quite sinister. Tiffany wrote her first fantasy story in fourth grade... a story that would become *The God's Game*. Tiffany loves writing, painting, animals and learning, travel, scuba diving, good food, and spending time with friends. [www.regalispublishing.com](http://www.regalispublishing.com)

Author, editor, presenter. **Jana S. Brown** has been involved in publishing for over twenty years. She has over fifteen published books and anthologies. She writes the weird and the wonderful with smoochies and loves working with other authors to help them create, publish, and market their books. [www.janasbrownwrites.com](http://www.janasbrownwrites.com)

**John D. Brown** writes action-packed thriller, epic fantasy, and science fiction novels. He is a Dragon Award winner, Writers of the Future winner, Whitney Award winner, and the author of *How To Create Story Ideas That Beg to Be Written*. He currently lives in the hinterlands of Utah where one encounters much fresh air, many good-hearted ranchers, and the occasional wolf. [www.johndbrown.com](http://www.johndbrown.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* (co-written 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](http://davidjohnbutler.com)

**J Anne Campanile** writes YA and adult romance, with the occasional horror/parody short story. She lives in the Salt Lake valley with her companion parrots. When she's not writing, she can be found at her day job as a software developer or watching Netflix and driving everyone in the room crazy by analyzing the plot and the character arcs aloud.

**Amy Michelle Carpenter** is the owner of Monster Ivy Publishing, a company founded in 2016 by two sisters looking for a home for their darker, faith-based stories. It's known for creating "edgy, clean" stories: predominantly horror, fantasy, thrillers, and romcoms that grapple with tough topics, at a rating of PG-13 or less. Amy Michelle is also an award-winning best-selling author and editor. She received her master's in publishing under Kevin J. Anderson and Allyson Longuiera. [monsterivy.com](http://monsterivy.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 through stage combat



and role play. She will do anything to make sure her characters and world building makes a good story. [agreaterdestiny.weebly.com](http://agreaterdestiny.weebly.com)

**Lisa Catmull** is the author of contemporary clean and wholesome romances as well as novels set in the Victorian era. Lisa's books have been nominated for Swoony, RONE, and Whitney awards. She earned a bachelor's of arts in English from Dartmouth College in New Hampshire and a master's of education in elementary education from Utah State University in Logan, Utah. Lisa taught middle school English and history for seven years before pursuing screenwriting and writing. She currently lives between a canyon and a lake in Utah with her husband, two cats, and two rambunctious children.

**Quiana Chase** is a jack-of-all-trades in the creative world. She has worked as an educator, freelance editor, cover designer, character actor, and author. Her expertise, however, lies in LARP and simulations, where she has been crafting and facilitating scenarios for over a decade. [www.quianachase.com](http://www.quianachase.com)

**Karma Chesnut** is a writer, anthropologist, and author of *Unfit*. Born and raised in Seattle, Washington, Karma now lives in California with her husband and their three daughters. Karma has a bachelor's degree in anthropology from Brigham Young University and has participated in various studies ranging from archaeological digs in the Utah desert to ethnographical research in New Zealand. She is the cofounder of Author Capital Conference, an online writing conference for authors. [karmachesnut.com](http://karmachesnut.com)

**Peter Clampton** Author of *The Girl and The Beast*. Owner of Pro-lit-Fic writing, an author career education platform dedicated to better story telling in life and media. Born in Utah, raised in Canada, and has lived all over the place. His mission is to become the very best storyteller he can be and help others do the same by living their dream life, and writing books that tell wholesome stories.

One of the most versatile writers around, **Michaelbrent Collings** is an international best-seller, produced screenwriter, and is the only person ever to have been a finalist for a Dragon Award, Bram Stoker Award, RONE Award, and Whitney Award. 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 bestselling thriller, fantasy, science fiction, mystery, humor, young adult, and middle grade works, and Western romance. [WrittenInsomnia.com](http://WrittenInsomnia.com)

**CJ Connor** is a Pitch Wars alumnus who primarily writes cozy mysteries and queer romance. Their debut mystery novel *Board to Death* is forthcoming from Kensington Books in September 2023. When they are not writing, they can generally be found perusing art museums, listening to angsty folk music, or stress knitting. Their main goal as a writer is to make their dog proud. This one's for you, Yoda! [www.cjconnorwrites.com](http://www.cjconnorwrites.com)

Author of the series *A Comedy of Love* and co-author of the *Dead-Ex Files* mysteries, **Stan Crowe** is a fan of family, friends, and the great outdoors.

When he's not writing, he's either spending time with the wife and ten kids, feeding his cat, or pretending to be an engineer. Stan serves as the president for the La Sal Legends chapter of the League of Utah Writers, based in Moab, Utah. Because, really, if you're going to write awesome stuff, why not live somewhere awesome? [st4nj9.wixsite.com/authorstanjohnson](http://st4nj9.wixsite.com/authorstanjohnson)

**Derick William Dalton** is a former high school biology teacher and currently treats patients as an urgent care physician assistant. As a result, he flavors stories with precocious teens, plausible new technology, and delightfully messy medical scenes. He also designs fantasy games, thanks to cross-pollinated fascinations with Tolkien and mathematical probability. [www.instagram.com/d.w.dalton/](http://www.instagram.com/d.w.dalton/)

Author of the *Haunted Romance* trilogy and *Dreaming Princesses* series, **C. Rae D'Arc** has written, edited, retailed, beta read, and reviewed books for three employers at the same time. Thankfully, one of them actually paid her. She received her bachelor's in English from Brigham Young University and now lives in the Tri-Cities of Washington with her husband and Aussie dog PS. To save you from hiccups, *D'Arc* is one syllable. [craedarc.com](http://craedarc.com)

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**Amanda G** Studied English and Theatre Arts at BYU. Does cosplay, photography, writing, and music making in her spare time. Is passionate about stories, art, and sharing the art of oneself with the world.

**M Todd Gallowglas** Take raw imagination. Two parts coffee to one part whiskey. Equal heaping spoonfuls of angst, whimsy, snark, and a dash of imposter syndrome. Drop in an MFA, sprinkle a healthy dose of shenanigans on top, while chanting either “What’s a gleeman?” or “Tell me a story” to personal taste. Best served with a cloak of tales at Con temperature. Shiny! [www.mtoddgallowglas.com](http://www.mtoddgallowglas.com)

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## 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, 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!

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working at her day job as a marketing copywriter at ThomasARTS, Kat can be found leading Dungeons & Dragons campaigns or making her way through her TBR list. She lives in the Salt Lake City area and is the proud dog mom of a three-year-old labradoodle.

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**Robin Glassey** grew up in a small town with a leaky nuclear power plant, turning her into a human EMP. She graduated with a BS in psychology and analyzes her four boys, converts people to *Doctor Who*, and writes clean YA fantasy. In the *Azetha*

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[www.popcultureapricottree.com](http://www.popcultureapricottree.com)

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**Angela Hartley** spent much of her childhood being shuffled from house to house with only a book for companionship. The magic she found in those stories saved her in many ways. With a strong support system, she set out to create worlds, and publish books. Along with achieving her lifetime goal, she's built and managed several writing organizations. She has also entertained and educated at schools, symposiums, and conventions. In her down time,

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**Gama Ray Martinez** lives near Salt Lake City with his wife and kids—he moved there solely because he likes mountains. He collects weapons in case he ever needs to supply a medieval battalion, and he greatly resents when work or other real-life things get in the way of writing. He secretly hopes to one day slay a dragon in single combat and doesn't believe in letting pesky little things like reality stand in the way of dreams.

**Melissa Dalton Martinez** is a nationally recognized book marketing expert with over twenty years in the industry and her master's degree in publishing. She hosts the widely successful online show *The Book Break*, where she interviews authors, artists, and other publishing industry experts. As part of her company, Melissa provides publisher and author services in public relations,

marketing, branding, and publishing consulting; writes book reviews for multiple publications; teaches at publishing conferences nationwide; and teaches virtual classes. A vivacious lover of books, Melissa adores reading with her three imaginative children and her husband, Gama Ray Martinez. [thebookbreak.com](http://thebookbreak.com)

**Allie May** is a dog lover, mom, and Dr Pepper addict who turns her caffeine-fueled dreams into believable fiction. She fell in love with the impossible at a young age and has been telling stories (some fiction, some mostly nonfiction) ever since. She has been published in five anthologies. [alliemayauthor.com](http://alliemayauthor.com)

**Robert A. Mayer** teaches English at the College of Southern Idaho. His most recent publication is an essay about Lem in an upcoming book on the adaptation and influence of 1950s science fiction films. He received his BA in communications from Brigham Young University and his MA in English from Idaho State University.

**J. L. Mayne** writes for fun and hopes someday to make enough royalties so that his kids get fifty cents per week. He is a long-time reader of science fiction and fantasy and has enjoyed writing it for decades. Most of his stories have some horror mixed in with them as well, even if he tries not to because his wife doesn't like it. He writes for [RDPpresents.com](http://RDPpresents.com). On the side, he is an EMT and volunteer ski patrol—he's one of those weird guys who enjoys seeing gnarly wounds. In the writing world, Josh is the guest services coordinator for *Life, the Universe, & Everything*.

**Laura McGill** is a content editor, a speculative fiction writer, and a massive nerd. She grew up in the US Air Force, dabbled in martial arts, and studied psychology, so she can imitate several American accents, put you in a headlock, and diagnose your personality disorders... all at once. [www.thelauramcgill.com](http://www.thelauramcgill.com)

**James F. McGrath** is the Clarence L. Goodwin Chair in New Testament Language and Literature at Butler University in Indianapolis. He is the author of books like *Theology and Science Fiction* and *The Battle of Ranskoor av Kolos* in the Black Archive series about Doctor Who. He has also edited and contributed to edited volumes about science fiction and authored several sci-fi short stories. [www.patheos.com/blogs/religionprof/](http://www.patheos.com/blogs/religionprof/)

**Cynthia Merrill** is an editor and writing coach by profession but a writer by nature. She is passionate about helping writers finish their books and see their potential for publication. She's taught classes at YANCON and is currently seeking representation for her own work. Cynthia lives in Phoenix, Arizona, with her two kids, dog, guinea pigs, and chickens. [www.cynthiamerrillediting.com](http://www.cynthiamerrillediting.com)

**Donna Milakovic** is a journalist, investigative reporter, and columnist. At Utah Valley University (her day job), she oversees professional writing conferences and workshops and outreach. She is a facilitator and public speaker. Previous to joining

UVU, she worked in commercializing robotics and IoT technology at Utah Science Technology and Research Agency (USTAR). She has an MBA from UVU and a BA in English from BYU.

**Nick Mills** taught and tutored astronomy at BYU. He wrote twenty-four planetarium presentations, presented to more than twenty thousand visitors in approximately eight hundred presentations. He also has performed vocally on stage for many thousands and on television in Ireland. He was part of a group in Ireland with a number 1 hit song. He teaches private voice and has been a vocal director and coach for multiple musicals at Mountain View High School in Orem. He has spent years researching the anatomy of number 1 hit songs. [www.greatcinemanow.com](http://www.greatcinemanow.com)

**Mark Minson** has published a three-book series that started as a writing prompt activity. A Writers of the Future semifinalist, he writes a variety of genres. An eclectic reader, he likes a wide assortment of books. He has successfully implemented life with joy and purpose. [markminson.com](http://markminson.com)

**Joe Monson** is an editor of multiple anthologies, including the LTUE Benefit Anthology series co-edited with Jaleta Clegg. He is currently working on a space opera trilogy set two thousand years in the future. He collects art and lives in the tops of the mountains with his wife, three children, and their pet library. [joemonson.com](http://joemonson.com)

**Heather Monson** is a technical writer, editor, and mom. In whatever time remains after that, she sews sturdy, ornate garb for herself and others, carves soapstone seals, and tries to keep up a little bit on art and RPG hobbies. Her husband, Joe, runs Hemelein Publications, and she tries to assist and enable in that endeavor.

**Wulf Moon** wrote his first science fiction story when he was fifteen. It won the national Scholastic Art & Writing Award—the same contest that first discovered Stephen King, Joyce Carol Oates, and Peter S. Beagle, among others—and became his first professional sale in *Science World*. Moon has won over forty awards in writing. Moon's stories and articles have appeared in numerous publications including *Writers of the Future* vol. 35, *Future Science Fiction Digest*, *Star Trek: Strange New Worlds 2*, *Best of Third Flatiron*, *Galaxy's Edge*, and *DreamForge* magazine. Wulf Moon is also a professional voice-over actor and has produced works for Hugo Award winners and best-selling authors. Moon is podcast director at *Future Science Fiction Digest*. His award-winning SUPER SECRETS Online Resource and Writing Workshop has had over eight hundred thousand views ([TheSuperSecrets.com](http://TheSuperSecrets.com)). [driftweave.com](http://driftweave.com)

**Frank Morin** is a storyteller, an outdoor enthusiast, and an eager traveler. He is the author of fast-paced grab-you-by-the-eyeballs-and-don't-let-go adventures, including *The Petralist*, his epic teen fantasy series, full of explosive magic, huge adventure, and brilliant humor. Frank also writes *The Facetakers*, fast-action fantasy adventures. Frank lives in Oregon with his lovely wife and four kids, who are all brutal critics but die-hard fans. [www.frankmorin.org](http://www.frankmorin.org)

# 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.

**Dave Wolverton**—author and mentor, who was part of the committee during the early years and generously and kindly shared his knowledge and time to teach beginners and pros alike.



**Mari Murdock** is a freelance table-top gaming writer based in Utah, best known for her work on the game *Legend of the Five Rings*, having written the Scorpion Clan novella *Whispers of Shadow and Steel* and other L5R fiction. She has also worked on *The Expanse* RPG and *Tiny Dungeons 2e*. Her side hustles include work as a professional dungeon master and a college professor at Westminster College. [marimurdock.com](http://marimurdock.com)

**Christine Nielson (CMAlder)** I am a dark fantasy and thriller author. I have been published since 2012 in multiple genres and now have the experience of owning my own publishing company. *Witches, much?* [queensandcrows.com](http://queensandcrows.com)

**Wendy Nikel** is a speculative fiction author with a degree in elementary education, a fondness for road trips, and a terrible habit of forgetting where she's left her cup of tea. Her short fiction has been published in *Analog*, *Beneath Ceaseless Skies*, *Cricket*, *Nature*, and elsewhere. Her time travel novella series, beginning with *The Continuum*, is available from World Weaver Press. [www.wendynikel.com](http://www.wendynikel.com)

**Craig Nybo** writes novels, plays, and musicals. He also composes music. His novels include *Allied Zombies for Peace*, *Small Town Monsters*, *Bieber's Finger*, *Funk Toast and the Pan-Galactic Prom Show*, *Terrifying Lies*, and *Dead Girl*. Craig's musicals include *Tesla vs. Gerusha: Priestess of Cthulhu* and *Space Funk: A Science Fiction Funk Opera*. Craig works as a professional copywriter. [www.craignybo.com](http://www.craignybo.com)

**John M. Olsen** has written the *Polecat Protocol* science fiction series, the *Riland Throne* YA fantasy trilogy, and has published over forty short stories. He won the League of Utah Writers Emerald Typewriter for best published short story of the year with “Death by Misadventure” and he won the DragonComet short story competition in 2018 with “When Words Fail.” He has also written stories for and edited award winning anthologies. He is a past president of the League of Utah Writers and loves to encourage writers (especially local authors) to excel. [johnmolsen.blogspot.com](http://johnmolsen.blogspot.com)

**Staci Olsen** lives in Utah with her husband, five children, and three pets in a townhouse that is too small, but growing up in Alaska in a 16x20-foot cabin with ten other people (give or take a few) made her accustomed to small houses. She is the author of two novels, *Defender of Dragons* and *Falling through Stars*, and has several published short stories as well. She works as an acquisitions editor and the production manager for Immortal Works, does freelance editing and formatting on the side, and she loves helping other authors put their work out in the world. [staciolsen.com](http://staciolsen.com)

**Peter Orullian** is a published novelist and short story writer as well as a professional musician and composer. He has published epic fantasy with Tor, and is currently collaborating with Brandon Sanderson on an urban fantasy series. He also recently wrote a full touring show in the vein of Trans-Siberian Orchestra that combines music and narrative in *The Bell Ringer*. [www.orullian.com](http://www.orullian.com)

**L. Palmer** is the author of *The Pippington Tales*, where motorcars bump down old city lanes and fairy godmothers are disguised as high-society gossips. In between exploring fantasy worlds, L. Palmer works in public service and lives in South Texas. She is an award-winning speaker and has lunch with dragons every Tuesday. [lpalmerchronicles.com](http://lpalmerchronicles.com)

**Lehua Parker** writes speculative stories for kids and adults often set in her native Hawaii. Her published works include the *Niuhi Shark Saga* trilogy, *Lauale Chicken Skin Stories*, and *Lauale Fractured Folktales* as well as short stories, plays, poems, and essays. As an author, editor, and educator trained in literary criticism and advocate of indigenous cultural narratives, Lehua is a frequent presenter at conferences, symposiums, and schools. [www.lehuaparker.com](http://www.lehuaparker.com)

**Scott R. Parkin** is an award-winning author with more than fifty short story sales to a wide variety of markets including fantasy, sf, slice of life, romance, horror, and military sf. He is a winner in the Writers of the Future Contest and is working on his second novel. He is also a cohost of the *Stories for Nerds* podcast.

**Janci Patterson** writes contemporary romance, epic fantasy, and young adult novels. She collaborated with Brandon Sanderson on three novellas in his *Skyward* series, beginning with *Sunreach*, and on the upcoming final novel in the *Alcatraz vs the Evil Librarian* series. Janci has also written several series with Megan Walker, including the rom-com



series *The Extra*, and the *Five Lands* saga under the pen name Cara Witter. [www.jancipatterson.com](http://www.jancipatterson.com)

**Bentley Pistorius** is a Dan’-dee-nii storyteller, public speaker, and a voice actor. They grew up in Salt Lake with a love for story from an early age. They learned stories from all over but have a special place in their heart for the stories of Native Pacific Northwest. When not telling stories, Bentley can be found with friends and family either playing board and role-playing games or spending time out hiking and enjoying nature.

**The Provo Pirate** I have been a blacksmith for ten years, making everything from knives to hooks to frying pans. I have spent the last eight years being a historical re-creator at the Pioneer Village in Provo. I am also the blacksmith at Evermore park.

**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/](http://charliepulsipher.com/)

**Jared Quan** is a writer, gamer, and Twitch streamer, including nonfiction writing for *Sports Illustrated*

and Yahoo. Fiction/fantasy works include *Changing Wax*, *Last Outpost on Zombie Highway*, and award-winning *Prepped*. In leadership for the League of Utah Writers, Storymakers, CASWJ, EMAA, BWN, TEDxSaltLakeCity. Has received awards from the president of the United States, Utah State governor and Lt. governor. [www.jaredquan.com](http://www.jaredquan.com)

According to her mother, **Diann “DT” Read** began writing as soon as she could pick up a pencil, though her first “stories” were mostly drawings of horses. Her first military science fiction trilogy, *The Sergey Chronicles*, was published by Tor in the late 1990s. She also has a handful of published short stories. Diann took a hiatus from fiction writing when she was mobilized to active duty in the wake of 9/11. She served for twenty-three years in the U.S. Air Force and retired as a lieutenant colonel in 2009 to return to writing. She is married to Jon Read and they live in Texas. [d-t-read-author.com](http://d-t-read-author.com)

**Celesta Rimington** is the award-winning author of *The Elephant’s Girl* and *Tips for Magicians*. She is a musical theater performer and an advocate for wildlife and the arts. She grew up in a military family and has lived in many regions of the United States that have inspired the settings in her books. Celesta holds a degree in sociology from Brigham Young University and is a graduate of the Institute of Children’s Literature. She is a member of the

Society of Children’s Book Writers and Illustrators and regularly visits schools across the United States, teaching and encouraging children to write their own stories. [Celestarimington.com](http://Celestarimington.com)

**Kaela Rivera** is the award-winning author of the Cece Rios series and currently lives in the soaring mountains of Utah. When she’s not crafting stories, she’s working as a managing editor for a marketing company—or secretly doodling her characters in the margins of her notebook. One of her greatest hopes is to explore the beauty of cultural differences—and how they can bring us all closer. [kaelarivera.com](http://kaelarivera.com)

**Jeremy Rowley** is the designer of the upcoming board game *Four Horsemen*, a co-op game featuring a unique deck-upgrading mechanism. [winwinboardgames.com](http://winwinboardgames.com)

Being a geek at heart, **Jo Schneider** has always been drawn to science fiction and fantasy. She writes both and hopes to introduce readers to worlds that wow them and characters they can cheer for. [joannschneider.com/dir/](http://joannschneider.com/dir/)

From as far back as he can remember, **J. Arden Scott** has enjoyed daydreaming, creating, writing, and even drawing stories. About seventeen years ago, he became determined to actually finish one of these; *Once Lost* is that culmination.

A computer programmer by trade and a geographer by degree, he especially enjoys world building/creating through writing, drawing maps, and pure imagination. He currently resides with his wife, two nearly/mostly adult kids, and a zoo in a magical place called suburbia in the Western US. [jardenscott.com](http://jardenscott.com)

**Brenda Sills** secretly invents words, legends and worlds, which is okay because she is part of the Webster family and she is a Word Ninja. She has written nine books in MG, YA, romance, and historical, which are forthcoming. She literally cheers for the moon when it pops up over her mountain, and she says there's a small hill in her back yard cloaking a slumbering dragon that will someday wake. She's sure of it.

**Steve Simmons** retired educator/artist/medieval re-enactor. [www.planet-archipelago.com/](http://www.planet-archipelago.com/)

**B.A. Simmons** I am a teacher and writer living in Ogden, Utah. I write the *Archipelago* series as well as myriad short stories in fantasy and science fiction. I am also a design collaborator for the RPG Planet Archipelago. Aside from teaching, writing and playing RPGs, I am also an ultra-runner, avid hiker, birder and beekeeper. [www.basimmonsauthor.com](http://www.basimmonsauthor.com)

**Brennan "Talonos" Smith** is a senior game designer and developer at Fiveamp LLC and works on content for the mobile game Mergecrafter. While completing his master's degree, he helped found the BYU games program with his thesis adviser while supporting himself by making Minecraft modpacks on commission for the Technic team. As personal projects, he led a team that self-published the steam game Final Winter and wrote an anime-inspired romance novel called *Catgirl in the Pantry* under a pen name. [www.talonos.net](http://www.talonos.net)

**Laya V Smith** is the author of *The Lumbermill*, a dark Noir thriller published by Black Rose Writing. She is also the co-founder of Eight Moons Publishing, a boutique press for upmarket romantic fantasy. [layavsmith.com](http://layavsmith.com)

**Emily Martha Sorensen** writes fantasy and science fiction books with realistic paths to a happy ending. She considers all her books clean, with zero swearing and not much violence, but the romance between married couples can be PG-13. [www.emilymarthasorensen.com](http://www.emilymarthasorensen.com)

**Robert Starling** has been working as a writer/producer/director in film and television for almost fifty years. He's been employed at almost every level of media, from a small market TV station to a regional PBS affiliate to a major national network (NBC) and at several film production companies. He also worked for eighteen years in corporate TV production, including nine years as a writer/producer for the LDS Church. Robert produced the first student film for class credit at BYU in 1971.

**Scott Stephens** Being a writer and a physician has made for a strange combination of experiences. Board certified in pediatrics, hospital medicine,

and palliative care keeps my clinical practice busy while occasionally giving me enough time to work on my next novel. I currently live in Billings, Montana, with my wife, children, and dogs, who all seem to have a greater influence on my writing than I'm willing to admit.

**Kryssa Stevenson** was born on the north shore of Oahu and currently lives in Southern Utah. The proud daughter of Samoan immigrants, Kryssa gained a love of storytelling from reading bedtime stories with her mom, listening to Samoan legends from her grandma, and portraying Pacific Island cultures through traditional songs and dances. When she's not writing, you will likely find Kryssa dancing, weightlifting, or playing with her niece and nephew. [kryssastevenson.com](http://kryssastevenson.com)

**Eric James Stone** is a past 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. [www.ericjamesstone.com](http://www.ericjamesstone.com)

**Tremani Sutcliffe** works as a freelance illustrator and managed the Shane Lamb Gallery for three years. While managing the gallery, she designed the website, developed their online presence, designed marketing materials, did copy for customers, and implemented a comprehensive marketing strategy. She assisted new artists with marketing and presenting their work, handled image proofing, and maintained client relationships. As a freelance illustrator, she works with watercolor, oils, and digital. She spent ten years doing portraits and has recently moved into fantasy and sci-fi illustrations. [www.decisiveartacademy.com](http://www.decisiveartacademy.com)

**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](http://swedin.org)

**Daniel Swenson** is a fantasy author whose profound and unique adventures which can be found in his novels *The Shadow Above the Flames* and *A Dragon's Fate* (2019 Whitney Award Finalist) and his short stories in the *Valcoria Awakenings* and *Choose Your Own Apocalypse* anthologies. Daniel is also the creator of *Dungeon Crawlers Radio*, an exciting geek podcast that focuses on gaming, comics, books, and other aspects of the world of geek. DCR was a Hugo Award finalist in 2015. [www.Dragonsfate.com](http://www.Dragonsfate.com)

**Mike Thayer** is the author of *The Double Life of Danny Day*, *The Talent Thief*, and *The Epic Adventures of the Techno Wizard* series. 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 butter beer at Diagon

Alley, and built a secret door to his storage room. [mike-thayer.com](http://mike-thayer.com)

**Candace J. Thomas** is the award-winning author of YA fantasy and fantastical romantic comedy. She is a freelance editor, owns her own indie press, and thinks Sour Patch Cereal was a terrible idea. [www.candacejthomas.com](http://www.candacejthomas.com)

**Sammie Trinidad** is a proud Slytherin and a "Filipina Wonder Woman." Having fallen in love with writing at the age of nine, she dabbles in many genres but especially favors fantasy, magical realism, creative nonfiction, contemporary, and short fiction. Her short stories have been published in the League of Utah writer anthology as well as the Eagle Con anthology. The three T's are important to her: traveling, tacos, and time with family.

**Celeste C. Tyler** is a SFF author and artist. Her stories have (literally) taken her across the Sahara on the back of a camel, sky high on aerial silks, and aboard an eighteenth-century tall ship. Her fiction has been published in *Beneath Ceaseless Skies*, *Podcastle*, and *Fantasy Magazine*. She is a graduate of the Odyssey Writing Workshop. [www.christine Tyler.com](http://www.christine Tyler.com)

**Heidi Voss's** debut novel, *Frogman's Response*, has been praised as "instantly engaging" and won a Silver Quill for youth fiction. Her award winning short fiction has been featured in multiple anthologies, and she currently serves as the president of the Salt City Scribes chapter of the League of Utah Writers. She has presented workshops about fight scenes and catchy prose at the Pre-Quill Conference as well as FanX, Utah's comic convention. Download a free short story on her website. [authorheidivoss.com](http://authorheidivoss.com)

**Kevin Wasden** serves as director of professional Development at Gibbs Smith Education, where he develops books and training programs supporting educational leadership, strengthening school communities, and advancing the connection between education and democracy. He is an advocate of creativity and life-long learning. He has illustrated books and games for numerous publishers and companies. He is the co-creator (with Julie Wright) and illustrator of the sci-fi adventure series *Hazardous Universe*. He also developed and illustrated the independent comic series, *Technosaurs*. He has been married to his wife, Michelle, since 1993, and they are the parents of six amazing kids. He draws, paints, writes, and fly-fishes, as much as possible. [www.kevinwasden.com](http://www.kevinwasden.com)

**Cambria Williams** writes fantasy and speculative fiction. *The Befallen*, her debut dark fantasy novel (released in August 2023), won first place in the Olive Woolley Burt "First Chapter" Contest. Cambria has traveled extensively, taking in inspiration from all over the world. When she's not writing, Cambria has built an extensive library despite the fact that she's long since run out of shelf space. She loves gazing at the moon and stars, dining al fresco, and taking walks with her husband and dog. Cambria has a master's of fine arts in writing and lives in Utah. [www.cambriawilliams.com](http://www.cambriawilliams.com)



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**Johnny Worthen** is an award-winning, best-selling, multiple-genre, tie-dye wearing author, voyager, and darn fine human being! Trained in stand-up comedy, modern literary criticism and cultural studies, he writes upmarket 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](http://johnnyworthen.com)

**Newell Wright** Professor of international business and marketing at North Dakota State University and researches intercultural proficiency. Lifelong sf/fantasy fan. Professional academic writer with expertise in intercultural communication. I have

traveled to more than fifty different countries and have a great sense of cultural differences around the world. [www.ndsu.edu/business/our\\_people/directory/nwright/](http://www.ndsu.edu/business/our_people/directory/nwright/)

**Daniel Yocom** writes about geeky things because people always say to write what you know. Their love of the geeky, nerdy community dates to the 1960s through games, books, movies, and stranger things better shared in small groups. They're an award-winning writer with hundreds of articles on these topics for blogs, magazines, and gaming companies. They also have short stories and books published. Their research includes playing as many of their collection of around five hundred role-playing games and another thousand table-top games with friends. [www.guildmastergaming.com](http://www.guildmastergaming.com)

**Jemma M. Young** is the writer and artist behind the indie webcomics *Children of Eldair*. She is also a successful freelance illustrator, book cover artist, and professional comic colorist. She has successfully run and managed thirteen Kickstarter campaigns and has over 150,000 subscribers on the Webtoons platform. [www.jemmayoung.com](http://www.jemmayoung.com)

**Bryan Young** (he/they) works across many different media. His work as a writer and producer has been called "filmmaking gold" by the *New York Times*. He's also published comic books with Slave Labor Graphics and Image Comics. He's been a regular contributor for the *Huffington Post*, *StarWars.com*, *Star Wars Insider* magazine, *SYFY*, */Film*, and was the founder and editor in chief of the geek news and review site *Big Shiny Robot!* In 2014, he wrote the critically acclaimed history book, *A Children's Illustrated History of Presidential Assassination*. He co-authored *Robotech: The Macross Saga RPG* and has written two books in the *BattleTech* universe, *Honor's Gauntlet* and *A Question of Survival*. He teaches writing for *Writer's Digest*, *Script Magazine*, and at the University of Utah. Follow him on Twitter @swankmotron. [www.swankmotron.com](http://www.swankmotron.com)

**JC Youngstrom** I graduated from Brigham Young University with a BA in creative writing. I have been the vice president of the Write Here in Ephraim writing conference as well as a conference presenter. I am a member of the SCBWI, three concurrent in-person critique groups, and a leader of an online productivity group for writers. I am also a contributor on *Vanillagrass.com*: *Writing Resource for Writers*, a *Tween Author Boot Camp* committee member, and a publicist and project manager for *Eight Moons Publishing*. When I am not playing with words, you can find me reading to, baking with, or drawing coloring pages for one of my five children.

**Amey Zeigler** is an award-winning author of romantic comedies and mysteries. Her laugh-out-loud rom-com, *The Swiss Mishap*, won third place in the Book Buyer's Best for Contemporary Romance. Her ten years of theater training in college and high school inspired her to narrate her own books. She spins stories with humor, charm, and heart, often with a dash of action and adventure. When she's not writing, she is teasing her three kids, globe-trotting with her husband (for book research of course!), or trying new things.

**Dan Willis** is an award-winning, best-selling author who has been writing for most of his life. He wrote for the long-running *DragonLance* series and has worked in the board game and video game industries as well. His current work is the *Arcane Casebook* series, a fantasy twist on the 1930s detective story. Dan lives in Utah with his wife and four children. [www.danwillisauthor.com](http://www.danwillisauthor.com)

Hello! My name is **Cortney Winn**. I'm a fitness, habit, and goal coach with experience in blogging, content creation, and marketing. In my past career as a wedding cake artist, I became one of the top-rated decorators in Utah (on Google) with over one hundred 5-star customer reviews. My work has also been featured in *Rocky Mountain Bride Magazine*. I teach about goal-setting, habits, and mindset.

# Listing of Events with Participants

See postings near the registration desk for any last-minute changes.

## Thursday, February 16

### Thurs 9:00 AM

#### **Bittersweet and Strange: Visual Storytelling in *Beauty and the Beast* 1991 vs. 2017**

A tale so nice they told it twice! But . . . why did it feel like something was missing the second time? A professional storyboard artist and director breaks down two versions of the Beast's transformation, focusing on the roles of camera, editing, and design when crafting an emotional scene. (TMA, Canyon)

*Megan Lloyd*

#### **The Creative Business of Being an Artist**

From new business models to getting creative with social media—a discussion about how to maintain a steady income as an artist in an evolving marketplace. (Art, Cedar)

*Mikki Helmer (M), Mike Lovins, Travis Deming, Phil Foglio*

#### **Gamification for Creators—What Video Games Teach Us about Motivation**

Can you trick your brain into being a more productive writer? Video games have been using gamification for decades to motivate you to keep trying again and again and again. Why can't you do the same for yourself? In this panel, we'll discuss what gamification is, why it works, and how to use the same tricks your favorite video game designers have been using on you all along. (Gaming, Amphitheater)

*Heather Monson (M), Mark Minson, Magnus Borson, Brennan "Talonos" Smith*

#### **The Power of Habits**

Your dreams should be big, but your days should be small. In this presentation I plan to explore the power of small, but consistent, habits in regards to achieving your dreams. I will provide actionable steps to break bad habits, make new habits, and plan for success, instead of hoping for success. (Professional Development, Arches)

*Cortney Winn*

#### **Publishing Lingo**

How to sound cool in your interview with an agent or editor. (Editing, Elm)

*Amy Michelle Carpenter (M), Kaela Rivera, Jodi Jensen, A. M. Luzzader, D. J. Butler*

#### **So You Want to Be a Writer: Tips and Tricks for New Creators**

Welcome to one of the most exciting creative fields in the world: writing science fiction and fantasy. Not sure where to start? Hear from professional writers about how they got started—and learn what you can do to hit the ground running. (Writing, Zion)

*M. A. Nichols (M), Steve Diamond, Maxwell Alexander Drake, Laya V Smith, Wulf Moon, Max Florschutz*

#### **Twisted Science**

Understand the facets of physics, chemistry, and other sciences that the greatest writers have used in their unique worldbuilding elements. (Books, Bryce)

*B. A. Simmons (M), J. Abram Barneck, Daniel Swenson, Thomas Fawkes, Derick William Dalton*

#### **A Whirlwind Tour of Ancient Egypt through a Pop Culture Lens (2 hours)**

Gather round and hear about majestic ancient Egypt as we cover events through the Old Kingdom, Middle Kingdom, and the New Kingdom through pop-culture works such as *The Scorpion King*, *The Prince of Egypt*, *The Mummy*, *Stargate*, *Moonknight*, and more! (Academics, Juniper)

*Michael F. Haspil*

#### **Why Do You Need a Rosetta Stone?**

It's a fact of life that not all cultures will be able to communicate in the same language. From pidgin or trade languages to dedicated interpreters to pointing and waving, how to get around a language barrier. (World Building, Maple)

*Logan Kearsley (M), Megan Hamilton, Benjamin K Hewett, Ahmasariah Larsen, V.J. O. Gardner, Amanda G*

### Thurs 10:00 AM

#### **Advanced Topics: Crafting the Ideal Elevator Pitch for Your Story**

"What's your book about?" For some authors, it's a dreaded question. How do you condense all of it into a thirty-second pitch? Learn the tips and tricks you need to hook readers, agents, and editors into reading your next big thing. (Writing, Elm)

*Joe Monson (M), Megan Lloyd, Amy Michelle Carpenter, Onyie Onyeabor*

#### **Gamemaster Workshop: Plot the One-Shot**

You need a filler session that can't be too long, can't be too short . . . it has to be just right. Let's talk about how to plan a one shot that tells a good story with great stakes, and most importantly wraps up in one night! (Gaming, Cedar)

*Daniel Yocom (M), Dax Levine, Cavan Helps, C. R. Langille, Ravyn Evermore, Mari Murdock*

#### **The Growth of a City**

Cities are far from static; they grow over time as they are used by people from different cultures with different purposes. Come explore ways to make your cities feel more alive! (World Building, Zion)

*Kristy S. Gilbert (M), M. A. Nichols, Karma Chesnut, Coral Hayward, Bobbie Berendson W*

#### **Introduction to Style Sheets**

What are style sheets and why should you care about them? (Editing, Amphitheater)

*Abby Forrest (M), Kaela Rivera, Talysa Sainz, Thomas Fawkes*

#### **Kaffeeklatsch: A Chat with Creator Paul Genesse**

(Boardroom)

*Paul Genesse*

#### **Managing Microcosms: Writing Short Fiction without Leaving Anything Out**

How do you tell a big story in a small amount of space? Learn how to create the stories you want to tell without compromising your word count limit or your vision. (Writing, Bryce)

*Emily Martha Sorensen (M), Eric James Stone, Celeste C. Tyler, B. A. Simmons, Aaron Canton, Heidi Voss*

#### **Project Briefs and Recommended Practices for Effective Communication with Clients**

Tips on how best to communicate with clients when working as a freelance illustrator and create an effective project brief. (Art, Maple)

*L. Palmer (M), Travis Deming, Jess Smart Smiley*

#### **A Tribute to Jane Yolen**

Jane Yolen has written 417 books. Her goal is to hit 500. Can we mention she is 83 years young? Each of her children have also written around 40 books. Join us as we talk about this fascinating and rich library of great works, just from one family. (Books, Oak)

# Kaffeeklatsches

Psst . . .

Want a treasure map to one of LTUE'S most valuable events? Grab your gold mining supplies and strike it rich with conversation around the campfire, er, boardroom table with some of LTUE'S Special Guests. Space is limited so stake your claim in your favorite Kaffeeklatsches by signing up outside the Boardroom each morning.

## Thursday

10:00 AM Paul Genesse  
11:00 D.J. Butler  
noon Blake Casselman  
1:00 PM John D. Brown  
4:00 Lisa Mangum  
5:00 Phil Foglio

## Friday

9:00 AM M. Todd Gallowglas  
10:00 Lehua Parker  
11:00 Cindy Hogan  
noon Celesta Rimington

1:00 PM Janci Patterson  
3:00 Nina Kiriki Hoffman  
4:00 Michael F. Haspil  
5:00 Megan Lloyd

## Saturday

9:00 AM Wulf Moon  
11:00 Jessica Day George  
noon Jess Smart Smiley  
1:00 PM M. A. Nichols  
3:00 Aaron Johnston  
4:00 Ravyn Evermore  
5:00 Talysa Sainz

### Voynich Manuscript, Codex Seraphinianus: Mystery Manuscripts

Coded historical documents that have baffled historians. (Books, Arches)

*Chris Jones (M), Allison K. Hymas, Magnus Borson, Jessica Guernsey, Logan Kearsley*

### A Whirlwind Tour of Ancient Egypt through a Pop Culture Lens (cont.)

(Academics, Juniper)  
*Michael F. Haspil*

### Writing with the Winchesters: Writing Tips from Fifteen Seasons of Supernatural

After fifteen seasons and 327 episodes, the TV show *Supernatural* concluded. Author, editor, and superfan Lisa Mangum has analyzed each episode for plot, character, and theme, and has compiled a list of the top ten writing tips we can learn from the epic story of Sam and Dean Winchester. (TMA, Canyon)

*Lisa Mangum*

### Thurs 11:00 AM

#### Back to Basics: Sentence Structure

Remember diagramming sentences? Knowing the function and placement of each word can open your eyes to a world of grammar you never knew existed. This is a classroom-style panel. (Editing, Amphitheater)

*Heather Monson (M), Cambria Williams, Talysa Sainz, Chris Jones, Troy Lambert*

### Becoming a Great Podcaster

Learn what makes for the best podcasts and how to engage your listeners so they can't bear to miss a single episode. Plus, get the technical know-how for setting up your podcast so you're ready to roll. (TMA, Maple)

*Daniel Swenson, Craig Nybo, Thomas Fawkes*

### Big Picture Storytelling: How to Make Your "Epic" Fiction the Real Deal

It's an overused term these days; what does "epic" even mean? Stand out from the crowd with the advice from these experts, who will tell you how to give your epic vision the substance it deserves. (Writing, Arches)

*Robin Glassey (M), M Todd Gallowglas, Megan Lloyd, Frank Morin*

### Coopers, Chandlers, Apiarists, and More!

Everyone has seen the "medieval town" that consists of a farmer, a blacksmith, and maybe a merchant. But everything your characters use, from paper to riding tack, was made by someone. An overview of some oft-neglected professions in fantasy that can breathe life into your world. (World Building, Zion)

*B. A. Simmons (M), Cassiopeia Fletcher, Renae Kingsley, Steve Simmons, V.J.O. Gardner, The Provo Pirate*

### Creating Your Own Opportunity

How to recognize opportunities and take advantage of your unique skill set to create your own business niche in an ever-changing illustration market. (Art, Oak)

*Tremani Stueliffe*

### Enlistment to Discharge: Military Basics

Whether you're dealing with space troopers or an informal militia, all militaries need a structure. How are people promoted, and when—if ever—can they retire? (World Building, Bryce)

*Michael F. Haspil (M), Eric Swedin, C. R. Langille, D. T. Read*

### How to Become an Expert in 30 Days or Less!

When creating, you may suddenly find you need to learn the techniques medieval seamstresses used, how Egyptians made bracelets, or the social order of ancient Japanese monarchies. How do you go from knowing little to becoming expert enough to get the details right? How do you make the details feel authentic to the world you're building? Come learn research techniques, resources, and more! (Professional Development, Juniper)

*L. Palmer*

### Kaffeeklatsch: A Chat with Creator D. J. Butler

(Boardroom)  
*D.J. Butler*

### Point/Counterpoint: Online vs Solo Play

Do you gravitate toward one style or the other? Perhaps you just want to see the allure in the other side. We'll be discussing the pros and cons of each and how to have fun with either. (Gaming, Elm)

*Mark Minson (M), Burke Grooms, Brennan "Talonos" Smith, Matthew Bockholt*

### Why Adults Should Read Comic Books

Rich with an array of styles, cultures and topics, comics evoke deep-thinking and active engagement with a variety of visual cues. And best of all, they're just plain fun. (Books, Cedar)

*Scott R Parkin (M), Blake Casselman, Phil Foglio, Amanda G, Kat Gardner, Jess Smart Smiley, Aaron Johnston*

### Thurs Noon

#### Author Rap Battle

Join our battle rap between multiple performers as they verbally joust with humorous boasts, benign insults, and other wordplay. This will be a little bit of a freestyle spontaneous live "battle." (TMA, Bryce)

*Stan Crowe, L. Palmer, Craig Nybo, Onyie Onyeabor, Paul Genesse*

### Designing a Visually Epic Kickstarter

Recommendations for designing and illustrating for a Kickstarter project. (Art, Juniper)

*Tremani Sutcliffe*

### Gardening Tools: Creative Strategies for Discovery Writers

Not interested in figuring out your entire story ahead of time? Learn about how to draw on your muse instead and crank out powerful stories on the fly. (Writing, Amphitheater)

*Candace J Thomas (M), Cassiopeia Fletcher, Kyro Dean, The Provo Pirate, Jess Smart Smiley*

### Guest of Honor Interview

(Elm)

*Nina Kiriki Hoffman, Paul Genesse (M)*

### Kaffeeklatsch: A Chat with Creator Blake Casselman

(Boardroom)

*Blake Casselman*

### Paths to Publishing

Come learn the advantages and disadvantages for traditional and self-publishing. (Professional Development, Cedar)

*Jared Garrett (M), Mike Lovins, Staci Olsen, Gama Martinez, Troy Lambert, D.J. Butler*

### Taking to the Skies

Stories where airplanes, helicopters, zeppelins, and other modes of flight are essential to the plot. (Books, Maple)

*John M. Olsen (M), Eric Swedin, C. David Belt, Janci Patterson, Frank Morin*

### Tar Gibbons, Bel Thorne, and More: The Do's and Don'ts of Nonbinary Characters

Speculative fiction has long included characters who fall outside the male/female binary. But as awareness of nonbinary people expands, so do the misconceptions around them. How do you write a realistic character who is neither male nor female? (World Building, Arches)

*Ravyn Evermore (M), CJ Connor, Bentley Pistorius, Christopher Husberg*

### Writing, Reading, and Editing Mindsets

Is it possible for editors to enjoy recreational reading? Can writers switch from writing to editing their own work? This panel will discuss switching mindsets. (Editing, Zion)

*Kaylee Casutt (M), Kristy S. Gilbert, Kaela Rivera, M Todd Gallowglas, A.M. Luzzader, D.T. Read*

### Thurs 1:00 PM

#### Breathing Life into Your Story with Music

From the favorite tunes we listen to while doing everyday tasks to the rousing soundtracks of thrilling movies—the songs that play in our heads as we think and feel and live—music

# LTUE 42—Creativity's "Deep Thought"



## Don't Panic! Find Your "42" at LTUE

**March 4, 2023**

**Recruitment Meeting**

**August 26, 2023**

**Edge of the Universe (online)**

**February 15–17, 2024** **LTUE #42**

is the living current that flows through our lives. Learn how and why music affects story, whether it be a film, a novel, a script, or a walk in the rain, and how to weave music into the story you're telling for the most powerful effect. (TMA, Maple)

*J. Arden Scott (M), Craig Nybo, Allie May, Megan Lloyd, Jana S. Brown*

### How to Make Everything Worse (for Your Character)

The low point of your novel might not be low enough. Learn how to create worst possible defeat for your specific character. We often hesitate to make a mess of the character's life (after all, we're the ones who have to put it back together again) but stories of desperate comebacks create emotionally resilient readers. (Writing, Arches)

*Laura McGill*

### It's Morbin' Time . . . Turning Flops into Blockbusters

Morbius and Arcane are both stories focused on anti-heroes, but did not achieve the same level of success. In this session, we will discuss critical elements such as story structure, character journey, and pacing that distinguish the blockbusters from the flops. (TMA, Cedar)

*Tiffany Brazell*

### Kaffeeklatsch: A Chat with Creator John D. Brown

(Boardroom)

*John D. Brown*

### Medievalism

Using medieval history in fictional settings By B. A. Simmons (Books, Juniper)

*B. A. Simmons*

### The Dumbledore Conundrum

Many authors have stated after the fact that one of their characters is a member of the LGBTQ+ community. But to many, this "representation" rings hollow. How important is

it to show these characters in the text itself? (World Building, Elm)

*C. K. Jensen (M), James Jakins, T. C. Hendricks, Scott R Parkin*

### Using Games in Your Fiction—What (and What Not) to Do

Let's talk fictional games! Perhaps you've heard of Quidditch? Tak? Jumanji? Three-dimensional Chess? Pai Sho? On this panel we'll discuss reasons why you should consider including your own game idea in your novel. We'll also cover the best way to describe the rules to your game, and what pitfalls to avoid. (Gaming, Bryce)

*Mark Minson (M), Megan Hutchins, Brennan "Talonos" Smith, Jay Boyce, Onyie Onyabor*

### What's Your Favorite Mythical Creature?

From books of legend, myth and folklore come a plethora of creatures. Come discover mythical creature favorites and leave with some of your own. (Books, Canyon)

*Alysia S Knight (M), Daniel Swenson, Jason Hamilton, Marion G. Harmon, Kristina Atkins*

### Writer's Group Workshop

Come see a writing group in action. Find out if it's what your writing is missing. (Professional Development, Amphitheater)

*Mike Thayer (M), Angela Hartley, A. M. Luzzader, Jo Schneider, Julie Hahn, JC Youngstrom*

### Thurs 2:00 PM

#### Keynote—Jess Smart Smiley

(Zion, Bryce, Arches)

*Jess Smart Smiley*

### Thurs 3:00 PM

#### Developing a Unique and Effective Portfolio

Brainstorming, painting, and presenting your portfolio; tips on curating the perceived value of your work. (Art, Juniper)

*Adam Heesch*

Thurs	Amphitheater	Boardroom	Cedar	Elm	Juniper	Maple	Oak	Zion	Bryce	Arches	Canyon
9 am	Gamification for Creators—What Video Games Teach Us about Motivation		The Creative Business of Being an Artist	Publishing Lingo	A Whirlwind Tour of Ancient Egypt through a Pop Culture Lens	Why Do You Need a Rosetta Stone?		So You Want to Be a Writer: Tips and Tricks for New Creators	Twisted Science	The Power of Habits	Bittersweet and Strange: Visual Storytelling in <i>Beauty and the Beast</i> 1991 vs. 2017
10 am	Introduction to Style Sheets	Kaifeeklatsch: A Chat with Creator Paul Genesse	Gamemaster Workshop: Plot the One-Shot	Advanced Topics: Crafting the Ideal Elevator Pitch for Your Story		Project Briefs and Recommended Practices for Effective Communication With Clients	A Tribute to Jane Yolen	The Growth of a City	Managing Microcosms: Writing Short Fiction without Leaving Anything Out	Voynich Manuscript, Codex Seraphinianus: Mystery Manuscripts	Writing with the Winchesters: Writing Tips from 15 Seasons of <i>Supernatural</i>
11 am	Back to Basics: Sentence Structure	Kaifeeklatsch: A Chat with Creator D. J. Butler	Why Adults Should Read Comic Books	Point/Counterpoint: Online vs. Solo Play	How To Become an Expert in 30 Days or Less!	Becoming a Great Podcaster	Creating Your Own Opportunity	Coopers, Chandler, Apiarists, and More!	Enlightenment Discharge: Military Basics	Big Picture Storytelling: How to Make Your "Epic" Fiction the Real Deal	Pitch Sessions
noon	Gardening Tools: Creative Strategies for Discovery Writers	Kaifeeklatsch: A Chat with Creator Blake Casselman	Paths to Publishing	Interview: Nina Kiriki Hoffman	Designing a Visually Epic Kickstarter	Taking to the Skies		Writing, Reading, and Editing Mindsets	Author Rap Battle	Tar Gibbons, Bel Thorne, and More: The Dos and Don'ts of Nonbinary Characters	
1 pm	Writer's Group Workshop	Kaifeeklatsch: A Chat with Creator John D. Brown	It's Morbin' Time . . . Turning Flops into Blockbusters	The Dumbledore Conundrum	Medievalism	Breathing Life into Your Story with Music			Using Games in Your Fiction—What (and What <i>not</i> ) to Do	How to Make Everything Worse (for Your Character)	What's Your Favorite Mythical Creature?
2 pm								Keynote: Jess Smart Smiley			
3 pm	It's Not Just a Flesh Wound: Writing Chronic Conditions		Working with Editing Feedback	I Loved That Book When I Was Growing Up!	Developing a Unique and Effective Portfolio	Show, Don't Tell: Using the Techniques of Storytelling for Better Writing	Writer Meetup: Short Fiction	Turning Your Role Playing Campaign into a Novel	<i>Getting Reviews</i>	Hanging On for Dear Life: Make Your Thriller Impossible to Put Down	Swords and Spears and Axes, Oh, My! (Medieval Weapons 101)
4 pm	Query Workshop	Kaifeeklatsch: A Chat with Creator Lisa Mangum	Understanding Blender for Animation and Gaming	We Have the Technology: Making the Science Matter in Your Science Fiction	Storytelling When the Audience Is a Character	Introducing . . . the Dictionary	Digital Painting Processes	The Geek's Guide to Literary Theory	Extreme Terrain!	Ready, Set, Begin! Starting Your Story on the Strongest Footing	
5 pm		Kaifeeklatsch: A Chat with Creator Phil Foglio	Alternative Sources for Learning Illustration	Using Your Imagination as a Stage	Real Inventions Inspired by Fantasy and Science Fiction Authors	Power to the People: Utilities and Infrastructure	Writer Meetup: Romance	Beyond <i>Hobbit</i> : Writing Realistic Bilingual Characters	Am I Telling the Right Story? Choosing the Best Plot for Your Work	Inclusive Editing	
6 pm	A Fistful of Commas: The Good, the Bad, and the Ugly of Punctuation			Creative Character Design	Gamemaster Workshop: Nonlinear Plotting		Replicants in the Eyes of Gilles Deleuze: Simulacrum and Soul in <i>Blade Runner 2049</i>	Chinese, Japanese, and Korean Legends and Folktales	Brainstorming: Seeding Your Personal Cloud	Your First Scary Story: Horror Fiction Advice for Writers New to the Genre	Make Social Media Work for You
7 pm			Game Night: Star Realms Tournament ( <b>in Birch</b> )		Filking		Writer Meetup: Horror	Bard for Life			



Sat	Amphitheater	Boardroom	Cedar	Elm	Juniper	Maple	Oak	Zion	Bryce	Arches	Canyon
9 am		Kaffeeklatsch: A Chat with Creator Wulf Moon	Adapting Classic Stories	Designing and Making Costumes and Masks	Mobile Gaming—What's New and What's Next?			An Authorpreneur's Business Plan	Back-Alley Healers and Traveling Doctors	Story Structure 101	AI—How Will Machine Learning Affect the Future of Creativity?
10 am	Breaking through Blocks and Becoming the Author of Your Dreams		Back to Our Gaming Roots: Ancient Board Games		Scandinavian Folklore	Editing Disasters	"There's Chaos in You": Trauma Reconciliation and Identity in Marvel's <i>Moon Knight</i>	Introduction to Intersectionality	Becoming the Bard: The Art of Writing Incredible Poems, Odes, and Lyrics	Should I Start a Podcast?	Writers of the Future—How to Enter and Win
11 am	Accurate Clothing in Period Fiction	Kaffeeklatsch: A Chat with Creator Jessica Day George	The Horror Stories We'd Rather Hide	Interview: Jess Smart Smiley	Overcoming the Fear of Failure	Historical Ghost Stories from Real Theatres	Designing Four Horsemen	Exposition Etiquette: Sharing Your Worlds with Readers without Overwhelming Them	Healing from Well-Crafted Stories	Knowing Your Genre	Pitch Sessions
noon	Back to Basics: Word Usage	Kaffeeklatsch: A Chat with Creator Jess Smart Smiley	The View—Quantum Physics and the Creative You	Beginning Board Game Design: How to Have Fun with Your Great Idea	Audio Books 101	Interview: Phil Foglio	Forty Years of LTUE	Rearranging Your Backburner: How to Get Back into Your Unfinished Projects	Writing for the Younger Crowd: Middle-Grade, Young Adult, and New Adult Genres	Art Therapy	
1 pm	Sizzling Scenework: Four Foolproof Steps for Making Each Scene Count	Kaffeeklatsch: A Chat with Creator M.A. Nichols	Top 10 Board Games for Writers	Symbiotic Relationships between Rock and Literature	AI Art, Ethics, and Practice	Horses Aren't Bicycles	Creature Design with Personality and Expression	Finishing Strong: Pulling Your Plot Threads Together for an Explosive Finish	Flow State: Release the Kraken within You		
2 pm								Keynote: Nina Kiriki Hoffman			
3 pm	Neurodivergence: The What and the How	Kaffeeklatsch: A Chat with Creator Aaron Johnston	I Lied and Manipulated on National TV and Won a Gameshow	Working as a Freelancer	The Lonely Hearts Club: How to Start a Writing Group	Books That Save Lives (Not Self-Help)	Painting Baby Yoda	Mystical Workarounds and Cybernetic Implants: Disability in Fantasy Settings	Details vs. Design: The Disney Live-Action Adaptations		The Author-Editor Relationship
4 pm	Becoming Aware of Your Cultural and Religious Biases	Kaffeeklatsch: A Chat with Creator Rayvn Evermore	Finding Your Niche	Influential Tomes of Earth's Cultures	Dungeon Master University: Advanced Curriculum	Screenwriting for Novelists	Writer Meetup: YA & Middle Grade	Rambblings and Rumbblings: Interview with Orson Scott Card	Beta Readers	A Spectrum of Ability	Speculative Fiction Comics I Like
5 pm	Using "Yes, and . . ." for Story Development	Kaffeeklatsch: A Chat with Creator Taysa Sainz	From Hobbyist to Professional: Lessons Learned during My First Year as a Full-Time Author	Back to Basics	Book Launch: <i>Networking: An Honest and Genuine Connection</i>		Writer Meetup: Fantasy			Character Creation Workshop	Staining Your Windows: How To Create Beautiful Descriptions That Fit Your Narrative
6 pm	What Should Be on Your Website?		Filmmaking 101—For Beginning-Filmmakers	Top 10 Role Playing Games for Writers		A Mad Dash for the Finish Line: Getting Your First Draft Done Fast	If I Were the One to Choose the Classics			Girl Genius Radio Play	Using Cultural Biases against Your Characters
7 pm				Filking				Gala Banquet (separate ticket required, \$52)			

## Getting Reviews

Some writers get only a few reviews while others get tons. Come learn from the experts way to increase your reviews. (Professional Development, Bryce)

*Susan J. Kroupa (M), Mark Minson, M. A. Nichols, Daniel Yocom, Melissa Dalton Martinez, John Goodwin*

## Hangin' On for Dear Life: Make Your Thriller Impossible to Put Down

"Just one more page," you want your readers to say—and keep saying. Learn what makes the best thrillers tick and how to make your own plots gripping and immersive. (Writing, Arches)

*C. Rae D'Arc (M), Dan Willis, Bryan Young, Laya V Smith, John D. Brown*

## I Loved That Book When I Was Growing Up!

Favorite childhood books that influenced our lives and writing. (Books, Elm)

*Frank Morin (M), Eric Swedin, Natalie Brianne, L. Palmer, A. M. Luzzader*

## It's Not Just a Flesh Wound: Writing Chronic Conditions

Many injuries are not life-threatening yet carry with them the threat of lifelong consequences. And many genetic conditions can predispose someone to injury or disease. How can you work a character's chronic pain or fatigue into your story without making it the focus? (World Building, Amphitheater)

*Allie May (M), Kristina Atkins, Stephan Fassmann, T. C. Hendricks, Kaelin Ball, Laura McGill*

## Show, Don't Tell: Using the Techniques of Storytelling for Better Writing

From the perspective of a storyteller, Melva will cover various avenues of "show, don't tell." How does body language define character and emotion? How does using the five senses embellish a scene and ground the reader into a sense of place? How does action enhance the plot and pacing? Group participation is encouraged. (Books/TMA, Maple)

*Melva Gifford*

## Swords and Spears and Axes, Oh, My! (Medieval Weapons 101) (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 long sword and great sword? Sabre and rapier? Thrusting spear, throwing spear, and hewing spear? How hard is it to swing a war hammer or a mace? This is a *hands-on* presentation of various types of swords, axes, spears, and other weapons and armor, ranging from Bronze Age to early twentieth century, from copper to bronze to high-carbon steel. Participants will have the opportunity to handle and heft actual

## Join the Conversation!

Everyone is welcome to join our LTUE Discord server. Come chat about sessions you've attended, projects you are creating, books, games, movies, or other sf/f-related topics. We also post LTUE announcements. Go to <https://discord.gg/UTar7RWMnu> or scan this QR code, then follow the instructions.



weapons, don armor, and learn how such items were employed. (World Building, Canyon)

*C. David Belt*

## Turning Your Role Playing Campaign into a Novel

It was great playing the story, and now it's time to write it! In this panel we'll talk about what translates well from from table to page, and what should be left on the editing floor. (Gaming, Zion)

*Quiana Chase (M), Coral Hayward, James Jakins, B. A. Simmons, Mari Murdock, Paul Genesse*

## Working with Editing Feedback

You got your edited manuscript back. Now what do you do? (Editing, Cedar)

*Talysa Sainz (M), Laura Baumgarten, John M. Olsen, Jessica Guernsey, Troy Lambert, Barbara Lund*

## Writer Meetup—Short Fiction

(Oak)

## Thurs 4:00 PM

### Digital Painting Processes

Digital painting workshop on tools for speeding up your painting process in Photoshop. (Art, Oak)

*Kevin Wasden, Tremani Sutcliffe*

### Extreme Terrain!

From volcanic calderas to sulfuric pools, humans on Earth have adapted to many extreme environments. What adaptations might your cultures have developed to not only survive in these apparently hostile zones but to thrive there? (World Building, Bryce)

*Karma Chesnut (M), Charlie Pulsipher, V.J.O. Gardner, Sean E Lundgren, Amanda G*

## The Geek's Guide to Literary Theory

Once upon a time, some teacher may have tried to convince you of the right way to read a piece of literature. Lit theory is not about the "right" or "wrong" way to read a text. It's like a wobbly

wobbly group of lenses through which we view writing in order to gain a greater understanding of the work. What's more, nerd and geek culture are already masters at several of these lenses. Join writer and educator M. Todd Gallowglas to find out what lenses you already use as well as other ways to examine literary texts, yours and others, in order to deepen your understanding of the craft of fiction. Plus, you'll sound hella smart in bars and at parties. (Academics, Zion)

*M Todd Gallowglas*

## Introducing . . . the Dictionary

The dictionary may be the most underrated writing tool. Our panel of professionals will teach you how versatile and essential it is. (Editing, Maple)

*Ariadne Kane (M), Newell Wright, Chris Jones, Heather Monson*

## Kaffeeklatsch: A Chat with Creator Lisa Mangu

(Boardroom)

*Lisa Mangu*

## Query Workshop (2 hours)

Write a compelling query letter on the spot. (Professional Development, Amphitheater)

*D.J. Butler*

## Ready, Set, Begin! Starting Your Story on the Strongest Footing

The blank page awaits you. What do you need to put on it? Learn what distinguishes a strong beginning from a weak one—and how to properly set up your story's foundation in a way that makes readers want to keep going. (Writing, Arches)

## Let us know what you think!

We are interested in your feedback! Please fill out this survey about your experiences at LTUE this year.





Amy Michelle Carpenter (M), Troy Lambert, Maxwell Alexander Drake, Onyie Onyeabor, Wolf Moon

### Storytelling When the Audience Is a Character

From visual novels to D&D and LARPing events, the medium of audience-driven stories is more popular than ever. Learn the basics of the trade, including: The difference between set and fluctuating interactive stories, how to craft and facilitate scenarios that are shaped real-time by the players, how to assemble and utilize a team, and how to create characters that enrich the story without overshadowing the audience. (Gaming, Juniper)

Quiana Chase

### Swords and Spears and Axes, Oh, My! (Medieval Weapons 101) (cont.)

(World Building, Canyon)

C. David Belt

### Understanding Blender for Animation and Gaming

Join us for this crossover panel about how you can use Blender software for animation and game adaptation. (TMA, Cedar)

Thomas Fawkes

### We Have the Technology: Making the Science Matter in Your Science Fiction

Anyone can toss around a lot of jargon. But how do you make the science in your universe grounded, logical, and meaningful? Learn from science fiction authors about how to write a scientific universe with rigor and consistency. (Writing, Elm)

J. Abram Barneck (M), Eric Swedin, Eric James Stone, Emily Martha Sorensen, Robert J Defendi, Nina Kiriki Hoffman

### Thurs 5:00 PM

#### Alternative Sources for Learning Illustration

An in-depth discussion on alternative resources for learning illustration and fine art techniques. (Art, Cedar)

Bobbie Berendson W, Adam Heesch

#### Am I Telling the Right Story? Choosing the Best Plot for Your Work

Despite your best efforts, your quest fantasy has turned into a tale of revenge, or your romance has become ensnared in time-travel tropes. Do you have the right plot for the story you're trying to tell? Learn what your options are and how to choose the right plot. (Writing, Bryce)

M. A. Nichols (M), James Jakins, Jessica Day George

### Beyond ¡Hola!: Writing Realistic Bilingual Characters

Far too often in fiction, a character's knowledge of more than one language is reduced to a handful of exclamations. Code switching is a complex process, and whether your characters use it instinctually or deliberately, realistic code switching can help them feel much more alive. (World Building, Zion)

Kryssa Stevenson (M), Lehua Parker, Megan Hamilton, Ahnasariah Larsen, Benjamin K Hewett, Tristan Bond

### Inclusive Editing

Editing is more than just looking for grammar errors. Editors are also sensitive readers who help shape conscious, inclusive language. (Editing, Arches)

Kat Gardner (M), Talysa Sainz, Allie May, Ravyn Evermore, Cynthia Merrill

### Kaffeeklatsch: A Chat with Creator Phil Foglio

(Boardroom)

Phil Foglio

### Power to the People: Utilities and Infrastructure

From sewage systems to trash collection to power generation, a lot of maintenance goes into making a city run. But how can you make these seemingly background details work for you? (World Building, Maple)

Stan Crowe (M), J Anne Campanile, Jay Boyce

### Query Workshop (cont.)

Submit queries (what works what doesn't) The panelist will go over three queries from the class. After you learn what works and what doesn't you'll get some time to work on polishing your query. In small groups you will get and receive instant feedback on your writing. (Professional Development, Amphitheater)

D. J. Butler

### Real Inventions Inspired by Fantasy and Science Fiction Authors

Discover how elements of fantasy and science fiction worlds influenced real-world inventions. Perhaps you'll come away with ideas of your own for how you can become the next inspiration for a future invention. (Books, Juniper)

Burke Grooms (M), Eric Swedin, J. Abram Barneck, Rachel Huffmire, Donna Milakovic

### Using Your Imagination as a Stage

You've heard of a mindset. This is a new twist on setting the stage in your mind for great creative efforts. This is inspired by and ties in with our Makerspace for the Mind theme for LTUE

2023. Don't miss this one. It may be one of the most exciting panels this year. (TMA, Elm)

Kaylee Casutt (M), L. Palmer, Kenny Baldwin, Matthew Bockholt

### Writer Meetup—Romance

(Oak)

### Thurs 6:00 PM

Brainstorming: Seeding Your Personal Cloud "Write what you know" may be a good starting point, but after that, you're going to have to improvise. How can adding diverse voices to your reading help you in your own writing? (World Building, Bryce)

Bentley Pistorius (M), L. Palmer, Allie May, Nina Kiriki Hoffman

### Chinese, Japanese, and Korean Legends and Folktales

Discover a treasure trove of tales from these lands of rich and ancient story heritage. (Books, Zion)

Jess Lindsay (M), Joe Monson, Heather Monson, Donna Milakovic

### Creative Character Design

A comparison of the various methods used by professionals for creating unique characters and creatures. (Art, Elm)

Steve Simmons (M), Kaylee Casutt, Jess Smart Smiley, Kevin Wasden, Gemma M. Young, Bobbie Berendson W, Phil Foglio

### A Fistful of Commas: The Good, the Bad, and the Ugly of Punctuation

You've written your book, and it's perfect! Except... are you *sure* that comma goes there? Would a semicolon be better? And can you ever have "too many em dashes"? Do titles need quotation marks or italics? If you have ever felt pummeled by pilcrows, held captive by commas, or haunted by hyphens, this class will help you make sense of those pesky dots and dashes and teach you to put punctuation in its place—the *right* place. (Editing, Amphitheater)

Lisa Mangum

### Gamemaster Workshop: Nonlinear Plotting

No more railroads, it's sandbox time! Learn about how to pull off a campaign that gives your players all the freedom in the world. Most importantly, how to keep your story straight! How much do you need to plot out in advance? Spoiler: it's probably less than you think! (Gaming, Juniper)

Cavan Helps (M), Dax Levine, James Jakins, Daniel Yocom, Quiana Chase

### Make Social Media Work for You

Have you ever gotten on social media to promote your work and instead you've watched hours of

# 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.

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**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.

cat videos or how to become a cottage farmer? You're not alone. Learn ways to use social media to help your career and still have time to write. (Professional Development, Canyon)

*Amy Michelle Carpenter (M), JC Youngstrom, T. Alan Horne, Sean E Lundgren, Travis Deming, Melissa Dalton Martinez*

## Replicants in the Eyes of Gilles Deleuze: Simulacrum and Soul in *Blade Runner 2049*

The Nietzschean way of doing philosophy was taken up by Gilles Deleuze, who attempted to build a system of philosophy which could eliminate all appeals to transcendence. The plot of *Blade Runner 2049* runs parallel to Deleuzian ideals and presents one of the most compelling visualizations of Deleuze's work ever produced. (Academics, Oak)

*Jackson Hawkins*

## Your First Scary Story: Horror Fiction Advice for Writers New to the Genre

When things go bump in the night, horror writers sense an opportunity. How do you break into the horror genre without retreading common tropes? Learn how to start incorporating scary material into your stories and make your audiences scream. (Writing, Arches)

*C. Rae D'Arc (M), Lehua Parker, Craig Nybo, Johnny Worthen*

## Thurs 7:00 PM

### Bard for Life

Prepare yourselves for a storytelling experience like none other as author M. Todd Gallowglas steps out from behind his keyboard and onto the stage to amaze and delight you. (Zion)

*M. Todd Gallowglas*

### Filking

Join us in singing sf/f folk songs! (Juniper)

### Game Night—Star Realms Tournament

Game together with your fellow conference goers with Star Realms, the award-winning

spaceship combat deckbuilding game designed by Magic: The Gathering Pro Tour Champions and Hall of Famers Darwin Kastle and Rob Dougherty. The game offers all the thrills of traditional trading card game style combat, combined with the fun of a deckbuilding game. Play powerful ships, destroy enemy bases or blast your opponent directly on your way to victory! Event is free to all who bring their own copy of the game, or buy a copy of the two player game for as little as \$15 at the door. (Gaming, Birch)

### Writer Meetup—Horror

(Oak)

## Friday, February 17

### Fri 9:00 AM

#### Architect Tools: Drafting Tips for Planners and Plotters

You like structure and certainty when you're putting your story together. Come and hear how to do it better with proven strategies from experts in the field. (Writing, Zion)

*September C. Fawkes (M), J Anne Campanile, James Jakins, L. Palmer*

#### Combat, Social, and Exploration—Different Approaches to the Three Pillars

Most RPGs have effectively gamified combat, and a few brave standouts have gamified social and exploration encounters. Let's look at some games' solutions to these other two pillars, and how to make them more fun in your games. (Gaming, Cedar)

*Cavan Helps*

#### Digital Advertisements

Do you need them? How to get the biggest bang for your buck. (Professional Development, Elm)

*Troy Lambert (M), Dan Willis, Kenny Baldwin, Melissa Dalton Martinez*

#### Fifteen Lessons for Your Novel from One Bob Dylan Song

Analyze the song "Lily, Rosemary and the Jack of Hearts" for multiple literary devices, including motif, plant and payoff, subplot, structure, and more. (TMA, Amphitheater)

*D.J. Butler*

#### Fracturing Your Own Fairy Tales

Discover resources for finding new favorites and learn ways to give the fairy tales you love unique twists to make them your own. (Books, Bryce)

*Jo Schneider (M), Allison K. Hymas, Mike Thayer, Alysia S Knight, Jessica Day George*

#### Kaffeeklatsch: A Chat with Creator M. Todd Gallowglas

(Boardroom)

*M Todd Gallowglas*

#### Self-Marketing for Introverts

Marketing is an essential tool for freelance editors and self-published authors, but it can trigger negative thoughts for people who like to work in the background. (Editing, Canyon)

*Robin Glassey (M), M. A. Nichols, Newell Wright, JC Youngstrom, Wulf Moon*

#### Underrepresented and Under-understood: The American South as a Fantasy/Fiction Setting

With a diverse natural landscape, rich local folklore, complex social dynamic, unique linguistic and ethnic groups, and inspiring history, the Deep South as a setting can add wonderful and unexpected depth to your next project. This presentation will cover a brief history of the South, its present culture and how it formed, physical setting (geography, climate, wildlife, etc.), common misunderstandings and harmful stereotypes in media, unique folklore and mythology of the area, and some examples of fantasy (and general fiction) that

have utilized the setting to enhance their characters and plot. (Academics, Oak)

*T. C. Hendricks*

### **Vanishing Wounds: Why You Won't Be Battling with That Broken Arm**

Far too often in fiction, characters shrug off injuries that should be life-threatening, or at least limiting. How can you work a character's injury into the plot, and how might it hinder—or help—their progress? (World Building, Arches)

*Derick William Dalton (M), J. L. Mayne, Christine Nielson (CMAdler), Scott Stephens, Candace J Thomas*

### **Who Am I to Write This Book? Kicking Imposter Syndrome to the Curb**

It's inevitable in every writer's journey. You're speeding along, writing your first book, or maybe your 29th, when *bam!* suddenly you feel totally inadequate and perhaps silly for even thinking you could write a book anyone would want to read. Surprise! You're not alone. The truth is . . . *everyone* hits this wall at some point in their writing career. What will set you apart is grabbing hold of these 10 tricks and tips to smash through the wall and not only banish imposter syndrome, but create your best book yet. (Books, Juniper)

*Cindy Hogan*

### **Fri 10:00 AM**

#### **Advanced Topics: Moving from Writing Standalones to Series**

You've pushed out a book or two. But you want to write an entire saga. How do you make the leap from individual stories to much larger works? Hear from authors who have made the leap talk about great long-term strategies and things to watch out for. (Writing, Maple)

*Frank Morin (M), C. Rae D'Arc, Lisa Catmull, Allie May, Christopher Husberg, Aaron Johnston*



### **Best Written Video Game Characters**

Have you ever been in the middle of a video game and wished you could write a character as good as the one you were playing? Lets talk about which video game characters have the best backstories, the best internal conflicts, the best strengths and flaws. (Gaming, Cedar)

*Brennan "Talos" Smith (M), Burke Grooms, T. Alan Horne*

### **Farming in Tough Terrain**

Not everyone has access to arable farmland. From rocky mountains to underwater hydroponics, how to make the most of growing food in seemingly inhospitable conditions. (World Building, Amphitheater)

*Emily Martha Sorensen (M), V.J. O. Gardner, Max Florschutz*

### **How to Avoid Becoming the Co-Author**

One of the most essential tasks of an editor is to preserve the voice of the author while still improving the text. (Editing, Bryce)

*Cynthia Merrill (M), Jodi Jensen, Christine Nielson (CMAdler), L. Palmer, Laura McGill*

### **It's Not about Selling, It's about Relationships**

Selling your book, yourself, or anything else is not dependent on your ability to sell, but on your ability to build relationships. (Professional Development, Canyon)

*Cortney Winn*

### **Kaffeeklatsch: A Chat with Creator Leah Parker**

(Boardroom)

*Lehua Parker*

### **Make Them Laugh, Make Them Cry: Manipulating Your Audience's Emotions**

It's one of the great qualities of stories: they make us feel things. But how do they go about doing it? Get insights from experienced storytellers on how to cultivate, guide, and devastate your audience's emotions—with masterful precision. (Writing, Arches)

*Amey Zeigler (M), Aaron N. Hall, Sammie Trinidad, Wulf Moon, Candace J Thomas*

### **Map Design**

A discussion on the geographical, creative, and difficult components of map design. (Art, Elm)

*J. Arden Scott (M), Steve Simmons, Bobbie Berendson W*

### **Monsters of Myth, Legend, and Folklore**

From human monsters such as Vlad the Impaler to creature monsters in the realm of the Leviathan, a discussion to enliven your reading of creative works. (Books, Zion)

*Mark Minson (M), Allison K. Hymas, Gama Martinez, Charlie Pulsipher, Ariadne Kane, Sean E Lundgren*

### **The Rich Invisible World of Subtext in Books**

Using rich examples from books and film, Celesta Rimington shows how the use of subtext adds depth to characters and brings richness, tension, and emotion to a story. She'll discuss types of subtext, its purposes and how it's used in various books. Discover the power of the invisible words on the page. (Books, Juniper)

*Celesta Rimington*

### **Fri 11:00 AM**

#### **Could Brandon Sanderson Have Saved the Nephites?**

Fantasy author Brandon Sanderson has stated that he intentionally modeled one of the primary characters from his novel *The Way of Kings*, Dalinar, on the Book of Mormon's King Benjamin. This paper explores those connections and their implications for readers of both those texts. (Academics, Arches)

*Nick Frederick*

### **A Day in The Life of an Author**

Find inspiration and ideas for your own writing life as you listen to our authors talk about their writing processes, how they fill their artistic wells, tips and tricks, and whatever else they would like to share. (Books, Cedar)

*Thomas Fawkes (M), M. A. Nichols, Mike Thayer, Johnny Worthen, Jason Hamilton*

### **Gamemaster Workshop: Advanced Dungeon Master's Guide**

So, you've been GMing for months or even years, and now you're ready to learn the most advanced tools, tips, and tricks and take your place among the ranks of the best of the best. To be the best, you have to learn from the best. We've gathered a group of streamers, podcasters, and professional gamers who can teach you everything you need. (Gaming, Elm)

*Kat Gardner (M), Dax Levine, Ravyn Evermore, Robert J Defendi, Mari Murdock*

### **A Hero of a Different Stripe—LTUE Anthology Release**

(Juniper)

*Joe Monson (M), Jessica Guernsey, James F. McGrath, Wendy Nickel, Staci Olsen, Scott R Parkin, Emily Martha Sorensen, Eric Swedin*

### **How to Build an Online Course**

Online courses are an exploding industry, projected to reach \$25 billion by 2025! It's the perfect side-hustle to support your writing career. You've been working hard on your craft and you have a lot of hard-earned

# Save the Date

## Westercon76 coming to Utah 2024



DISCOVER *INFINITE* POSSIBILITIES

July 4–7, 2024

For more information visit our table or <https://westercon76.org>

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expertise to offer, but how do you jump into online teaching and what makes a great course? Come visit our class and learn how to host your course, generate content your followers will LOVE, and build an audience of eager students. (Professional Development, Amphitheater)

*Karma Chesnut, Rachel Huffmire*

### **How to Use Distraction to Your Advantage**

Is it possible to use everyday distractions to increase productivity? Sometimes taking a short break can be just what the creative mind needs. (Editing, Canyon)

*Troy Lambert (M), Mark Minson, Benjamin K Hewett, Jana S. Brown*

### **Kaffeeklatsch: A Chat with Creator Cindy Hogan**

(Boardroom)

*Cindy Hogan*

### **Let Your Fears Disappoint You**

The unknown is far more terrifying than anything we actually know. This concept has valuable, practical use in our lives. The unknown is undoubtedly scary, but that's only because it is unknown. It's time to turn on the lights and find out what's really hiding in the dark. It's time to let your fears disappoint you. This is a presentation on how to approach doubts and fears of failure with a healthy attitude that

will give you the courage to conquer them. (TMA, Oak)

*Matthew Bockholt*

### **Maintaining the Perceived Value of Your Work**

How to present and market your work in a way that upholds its value in an oversaturated marketplace. (Art, Maple)

*Mike Lovins, Michael Goodwin*

### **Pulp Fiction: Tips for Writing Compelling Low Fantasy and Science Fiction**

Forget "high" fantasy and "epic" science fiction—if you want to write sword and sorcery or grungy space adventures, this panel is for you. Hear about the power and legacy of pulp science fiction and fantasy and how to make your own adventures leap off the page. (Writing, Zion)

*Steve Diamond, Marion G. Harmon, D.J. Butler*

### **Torn between Cultures: Biracial Characters**

For many people, the question "Where are you from?" has a long and complicated answer. Some people focus on just one part of their heritage, while others try to strike a balance. How can you realistically and sensitively depict someone whose parents are from two different cultures? (World Building, Bryce)

*Sammie Trinidad (M), Lehua Parker, Bentley Pistorius, Susan J. Kroupa*

### **Fri Noon**

#### ***All the Monoliths in the Universe Release Party***

(Books, Maple)

*Michael Goodwin*

#### **Artful Allurement: Writing Memorable and Marketable Romances**

It's time for a chemistry class! Learn what makes written relationships work on the page—and what doesn't. Our experts will teach you how to get readers invested in your believable and riveting romances. (Writing, Bryce)

*Stan Crowe (M), Lisa Catmull, Amey Zeigler, Alysia S Knight*

#### **Black Markets and the Dark Web**

Every culture has an underbelly. From illicit drug trade to back-alley cybernetics, how to make your outlaws work for your setting. (World Building, Elm)

*Tristan Bond (M), John M. Olsen, Chris Jones*

#### **Blogging for Authors, Screenwriters, and Other Creatives**

Is blogging still a thing? Is it a worthwhile marketing endeavor for authors, screenwriters, and other creative professionals? How do you pick a topic to write about and then get it to rank on Google? These are some of the questions answered in this presentation. (TMA, Arches)

*Jason Hamilton*

# Film Festival

The LTUE 2023 film festival will screen a variety of short films and a few longer films this year. Please check our blog at <https://ltue.net/blog/> for details. (Friday, 7 PM, Canyon).

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## From Bystander of Aliens to the Pursuit of the Father: Tarkovsky's Adaptations of Lem's *Solaris* and the Strugatskys' *Roadside Picnic*

An examination of the endings to Andrei Tarkovsky's film adaptations of Stanislaw Lem's *Solaris* (1961) and Arkady and Boris Strugatskys' *Roadside Picnic* (1972) reveal a shift from the originals' critiques of science and government to a focus on a common Tarkovsky figure, the father. (Academics, Oak)

Robert A. Mayer

## Kaffeeklatsch: A Chat with Creator Celesta Rimington

(Boardroom)

Celesta Rimington

## Keys to Collaboration

Recommended practices for artists working on long term collaborative projects with authors. Hear both authors and artists discuss how to develop a good collaborative process. (Art, Canyon)

Benjamin K Hewett (M), Aaron Johnston, Phil Foglio, Kevin Wasden, Jemma M. Young, Jess Smart Smiley, Janci Patterson

## Make 'Em Beg for More

How do you keep your readers begging for one more page? The answer is probably not what you think. Come to this session to learn the surprising secret—along with plenty of examples and how-tos. When you're done, you'll know exactly what you need to do to write stories that are devilishly hard for readers to put down. (Writing, Juniper)

John D. Brown

## Networking Speed Dating Style

Get to know a lot of people quickly. You'll have two minutes per person. Use your own question or the ones we provide. (Professional Development, Amphitheater)

Cambria Williams (M), Jared Quan, G. Scott Higgins, Heather Monson, Donna Milakovic

## Top 10 Video Games for Writers

Inspiration comes from everywhere, why not a video game? Do you have a go-to game that has inspired you? Our panelists have picked their top video games they think will help kickstart your writing as the best examples of

Character, Setting, Plot, Conflict and more! Come see if you agree with our expert picks, or if we can show you something new to load up on your favorite platform. (Gaming, Cedar)

J. L. Mayne (M), Aaron N. Hall, C. Rae D'Arc, Burke Grooms, Allie May

## Fri 1:00 PM

### Beyond the Wheelchair: Writing Invisible Disabilities

At times, a person's disability is visually apparent: a cochlear implant, crutches, a white cane. But what about someone with brittle bones or a mood disorder? What challenges and prejudices might they face that are different from those of a more visibly disabled person? (World Building, Juniper)

Jana S. Brown (M), Kryssa Stevenson, Allie May, T. Alan Horne, Kristina Atkins, Tiffany Brazell

### Creative Composition for Social Media Marketing

How to apply composition techniques of the old masters to illustration for social media. (Art, Oak)

Travis Deming, Adam Heesch, Michael Goodwin

### Dialogue: It's *not* Just People Talking!

Dialogue—that is, well written dialogue in fiction—is one of the hardest things to master. That's because dialogue in fiction is not really people talking to each other. It is conversation with drama that also needs to move the plot of the story while giving the reader insight into the inner workings of your characters. Sounds like a lot? It is. Join award-winning author Maxwell Alexander Drake as he gives you some insights on how to craft dialogue that will not only sound realistic, but be relevant to your story. (Writing, Canyon)

Maxwell Alexander Drake

### Different Types of Editing

Learn the difference between copyediting, proofreading, line editing, developmental editing, and more. (Editing, Bryce)

Abby Forrest (M), Kat Gardner, Joe Monson, Christine Nielson (CMAAdler), Laura Baumgarten, Talysa Sainz

## Kaffeeklatsch: A Chat with Creator Janci Patterson

(Boardroom)

Janci Patterson

## Life on an Eighteenth-Century Tall Ship

Learn the ropes (literally) about daily life and duties on a tall ship, taught by a former crew member of the *Lady Washington*, a replica eighteenth-century merchant vessel used in movies such as *Pirates of the Caribbean* and *Star Trek: Next Generation*. With sensory detail, hear what it's like to set and furl sails, raise anchor, go aloft, and sing shanties under the stars. Bonus: find out some of the many, many ways an unwitting sailor can die on a ship. (World Building, Amphitheater)

Celeste C. Tyler

## Pitch Workshop

What makes a good pitch? Rewrite and practice. (Professional Development, Arches)

Michael F. Haspil (M), Jodi Jensen, Angela Hartley, Megan Lloyd, Nina Kiriki Hoffman

## Tooth, Claw, and Tail: How to Write Compelling Creatures Into Your Fiction

Many readers like dragons or monsters—but what can you actually do with them? Learn from experts about how to take your fantastical fauna and turn them into powerful plot devices that will keep your readers coming back for more. (Writing, Cedar)

Tristan Bond (M), Emily Martha Sorensen, Max Florschutz, Steve Diamond, V.J.O. Gardner, Paul Genesse

## Writing Cinematically

Learn how to apply film techniques to your writing so your story feels as if you've been transported into the middle of a gripping movie complete with killer soundtrack. (TMA, Maple)

Quiana Chase (M), Kenny Baldwin, L. Palmer, Aaron Johnston, Robert Hatch, Brandon Ho

## Fri 2:00 PM

### Keynote—Phil Foglio

(Zion, Bryce, Arches)

Phil Foglio

## Fri 3:00 PM

### Celebrity Live Role Playing Game (2 hours)

You've read their books, played their games, and admired their art, join them now in something completely different. LTUE presents an original live RPG game with your favorite creators. Professional game master Dax Levine will lead a scenario of Dread RPG that is not to be missed. Come learn how to play the only role-playing game where

# Mass Signing Event

Friday, 7:00–9:00 PM, Zion and Bryce

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

Aaron N. Hall	Christine Nielson	James Jakins	L. Palmer	Robin Glassey
Adrienne Monson	(CMAAdler)	Jana S. Brown	L. R. Bergquist	Russell Nohelty
Ahnasariah Larsen	Christopher Husberg	Janci Patterson	Laya V Smith	Scott R Parkin
Allie May	C. K. Jensen	J Anne Campanile	Lisa Catmull	Scott T. E. Jackson
Allison K. Hymas	Coral Hayward	Jared Garrett	M. A. Nichols	Sean E Lundgren
Alysia S Knight	C. Rae D'Arc	Jason Hamilton	Marion G. Harmon	Staci Olsen
Amey Zeigler	C. R. Langille	Jay Boyce	Mark Minson	Stan Crowe
A. M. Luzzader	Daniel Yocom	Jemma M. Young	Max Florschutz	Steve Diamond
Amy Michelle Carpenter	Derick William Dalton	Jess Smart Smiley	Maxwell Alexander Drake	Steve Simmons
B.A. Simmons	D.J. Butler	Jo Schneider	Megan Hutchins	Susan J. Kroupa
Barbara Lund	D. T. Read	Jodi Jensen	Melissa Dalton Martinez	Susan Phelan
Blake Casselman	Elizabeth A Drysdale	Joe Monson	Michael D. Young	Travis Deming
Bryan Young	Emily Martha Sorensen	John M. Olsen	Michael Jensen	Tristan Bond
Candace J Thomas	Eric James Stone	Johnny Worthen	Mike Thayer	Troy Lambert
Candace Kade	Eric Swedin	Julie Hahn	M Todd Gallowglas	Tyler Tarter
Cassiopeia Fletcher	Gama Martinez	Kaela Rivera	Natalie Brianne	Wulf Moon
Celesta Rimington	Glenn Hammer	Karma Chesnut	Nina Kiriki Hoffman	
Charlie Pulsipher	Heidi Voss	Kenneth Hunter Gordon	Phil Foglio	
	J. Abram Barneck	Kyro Dean	Rachel Huffmire	

a Jenga tower decides your fate and see who indeed will be “The Last Among Us.” (Gaming, Amphitheater)

*Ryan Bouché (M), Dax Levine, Megan Lloyd, Mari Murdock, Michael Bacera, Sammie Trinidad*

## Designing a City for Your Needs

Not everyone in a given universe will have the same level of tech. From rural science-fiction villages to advanced ancient cities, how to create settlements that work for your particular cultural and technological requirements. (World Building, Oak)

*(M) Alysia S Knight, Eric Swedin, Frank Morin*

## Filing Off the Serial Numbers: Real-World Inspiration

We’ve all been told to “write what you know,” but often that’s not enough. Taking inspiration from other cultures can make your world far richer and more diverse, but especially in a fantasy setting, how can you balance cultural inspiration and cultural insensitivity? (World Building, Elm)

*Coral Hayward (M), C. Rae D’Arc, M Todd Gallowglas, Staci Olsen, Charlie Pulsipher, Kyro Dean*

## It’s Elementary, Watson: Writing Mysteries Your Readers Want to Puzzle Over

Want to hoodwink your readers? Writing for mystery readers is difficult—how do you out-think and outwrite their sense of curiosity?

Learn strategies that will turn your mind puzzles into real quandaries without sacrificing your sense of story. (Writing, Maple)

*Johnny Worthen (M), Dan Willis, Celeste C. Tyler, Troy Lambert, Susan J. Kroupa*

## The Game Is Afoot

Discussion of books where games play a pivotal role. (Books, Cedar)

*Mark Minson (M), CJ Connor, Jay Boyce, Robert J Defendi*

## Kaffeeklatsch: A Chat with Creator Nina Kiriki Hoffman

(Boardroom)

*Nina Kiriki Hoffman*

## Most Common Mistakes

What are the errors or mistakes that editors see nearly every time they open a document? And what are the ones that most often still (gasp!) make it into the finished copy? (Editing, Bryce)

*Ashley Higbee (M), Kristy S. Gilbert, Christine Nielson (CMAAdler), Laura McGill, September C. Fawkes*

## The Intersection of Faith and Film—Yesterday, Today, and Tomorrow

Almost since the beginning of the motion picture industry, religious faith and its adherents have been exalted, praised, maligned, and parodied on the silver screen. From the 1905

silent comedy *A Trip to Salt Lake City* that ridiculed polygamy to *Brigham Young* to the epic *The Ten Commandments*, to the USS *Navoo* spaceship on the TV series *Expansive*, this will be a thrilling ride! (TMA, Juniper)

*Robert Starling*

## Fri 4:00 PM

### Celebrity Live Role Playing Game (cont.)

(Gaming, Amphitheater)

*Ryan Bouché (M), Dax Levine, Megan Lloyd, Mari Murdock, Michael Bacera, Sammie Trinidad*

## From the Page to the Stage / From the Page to the Silver Screen

Learn the essential keys for adapting a novel for screen or stage using relevant themes, smart outlining, a sense of what to cut, visual techniques that tell the story, internal conflicts that feel external, an understanding of the scope of the story whether it be a movie, trilogy, or series, and more. (TMA, Elm)

*Blake Casselman (M), Bryan Young, Robert Hatch*

## How Important Is Gender, Anyway?

Cultures with multiple genders have existed throughout all of human history. In a fantastical setting, why be limited to just two genders? A look at creating multigendered or nongendered societies. (World Building, Zion)

*C. K. Jensen (M), C. R. Langille, Bentley Pistorius, Christopher Husberg, Ravyn Evermore*



- Developmental editing
- Deep line editing
- Copyediting and proofreading
- Ghostwriting
- Help finding, querying, and pitching agents
- Publishing and design
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### Kaffeeklatsch: A Chat with Creator

**Michael F. Haspil**

(Boardroom)

*Michael F. Haspil*

### Navigating Murky Waters: Taking the “Muddle” Out of Your Middles

You know how your story begins. You have a decent idea of how you want it to end. But how do you connect the two without your story slumping? Get crucial insights into how to make your rising action gripping and useful for your story's development. (Writing, Arches)

*Paul Genesse (M), September C. Fawkes, Casiopeia Fletcher, C. H. Lindsay, Mike Thayer*

### Research Management with Scrivener

Implement a Research Management System in Scrivener to store facts, characters and settings, link them together in new ways to create new ideas for your projects. (World Building, Oak)

*Stephan Fassmann*

### Sharing Your Secret Identity with Fans

What can you as a creator do to encourage a community around your work. What are the

benefits and pitfalls of interacting with fans. (Professional Development, Bryce)

*Emily Martha Sorensen (M), M Todd Gallowglas, Jay Boyce, Candace J Thomas*

### Vetting Your Editor

How do you know who you're hiring when it's time to edit? This panel will discuss vetting your editor. (Editing, Cedar)

*Kristy S. Gilbert (M), Jodi Jensen, Kyro Dean, Cynthia Merrill, Laura McGill, Wulf Moon*

### Writers of the Future—Increasing Your Chances

Find out from judges and winners of the L. Ron Hubbard Writers of the Future contest, the largest contest discovering new talent in the field of science fiction and fantasy today, what makes a good entry. (Books, Maple)

*Mark Minson (M), Eric James Stone, G. Scott Huggins, Barbara Lund, Susan J. Kroupa, Scott R Parkin, John Goodwin, Nina Kiriki Hoffman*

### Creating Deep Characters

(Juniper)

*Dan Willis*

### Fri 5:00 PM

#### Celebrate Classic Fantasy and Science Fiction

Join us as we discuss the authors and their founding works of the genres. (Books, Juniper)

*Benjamin K Hewett (M), Eric Swedin, Chris Jones*

#### Historical Sources for Historical Research

So your story is set in a historical period on Earth. Great! Now, how do you make it accurate? A guide to how to find actual sources for historical details . . . and for how to decide when the details don't have to be exact. (World Building, Elm)

*Bentley Pistorius (M), Natalie Brianne, Megan Hutchins, M. A. Nichols, Karma Chesnut, Kenny Baldwin*

#### It's Just a Flesh Wound!

Magic and advanced technology can produce unique injuries in the narrative process. What does a lightning bolt do to a body? What would a laser sword wound look like compared to a normal sword? Join a practicing physician as he discusses real analogs to fantastical injuries to help add realism to your next manuscript, screen play, art project, or gaming session. (World Building, Canyon)

Scott Stephens

### **Kaffeeklatsch: A Chat with Creator**

**Megan Lloyd**

(Boardroom)

*Megan Lloyd*

### **Models of the Mind: Why we Need to Tell Stories**

This talks about the evolutionary psychological reasons for why we tell stories and enjoy them in the first place. Thomas will talk about why we NEED stories for mental health AND as we develop those stories how we slowly create mental models of our characters. This can help storytellers across all media understand why characters in early drafts can feel like stick figures then in later drafts they take on a life of their own. (TMA, Oak)

*Thomas Fawkes*

### **Pitch Sessions for Authors and Illustrators**

An author-meets-illustrator pitch session, where self-publishing authors and freelance illustrators can find the right person to collaborate with. (Art, Cedar)

*Joe Monson (M), L. Palmer, Kyro Dean, Jess Smart Smiley, Michael Goodwin*

### **Self-Publishing Role-Playing Games**

So you wrote and ran a great campaign, and you want to see if others will like it too? This panel will discuss the elements needed to make it publishable, and what platforms are available to use to get your great adventure out to the world. And did someone say licensing? OGLs, and ORCs, and CCs, oh my! Well, we have some opinions there also. (Gaming, Maple)

*Derick William Dalton (M), Marion G. Harmon, Ravyn Evermore, Robert J Defendi*

### **Start Your Engines: A Crash Course in Creativity Exercises**

Join a creativity coach for the most fun hour of the weekend! This course takes your creativity to the next level. Through hands-on creativity exercises, attendees learn the psychology behind innovation and nurture their own creative ability. Attendees will leave their comfort zone to understand the value of mental exploration. This class also highlights ways to arrange a productive schedule and daily habits that increase creativity. This engaging workshop is perfect for both adults and teens. (Professional Development, Amphitheater)

*Renae Kingsley*

### **Why You Can't Tell What Type of Steel Was Used for a Sword**

It is common in fantasy books for a character to look at a weapon and declare it is made

out of X type of steel. Come find out why you can't actually tell just by looking. (Academics, Arches)

*The Provo Pirate*

### **Fri 6:00 PM**

#### **Book Covers**

Learn what a book cover needs and where to find good assets. (Professional Development, Arches)

*Jemma M. Young (M), Charlie Pulsipher, John Goodwin*

#### **Character Model Creation**

From concept, to sculpting, to printing; a discussion on the process of creating character models. (Art, Maple)

*Jason Warren*

#### **Heroes and Villains: Creating Characters Your Readers Will Remember Forever**

The most iconic stories feature the most memorable characters. How do you go about creating incredible characters? Hear from authors who have created people we love—and love to hate. (Writing, Cedar)

*J Anne Campanile (M), C. David Belt, Steve Diamond, Jo Schneider, Marion G. Harmon, Aaron Johnston*

#### **Learn to Kill Passive Voice, Nominalizations, and More with Extreme Violence**

Clarity: the rule of strong writing. Learn to spot word strings that smudge everything up, such as passive voice and nominalizations. (Editing, Amphitheater)

*Craig Nybo*

#### **Spies! They're More Likely Than You Think**

From stealing state secrets to reporting on individual people's movements, spies can be anywhere. What goals might they have, and where might you feel their influence? (World Building, Elm)

*Burke Grooms (M), B. A. Simmons, Ariadne Kane, Robert J Defendi*

#### **Writer Meetup—Science Fiction**

(Oak)

#### **Writing Your Own Filk Songs**

If you've ever joined a filking session, you know how much fun it is to sing and play folk songs with a fantasy and science fiction bent. Ramp up your fun and connect even more with the filking community by penning your own songs or parodies to filk with your friends. (TMA, Juniper)

*Benjamin K Hewett*

### **Fri 7:00 PM**

#### **Filking**

Join us in singing sf/f folk songs! (Juniper)

#### **Film Festival**

The LTUE 2023 film festival will screen a variety of short films and a few longer films this year. Please check our blog at <https://ltue.net/blog/> for details. (3 hours) (TMA, Canyon)

#### **Game Night—Magic: The Gathering Draft**

Join us for Friday Night Magic at Dragon's Keep Provo for a fun event to bond over the world's most popular fantasy card game, Magic: The Gathering. Draft starts at 7:00. Dragon's Keep is within walking distance of the Marriott Hotel, two blocks NE at 260 N University Ave. Entry is \$15. (Gaming, Birch)

#### **Mass Signing**

Mass signing extravaganza! (1.5 hours) (Zion)  
*See the list of participants on page 29.*

## **Saturday, February 18**

### **Sat 9:00 AM**

#### **Adapting Classic Stories**

Hear examples from published works of how authors adapted classic stories from different eras, cultures and genres. And learn how you too can adapt classic stories and make them your own. (Books, Cedar)

*Mark Minson (M), Allison K. Hymas, Kryssa Stevenson, L. Palmer, Gama Martinez, Jason Hamilton*

#### **An Authorpreneur's Business Plan**

Did you know that only 5% of authorpreneurs have a business plan and only 30% of small businesses are surviving long-term? Don't leave your success to chance. You need written goals and processes to hone in on the principles that will serve you best. That way, instead of chasing every trend and tactic, you can spend more time doing what you really love—*writing!* Come get a free business plan template built specifically for authors to help you define your brand and position yourself at the top of the industry. (Professional Development, Zion)

*Rachel Huffmire*

#### **Back-Alley Healers and Traveling Doctors**

When your characters don't have access to a formal medical space, what other options might they have? From free clinics in the poor part of town to the medic who comes by every week on the train, how to give people somewhere to turn when the local hospital isn't a possibility. (World Building, Bryce)

*Jana S. Brown (M), Jay Boyce, Scott Stephens, J. L. Mayne, Renae Kingsley*



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(ends January 31, 2024): \$10

Student At-the-Door Registration: \$20

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## Designing and Making Costumes and Masks

Join design and costuming experts as they regale you with tips and tricks for creating your own costumes and masks. Understanding these principles can help you in your creative work. (TMA, Elm)

*Bobbie Berendson W (M), Jess Lindsay, Heather Monson, Amey Zeigler*

## Mobile Gaming—What's New and What's Next?

You've finally gotten tired of your old games but now the app store is more crowded than ever. How do you pick something new? We'll talk about the best new game styles and what's on the horizon. (Gaming, Juniper)

*Ryan Bouché (M), Brennan "Talonos" Smith*

## Story Structure 101

For many writers, structure feels like an anchor weighing their story down. But the secret is finding the right system. In this class, we'll discuss various plot structures, including Blake Snyder's *Save the Cat*, Lisa Cron's *Story Genius*, and Dan Harmon's *Plot Embryo*. Explore their individual strengths and weaknesses, and learn how to experiment with different types, even within the same project. Come see how even the most by-the-seat pantsers can use structure to fly free. (Writing, Arches)

*Kristina Atkins*

## Sat 10:00 AM

### Back to Our Gaming Roots: Ancient Board Games

A look at games through history, the cultures that shaped them, and the roles they played in the development of today's games. See if any of these age old games can inspire you and your creations. (Gaming, Cedar)

*Ryan Bouché (M), Renae Kingsley, Jess Lindsay, Logan Kearsley*

## Becoming the Bard: The Art of Writing Incredible Poems, Odes, and Lyrics

How do you go about creating poetry that your readers won't skim past? Come and hear from veteran poets about what makes for memorable verse and how to weave it into your fiction or let it stand on its own. (Writing, Bryce)

*J. Abram Barneck (M), C. H. Lindsay, Christine Nielson (CMADler), M Todd Gallowglas, Candace J Thomas*

## Breaking through Blocks and Becoming the Author of Your Dreams.

Here we discuss the more common blocks that keep you from getting your writing done. Taken from a psychological perspective this session will discuss the emotional makeup of a prolific and productive author, as well as ways and techniques you can better follow to become the author of your dream and achieve your goals. (Professional Development, Amphitheater)

*Onyie Onyeabor*

## Editing Disasters

From minor mishaps to full-blown disasters, sometimes the process of editing can go wrong. This panel will help guide you through common mistakes and how to avoid them. (Editing, Maple)

*Robin Glassey (M), Jodi Jensen, Laura McGill, Heidi Voss, Lisa Mangum*

## Introduction to Intersectionality

At times, diversity in fiction can feel like checking a box. This character is a woman, this character is Black, this character is gay. But in real life, people frequently belong to more than one minority group. How do you write intersectional characters without making them feel like tokens? (World Building, Zion)

*Sammie Trinidad (M), Allie May, Bentley Pistorius, Ravyn Evermore*

## Scandinavian Folklore

Come along as Jessica Day George shares her love and knowledge of Scandinavian folklore. She holds a degree in comparative literature and Scandinavian studies and has studied German, Norwegian, and even Old Norse. (Books, Juniper)

*Jessica Day George*

## Should I Start a Podcast?

Come learn the advantages and disadvantages of starting a podcasts. Also learn the basic of how to do it. (TMA, Arches)

*Michael F. Haspil (M), Daniel Swenson, Jared Garrett*

## "There's Chaos in You": Trauma Reconciliation and Identity in Marvel's Moon Knight

Using the myth of Narcissus and Echo, this analysis frames Marc and Steven from Marvel's Moon Knight as mutually disembodied by their trauma. Ultimately, Moon Knight understands trauma as an othering and othered force. Trauma processing necessitates a recognition and integration of the trauma and the traumatized identities. (Academics, Oak)

*Angela Hammon*

## Writers of the Future—How to Enter and Win

We have lots of winners from your area and would like to continue promoting at LTUE (Canyon)

*John Goodwin*

## Sat 11:00 AM

### Accurate Clothing in Period Fiction

Most "period" films love a good corset scene, but few of them are historically accurate. With the advent of the Internet, information on historical clothing is more accessible than ever. Come learn how to make the best of these resources! (World Building, Amphitheater)

*Bobbie Berendson W (M), M. A. Nichols, Natalie Brianne, L. Palmer*

## Designing Four Horsemen

Learn about the development process of the upcoming boardgame Four Horsemen from rules design to board design, playtesting to kick-starting. Four Horsemen features a unique deck-upgrading mechanic used to combat apocalyptic events. Facing the hordes, players lose divinity and gain corruption, potentially causing them to become fallen angels. To win, defeat the apocalyptic mastermind, prevent the horsemen from reaching their destination, and save humanity from the demonic invasion. (Gaming, Oak)

*Jeremy Rowley*

## Exposition Etiquette: Sharing Your Worlds with Readers without Overwhelming Them

Readers can only take so many infodumps before they change the channel. How do you transport readers into your world without them looking for a way out? Our panelists will teach you how to tantalize readers with your worlds and pace your information with care and self-control. (Writing, Zion)

*Eric Swedin (M), Jodi Jensen, M Todd Gallowglas, Max Florschutz, Johnny Worthen, Angela Hartley*

## Healing from Well-Crafted Stories

Join us for a review of David Farland's research on the comparison between well-crafted stories (Feral's triangle) and the bio feedback loop/triangle. Stories give us powerful vicarious experiences. (Books, Bryce)

*L.R. Bergquist (M), Thomas Fawkes, September C. Fawkes, Nick Mills, Forrest Wolverton*

## Historical Ghost Stories from Real Theatres

A discussion about stories and hauntings by residential ghosts in real historical theatres. These tales may make you want to investigate and gather your own evidence of these specters of the stage. (TMA, Maple)

*C. Rae D'Arc (M), Ariadne Kane*

## Guest of Honor Interview

(Elm)

*Jess Smart Smiley, Renae Kingsley (M)*

## Kaffeeklatsch: A Chat with Creator Jessica Day George

(Boardroom)

*Jessica Day George*

## Knowing Your Genre

Many editors specialize in a specific genre so they can help you shape a book that is marketable. Knowing your target audience and genre expectations are key. (Editing, Arches)

*Troy Lambert (M), Christine Nielson (CMAAdler), Kristy S. Gilbert, Jessica Guernsey, Kyro Dean*

## Overcoming the Fear of Failure

Meaningful success requires risk, and risk often leads to failure. Otherwise, it wouldn't be risky. I'll be going over some examples on how deal with the inevitable failures from taking risks, and how to grow from those challenges. (Professional Development, Juniper)

*John M. Olsen*

## The Horror Stories We'd Rather Hide

From painting mishaps to client misunderstandings; humorous stories of what can happen when a project is jinxed. (Art, Cedar)

*Kevin Wasden*

## Sat Noon

### Art Therapy

An exploration of the uses of art in therapy and the benefits of creative expression. (Art, Arches)

*Bobbie Berendson W*

### Audio Books 101

Where have we been? Where are we now? Where are we going? (TMA, Juniper)

*Jana S. Brown*

### Back to Basics: Word Usage

Is it affect or effect? Principal or principle? And don't get me started on their, there, and they're. This is a classroom-style panel. (Editing, Amphitheater)

*Heather Monson (M), Abby Forrest, J Anne Campanile, Talysa Sainz, Chris Jones*

## Beginning Board Game Design: How to Have Fun with Your Great Idea

Let's talk about what to do with your board game idea! Our panel of game designers and mathematicians will help you see how to make your fun idea into a well-thought out game mechanic (or vice-versa). You'll learn about matching playstyles to themes, creating good balance, and much more. (Gaming, Elm)

*B.A. Simmons (M), Magnus Borson, Alpheus Madsen, Jeremy Rowley*

## 40 Years of LTUE

Founder Dave Doering looks at how LTUE came to be: the people, the places, the vision. Come explore why LTUE endures so long and grown so large. (Academics, Oak)

*Dave Doering*

## Guest of Honor Interview

(Maple)

*Phil Foglio, Stephan Fassmann (M)*

## Kaffeeklatsch: A Chat with Creator Jess Smart Smiley

(Boardroom)

*Jess Smart Smiley*

## Rearranging Your Backburner: How to Get Back into Your Unfinished Projects

Most writers have them: loads of unfinished attempts that either fizzled out or got lost in the shuffle. Learn how to reorganize your past efforts, reinvent them, and make them a vital part of your current writing projects. (Writing, Zion)

*Laya V Smith (M), Jared Quan, Charlie Pulipher, Troy Lambert*

## The View—Quantum Physics and the Creative You

With inspiration from sparks of quantum physics, this presentation will lead you on a quest not of the workings of quantum physics but rather of the workings of you as a creative in your rich and inspiring world. (Books, Cedar)

*Brenda Sills*

## Writing for the Younger Crowd: Middle-Grade, Young Adult, and New Adult Genres

Just what are kids reading these days? Learn how to appeal to rising generations of readers with your storytelling and how writing for younger audiences can provide your creativity with a breath of fresh air. (Writing, Bryce)

*Coral Hayward (M), Allison K. Hymas, Aaron Canton, Jo Schneider, Susan J. Kroupa, Celesta Rimington*

## Sat 1:00 PM

### Creature Design with Personality and Expression

How to use human facial expressions as reference to add personality and flair to your creature designs. (Art, Oak)

### Finishing Strong: Pulling Your Plot Threads Together for an Explosive Finish

You've reached the final act. Now you just need to tie together all of your subplots in a meaningful way. But how? Hear from the experts about how they did it and made the memorable closers that won their audiences over. (Writing, Bryce)

*September C. Fawkes (M), Mike Thayer, Frank Morin, Lisa Mangum, Jessica Day George*

### Horses Aren't Bicycles

Far too often, horses and other pack or riding animals are treated as merely living vehicles. But all animals have unique needs, and all can present unique challenges to your characters. Whether your heroes are riding mountain rams or giant lizards, how can you make your animals feel more alive? (World Building, Maple)

*Robin Glassey (M), Mikki Helmer, T. C. Hendricks, Benjamin K Hewett, D. T. Read*

**Kaffeeklatsch: A Chat with Creator M. A. Nichols**

(Boardroom)  
*M. A. Nichols*

**Flow State: Release the Kraken within You**

(Professional Development, Arches)  
*Wulf Barsch*

**Sizzling Scenework: Four Foolproof Steps for Making Each Scene Count by Laura Baumgarten**

Do you ever wish you had a magical serum to fix lifeless scenes? With the stab of a needle, you would inject your stubborn characters with chemistry and move the character arcs and plot forward, all while creating a delicious sense of adventure and anticipation. (Editing, Amphitheater)

*Laura Baumgarten*

**Symbiotic Relationships between Rock and Literature**

Join us as we discuss various recently written works from authors such as Kevin J. Anderson based on music by Rush, and works by Peter Orullian based on music by Dream Theater. We will also discuss additional books by other authors inspired by music from various bands. (TMA, Elm)

*Paul Genesse*

**Top 10 Board Games for Writers**

Inspiration comes from everywhere, why not a game? Do you have a go-to game that has inspired you? Our panelists have picked their

top games they think will help kickstart your writing as the best examples of Character, Setting, Plot, Conflict and more! Come see if you agree with our expert picks, or if we can show you something new to pull out at your table. (Gaming, Cedar)

*Ryan Bouché (M), CJ Connor, Megan Hutchins, Jess Lindsay, Michael F. Haspil, Dan Wells*

**Sat 2:00 PM**

**Keynote—Nina Kiriki Hoffman**

(Zion, Bryce, Arches)  
*Nina Kiriki Hoffman*

**Sat 3:00 PM**

**Books That Save Lives (Not Self-Help)**

Some books draw you in so much that they have been known to serendipitously save lives. Take for example the release of *Buckskin Brigade* by L. Ron Hubbard many years ago. A man bought the book in the airport and started reading. He was so immersed that he missed his flight. Incidentally, the flight he should have been on crashed and everyone was killed. The power of the written word to draw you in (a study on how it is done) and how it works inside your brain is a very interesting study. (Books, Maple)

*Stephan Fassmann (M), Kryssa Stevenson, Thomas Fawkes, L. R. Bergquist*

**Details vs. Design: The Disney Live-Action Adaptations**

When adapting animation to live action, adding excessive detail isn't enough to bring

characters to life—and important emotion is lost in translation! Listen to an animation director discuss the use of texture, shape, color, and light to in storytelling by comparing the animated and live-action Disney Fairytales. (TMA, Arches)

*Megan Lloyd*

**I Lied and Manipulated on National TV and Won a Gameshow**

I was cast on *The Hustler*, a slow-burn, cerebral gameshow hosted by Craig Ferguson on ABC—and canceled after only two seasons. My episode was during season two and I used all my mentalism and manipulation training to utterly destroy my competitors. Come see how. (Gaming, Cedar)

*Jared Garrett*

**Kaffeeklatsch: A Chat with Creator Aaron Johnston**

(Boardroom)  
*Aaron Johnston*

**Mystical Workarounds and Cybernetic Implants: Disability in Fantasy Settings**

Some authors are tempted to “cure” a character’s injury or disability through magical or technological means. But the cure narrative can be problematic, and not all cures are perfect. How can you incorporate realistic cures, complete with downsides and drawbacks, into your setting? (World Building, Bryce)

*Kristina Atkins (M), Allie May, Kaelin Ball*



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# Acknowledgments

As always, we would like to especially thank all those who have helped to make this symposium possible:

Jess Smart Smiley (poster art)

Phil Foglio (program book cover)

John Harris, Ziatech.net (app)

Luke Clement (art show software for Edge of the Universe)

Alternis (Discord-Facebook bot)

Darcy Love (film festival)

Dragon's Keep

Barnes & Noble

Jeremiah Clark and the rest of the Marriott Hotel staff

The spouses, roommates, etc., of the symposium committee

The presenters and volunteers

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

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## Neurodivergence: The What and the How

There's been a recent surge of neurodiversity in the media: but what is neurodivergence, exactly, and how do you write it accurately and without offending the neurodivergent community? A presentation from an autistic author on what marks neurodivergence, how to research it for a character, and how to incorporate it realistically into your work. (World Building, Amphitheater)

*Ahmasariah Larsen*

## Painting Baby Yoda

A watercolor painting workshop. Learn the basics of watercolor painting and leave with your own painting of Baby Yoda. (Art, Oak)

## The Author-Editor Relationship

Authors and editors can form a beneficial partnership that lasts for years, but it requires effort and time just like any other relationship. (Editing, Canyon)

*Jana S. Brown (M), Laura McGill, Christine Nielson (CMAAdler), Heidi Voss, Lisa Mangum*

## The Lonely Hearts Club: How to Start a Writing Group

Are you fed up with writing alone in your bedroom with the blinds closed? Or sitting at a table-for-one at the local Starbucks? It might be time to join a writing group. But how do you find or start one? In this class, we'll discuss where to find the right people, set up a functional system, and help each other level up with more than just your wordsmithing. Who knows? You just might sit next to your future writing bff! (Writing, Juniper)

*Karma Chesnut*

## Working as a Freelancer

Come find out what opportunities there are for freelance work. (ProDev, Elm)

*September C. Fawkes (M), Phil Foglio, Aaron Canton, Bryan Young, Dave Doering, Dan Wells*

## Sat 4:00 PM

### Becoming Aware of Your Cultural and Religious Biases

We're all predisposed to think of the world in a certain way, shaped by our own life experiences. But a character from another world won't have those same basic assumptions. How can you discover your own biases and do your best to remove them from your writing? (World Building, Amphitheater)

*Newell Wright (M), Jared Quan, C. K. Jensen, Karma Chesnut*

### Beta Readers

Where to find them and how to keep them on your deadline (ProDev, Bryce)

*Cambria Williams (M), Aaron N. Hall, Laura McGill, Jo Schneider*

### Dungeon Master University: Advanced Curriculum

Advanced techniques require advanced study, even for a good dungeon master! Come get an exclusive sneak peek into the advanced courses on immersive worldbuilding, game psychology, and experience design offered by Dungeon Master University, taught by professional Dungeon Masters! Dax Levine, professional dungeon master, and Mari Murdock, freelance game writer, have curated a taste of what to expect from the classes they teach for Dungeon Master Direct. These classes range from implementing voice acting to constructing cinematic scenes! Learn about DMU's extensive and intensive roleplaying game mastering educational experience! (Gaming, Juniper)

*Dax Levine*

### Finding Your Niche

How to locate an opportunity in the industry that takes advantage of your unique skill set. (Art, Cedar)

*Charlie Pulsipher (M)*

## Influential Tomes of Earth's Cultures

Enrich your thinking and enflame your imaginations by reviewing inspiring works from different cultures through the ages (Books, Elm)

*Bentley Pistorius (M), Benjamin K Hewett, Megan Hutchins, Kryssa Stevenson*

## Kaffeeklatsch: A Chat with Creator Ravyn Evermore

(Boardroom)

*Ravyn Evermore*

## Ramblings and Rumbblings

Orson Scott Card was LTUE's guest of honor exactly forty years ago. Come hear about his experiences as a writer. (Zion)

*Orson Scott Card*

## Screenwriting for Novelists

Learn how to wield the techniques and principles screenwriters employ to craft a powerful story. (TMA, Maple)

*Thomas Fawkes (M), Blake Casselman, Lisa Catmull, Megan Lloyd, Aaron Johnston*

## A Spectrum of Ability

Disabled people are often reduced to an all-or-nothing: wheelchair users all have paralysis, blind people have no sight, deaf people have no hearing. But disability is far more complex than that. How can you depict someone with partial vision, or an ambulatory wheelchair user, without discarding their disability completely? (World Building, Arches)

*Ariadne Kane (M), Barbara Lund, Scott R Parkin, Kaelin Ball*

## Speculative Fiction Comics I Like

Join comics creator Jess Smart Smiley for a selection of covers, interior pages, and descriptions of speculative fiction comics from Jess's personal collection, including zines, graphic novels, mini comics, and more! (Books, Canyon)

*Jess Smart Smiley*

**Writer Meetup—YA & Middle Grade**  
(Oak)

**Sat 5:00 PM**

**Back to Basics**

How to develop a unique artistic style by going back to the basic components of design. (Art, Elm)

*Bobbie Berendson W, Jess Smart Smiley*

**Book Launch: Networking: An Honest and Genuine Connection**

(Books, Juniper)

*Jared Quan*

**Character Creation Workshop**

Learn some character creation tips from one of our guests of honor. (Writing, Arches)

*Nina Kiriki Hoffman*

**From Hobbyist to Professional: Lessons Learned during My First Year as a Full-Time Author**

We all start out writing for pleasure, but how does one transition from that mindset to a professional outlook? In this class, one author shares her journey from hobbyist to full-time author and the lessons she's learned along the way, touching on both the emotional/mental shift to some of the more technical aspects of shifting your hobby into a business. (ProDev, Cedar)

*M. A. Nichols*

**Kaffeeklatsch: A Chat with Creator Talysa Sainz**

(Boardroom)

*Talysa Sainz*

**Staining Your Windows: How To Create Beautiful Descriptions That Fit Your Narrative**

Do you love writing descriptions but hate distracting your readers? How do you make your scenes stand out without losing your audience along the way? Come learn how to work potent descriptions into your narrative without losing the plot. (Writing, Canyon)

*Charlie Pulsipher (M), Kristy S. Gilbert, Jodi Jensen, Kyro Dean, Quiana Chase, John D. Brown*

**Using “Yes, and . . .” for Story Development**

“Yes, and . . .” is an improv and theatre game that helps people learn how to think on their feet and build off what the other person said. How writers can use this concept to think outside the box when coming up with characters, worldbuilding, creating conflict, and developing plot twists. Come prepared to write. (TMA, Amphitheater)

*C. H. Lindsay*

**Writer Meetup—Fantasy**

(Oak)

**Sat 6:00 PM**

**Filmmaking 101—for Beginning Filmmakers**

So you want to make a movie? This presentation, adapted from the Movie Making Merit Badge of the Boy Scouts, will show you the basics of lights, camera, action! (and editing) (TMA, Cedar)

*Robert Starling*

**Girl Genius Radio Play**

The Girl Genius Radio Play is an in-universe production recounting one of the thrilling adventures of Agatha Heterodyne, Girl Genius, in the style of old-time radio. It will be ramrodded by Phil Foglio, with the remainder of the performers recruited from the audience. (Arches)

*Phil Foglio*

**If I Were the One to Choose the Classics**

Listen in as we talk about books we would've chosen for the classics canon and chime in with the ones you would've selected. (Books, Oak)

*Benjamin K Hewett (M), Thomas Fawkes, Kat Gardner*

**A Mad Dash for the Finish Line: Getting Your First Draft Done Fast**

How long does it really take to finish a story? This panel explores what it's like to move forward with a draft at full throttle. Learn techniques and best practices for keeping your momentum and making meaningful progress on your first draft. (Writing, Maple)

*James Jakins (M), Elizabeth A Drysdale, Jodi Jensen, Craig Nybo*

**Top 10 Role Playing Games for Writers**

Inspiration comes from everywhere, why not a role-playing game? Do you have a go-to TTRPG that has inspired you? Our panelists have picked their top games they think will help kickstart your writing as the best examples of Character, Setting, Plot, Conflict and more! Come see if you agree with our expert picks, or if we can show you something new to pull out at your table. (Gaming, Elm)

*Jess Lindsay (M), Daniel Swenson, Allie May, Michael F. Haspil, Ryan Bouché, Phil Foglio*

**Using Cultural Biases against Your Characters**

Maybe your culture has a problem with touching the dead or with eating certain foods or with healing certain injuries. How can you use these cultural taboos to create problems for your characters? (World Building, Canyon)

*Kristina Atkins (M), Emily Martha Sorensen, Karma Chesnut, D. T. Read, Scott R Parkin*

**What Should Be on Your Website?**

Learn what you need and what you don't need. (ProDev, Amphitheater)

*J. Arden Scott (M), Kyro Dean, Cortney Winn, Rachel Huffmire*

**Sat 7:00 PM**

**Filking**

Join us in singing sf/f folk songs! (Juniper)

**Gala 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, Brandon Mull, as part of the festivities. Separate tickets required in advance. (Zion)

*Brandon Mull*



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