

Life, the Universe, & Everything 42

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



Guests of Honor
Aaron Johnston
Rebecca Moesta
Kaela Rivera

February 15–17, 2024
Provo Marriott Hotel and Conference Center
ltue.net

art by Tremani Sutcliffe



Dungeon Master Direct

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Dan Wells



Mari Murdock



Dax Levine



Mic Matarrese

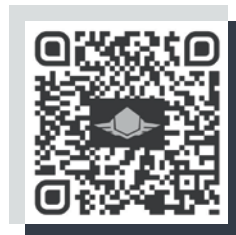
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LTUE 42—Creativity's Deep Thought

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

Welcome to Life, the Universe, & Everything symposium—LTUE! This is the supercommunity that consolidates resources and helps provide some of the Ultimate Answers you may be seeking. Our goal is to expand understanding within you and build your connection with those around you.

We're providing more than 250 panels and presentations with topics you can explore as you search for your "42." This is where you can empower your creativity and enjoy that in others.

We'd like to give you an Infinite Improbability Drive for more possibilities; we're offering what's contained in this program book instead. Hold on to it—it's your Guide to this adventure.

Committee members have a Towel and will assist you along your way. Don't panic!

Speaking of the committee, thank you to all of the symposium committee (orange badges) for their hard work and planning and the volunteers (pink badges) for bringing it to fruition. (Volunteers are like the babel fish between the committee and attendees!) Please share your appreciation with them, as well.

LTUE is all about community, and each person has great skills they offer. We'd like to also thank guests and attendees for their knowledge and interactions that buoy us all. Our guests of honor, toastmaster, and special guests are especially talented at such things.

Deidre McCleary, cochair 2024

Our theme for our 42nd year is LTUE—Creativity's Deep Thought: Find your 42 at LTUE. It's an obvious reference to Douglas Adams's supercomputer that spent 7.5 million years contemplating the question, "What is the answer to the ultimate question of life, the universe, and everything?" Deep Thought's answer was 42. But wait, why 42? And how can you find your 42 at LTUE? I'm going to get mildly technical for a minute to answer those questions.

In our technology-laced world, every time you send a message on your phone, or press a key on a keyboard (physical or virtual), each character has its own unique machine-code number that the computer "understands." For example, the number for an uppercase "A" is 65, for a lowercase "a" is 97 and so on. Those unique numbers get sent by your device—practically at the speed of light—to their destination.

Set that thought aside for a minute and let's talk about the * (asterisk character). The * is used worldwide as a wildcard. You could call it your very own personal variable. It can represent anything you want.

Did you know Douglas Adams was a computer programmer? He once said, "I have a well-deserved reputation for being something of a gadget freak, and am rarely happier than when spending an entire day programming my computer to perform automatically a task that would otherwise take me a good ten seconds to do by hand." Maybe that's a hint about why he chose 42 as the answer from Deep Thought. The 7.5 million years can be symbolic of the struggle. It's about the problem solving, finishing the work, and what we learn from the process, not just getting the answer.

Adams never actually stated what he meant by 42, but I choose to believe it relates to the asterisk. Adams knew that the unique internal machine-language number for the asterisk is 42. Every time you press * your device sends the number 42 across the wire or over the air. The 42 then gets converted back to * on the receiver's device. The * is 42. It is your variable. It is your wildcard. This is the heart of my message.

What can you get from LTUE? The answer is indeed 42. You can make anything out of your LTUE experience that you want—and the 42 for your life can be anything you choose.

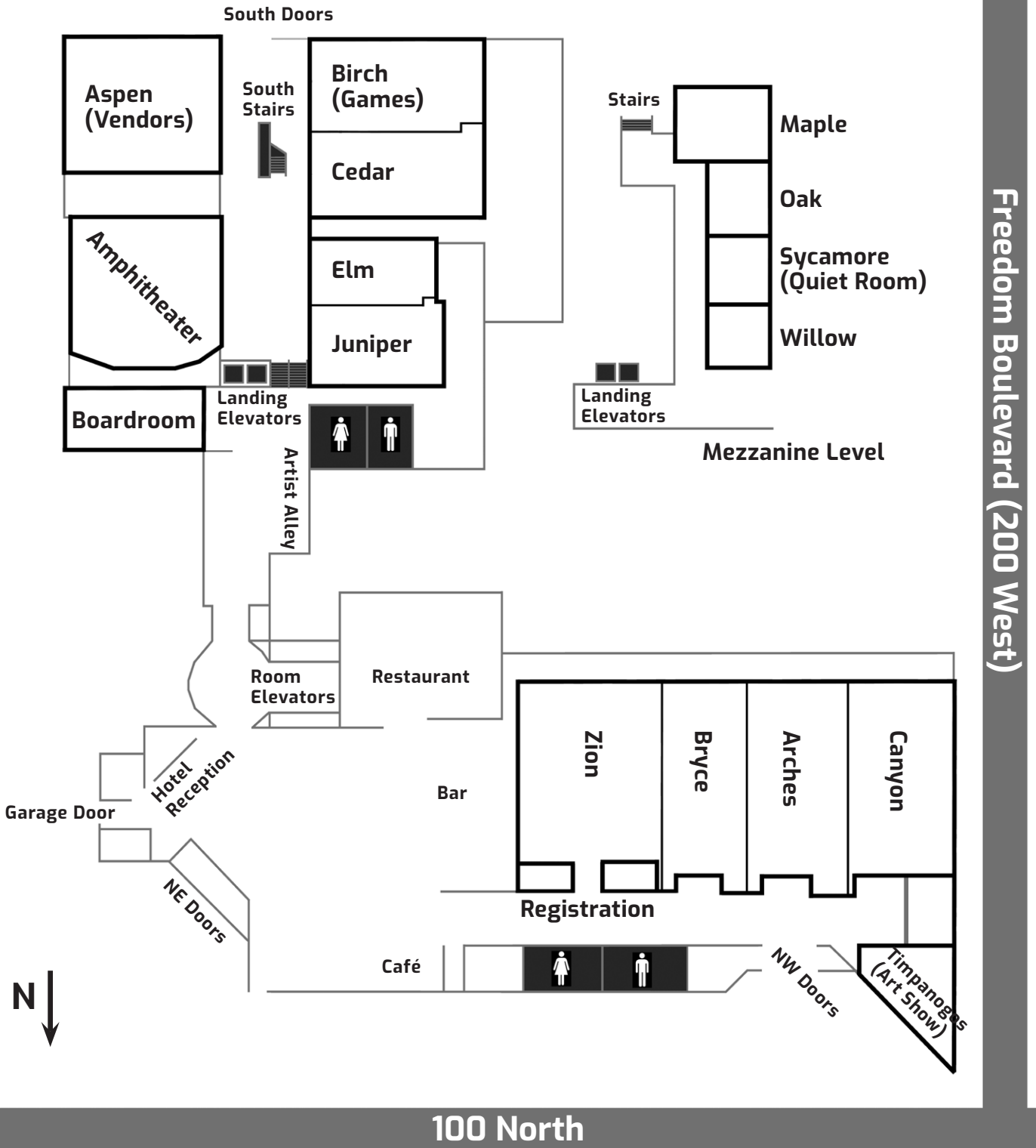
We have so many great presentations, panels, and other events you can choose from. We hope you'll explore all that we have to offer and that you will find your 42 at LTUE. We hope that your 42 will spark a fire and inspire you to achieve your greatest creativity.

Welcome to LTUE 42. Thanks for joining us (and for all the fish).

Nick Mills, cochair 2024

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 43 on **Saturday, March 2, at 10 AM on our public Discord server** at <https://discord.gg/UTar7RWMnu>. Watch our Facebook page or Discord server announcements channel for more details.

Center Street



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 their name.

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Our Policies

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



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Guests of Honor

Aaron Johnston

Aaron Johnston is a *New York Times* best-selling author, television writer, magazine editor, and the creator and showrunner of the animated science fiction series *Saving Me* and the science fiction series *Extinct*, which he cocreated with Orson Scott Card. Aaron 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*. Aaron currently is the head of entertainment development for Chick-Fil-A, which is currently developing original content and series for families.

www.aaronwjohnston.com

Rebecca Moesta (had to cancel—has Covid)

Rebecca Moesta (pronounced MESS-tuh) is the best-selling author of forty books, both solo and in collaboration with her husband, Kevin J. Anderson. Her solo work includes *A Christmas to Remember* (based on the Hallmark TV movie of the same name), *Buffy the Vampire Slayer* and *Junior Jedi Knights* novels, short stories, articles, ghost writing, and editing anthologies. With Kevin, she wrote the *Crystal Doors* trilogy, the *Young Jedi Knights* series, movie and game novelizations, lyrics for rock CDs, graphic novels, pop-up books, and writing books such as *Writing as a Team Sport*. Rebecca and Kevin are the publishers of WordFire Press. In her “spare time” she also moonlights as a freelance book editor.

Kaela Rivera

Kaela Rivera grew up believing in will-o'-the-wisps and el chupacabra, but even ghost stories couldn't stop her from reading in the isolated treetops, caves, and creeks of Tennessee's Appalachian forests. She still believes in the folktales of her Mexican-American and British parents, but now she writes about them from the adventure-filled mountains of the Wild West. When she's not crafting stories, she's using her English degree from BYU–Idaho as an editor for a marketing company (or secretly doodling her characters in the margins of her notebook). Her award-winning debut novel, *Cece Rios and the Desert of Souls*, came out in 2021. One of her greatest hopes is to explore the beauty of cultural differences—and how they can bring us all closer.

kaelarivera.com

Toastmaster

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, table-top general, miniatures painter, antiquarian, and vampire hunter.

www.michaelhaspil.com

Special Guests

Kevin J. Anderson (had to cancel—has Covid)

Kevin J. Anderson has published more than 150 books, many of which have been national or international best-sellers. He has written numerous novels in the *Star Wars*, *X-Files*, and *Dune* universes, as well as unique steampunk fantasy novels *Clockwork Angels* and *Clockwork Lives*, written with legendary rock drummer Neil Peart, based on the concept album by the band Rush. His original works include the Saga of Seven Suns series, the Terra Incognita fantasy trilogy, the Saga of Shadows trilogy, and his humorous horror series featuring Dan Shamble, Zombie PI. He has edited numerous anthologies and written comics, games, and the lyrics to two rock CDs. Anderson and his wife Rebecca Moesta are the publishers of WordFire Press. wordfire.com

Rodayne Esmay

Rodayne Esmay holds a bachelor's degree in art from BYU, and a master of fine arts from Syracuse University in New York. He is currently a professor of digital media at Utah Valley University, where he teaches in the Animation and Game Development program.

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 and 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

Mickey George

Mickey George is the author of the YA historical novel *Speak Easy, Speak Love*, a retelling of Shakespeare’s *Much Ado about Nothing*, from Greenwillow/HarperCollins. Her graphic novel, *The Heart Hunter*, illustrated by V Gagnon, is out from Legendary Comics, in addition to the comic adaptation of *Enola Holmes*, starring Millie Bobby Brown and Henry Cavill. She also writes game scripts for visual novel apps. She also works as a bookseller at The King’s English Bookshop and has worked as an acquisitions editor for Flux Publishing. mickey-george.com

John Goodwin

John Goodwin is president of Galaxy Press, publisher of the *L. Ron Hubbard Writers of the Future* anthology, and host of the award-winning *Writers & Illustrators of the Future Podcast*. www.galaxypress.com

Robert Hatch

Robert Hatch has over thirty years experience as a director/producer/writer of dramatic films, documentaries, and television series, and acting teacher. His work includes *Masque*, *Infinite Gift*, fifty-six network television programs aired on VISN and PBS, seven TV programs for BBC, a TV series currently airing on FNX, *Peace: Dream or Vision*, Miracle Kids television specials, and many more including interactive series for Toyota USA. In addition to his commercial success, Robert’s films received over three hundred awards and honors in film festivals in the U.S. and internationally.

Rosemary Kirstein

Rosemary Kirstein’s motto is “Words—you want ’em? I’ve got ’em.” She is the author of *The Steerswoman*, *The Language of Power*, *The Lost Steersman*, and *The Outskirter’s Secret*. She has worked as a musician and songwriter/folk singer, computer programmer, technical writer, and

trainer and has done technical support. She currently lives in southern Connecticut, near New Haven. She will play the guitar if you ask her. www.rosemarykirstein.com

Todd McCaffrey

New York Times bestselling author Todd Johnson McCaffrey grew up in the world of science fiction and fantasy, being the middle son of the late Nebula Grandmaster Anne McCaffrey. He has collaborated on five *Dragonriders of Pern*® novels, written three solo *Pern* novels, and has written numerous short stories. His latest book, the science-thriller *City of Angels*, about artificial intelligence (AI), has just come out from Wordfire Press. toddmccaffrey.org

Wulf Moon

Wulf Moon is a bestselling writer, editor, and writing instructor. At fifteen, Moon won the national Scholastic Art & Writing Awards, and followed that with winning the Star Trek: Strange New Worlds Contest, and Writers of the Future. He leads the Wulf Pack Writers group. He’s won both Best Author and Best Writers Workshop four years in a row in the international Critters Readers’ Choice Awards, and is the author of *How to Write a Howling Good Story*. www.TheSuperSecrets.com

Will Munn

Will Munn is the award-nominated and best-selling creator of *Arium*, the worldbuilding RPG. He runs the Adept Icarus game design studio and has collaborated on RPGs such as *Cold Shadows*, *Tiny Frontiers*, and *Zorro*, the Roleplaying Game. Will also serves as a publisher for multiple award-winning and bestselling game designers. All four continental US time zones have been his home, but he’s never moved without his towel. adepticarus.com

John M. Olsen

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

Celesta Rimington

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

Sandra Tayler

Sandra Tayler is a writer of essays, picture books, speculative fiction, middle grade fiction, newsletters, and blog entries. She is the editor, publisher, and business manager for the *Schlock Mercenary* comic strip. Sandra can be found online at onecobble.com or on twitter @SandraTayler. When she is not working, Sandra spends time with her house, her four kids, and her cartoonist husband, Howard Tayler. www.onecobble.com

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!

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Participant Bios

C. W. Allen is a Midwestern transplant to rural Utah where she serves as the president-elect of the League of Utah Writers. She writes long stories for children and short stories for former children. She is also a frequent guest presenter at writing conferences, which helps her procrastinate knocking down to any actual writing. Her award-winning middle grade fantasy series *The Falinnheim Chronicles* is out now, with many more stories waiting in the wings. www.cwallenbooks.com

Bruce H. Allred has spent the past thirty years as an investment banker. His training in finance and economics has allowed him to easily recognize science fiction and fantasy in everyday life. He loves all types of science fiction and fantasy. He cut his teeth reading E. E. "Doc" Smith, Isaac Asimov, and Arthur C. Clarke. He lives with his wife, Margie, in Fruit Heights, Utah, contemplating the great "final frontier."

Natalie Brianne is an author, voice actor, and imagination enthusiast with books across multiple genres. She's been a Whitney finalist twice—once for her book *Constantine Capers: The Pennington Perplexity* and again for the sequel *Constantine Capers: Flashes of Memory*. She loves voice acting and was part of the cast for the Webby Award winning podcast *Desolate Eden*. When Natalie isn't working, she's drawing, playing tag with her cat, speaking in various accents (although she does that for work too!) and forgetting about the vegetables in her fridge. Above all she believes in the power of words and their ability to make the world a better place. www.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 procrastinates by decorating her home. 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 copy-right attorney, teaches comedy writing at BYU, and serves as the faculty advisor for the university's premiere sketch group Divine Comedy. kennethabaldwin.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 three books in his urban fantasy series with the fourth on its way. He is a *Leading Edge* alumni and took second place in

the first writing contest he ever entered. He lives in Bluffdale, Utah, with his wife and four kids. jabrambarneck.com

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

Suzy Bills is an assistant teaching professor of editing and publishing at Brigham Young University and also owns an editing and writing business. She's worked with individuals and companies to publish fiction and nonfiction books and other works. She loves sharing her skills with others, whether through teaching, mentoring, helping authors get their thoughts on paper, or fine-tuning their writing. writingandeditingbysuzy.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 firefights, 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 holding degrees in health science and ballroom dancing, he would tell you more, but then this message would self-destruct. 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 three years, Ryan has served as the gaming track head for LTUE. dadsndragons.com

Julie Bouché has been an educator for more than twenty years with experience ranging from students in public, charter, private, and university settings to preservice and practicing teachers. She has also had the privilege of running educational groups in therapeutic settings. Her passion for learning and teaching has led her through two master's degrees and the publishing of her book

The Journey Blueprint. She loves traveling, playing board games, reading, and watching MST3K with those she loves. thejourneyblueprint.com

Jonathan Bowen is passionate about design, engineering, technology, and storytelling. On his blog, he teaches mechatronics engineering to readers of all skill levels. He has worked with world-class companies, including Walt Disney Imagineering and Cricut, to create amazing experiences and products. For several years now, role-playing games such as D&D and *Arium* have fueled his passion for collaboratively telling stories. mechatronics.studio

Jay Boyce is the author of *A Touch of Power* and the *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

Jana S. Brown has been involved in publishing for over twenty-five 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

John D. Brown writes action-packed novels in the thriller, epic fantasy, and science fiction genres. 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

Shelly Brown is an award-winning author. She is the coauthor of *Mustaches for Maddie*, *Squint*, *Willa and the Whale*, *Virtually Me*, *The Wild Journey of Juniper Berry*, and *Ghostsitter*. Her books have won book-of-the-year awards in several states, like the Nebraska Book Award and the Buckeye Children's Book Award. She has also appeared on CNN and the Hallmark Channel. She lives in Utah with her husband, five kids, and four chickens. shellybrownwriter.com

Liz Busby is a writer of speculative fiction and creative nonfiction as well as literary criticism about the intersection between Mormonism and science fiction/fantasy. Her writing has been published at *Wayfare Magazine*, *Irreantum*, *Public Square Magazine*, and *Young Ravens Literary Review*. She cohosts the podcast *Pop Culture on the Apricot Tree*, which examines movies from an LDS perspective. She is currently a graduate student in BYU's English program and a graduate instructor of first-year writing. lizbusby.com

D. J. (Dave) Butler has been a lawyer, a consultant, an editor, and a corporate trainer. His

novels include *Witchy Eye* and its sequels and *The Cunning Man* (cowritten with Aaron Michael Ritchey) from Baen Books, *The Kidnap Plot* and its 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

Rose Card-Faux is a writer, award-winning filmmaker, and maker of other things. She grew up in a house full of books and with a mind full of stories. As a child, she often blurred the lines between stories and reality, weaving tales for her friends about goblins living under their houses or butterflies actually being fairies in disguise. She currently lives with her husband and two adorable children in Las Vegas, where she still weaves tales full of magic. In her free time, Rose likes to sew her own clothes, study languages, play piano, eat delicious food, and laugh uproariously with friends. rosecardfaux.com

Jenny Perry Carr is group vice-president of scientific services for a medical communications company by day, budding sf/fantasy/horror writer at night. She has a PhD in molecular neurobiology from Yale University, which influences much of her speculative writing. She has been published in several anthologies, including LTUE's *Troubadours and Space Princesses*, Third Flatiron's *Rhapsody of the Spheres*, and WonderPress' *Murderbirds*. www.jennyperrycarr.com

Blake Casselman is a teacher, award-winning screenwriter, comic book writer, published author, and award-winning film producer. He coauthored the graphic novel *Devil's Triangle*, cowrote and produced the award-winning comedy film *Adopting Trouble* (2018), cowrote the award-winning short film *Kiss the Devil in the Dark* (2016), and more recently wrote and produced the psychological horror film *Limbo* (2024). His short fiction has appeared in a number of anthologies, and his films have been screened at festivals throughout North America as well as at the Short Film Corner at the Cannes Film Festival. He's taught screenwriting, film history, and storyboarding. blakecasselman.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

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

J. C. Chambers III writes about heroic characters doing heroic things in intricate fantasy and science-fiction worlds. He believes that fictional worlds should inspire wonder, that action should be bombastic, and that romance should give you diabetes from the overwhelming sweetness. In addition to dreaming up over-the-top fantasy novels, J. C. passes the time as a professional software engineer, amateur game developer, nascent comic book writer, and general nerd. He lives in Utah with his wife and two cats, and he'll happily complain about the weather if you give him the chance. jcthetthird.com

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

Wendy Christensen is a certified word nerd who knows how to help authors turn a good story into a great one and the difference between a gerund and a present participle. A freelance editor and a writer of fiction and poetry, Wendy lives in a beautiful valley nestled in the Rocky Mountains with her husband and six children. She is fond of carousels and eating ice cream straight from the carton. www.carouseditorial.com

Darci Cole is an author, narrator, and podcaster. Her YA fantasy fairytale retellings *Target* and *Summon*, are available anywhere online. She cohosts the *Pineapple P Podcast* with Gina Denny and runs the Colevanders wand shop with her husband, catering to lovers of magic and cosplay. Darci loves tacos, oracle cards, and Dungeons and Dragons. While she spends most of her time wrangling her children, she also enjoys beta reading. Darci currently lives in Arizona with her husband and four children. www.darcicole.com

Michaelbrent Collings is an internationally best-selling novelist, produced screenwriter, and speaker. In addition to popular success, Michaelbrent is the only person who has ever been a finalist for a Bram Stoker Award (twice), a Dragon Award (twice), and a RONE Award, and he and his work have been reviewed and/or featured on everything from *Publisher's Weekly* to *Scream Magazine* to NPR. Michaelbrent is also the owner of Bestseller Life, a comprehensive writing and self-publishing course that transforms storytellers into storytellers and teaches authors how to become their own best story. Find out more at BestsellerLife.com. WrittenInsomnia.com

Lance Conrad has published seven YA fantasy books. When not writing, practicing acupuncture, or explaining the presence of a machete in his car to the police, Lance has also managed to create a video series called *Word of the Day with Lance Conrad* that is used in classrooms across America and as far away as Australia. He has also created a training course to teach up-and-coming authors how to sell books in person. He lives in Utah with his wife, Erin—whose only flaw was poor taste in men—and their children. lanceconradbooks.com

Author of the series *A Comedy of Love* and coauthor 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 kids, feeding his cat, or pretending to be an engineer. He also reads while walking, which many people find unsettling. Stan splits his time among writing, a day job, his wife, ten children, and a cat. He also presides over the Moab, Utah, chapter of the League of Utah Writers. Because, really, if you're going to write awesome stuff, why not live in an awesome place, too?

Kate Dane writes offbeat stories with heart, often with romance and magic. She is forever falling into a good book and only sometimes finding her way back to real life. She believes every person has their own voice and stories that should be heard. katedane.com

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

Robert J Defendi was one of the writers for *Savage Seas*, *Exalted*, *Spycraft*, *Shadowforce Archer*, *Stargate SG-1* role-playing game, *Spacemaster*, and critically acclaimed setting *The Echoes of Heaven*. He was featured in *Writers of the Future XIX*, *When Darkness Comes*, and several other anthologies. *Death by Cliché* was his first published novel. RobertJDefendi.com

Travis Deming is the author and illustrator of *The Dragon Story*. He is pioneering the concept of "immersive media publishing," creating bonus digital content like illustrations, animations, and secret chapters, allowing readers to explore his stories, truly creating a never-ending story. His first book, *Welcome to Hallador*, is a sketchbook journey through the city built by dragons and humans. www.the-dragon-story.com

Cray Dimensional's writing journey started with her high school literary magazine, but she put it aside for decades as she worked in software development. A few years ago, she picked it back up as a way to cope with some traumatic events in her life. Writing gave her a way to cope that didn't involve subjecting her family to a beginning-guitar-level practice. With the help of WotF workshops and her writing group called the Wulf Pack, she has honed on her writing skills. She is thankful for Hemelein Publications for publishing her first short story "Freedom's Song" in its anthology *Troubadours and Space Princesses*. craydimensional.com

Dave Doering is the founder of LTUE and gregarious fan of creators everywhere. He and his wife Keri are also active costumers. You'll find that his tagline: "It's never boring with Dave Doering!" quite a truism.

Colby Dunn has been at his author career for more than 10 years while working local and international jobs. He completed his first epic fantasy trilogy, *The Eyes of Fate*, in 2022 and published his next stand-alone novel, *The Brink*, in 2023. His unnecessarily random hobbies range from illustrating to gaming to card magic, but most of his time is taken up by martial arts, both Japanese fencing and Kung Fu, and of course, writing. He served a mission for The Church of Jesus Christ of Latter-day Saints in Japan and currently teaches martial arts privately from his home in Salt Lake City, where he resides with his wife and three children. www.colbydunn.com

Tom Durham is an Emmy-winning writer and director and the owner of Martian Studios. He lives in Beleriand, vacations on Tatooine, and yachts on the *Enterprise*. www.tomdurham.com

Ravyn Evermore (she/fae) My name is Ravyn. I am disabled, trans, bi, and polyamorous. I'm a professional game master, game designer, and voice actor. I designed *FUNDamental RPG*, which is a versatile d20-based TTRPG system available on Amazon. I also guest as a GM and performer on many twitch channels and work with TTRPG brands like *Die Hard Dice*. My passion is uplifting marginalized voices, especially trans & non-binary folks, and bringing people together through art, story, and games. TheRavynEvermore.com

Stephan Fassmann is a husband and father. An engineer that worked on Radar systems, the Space Shuttle and International Space Station. An Amateur Radio Extra operator. And now works as a technical writer and documentarian. sfassmann.wordpress.com

Sometimes **September C. Fawkes** scares people with her enthusiasm for writing. She has worked in the fiction-writing industry for over ten years, editing for both award-winning and best-selling authors as well as beginning writers. When not editing, she's penning her own stories and running an award-winning writing tip blog at SeptemberCFawkes.com. She also serves as a writing coach on WritersHelpingWriters.net. Some may say she needs to get a social life. It'd be easier if her fictional one wasn't so interesting.

Thomas Fawkes is a fantasy writer of the epic, space, and science varieties. A total nutcase about grammar, physics, philosophy, rationality, logical fallacies and biases, and history, he's also a miniatures nerd (*Lord of the Rings* especially), and has years of experience as a dungeon master for D&D. He's a member of the *Four Seasons of Epic Fantasy* podcast and website. He's worked as an experience architect and bears the dreaded BA in English. You can read his first published work, *Two Masters*, about dinosaurs and magic robots, for free at www.royalroad.com/fiction/64036/two-masters-progression-beastspeaker-dinosaur. www.thomasfawkes.com

Lindsay Flanagan is an author, editor, photographer, and mom. She writes young adult and middle-grade fantasy and is a senior editor at

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!

Eschler Editing. She has also edited for traditional publishers and is an agent assistant at the Tobias Literary Agency. Her debut novel, *AnnaGrey and the Constellation*, was released in August from Young Dragons Press. Her poetry, prose, and short fiction has been featured in several literary magazines, and her writing, editing, publishing, and social media advice has been published on various industry blogs. Her second creative love is photography, and her preferred subject is the majestic mountains of Utah, where she was born and raised and still makes her home with her husband, two daughters, a kitty cat, three dogs, and sometimes a horse. authorlindsayflanagan.com

Cassiopeia Fletcher wrote her first book when she was six years old about a fat cat named Stephanie who wandered around the city looking for her family, and she never looked back. As a writer, Cassie's goal is to continually move forward, learning from her past self and others in an effort to become the best she can at her chosen craft. Currently, she has an MFA in creative writing, an MA in mass communications, and is working on her PhD in narrative communications. www.cassiopeiafletcher.com

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

Richie Franklin's historical fiction writing has been described as Joseph Conrad meets Edgar Rice Burroughs. Since publishing his first MG novel back in the early 2000s, he has written several more novels, one of them with a publisher

he met right here at LTUE. Additionally, he has written RPG content for Gallant Knight Games and interactive fiction for the game company Choice of Games. He has also published award-winning poetry and short stories. www.richiefranklin.net/writer/

Luke Fredette is a student of both the English language and philosophy, having graduated with a degree in both from Fresno Pacific University. While he researches and writes mainly about pre-modern to medieval South Asia and the British Isles, he is more than willing to read and write about any subject that interests him—no matter how unrelated! He is currently working toward a MA in English literature from Idaho State University, having already received a like degree in creative writing from Edinburgh Napier University. His interests manifest not only in his scholarly works, but in the continuous work he puts into short stories and novels.

Rachelle Funk is a freelance editor who has worked in the industry for almost twenty years. Her focus is on helping independent authors refine their creations in the copyediting and proofreading phases of the writing process. She loves literature and gains a great deal of satisfaction from helping produce technically perfected writing. She is member of the San Diego Professional Editors Network and the American Copy Editors Society and is affiliated with Pique Publishing in San Diego, California, and WORD author services. rfediting.com

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.

V. J. O. Gardner is an award-winning hybrid author with four published novels. Valerie is an invited speaker at conferences as an expert in

character development, formatting, world building and map making. She formats for a small press. www.vjogardner.com

Kat Gardner is an avid reader, writer, and lover of nerdy things. She graduated with a bachelor of arts from Southern Virginia University, earning a triple major in liberal arts, theatre, and English. She later received a master's of arts in literature and culture from the University of Hertfordshire in the UK after completing a dissertation on classical archetypes in modern comic books. When not working at her day job as a campaign manager and copywriter at ThomasARTS, Kat can be found leading TTRPGs (she was one of the captains at the world-record event in Provo in 2023) or making her way through her TBR list. She lives in the Salt Lake City area and is the proud dog mom of a precocious labradoodle. [Instagram.com/katgardneris](https://www.instagram.com/katgardneris)

Jared Garrett is a family man, husband, full-time dad, voiceover and audiobook artist, public speaker, game show champion, and the author of contemporary fiction for all ages. At age seventeen, he escaped from a Scientology-breakaway cult and has worked as a firefighter, BBQ chef, cowboy theater actor, worldwide corporate trainer, adjunct faculty, and a bellman. After designing training solutions, technology, and curriculum for Amazon, American Express, and BYU, he now works from home. He writes in the margins of the day and has published twelve books since 2014. He writes speculative fiction under the pen name Gerry Ironspear. www.jaredgarrett.com

Paul Genesse is the #1 Amazon best-selling author of *Sakura: Intellectual Property* and the best-selling Iron Dragon series, including *The Golden Cord*, *The Dragon Hunters*, and *The Secret Empire*. He has also sold almost twenty short stories, edited seven anthologies, and is the writer and producer of the *Star Wars* and *Steampunk Rock Operas*. Learn more at www.paulgenesse.com or friend him on Facebook.

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

Kristy S. Gilbert is editorial director for Dragonsteel and executive editor for Looseleaf Editorial & Production. In 2021 she was named the first-ever Editor of the Year by the League of Utah Writers. She enjoys folklore, cooking, and aggression-based hobbies. looseleafep.com

Brandon Gillespie is a VP of engineering at a technology startup. He's a video game and open-source pioneer, technology architect, serial entrepreneur, game designer, writer, artist, and technology executive and has built many different startups and companies. He met his wife at college, where he was going to school in English

and graphic arts but somehow ended up in computer science instead. He lives with his family in the Rocky Mountains and enjoys the outdoors. Foremost, however, he loves sci-fi and fantasy and has developed many stories, games, and settings. revenant.studio

Kels Goodman has worked in the film business for over thirty years. His technical behind-the-scenes credits include *Touched by an Angel*, *Dumb and Dumber*, and *Halloween 6*. His director/producer credits include *Y2K: A Comedy*, *Handcart*, *The Last Eagle Scout*, *Hidden in the Heartland*, *The Jets: Making It Real*, *Quarantine for Two*, and *The Making Of The Making Of*. He is best known for the earliest YouTube Sensation *Will It Blend*. kelsgoodman.com

Martin Greening is an avid gamer, writer, and creator of the Ruma: Dawn of Empire tabletop role-playing game. His fiction is found in the *Tales of Ruma* and *Cursed Collectibles* anthologies and several online magazines. He lives in Sin City with his dog Arya. martingreening.com

Jessica Guernsey writes urban and contemporary fantasy novels and short stories. A BYU alumna with a degree in journalism, her work is published in magazines and anthologies. By day, she crushes dreams as manuscript evaluator for two publishers. Frequently, she can be found at writing conferences. Just look for the extrovert. While she spent her teenage angst in Texas, she now lives on a mountain in Utah with her husband, three kids, and a codependent mini-schnauzer. jessicaguernsey.com

Brian C. Hailes is the award-winning writer/illustrator of *Hotel California: The Illustrated Novel*, *Blink*, *Avila*, *Dragons Gait*, and *Devils Triangle* and the children's picture books *Tryp*, *Skeleton Play*, and *Don't Go Near the Crocodile Ponds*. Other titles he has illustrated include *Heroic*, *Passion & Spirit: The Dance Quote Book*, and *Continuum* (Arcana Studios), and *McKenna*, *McKenna*, *Ready to Fly*, and *Grace & Sylvie: A Recipe for Family* (American Girl). hailesart.com

Liam Hall I make videos at Liam's Lyceum, write as Liam Q. D. Hall, study literature and language, and have done copy editing for an award-winning author. liamqdhall.com

Megan Hamilton is an avid learner of languages and cultures outside the US. She recently spent eight months in France as a part of her language and cultural studies. She has a passion for writing YA sci-fi fantasy, and her current project, *Stardragon*, contains undertones of learning to work with characters of different cultures and what it's like to be a bilingual in a country different from your own. In her free time, Megan enjoys animating short videos in both English and French.

Jason Hamilton is the content manager for Kindlepreneur.com, one of the leading resources to learn to write, publish, and market your own books. By night he is a mythology-inspired fantasy author. He loves mythology, history, and geek culture. When he's not writing, his favorite hobbies

include hiking, chilling with his wife, spouting nonsense words at his baby daughter, and developing his website: MythBank.com

David Hankins is the award-winning author of *Death and the Taxman*. He writes from the thriving cornfields of Iowa, where he lives with his wife, daughter, and two dragons disguised as cats. His short stories have graced the pages of *Writers of the Future* volume 39, *Amazing Stories*, *DreamForge Magazine*, *Unidentified Funny Objects* 9, *Third Flatiron Anthologies*, and others. David devotes his time to his passions of writing, traveling, and finding new ways to pay his mortgage. davidhankins.com

Dan Haring is an author whose novel *The Star Shepherd*—which he illustrated and co-wrote with MarcyKate Connolly—came out in 2019. Dan is also a VFX and animation artist who has worked on films such as *Tangled*, *Hotel Transylvania*, and *The Incredible Hulk* and is currently working in video games as a writer and narrative designer. He loves comic books, especially *Batman*. He lives in Utah with his awesome wife and kids.

Mariah H. N. Hawkins has a master's of English with an emphasis in creative writing from Weber State University. Her work has been published in the undergraduate journal *Touchstones*, an anthology by Wingless Dreamer Press, and *Down in the Dirt*. mariahs-corner.com

Coral Hayward is the author of therapeutic picture books *My Spaceman Daddy* and *Do Owls Have Tongues?* and middle-grade novels including *The Class Villain* and newest release *Chanza Wolfblood: Fading Starlight*. Entirely self-published, she hopes to expand into fantasy romance soon with *Eight Moons Publishing* and continue to put out picture books and middle grade novels for years to come.

Adam Heesch has been a lifelong student of nature, art, and storytelling. He started his teaching career in 2002 at a therapeutic boarding school, where he taught drawing, painting, sculpture, illustration, and film studies. Adam completed a twenty-year high school teaching career in 2022. Adam has served as a board member of the Utah Art Education Association for several years and has been a frequent conference presenter. Adam is currently working as an art specialist to bring real art skills to elementary children as they are in their formative years as artists. As an illustrator, Adam's love of storytelling is evident in his work. www.adamheesch.com

Emma Heggem is a freelance editor who specializes in content editing fantasy, sci-fi, and middle grade novels. After working at a small traditional publisher in acquisitions, editorial, and layout, she now uses her experience to help authors polish their manuscripts for querying or self-publishing. Whenever she gets a chance, she loves to attend writers' conferences to talk to aspiring writers about the mysterious world of publishing. www.editsbyemma.com

Cavan Helps is a Utahn and a lifelong member of sf/f fandom. He plays Crello on the D&D

gameshow *Enter the Hex*, has written a course on game mastering, and is one of the writers of *Guardians of Umbra*, a *Savage Worlds* setting. dicebuddies.com

T. C. Hendricks, certified Country Mouse, Garden Gremlin, and Word Nerd, got bit by the writing bug at age seven and found it infinitely preferable to the mosquitoes and chiggers of her native south Arkansas. She immediately started filling notebooks and hasn't stopped. As yet unpublished, she has way too many projects in her Google Drive, a toddler who seems determined to make sure said projects never see the light of day, and an amazing writing group who is determined to help them get there anyway. She has recently finished her first two novels and is gleefully trudging through the querying process.

Benjamin K. Hewett lives in Houston and translates English into English for NASA. He also speaks French, mumbles German, and is slowly learning Arabic and Chinese. He is a Vera Hinckley Mayhew Award recipient, winner of the 2019 Marburg Award in Germany, and the author of several short stories and novels. In addition to writing, Ben enjoys spending time with his three kids, playing jazz piano, and juggling fire. He has a BA in French, an MPA, and was once a fourth grade teacher. bkhewett.com/

Brandon Ho is the creative director at Stronger Winds Productions. He has experience in directing award winning feature length films and short films and is committed to building the Utah Film Scene.

Charlie N. Holmberg is a *Wall Street Journal* and Amazon Charts best-selling author of fantasy and romance fiction. She is published in over twenty languages, has been a finalist for a RITA award and multiple Whitney awards, and won the 2020 Whitney for Novel of the Year for Adult Fiction. Born in Salt Lake City, Charlie was raised a Trekkie alongside three sisters who also have boy names. She is a proud BYU alumna, plays the ukulele, and owns too many pairs of glasses. charlienholmberg.com

Jasmine Holthaus PhD Student in English studies (rhetoric and composition) with research interests in science and technology studies, gaming, anime, science fiction, and media consumption.

T. Alan Horne Author of *Advent 9* and *Secret Sky*. Lifelong writer who brought the story of an autistic superhero into the mainstream. Long-time attendee of LTUE and supporter of the greater science fiction community. Self-publishing journeyman. I've been through the machine, and I love teaching people how to survive it. Certified hypnotist and expert in the art of hypnowriting. Knows how to leverage hypnotism for greater writing output and enhanced creativity. talanhorne.com

Bill Housley Author of "The Box" in this year's LTUE Benefit anthology *Troubadours and Space Princesses* as well as "Adventures in House Sitting"

in the LTUE Benefit anthology *Twilight Tales*. Also recently the author of the clean Kindle Vella series "Anomaly," a survivor thriller about a crashed interstellar luxury cruise ship. Bill writes family-friendly speculative fiction for the masses.

Emily Inouye Huey is the author of historical fiction for children and young adults. Her debut novel, *Beneath the Wide Silk Sky*, was awarded the Golden Kite Award and three Whitney Awards, including Youth Novel of the Year. Her first picture book, *Wataru Misaka and His Rise to the NBA*, will be published in spring of 2024. www.emilyhuey.com

Christopher Husberg is the author of the Chaos Queen quintet and mostly writes dark epic fantasy. He lives in Utah where he writes, reads, hikes, games, and hangs out with his partner, Rachel, and kids, Buffy and Arya. He received an MFA in creative writing from BYU and an honorary PhD in Buffy the Vampire Slayer from himself. His books have been finalists for numerous awards, including the Utah Arts Contest, the Whitney Awards, the David Gemmel Morningstar, and the Edward M. Kovel Award. www.christopherhusberg.com

M. K. Hutchins often draws on her background in archaeology when writing fantasy and science fiction. She's the author of the YA fantasy novels *The Redwood Palace* and *Drift*, along with over thirty short stories appearing in *Podcastle*, *Analog*, *Strange Horizons*, and elsewhere. When not writing, she's usually with her children as they grow veggies, bake, read books, and play board games together, though not usually all at the same time. www.mkhutchins.com

Allison K. Hymas received an MFA in creative writing from BYU. She is the author of the Jeremy Wilderson middle grade crime series with *Aladdin*, and of the mystery/puzzle novel *The Explorer's Code* and the fantasy/puzzle *Secrets of Stone and Sea* from Imprint/Macmillan. www.allisonkhymas.com

A native of Idaho Falls, KaTrina Jackson has been writing as long as she can remember. Stories are her passion. She pursued a degree in editing and publishing at BYU to further that passion and graduated April 2022. She now works as a freelance editor and as a project manager for Eschler Editing. She's currently working on getting her first novel published. She loves reading fantasy, especially middle grade fantasy. When she's not reading, writing, or editing, she loves going for walks with her husband, exploring new things, and

discussing the deep lore of the *Star Wars* universe. lightbeamediting.com

James Jakins is the author of ten fantasy books—seven novels and three novellas—and writes all across the subgenre spectrum from epic to urban to sword and sorcery. He lives in Utah with his partner, a dog, and a cat. jamesjakins.com

C. K. Jensen is usually found reading or writing a book if they're not busy embroidering another denim jacket. They specialize in writing queer stories, fairytales, and queer fairytales. In addition to writing, C. K. just graduated university with a degree in biology and is now working in a lab. While writing *All Hail the Queen of Hearts*, C. K. believed six impossible things before breakfast every morning. ckjensenauthor.com

Christopher J H Jones is the author of twelve books (so far), ranging from historical true-crime novels to nonfiction business books on marketing and communications. He is also the acquisitions editor at Drabatic Press. He teaches history, logic, and rhetoric at Mount Liberty College and civics and history at Liahona Preparatory Academy and is the founder of the Education Underground. Chris lives in Lehi with his longsuffering wife Jeanette and whichever of their eight children are home. iamchrisjones.com

A lifelong reader and storyteller, **Ariadne Kane** is the author of the *Eleventh Finger* and the *Pirate In the Attic* as well as several short stories. She has a passion for learning that led to jobs as an educator and researcher. When she is not writing, she enjoys reading about US history, space exploration, and folklore. ariadnekane.weebly.com

Logan Kearsley has a bachelor's in computer science and a master's in linguistics from Brigham Young University. He has academic and industry experience in the field of technology-assisted

The people
with towels
are
Committee
Members.
We can answer
your questions!



language learning, fluency in Russian, and over twenty years of experience in creating constructed languages. He currently researches the portrayal of other languages in English media, does occasional contract work in language development, and cohosts the *Theory Neutral* podcast on linguistic typology. gliese1337.blogspot.com

W. D. Kilpack III, MPC, PSMC, is an award-winning writer, with works appearing in print, online, radio, and television. As an adult, his first three novels, *Crown Prince*, *Order of Light*, and *Demon Seed*, have received multiple awards. He also received special recognition from L. Ron Hubbard's Writers of the Future Contest for his novella "Pale Face." He is a partner in Safe Harbor Films, LLC, where he does their screenwriting and oversees their marketing efforts. He is happily married to his high-school sweetheart and is father to five children and five stepchildren. He was born in Salt Lake City, where he continues to live, coach, and teach. kilpack.net

Anna King is the artist for the webcomic *Variant Heroes*. She graduated from BYU with an illustration degree and a creative writing and editing minor. She's interned at two publishing houses and is currently writing three fantasy novels.

Renaë Kingsley is a Jill-of-all-trades. Her roles in life have included being a board member of two nonprofit groups, professional magician, international humanitarian, business owner, artist, home school mother of four, creativity coach, history teacher, interfaith advocate, actress, art teacher, public speaker, and youth mentor. She creates environments where creativity flourishes and empowers others to confidently experiment with innovative ideas.

Steven Kozak is a veteran of the television industry and has worked behind the scenes at shows such as *Whose Line Is It Anyway?*, *You Gotta See This*, and *The Tonight Show with Jay Leno* and clearances at *Jimmy Kimmel Live*. He has recently released *A Disturbance in the Force*, a documentary about the *Star Wars Holiday Special*. www.disturbanceintheforce.com

Timothy Kuhn decided to write novels after reading the Redwall series and subsequently writing fanfiction for it. He furthered his love of writing with classes from Brandon Sanderson and David Farland. Timothy and his wife, Alicia Oliphant, have three kids and live in Utah. His boyhood love for Axis & Allies has matured into a mild obsession with Dominion. He and his wife run Kuhn Tutoring, an online tutoring business, because they believe that an understanding of math and physics is useful no matter what world you inhabit. www.timothy-kuhn.com

Troy Lambert is a freelance writer, author, and editor who has written and published over thirty novels. He's also the education lead for the writing software Plottr. He lives, works, and plays in a small town in Idaho with his dog, who is often recruited to write blog posts. www.troylambertwrites.com

In addition to writing epic fantasy, **Dax Levine** is a full-time professional dungeon master. He runs epic Dungeons & Dragons campaigns for clients and corporations around the world from the comfort of his home office in Utah. As the founder of Dungeon Master Direct, he leads a team of pro DMs. dungeonmasterdirect.com

Jess Lindsay has been attending LTUE since she was in diapers and is an avid reader. She loves writing, theater, and making costumes. She takes turns running D&D campaigns with her regular group and takes her husband everywhere. She published her first short story in the anthology *From the Yonder 2* in early 2021. writinglegends.wordpress.com

Mike Lovins graduated from Utah State University and has worked in concept design and illustration since 1993. He is currently at work on his creator owned comic book *We Go Anywhere* currently selling at cons and can also be found online at www.wix.com/mlovins/wegoanywhere1. wix.com/mlovins/mlillustration

Sean E. Lundgren is the author of the Shadow of the Hero series. The first novel, *Heroes Lull*, is now available for purchase. Sean is a half Filipino, originally from Denver, Colorado, but is currently living in Orem, Utah. He studied at BYU and has worked for several businesses since then in various fields. God, his friends, and work take up the majority of his time, but his passion has always been writing. He has always believed in growth through diversity as a way to reach your goals. seanelundgren.com

John Mabey's journey started with the mysterious arrival of a Bookmobile. A scrawny nine-year-old, he found himself with copies of *The Shining* and Alfred Hitchcock's *Tales of Terror* weighing down his arms. Curious, the enigmatic librarian offered him this challenge: start with Bradbury; finish with King. By ten, John finished both author's extensive catalogs and never returned to the real world again. Now, whether taking notes from the ceiling of a Mystery Spot, listening to tales recounted by retired carnival acts, or looking for apparitions hitchhiking on Route 66, you can be sure John is creating a world beyond the everyday. Inspired by early American history, folklore, and campfire tales, John's stories are lessons steeped in archaic lore and sweeping prose. JohnMabey.com

Alpheus Madsen is a mathematician who pretends to be a software developer. He has worked on systems for electric vehicle parts, sales lead analysis, customer and technician tracking, and cryptocurrency apps.

Clorinda Madsen Born on an Air Force Base while my dad was in the Army, I'm technically an Army brat, but since he got out shortly thereafter, I had to do my traveling myself. I've lived in the Southwest, Tornado Alley, the Intermountain West, upstate New York, and Scotland. I've been as far north as the 55th parallel but only as far south as 29th parallel. I have an extensive background in family history—both research and the

business end, having worked as a researcher privately and for companies including Ancestry.com and FamilySearch.

Lisa Mangum has worked in publishing since 1997. She has been the managing editor for Shadow Mountain since 2014 and has worked with several *New York Times* best-selling authors. Lisa is also the author of four national best-selling YA novels (*The Hourglass Door* trilogy and *After Hello*), several short stories and novellas, and a nonfiction book about the craft of writing based on the TV show *Supernatural*.

Anna F. Marasco is a licensed clinical social worker specializing in trauma. She also holds a master's of fine arts in creative writing from Sierra Nevada University and loves to offer developmental and content edits to other writers. When not working, Anna enjoys spending time with the only men she would tattoo on her body: her horses, Henry and Gunner; her dogs, Samwise and Gatsby; and her cats, Tiberius and Radar. www.writetheplace.com

Gama Ray Martinez lives in Salt Lake City area and collects weapons in case he ever needs to supply a medieval battalion. He greatly resents when work or other real life things get in the way of writing. He secretly dreams of one day slaying a dragon in single combat and doesn't believe in letting pesky little things like reality stand in the way of dreams.

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

J. L. Mayne writes for fun and hopes to someday 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, even if he tries not to because his wife doesn't like it. He writes for 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.

Laura McGill is a developmental editor, sf/fantasy writer, and giant nerd. She was the kid with thick glasses and thicker library books. While growing up in the Air Force, she moved around the country asking strangers, "Whatcha reading?" This question revealed thousands of small, strange worlds within thousands of strangers (now friends.) As an editor with the Manuscript Doctor, she helps writers turn their small, strange inner worlds into stories for readers to explore. www.thelauramcgill.com

Nick Mills is a mentor, facilitator, writer and writing coach, editor and ghost publisher (over forty books), musician and performer (stage and tv), songwriter (over three hundred songs), vocal coach, planetarium show writer (twenty-five

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.



shows) and presenter (eight hundred presentations). He's edited books for David Farland, Dan Wells, Bren Laken, and Daniel Swenson. LTUE presentations include "Anatomy of #1 Hit Songs" and "Storytelling of the Fourth Kind." Nick hosts David Farland's Apex Mastermind calls. His urban fantasy, *Living Ink*, will be released in 2025. His rock opera/musical, *Peaceable* (about ancient Abraham), and three screenplays are also forthcoming in 2025.

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

Joe Monson is an editor of multiple anthologies and collections, including the volumes in the LTUE Benefit Anthology series coedited 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

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 as well.

Frank Morin loves great stories, great food, and great humor. He is an outdoor enthusiast, and loves to travel for inspiration. Frank is the author of fast-paced adventures with quirky humor, including *The Petralist* (YA epic fantasy), *The Facetakers* (fast-action urban fantasy), and *Bacon Master of the Apocalypse* (humorous epic fantasy). www.frankmorin.org

Mari Murdock is a freelance tabletop 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 has 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

Nic Nelson is the catalyst for Wordsmith Writing Coaches and a frequent moderator and speaker for the Greater Los Angeles Writers Society. Nic serves as a poetry and fiction judge for Word Weavers' Tapestry Awards, leads the SLAKE and PRESS writers' groups, and has edited more than a dozen successfully published books. Nic enjoys the English language in all its idiosyncratic glory and loves helping people wield it well. wordsmithWritingCoaches.com

Born and raised in Anchorage, **M. A. Nichols** is a lifelong Alaskan, though she took 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

Christine Nielson (CMAdler) 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

Chersti Nieveen [share-stee neh-vene] has over fifteen years of editing experience. Clients include indie bestsellers, *NY Times* best-selling authors, Hollywood actors, Emmy award-winning screenwriters, and more. She graduated from BYU in editing. When not editing, Chersti writes YA fantasy. writertherapy.com

Craig Nybo has a diverse portfolio that spans literature, music, and gaming. As a novelist, Craig has published eight novels, including the acclaimed titles *Dead Girl*, *Bieber's Finger*, and *Allied Zombies for Peace*. His passion for storytelling extends to his serialized fiction podcast, *Terrifying Lies*, where he weaves suspenseful tales that keep listeners on the edge of their seats. Beyond writing, he has designed eight board games, including CHOPS, Shoot Your Friends, and Rites of Cthulhu,

showcasing his skill in immersive game design. Additionally, his musical talent shines through in his composition of two innovative musicals, *Tesla V Cthulhu* and *Space Funk: A Sci-Fi Funk Opera*. As a solo artist and a member of The Rust-monster Band, Craig has released an impressive eleven musical albums, reflecting his versatility as a musician. With a background as a professional copywriter, Craig's knack for language and communication further enriches his creative endeavors. www.craignybo.com

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

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/

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 Librarians* 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

Nicholas Petrarch (call me Nick!) fell in love with story listening to his mother recount the tales of Redwall, Bartimaeus, and Terabithia by his bedside. A late bloomer to the writing scene, the thought of a career telling stories seemed unattainable until a series of fortunate events set him upon the road to completing his debut series, *The Clockwork Calamity*. He particularly enjoys writing speculative fiction where he can weave rich literary themes with curiously fantastical elements. nicholaspetrarch.com

Bentley Pistorius is a Dan'-dee-nii storyteller, public speaker, and a voice actor. She grew up in Salt Lake with a love for story from an early age. They learned stories from all over but she has a special place in her 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. bentleypistorius.com

Faralee Pozo has worked as a freelance editor for the last eight or so years with Oddball Editing. She has edited and formatted books for authors and companies all over the world, including Looseleaf EP, DC Comics, Exploding Kittens, and Bookshark, and Faralee is now the editor in chief at Splinter Press. She is weirdly obsessed with ellipses and em dashes. In her spare time, she plays table-top games with her family, reads, and tries to avoid cooking. www.oddballediting.com

Jared Quan is an author/gamer/writer who wrote for SI.com and Yahoo. Published works include *Changing Wax*, *Shattered Worlds*, *Lifted*, and *Networking*. He has served roles with Storymakers, League of Utah Writers, CASWJ, EMAA, BigWorldNetwork, TEDxSaltLakeCity, TABC, LTUE, Utah Poet Laureate Committee, and other events and organizations. Has received awards from presidents of the United States and Utah State governor and lieutenant governor. Received the League of Utah Writers Volunteer of the Year award. Worked with the Utah State governor to reestablish "Utah Authors Day." Was director of the Dream Big Project. Was one of four Utahans to be awarded the "Spirit of Service" award by Utah Governor Cox. www.jaredquan.com

Dominique Replogle has published numerous articles and written a blog series of Patrick McManus-like stories. He teaches eleventh- and twelfth-grade American literature and music inspired by literature, creative writing, and other English/writing classes at Orem High in Orem, Utah. He published and presented on "Lycidas, an Elegy Fit for a King: John Milton and the Sacred" at the National Conference of Undergraduate Studies in San Rafael, California. He also published and presented "The Gospel according to Johnny" (about the music of Johnny Cash) at the National Pop Culture Conference in San Francisco. He was named Scholar of the Year at UVU in 2008. He recently finished his master's degree in curriculum development. Dominique is also the reigning Hot Dog Ambassador of the Western

United States. (Seriously, it is a thing. Ask him about it sometime.)

Lee Ricci is a space nerd who worked at an observatory for seven years, ran a 501c3 dedicated to astronomy outreach for four years, worked on the National Park Service's Master Astronomer Program for three years, and does a lot of dark sky work (mostly for state parks). thenerdnextdoor.com/about/

Lauri Schoenfeld resides in Utah, overlooking the mountains from her front yard. She's an author, editor, singer, motivational speaker, creative mentor, and teacher. Lauri is the owner of Inner Enlightenment, a business built around supporting others to find their voice through safety, expression, creativity, and connection. She's an advocate for child abuse prevention and scoliosis awareness. After losing her voice in 2021 for fourteen months, Lauri's learned what is meant by "Your voice is more than your vocal cords." She's the host of The Enlightenment Show, editorial manager at Twisted Whisperings Press, and the author of the psychological thriller *Little Owl*. www.laurischoenfeld.com

Author and editor **Sarah Schulze** has a passion for anything made out of words. Like most authors, she's been writing since she was pretty dang young but has gotten serious about it in recent years. She's written five novels, of which maybe half are good (yes, that is 2.5), and she's currently working on her sixth, a queer middle-grade retelling of the legend of Orpheus and Eurydice. She's also a freelance editor. Her editing experience includes work with BYU's *Insight* and *Leading Edge* magazines and *Inscape* journal, and just before graduating last spring, she took a gorgeous YA science fiction novel through all stages of editing. She hopes to see that in print soon!

Ben Schulzke has been GMing table-top RPGs for over a decade. Recently, he's also crafted his own: *Shenan-Again* is a time-loop heist game where *Groundhog Day* meets *Ocean's Eleven*. www.shenan-again.com

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 loves to see how magic, weather, terrain, and climate interact with each other to create the environments orcs might live in or goblins or fae or even scaille and how this impacts what a character might need to slog through. 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

Brenda Sills puts the earth and the universe in her pocket and carries them around with her everywhere. She 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 ten books in MG, YA, romance, and historical, which are forthcoming, and she's currently working on three more. She literally cheers for the moon when it pops up over her mountain, and she says there's a small hill in her backyard cloaking a slumbering dragon that will someday wake. She's sure of it.

Steve Simmons is a retired educator/artist/medieval re-enactor currently working as writer and artist for the TTRPG Planet Archipelago. Steve is a resident of Cache Valley, Utah. 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

Tricia Simpson Last year I published my first culinary cozy mystery. Book five in the series just came out. I also have one humorous MG mystery. triciasimpson.com

Rob Skidmore writes science fiction stories about being human. Raised in rural western New York, he now lives with his beautiful wife in Utah. They have four kids whose initials spell HOME. By day he's a software engineer; by night he's exhausted. Every door in their basement is painted with a Disney-themed mural. His claim to fame is that he was an All-American and the 2004 New York state champion in the 400m hurdles in high school. robertaskidmore.com

Taryn Skipper writes YA science fiction and fantasy, as well as women's fiction. She is president of the Whitney Awards for a second year and was the website manager for two years prior. She won first place in a popular first-chapter contest for YA science fiction and is actively seeking representation for her novels. She's also written and illustrated children's picture books. She's fascinated with time and productivity philosophies as well as emerging AI tech. She also sells watercolor and oil portraits and enjoys climbing and practicing martial arts. skipperbooks.com

Jess Smart Smiley is a joke! Seriously. He makes rad pictures with his bare hands and writes make-believe stories for adults and young readers. Jess was one of LTUE's 2023 guests of honor, the 2023 recipient of the Krider Prize for Creativity, and named one of Utah's "Top 40" by *Utah Valley Magazine*. Jess is the best-selling creator of more than twenty books, has created works for Penguin Random House, Macmillan, Disney Pixar, Cartoon Network, Deseret Book, Orem City, and Provo City, and has helped thousands of children, teens, and adults around the world create their first comics. www.jess-smiley.com/links

Brennan Smith is a game designer and developer at Fiveamp LLC, and works on content for the

mobile game Pickcrafter. 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.talonus.net

Rae Smith is a horror author and enthusiast. She has been a body snatcher for the Utah Medical Examiner and a professional vampire in a Bourbon Street speakeasy. Rae is currently working on a lesbian gothic horror romance.

W. Jefferson Smith wrote his first book, *The Aliens Come to Earth*, in the second grade. Only a single copy was printed and bound, but he's been writing ever since. After high school, he worked in Alaska, earned flying hours toward his pilot's license, and traveled around Europe, all the while plotting story and character. Later, Will decided he needed a formal creative writing education. He is a graduate of Utah Valley University. He strives to create flawed characters that readers will learn to love as they evolve. He has written five books in the science fiction and fantasy genres.

Charles Stanford is the author of *The Boy Who Became a Jackrabbit*, a pair of cozy social science fiction stories published in 2023. Charles is working on a series to follow, inspired by his love of his Utah home and a lifelong curiosity about technology's relation to culture, religion, and sexuality. Charles also records music performs at Renaissance faires under the stage name of the Student of Rhythm and with his project Trebizond. Several of his songs are inspired by fictional settings, including his own. trebizond.bandcamp.com/

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

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 back in 1971.

Berin Stephens is a professional saxophonist and author. He grew up in the thriving metropolis of Chugiak, Alaska. He currently lives in Utah Valley with his wife, cat, and aloe plant. berinstephens.com

Billionaire philanthropist Dr. **Scott Stephens** started his career as the world's greatest pediatrician. After his break up with Michelle Pfeiffer in the early '90s (she was too mid for him), he conquered the planet of Mars using his herculean strength and psychic powers. He gave up being the Emperor of Barsoom to pen his first autobiography, *A God Above All Men*. He has been awarded the Hugo, the Nebula, and the Nobel prize for economics. Currently he lives in a nuclear-powered castle in the heart of Montana, where, between writing *New York Times* best-selling self-help books and advising Elon Musk on rocket science, he experiments on creating a genetically modified army of great Pyrenees, who will one evening conquer the world and rule over mankind in a benevolent caninarchy. I can't believe they actually let fantasy authors write their own bios. LloydWatsonstory.com

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

Eric James Stone is a past Nebula Award winner and Hugo Award nominee. Over sixty 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

Darci Stone won the Golden Pen grand prize award and was published in *Writers of the Future* volume 34. She has a degree in physics teaching and a minor in cultural anthropology. Darci currently develops online science curriculum for Alpine School District. www.thedarci.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/

Elizabeth Suggs is the founder of the LUW Romance Writers chapter, co-owner of the indie publisher Collective Tales Publishing, owner of Editing Mee, and is the author of a growing number of published stories, two of which were in a podcast and poetry journal. She is also a book reviewer (EditingMee.com), popular bookstagramer, and cosplayer (@ElizabethSuggsAuthor). When she's not writing or reading, she's playing video and board games or making cookies. www.editingmee.com, ctpfiction.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 Tremani works with watercolor, oils, and digital. She spent ten years doing portraits and has recently moved into fantasy and sci-fi illustrations. www.decisiveart.myportfolio.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, seven 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. www.swedin.org

Hannah Swedin is an award-winning artist, cosplayer, and prop maker. She specializes in the unorthodox and unusual. She has won top awards at various comic and science-fiction conventions throughout the years and is constantly engaging with the community. She also teaches classes on custom plush making and how to use 3d modeling software for pattern creation. www.deviantart.com/dragonspainter

Daniel Swenson is a fantasy author who's 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

Tyler Tarter is a leader in the tech industry and a published science fiction and fantasy author. During his almost decade of experience with technology working for several major corporations and small businesses alike. Currently working as the network operations lead at the Les Olson Company, he has been working to innovate and secure his clients for the future. In his writing, he is known for unique twists on technology that make the future seem real. www.tylertarter.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

Celeste C. Tyler is a sf/f author and artist with a BS in environmental science. 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 short fiction has been published in *Beneath Ceaseless Skies*,

Podcastle, and *Fantasy Magazine*. She is a graduate of the Odyssey Writing Workshop. www.celeste-tyler.com

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

Kevin Wasden serves as director of professional development at Gibbs Smith Education, where he develops books and training programs supporting educational leadership. He is an advocate of creativity and life-long learning. He has illustrated books and games for numerous publishers and companies. He is the cocreator (with Julie Wright) and illustrator of the science-fiction adventure series *Hazzardous 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

Neysa Watkins Autistic, rural, a member of the alphabet mafia and card-carrying representative of the poly-army. Avid consumer of Dungeons & Dragons ephemera and related fantasy fuel. Life-long nerd from a clan full of geeks.

Dan Wells writes horror, science fiction, and fantasy. He is the author of the bestselling *Partials* sequence, the bestselling *Zero Chronicles*, and the *I Am Not A Serial Killer* series, now adapted into an award-winning movie. Dan lives in Utah with his wife, six children, two dogs, and 500 board-games. www.thedanwells.com

Jeff Wheeler is the *Wall Street Journal* best-selling author of over thirty epic fantasy novels. Jeff lives in the Rocky Mountains and is a husband, father of five, and devout member of his church. On trips to the jungles of Cozumel and the Yucatán Peninsula, he has explored Maya ruins and cenotes, leading him to dive even further into the history of ancient America and the Spanish conquistadors. There is more to the ball courts than meets the eye. Learn about Jeff's publishing journey in *Your First Million Words*. He was founder of *Deep Magic E-Zine* the E-zine of *Clean Fantasy and Science Fiction* (www.deepmagic.co), a publication that ran from 2002 to 2006 and 2016 to 2021. www.jeff-wheeler.com

Amy White is an ardent student of the Farmer System of Narrative Analysis, aka Cracking the Story Code. Amy is one the few trainers licensed to teach the FSNA Story Code. A retired librarian, Amy puts her knowledge in children's literature and script analysis to good use as an impassioned Story Code instructor. Amy is the author of the hilarious and informative Amazon #1 release

Dressing the Naked Hand: The World's Greatest Guide to Making, Staging, and Performing with Puppets. IgniteStoryLab.com

Cambria Williams believes that storytelling is a collective experience that is both limitless and timeless in its transformative nature. Cambria writes fantasy fiction that emphasizes the magic of hope. She is the award-winning author of *The Befallen*, her debut dark fantasy novel. She loves traveling, reading, and taking walks with her husband and dog. Cambria has a master's of fine arts in writing and lives in Utah. cambriawilliams.com

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

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 over five hundred role-playing games and more than one thousand tabletop games with friends. 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

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, and /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 coauthored *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. www.swankmotron.com

J C Youngstrom I graduated from Brigham Young University with a BA in English creative writing.

Anomaly



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. janelleyoungstrom.com

E. A. Younker is a technical writer who has traversed through various companies in a myriad of fields. She spends her free time giving unsolicited book recommendations (*The Ordinary Princess* is a

fun fairy tale for all ages) and daydreaming about dragons and spaceships. She and her husband live in the Portland, Oregon, area and try to do their small part to "Keep Portland Weird."

Robert Zangari is a multi-award-winning and best-selling author of classic epic fantasy novels. He is the younger half of a father-son coauthor team responsible for creating the Legends of Kalda fantasy universe. He started his writing career in 2009 writing nonfiction but switched to writing fantasy novels in 2011 to help his father, Dan Zangari. Together they created a new series based on Dan's original concepts called *Tales of the Amulet*. Robert grew up in northern Utah, where he attended Weber State University and the University of Utah, studying bio-medical engineering. He currently resides just north of

Salt Lake City with his wife and five daughters. When not writing, he enjoys immersing himself in stories through a variety of media, practicing martial arts, spending time with his family, and serving in his church. www.LegendsofKalda.com

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.

Pitch Sessions

Every year, LTUE hosts awesome agents and publishers who come to hear your story pitch, critique your query letters, and look for their next bestseller. Twenty-five dollars buys you ten minutes of individual attention from the agent or editor of your choice. Subject to change. Lock in your spot early!

Listing of Events with Participants

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

Want a mobile-friendly, customizable version of the schedule? Find the LTUE app in an app store near you, or go to <https://ltue.net/schedule/>. Mark your favorites and build your own schedule.

Thursday, February 15

Thurs. 9:00–9:45 am

AI and Animation

How will ChatGPT and other AI affect animation? (TMA, Canyon)

Tyler Tarter, J. Abram Barneck, Jason Hamilton, Rodayne Esmay, Matt Harding (M)

All about Tense

Don't be tense about tense! There may be twelve different verb tenses, but our experts can help you sort them out. (Editing, Elm)

Ann Chamberlin, Logan Kearsley, Chris Jones, Heather Monson (M)

Creating Content That Attracts Listeners to Your Podcast

Join John Goodwin, host of the Writers of the Future podcast and president of Galaxy Press, as he discusses how to gather and create content that will attract podcast listeners. John provides writing tips and advice for writers and podcasters wanting to take their podcasts to the next level. (TMA, Amphitheater)

John Goodwin

Design Basics for Writers and Nonartists

Writers, programmers, beginners, and self-designated “noncreative” people will learn the same basic principles and elements of design used by professional graphic designers, photographers, typographers, illustrators, and painters to create book covers, websites, business cards, social media profiles, and character designs. Join creator Jess Smart Smiley for a fundamental look at what goes into a design and how to use basic elements of design to create stronger, more useful images that work for you and your projects. (Art, Cedar)

Jess Smart Smiley

First Steps for New Writers: Tips and Tricks from Published Pros

Making your first forays into writing? Learn how to get started with wise advice from seasoned professionals. They'll give you a better sense of what to aim for—and what pitfalls to avoid. (Writing, Zion)

Kaela Rivera, Gama Ray Martinez, Celesta Rimington, Wulf Moon, Elizabeth Suggs (M)

Hardy Boys, Nancy Drew, Tom Swift, Goosebumps, Animorphs, and Other Group Projects

Discussion of book series written by groups of authors—what worked and what didn't. (Books, Bryce)

John M. Olsen, Richie Franklin, Shelly Brown, Amanda G, Lise Long, Mark Minson (M)

I Am Me: Delving into the Depths of Character as Seen through the Eyes of an Oral Storyteller

This presentation will delve into voice and building scenes to create climatic moments in books or stories. (Writing, Maple)

Melva Gifford

Jewelry for World-Building

From simple daisy-chain necklaces to elaborate crowns, jewelry can be used to indicate the status of a member of society. But beyond that, it can be used for trade, for religion, and even for magic. Whether you're using elaborate ear cuffs as high-tech communication devices or woven bands as a way to store magical energy, a look at how jewelry can be a useful—and, at times, marketable—part of your stories. (Worldbuilding, Juniper)

Stephan Fassmann, Taryn Skipper, Faralee Pozo, Bentley Pistorius (M)

Thurs. 10:00–10:45 am

Can You Hear Me Now? Implications of Communication Availability

Being able to just call someone makes some plots obsolete, because they can just resolve the miscommunications immediately. (Books, Arches)

Rose Card-Faux, Daniel Swenson, Richie Franklin, Chris Jones, Tristan Bond (M)

Crafting Authentic Sports and Games Scenes in Writing

Step onto the field of immersive storytelling as our panel dives into the world of sports and games. Learn how to captivate readers with vivid, realistic, and engaging depictions of athletic events, infusing your writing with the energy, passion, and thrill of being in the midst of the action. Join us for an enlightening discussion on techniques, research, and

narrative strategies that will help you write about sports and games as if you were right there, cheering from the sidelines. (Gaming, Cedar)

Mark Minson, Lon Franson, J. Arden Scott, Benjamin K Hewett (M)

Folklore of the American South

From myths and monsters to everyday superstition, the American South is a treasure trove of story and wonder. Often misrepresented and misunderstood, the unique folklore of the South can serve as an inspiration for fiction writers of all traditions. This presentation explores a sampling of myths, stories, monsters, traditions, and “old wives’ tales” from the Southern States, as well as the history and cultures behind them. (Academics, Oak)

T. C. Hendricks

From a Certain Point of View: Juggling Multiple POV Characters

It's a hallmark of science fiction and fantasy: a huge array of different points of view. But how do you jump from one mind to another without losing your readers? Learn from pros who have kept their readers along for the ride. (Writing, Bryce)

James Jakins, Bryan Young, Aaron Johnston, Charlie N. Holmberg, Frank Morin (M)

How People Actually Talk: Writing Dialogue That Sounds Natural

Your characters say a lot, but you're not sure if their dialogue sounds authentic. Learn how to translate speech into dialogue, write natural conversations, and convince your readers. (Writing, Elm)

M. Todd Gallowglas, M. A. Nichols, Jessica Day George, Rosemary Kirstein, Celesta Rimington, Lise Long (M)

How Will I Know If an Editor Is a Good Fit?

How will I know if they really get me? Finding an editor who understands your writing style and genre can be challenging, but we have panelists who know about these things. (Editing, Amphitheater)

Kristy S. Gilbert, Laura McGill, Troy Lambert, Suzy Bills, Nic Nelson, L. Palmer (M)

Illustrations: Seeing through the Artist's Eyes

A discussion and comparison on different approaches to creating an illustration. (Art, Maple)

Brian C. Hailes, Mike Lovins, Jess Smart Smiley, Sean Ricks, Adam Heesch, Taryn Skipper (M)

More Than Just Coconuts: Island Life

There are more than one hundred thousand islands on Earth, and the insular nature of an island often leads to self-sufficiency within a community. How does it look to develop a culture when your only trading partners, if you have any, are a boat's ride away? And what can the unique ecosystems of islands have to offer for your characters? (Worldbuilding, Zion)

B. A. Simmons, Kryssa Stevenson, Renae Kingsley, Amanda G, Lehua Parker (M)

The Potential of AI Screenwriting

Join us as we talk about the history (and some funny examples) of AI scriptwriting and writing in general. We'll discuss the history, progress, and potential (both the benefits and risks) of AI writing. (TMA, Canyon)

Tyler Tarter, J. Abram Barneck, Dave Doering, Stephan Fassmann (M)

Troubadours and Space Princesses Release

Join us for the release of *Troubadours and Space Princesses*, the sixth LTUE Benefit Anthology! This anthology is in honor of Dave Wolverton (David Farland), a long-time supporter of LTUE and the speculative fiction writing community. Learn a bit about the anthology, listen to readings from some of the authors, and pick up your copy to get signed! (Boardroom)

Berin Stephens, Wulf Moon, Bill Housley, Cray Dimensional, Max Florschutz, Martin Greening, Jenny Perry Carr, Kate Dane, David Hankins, W. Jefferson Smith, Joe Monson (M)

Thurs. 11:00-11:45 am

Clean Up the Clutter: Writing Lean Prose

Editors love to clear away the clutter so your writing can shine for readers. (Editing, Amphitheater)

Kristy S. Gilbert, Craig Nybo, Christine Nielson (CMAAdler), Suzy Bills, Wendy Christensen, Laura McGill (M)

Defining and Applying Gesture in Your Art

How do we identify when gestures are needed in a piece of art? What skills and tools do you need to add them to your work? (Art, Oak)

Adam Heesch, Kevin Wasden, Rodayne Esmay, Mike Lovins (M)

Kaffeeeklatsches

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 Kaffeeeklatsches by signing up outside the Boardroom each morning.

Thursday

11:00 AM John M. Olsen
noon Sandra Tayler
1:00 PM Mickey George
3:00 Aaron Johnston
4:00 Kaela Rivera

Friday

9:00 AM John Goodwin
10:00 Rodayne Esmay

11:00 Wulf Moon
noon Michael F. Haspil

Saturday

10:00 AM Rosemary Kirstein
11:00 Celesta Rimington
noon Robert Hatch
1:00 PM Todd McCaffrey
3:00 Will Munn
4:00 M. Todd Gallowglas

From the Page to the Stage / From the Page to the 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, Maple)

Ann Chamberlin, Amey Zeigler, L. Palmer, Jennifer Wardell, Aaron Johnston, Blake Casselman (M)

How to Make Your Dystopia Feel Fresh

At this point, we're all familiar with dystopian tropes. Grimy postapocalyptic cities, downtrodden teenage protagonists, authoritarian governments, and assigning futures by personality traits. And yet, the state of the world can still make a dystopian book feel like escapism. How can you freshen up the genre and make your dystopia feel new? (Worldbuilding, Bryce)

Daniel Swenson, Chris Jones, Chersti Nieveen, Ravyn Evermore (M)

How to PREmarket Your Book

Everyone knows what you should do *after* your book is published, but what about *before* your book is even created? This presentation will go through the must-knows to premarket your book, like book trailers, book covers, and more! (ProDev, Cedar)

Elizabeth Suggs

Improv Mastery for DMs: Crafting Memorable Moments on the Fly

Unlock the secrets of improvisation to enhance your Dungeon Master skills in tabletop role-playing games. Learn techniques to think on your feet, create dynamic narratives, and adapt to player choices, resulting in unforgettable and immersive gaming experiences for all. (Gaming, Elm)

Will Munn, Dax Levine, Kenny Baldwin, Kaylee Casutt, Ben Schulzke, Kat Gardner (M)

Kaffeeklatsch: A Chat with Creator John M. Olsen

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

John M. Olsen

Naming Your Characters

Sometimes, naming your characters isn't as easy as opening up a baby-name book and pointing at random. From professional names to proscribed names for firstborns, matronyms to married names, the customs in different cultures can vary wildly, and the same person might even have different names during different stages of their life. Come learn about naming customs from around the world, and make your world's cultures feel more alive! (Worldbuilding, Zion)

Megan Hutchins, Cambria Williams, Christopher Husberg, V.J.O. Gardner, Lance Conrad, Bentley Pistorius (M)

Wednesday, February 15, 7:00 pm (Cedar): Opening Social

THURS	Amphitheater	Cedar	Elm	Juniper	Maple	Oak	Zion	Bryce	Arches	Canyon	Boardroom
9 am	Creating Content That Attracts Listeners to Your Podcast	Design Basics for Writers and Nonartists	All about Tense	Jewelry for World-Building	I Am Me: Delving into the Depths of Character as Seen through the Eyes of an Oral Storyteller		First Steps for New Writers: Tips and Tricks from Published Pros	Hardy Boys, Nancy Drew, Tom Swift, Goosebumps, Animorphs, and Other Group Projects		AI and Animation	
10 am	How Will I Know If an Editor Is a Good Fit?	Crafting Authentic Sports and Games Scenes in Writing	How People Actually Talk: Writing Dialogue That Sounds Natural		Illustrations: Seeing through the Artist's Eyes	Folklore of the American South	More Than Just Coconuts: Island Life	From a Certain Point of View: Juggling Multiple POV Characters	Can You Hear Me Now? Implications of Communication Availability	The Potential of AI Screenwriting	<i>Troubadours and Space Princesses</i> Release
11 am	Clean Up the Clutter: Writing Lean Prose	How to PREmarket Your Book	Improv Mastery for DMs: Crafting Memorable Moments on the Fly		From the Page to the Stage / From the Page to the Screen	Defining and Applying Gesture in Your Art	Naming Your Characters	How to Make Your Dystopia Feel Fresh	Surviving <i>Sharknado 2</i> : Writing a Sequel	Pitch Sessions	Kaffeeklatsch: A Chat with Creator John M. Olsen
noon	The Quest for the Legend of the Lighthouse—Finding the Light Within	Same Difference! A Comparison and Contrast of Fantasy and Science Fiction	Designing Science Fiction and Fantasy Vehicles	The Solo RPG: Crafting Your Own Adventure	Asimov's Robots	One Great Whole: An Exploration of the Alien as the Self in LDS Science Fiction	Giving and Receiving Productive Feedback	Understanding and Fixing "Bad" (or Unsatisfying) Endings	Transhumanism: Pacemakers, Prosthetics, ... AI?		Kaffeeklatsch: A Chat with Creator Sandra Tayler
1 pm	I Am the Very Model of a Modern Major General	Essential Elements of Stories That Connect	Religious Clashes	What Directors Wish Writers Knew				Book Signing Secrets	Games Teaching Writers: What Makes a Good Challenge?		Kaffeeklatsch: A Chat with Creator Mickey George
2 pm							Keynote: Kaela Rivera				
3 pm	Homo? Hetero? Why Not Both!	Is AI Changing the Way We Edit?	Creating Memorable Fiction	A Crash Course in Creativity	Streaming 101: Level Up Your Content Creation	Is Fanfiction Relevant?: A Survey Study of Reader Engagement with Original Fiction vs. Fanfiction		Mental Health in the Face of Constant Rejection	Understanding Amazon	Creative Brain C.PR.	Kaffeeklatsch: A Chat with Creator Aaron Johnston
4 pm	How to Support the Writer in Your Life	Just Your Voice	Storyboarding	Teach New Games to Your Friends without Making New Enemies	Point of View and Head-Hopping	The Three-Day Illustration Process	How to Create an Alien Planet (in 4000 Easy Steps)	Leather, Wool, Linen, Cotton, and Silk	Speculative Fiction Comics I Like	Making All the Right Moves: Writing Powerful Action Scenes	Kaffeeklatsch: A Chat with Creator Kaela Rivera
5 pm	How to Communicate Professionally	Come See What I Hear: A Confluence of Art and Music	Characters Acting Out	The Anthhero Journey	Creation Myths	Filmmaking 101: Understanding the Concepts and Getting Started	Morally Gray Characters	Looking for Group: Finding a Writing Support Network	Conversations: How We Craft	How to Self-Edit and When to Hire a Pro	Artist Meetup
6 pm	The Language of Neurodiversity	Content Marketing for Novelists, Screenwriters, Game Designers, and More	Cosplay Costume Tips and Tricks		Guest of Honor Interview—Aaron Johnston	A Glitch in the System: Alienation and Glitches in <i>Psycho-Pass</i>	Massless Media	From <i>West Side Story</i> to <i>Pride, Prejudice, and Zombies</i> : Rewriting Classic Fiction	Choosing the Right Cast: Filling the Roles Your Story Needs	Marketing for Indie Authors	Writer Meetup: Fantasy
7 pm		Filking		Charlie Holmberg Book Launch (<i>open to the public</i>)			Creator's Rap Battle		Ask Me Anything with Dan Wells		
8 pm							Bard for Life: Atomic Theory				

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SAT	Amphitheater	Cedar	Elm	Juniper	Maple	Oak	Zion	Bryce	Arches	Canyon	Boardroom
9 am	Illustrators of the Future: How Do You Survive as an Artist?	Classic SciFi Celebration	Games Teaching Writers: LTUE's Top Video Games Showdown	Creating through Your ADHD	Bringing Comedy into Scripts and Other Writing	Portrayal Doesn't Mean Advocacy: David Drake on War	How to Setup an Email Newsletter	Dining throughout History	Raising the Stakes: How to Keep Readers Hooked on a Series	Pitch Sessions	
10 am	Editorial Triage: Breaking Down Fiction Revision	Introverts Unite! Building Community to Survive Your Writing Journey	The Two Types of Plots Every Writer Should Know	Mythopoeia Declained	Guest of Honor Interview—Kaela Rivera		Conlangs: Creating Your Own Languages	Steal Like an Artist: Getting Story Ideas from Other People's Stuff	Fifteen Crucial Decisions Every Writer Makes (Whether You Know It or Not)		Kaffeeklatsch: A Chat with Creator Rosemary Kirstein
11 am	Nonnormative Relationships and You!	AI and Art	Indigenous Storytelling and Narrative Structure	Making Butt-in-Chair Time	Music and Writing: Reciprocal Inspirations	TTRPG Puzzles and the Player Experience: The Waltz between Immersion and Enjoyability at Your Table	Triangulating Your Characters	Renaissance Fanfic: <i>The Song of Roland</i> , <i>Orlando Furioso</i> , and <i>The Faerie Queene</i>	Self-Editing		Kaffeeklatsch: A Chat with Creator Celesta Rimington
noon	Punctuation Predicaments	How to Banish Writer's Block, Fear, and Doubt and Unleash Your Awesome Power	Writers of the Future—a Launch Point for Establishing Your Professional Writing Career	The Newest Movie Releases	The Balance between Form and Function		Dastardly Dynamics: Writing Compelling Villains	When Han Wasn't Solo: Why Characters in Happy Families Can Make Great Heroes	Forty-Two: Using Ultimate Questions in Science Fiction and Fantasy	Arium 42: A Massive World-Building Event	Kaffeeklatsch: A Chat with Creator Robert Hatch
1 pm	Book Coaching vs. Editing	Won't Someone Please Think of the Children?!	Decisions, Decisions in the Media World	Science Fiction and Fantasy for Teachers and Students	Do-It-Yourself Medical Care: Hands-On First Aid	Portfolio Party / Sketchbook Soiree		Finding the Story to Market Your Work	Unleash the Power of Setting		Kaffeeklatsch: A Chat with Creator Todd McCaffrey
2 pm							Dan Wells presentation				
3 pm	A Brighter Future: Solarpunk Fiction	How to Run a Book Club	Enjoying the Movies	Writer's Notebooks and How to Use Them	Survive the Night: Building Tension and Suspense in RPG Horror	Using Formal Composition Strategies to Direct the Eye of the Viewer		Does This Unit Have a Soul: Sentient AI	The Crisis Within: Overcoming Imposter Phenomenon and Self-Doubt	Developmental Editing	Kaffeeklatsch: A Chat with Creator Will Munn
4 pm	Lipreading Isn't Everything: Writing Deaf and HoH Characters	Building Your Own Art Studio or Workshop	Books for Young Reluctant Readers	AI Tools for Creative People	Fun and Crazy SF/F Movies since the '50s	Writing for Table Top Role Playing Games	Robert Heinlein's Five Rules of Writing	The Growth of a City	Baen Travelling Roadshow and Prize Patrol	Book Design 101: A Copyfitter's Guide to the Galaxy	Kaffeeklatsch: A Chat with Creator M. Todd Gallowglas
5 pm	Collaborations on Story, Magic, Music, and More		Social Media, Marketing, and Business for Artists	Why Romance and Horror Aren't So Different		Mining the Ancients for Story Depth				Building Characters from the Soul Up	Writer Meetup: YA and Middle Grade
6 pm	Time to Get off the Bench and into the Game: Volunteer for the LTUE Committee	Let Your Fears Disappoint You		Learning from the Masters	Joining the Tradition: Making Your Writing More Literary	Irreverence in Children's Lit			Mastering Internal Character Arc: Go Back to the Future with George McFly!	Space Whales: Intelligent Northmans	Writer Meetup: Short Fiction
7 pm		Filking					Gala Banquet (separate ticket required)				

Surviving *Sharknado 2*: Writing a Sequel

Writing your first book is pure bliss. Book *two*, on the other hand . . . It's kind of like being caught in a sharknado, right? You've got a contract, a deadline, and *no idea* what to do next. This class will focus specifically on how to write a sequel in a series. We'll talk about how to weave plot threads from the first book and prepare them for the last book, how to build new character arcs and deepen motivation and goals, and how to ensure the structure of the whole series is sound. (Disclaimer: No sharks were harmed in the creation of this presentation.) (Writing, Arches)

Lisa Mangum

Thurs. Noon–12:45 pm

Asimov's Robots

Issac Asimov's robots stories influenced both the genre of science fiction and our expectations of robots and the future. (Books, Maple)

Mari Murdock, Rob Skidmore, Jonathan Bowen, Tyler Tarter, Darci Stone, Gustavo Bondoni, Troy Lambert (M)

Designing Science Fiction and Fantasy Vehicles

From brainstorming concepts to functional design. Hear from authors and artists how to concept, describe, and represent science fiction and fantasy vehicles. Learn how to design a vehicle and still leave room for the audience to use their imaginations. (Art, Elm)

Michael F. Haspil, Mike Lovins, Mark Minson

Giving and Receiving Productive Feedback

It's easy to have an opinion, but giving feedback that is helpful is a learned skill. Accepting and implementing that feedback also requires practice and grace. (Editing, Zion)

M. Todd Gallowglas, Lindsay Flanagan, Emily Huey, Lehua Parker, Charlie N. Holmberg, Dave Doering (M)

Kaffeeklatsch: A Chat with Creator Sandra Tayler

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

Sandra Tayler

One Great Whole: An Exploration of the Alien as the Self in LDS Science Fiction

While aliens in science fiction are often used to explore the concept of the "other," Latter-day Saint writers are more likely to look at aliens as part of the unity of creation. This paper examines how LDS theology has influenced the portrayal of aliens in their works. (Academics, Oak)

Liz Busby

The Quest for the Legend of the Lighthouse—Finding the Light Within

Join author Brenda Sills as she gathers you around for the Legend of the Lighthouse. She will share how the lighthouse legend metaphor can lead you to find inner illumination that will set your own creative genius ablaze. You want something brilliant to believe in? Come along on a quest through the Legend of the Lighthouse and other explorations to discover the most brilliant legend of all—you! (Writing, Amphitheater)

Brenda Sills

Same Difference! A Comparison and Contrast of Fantasy and Science Fiction

These two genres of fiction are most often clumped together on book store shelves and in the minds of those who don't read them. But while there are some similarities between them, their differences are even more pronounced. What are these differences and why are they important to the readers (and writers) of these genres? Can they be combined? If so, how can a writer (or game developer) do it right? (ProDev, Cedar)

B. A. Simmons

The Solo RPG: Crafting Your Own Adventure

Embark on a journey of imagination as our panel explores the world of "solo RPGs" and unravels the captivating concept of crafting your own adventure. Discover the intricacies of this unique gaming experience where you become both player and game master as we delve into the tools, techniques, and narrative structures that make solo RPGs a compelling and immersive gaming option and an invaluable tool for inspiration. (Gaming, Juniper)

Will Munn, Lon Franson, Kaylee Casutt, Lise Long, J. L. Mayne (M)

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Transhumanism: Pacemakers, Prosthetics, . . . AI?

In today's world, it's far from unheard of to have artificial hardware in our bodies, and fiction can take this to the extreme. But when transplanting one's mind into a robot body or installing helper tech directly into the brain, there comes the question: when, if ever, does someone stop being considered human? (Worldbuilding, Arches)

Celeste C. Tyler, Eric Swedin, Stephan Fassmann, Eric James Stone, Thomas Fawkes, Scott R. Parkin (M)

Understanding and Fixing "Bad" (or Unsatisfying) Endings

This panel will discuss and help define the various meanings of a "bad" or unsatisfying ending. We will discuss the story elements or promises made to the viewers that lead up to the ending, and in some cases why those promises are not fulfilled. This will help you better understand why we don't enjoy some movies as much as others. It may also help you with tips on how to make your own better endings. (TMA, Bryce)

Kenny Baldwin, Jessica Day George, Peter Orullian, Amy White, Brandon Ho (M)

Thurs. 1:00–1:45 pm

Book Signing Secrets

Learn secrets from one of the top 10 largest US bookstore industries to be more effective at your book selling events. For traditional, indie, or self-published, introverted or extroverted, fiction or nonfiction. (ProDev, Bryce)

C. Rae D'Arc

Essential Elements of Stories That Connect

From the reality of memoir to high fantasy, this groundbreaking character structure reveals the hidden elements that make or break a story. Learn the 7 essential roles that every writer must know, the effect their distribution over the course of the story has, and how these elements can predict your work's success or failure in the marketplace. An in-depth look at stories that have stood the test of time and the long hidden configurative character structures that make strong stories. (TMA, Cedar)

Amy White

Games Teaching Writers: What Makes a Good Challenge?

Dive into the intersection of gaming and storytelling as our panel explores how games can inform and inspire writers in crafting effective challenges within narratives. We'll talk about the key elements that make a challenge engaging, meaningful, and satisfying for both players and readers, shedding light on the art of balancing difficulty, pacing, and narrative progression. Discover how the principles of game design can enhance the way writers construct obstacles, conflicts, and character growth within their stories. (Gaming, Arches)

Megan Hutchins, Mari Murdock, B. A. Simmons, Dan Haring, J. Arden Scott (M)

I Am the Very Model of a Modern Major General

Join us for a dissection and analysis of Gilbert and Sullivan's 1879 "patter" song. This brilliantly written piece is rich in humor, history, and musical attention-grabbing. It is quite possibly one of the most enduring stage-musical songs ever written. There are creative lessons to learn for both musicians and writers. (Writing, Amphitheater)

Nick Mills

Kaffeeklatsch: A Chat with Creator Mickey George

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

Mickey George

Religious Clashes

A classic episode of *Babylon 5* features each of the nonhuman species sharing their culture's sole religion. But in reality, there can be dozens of religions practiced within a single community. What types of religions might your characters follow, and what happens when characters—or even entire religious communities—come to blows over those beliefs? (Worldbuilding, Elm)

Liz Busby, Eric Swedin, Coral Hayward, Dax Levine, Charles Stanford, Quiana Chase (M)

What Directors Wish Writers Knew

This is for writers of all types. Join writer and director Robert Hatch as he teaches a variety of acting, directing and writing principles used in film making that can help make your novels and screenplays much better and more adaptable. (TMA, Juniper)

Robert Hatch

Thurs. 2:00–2:45 pm

Keynote: Kaela Rivera

Come hear from our guest of honor! (Zion, Bryce, Arches)

Kaela Rivera

Thurs. 3:00–3:45 pm

A Crash Course in Creativity

Is your imagination stuck? Illustrators and authors can run into mental road blocks in their pursuit of creative expression. Many a storyteller, possessed of an artistic temperament, waits upon the art gods to send them the inspiration of an artistic mood as a means of breaking through the fog. If you are experiencing writer's or artist's block, then I have some principles and structures that will get you past the obstacles. If you will incorporate

these ideas into your routine, then I can guarantee creative progress, no matter what your mood. (Art, Juniper)

Adam Heesch

Creating Memorable Fiction

We know how plot beats are mapped out, but how do you create an emotional path alongside your physical plot? In this class you'll learn how to craft an emotional arc alongside your plot map no matter how you plot: hero's journey, save the cat, or even if you're a pantser. (Writing, Elm)

Amey Zeigler

Creative Brain C.P.R.

Throughout all stages of writing or publishing, our creative brains go through periods of needing care and attention in various doses. Burnout, writer's block, stress, lack of support, and loss of confidence from negative criticism can all suppress and weaken the creative brain. Based on her personal experience and research, Celesta will share ways to reclaim and invigorate your writing life through the steps of creative conditioning, protection, and recovery. You'll leave this class with specific things you can do right away to increase the flow of ideas and unblock your creative self! (Writing, Canyon)

Celesta Rimington

Homo? Hetero? Why Not Both!

As public perception of the LGBT+ community grows, people are learning more about an often-forgotten section of the community: bisexuals. (And pansexuals, polysexuals, omnisexuals—the list goes on!) But how can you write a bisexual character without falling back on outdated, biphobic tropes—even if your characters end up in a relationship that appears heterosexual from the outside? (Worldbuilding, Amphitheater)

C. K. Jensen, Mickey George, Quiana Chase, Sarah Schulzke, Neysa Watkins (M)

Is AI Changing the Way We Edit?

With AI impacting so many industries, it's hard to know what to expect in the future. Let's discuss the possibilities for editors. (Editing, Cedar)

John M. Olsen, Eric James Stone, J. Abram Barneck, Troy Lambert, Kevin Wasden, Brennan "Talonos" Smith (M)

Is Fanfiction Relevant?: A Survey Study of Reader Engagement with Original Fiction vs. Fanfiction

Regardless of its bad reputation, fan fiction has a broad pool of reader/writer contributors. The purpose of this article is to quantitatively determine the literary validity 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.

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

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

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fan fiction through the collection of reader responses to two treatments of the same narrative. (Academics, Oak)

Cassiopeia Fletcher

Kaffeeklatsch: A Chat with Creator Aaron Johnston

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

Aaron Johnston

Mental Health in the Face of Constant Rejection

As wonderful as creating is, there is significant mental pain that comes from rejection that needs to be dealt with. (ProDev, Bryce)

Jessica Day George, Travis Deming, Kristina Atkins, Scott R. Parkin, Julie Bouché, Allie May (M)

Streaming 101: Level Up Your Content Creation

Join our panel as we dive into the exciting world of streaming and explore the essential tools, techniques, and strategies to level up your content creation game. Whether you're an author exploring streaming to better connect with your audience or an experienced creator seeking to enhance your channel, this session offers valuable insights on building a dedicated community, engaging with viewers, mastering technical aspects, and standing out in the crowded streaming landscape. (Gaming, Maple)

Robert J Defendi, Ravyn Evermore, Ryan Bouché (M)

Understanding Amazon

How well do you understand the indie publishing market? Do you know the difference between Kindle Direct and Kindle Unlimited and how they pay royalties? What's it like to work with one of the Amazon Publishing

imprints (Montlake Romance, 47North, Sky-scape, Thomas & Mercer)? Come learn about different resources Amazon has enabled to help indie writers get noticed in a crowded publishing market that is only getting more crowded. (ProDev, Arches)

Jeff Wheeler

Thurs. 4:00–4:45 pm

How to Create an Alien Planet (in Four Thousand Easy Steps)

Build your own alien home world by taking inspiration straight from the source: our weirdest exoplanet neighbors. (Worldbuilding, Zion)

Lee Ricci

How to Support the Writer in Your Life

A class for the partners and supporters of writers where we talk about the joys and quirks of living with writers and specific things you can do to support them both emotionally and physically. (ProDev, Amphitheater)

Sandra Tayler

Just Your Voice

What do agents and editors mean when they say voice makes or breaks a book for them. Do you have it? Could you have more of it? Come for tips and tricks to make your book more memorable and fun using voice. (Writing, Cedar)

Shelly Brown

Kaffeeklatsch: A Chat with Creator Kaela Rivera

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

Kaela Rivera

Leather, Wool, Linen, Cotton, and Silk

Your characters' choices in textiles will often depend on their environments. Cotton is a

poor choice in an arctic climate, and leather can prove deadly in the desert. How can you choose the best fabrics for your characters' clothing, and what will it mean for them if they disregard your advice? (Worldbuilding, Bryce)

Amey Zeigler, Allie May, Kristina Atkins, Heather Monson (M)

Making All the Right Moves: Writing Powerful Action Scenes

Whether it's one-on-one fist fights, impending disasters, or epic battles, readers want to feel transported into the action scenes of your story. Learn how to make these sequences flow from proven writers who know how to deliver. (Writing, Canyon)

Frank Morin, Michael F. Haspil, Gama Ray Martinez, Todd McCaffrey, Lance Conrad (M)

Point of View and Head-Hopping

Maintaining a consistent point of view is important for readers. But what is head-hopping and why does it matter? How can you express the feelings of a non-viewpoint character? Our panelists will help you understand this complex topic. (Editing, Maple)

M. A. Nichols, Peter Orullian, Jessica Guernsey, Janci Patterson, Robert Zangari, September C. Fawkes (M)

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, Arches)

Jess Smart Smiley

Storyboarding

Directing the director. Storyboarding can help you visualize, block the scenes, and tell your story more clearly. (TMA, Elm)

Dan Haring, Ann Chamberlin (M)

Meet Who?

Meetups are low-key networking events. If you're looking to find/create a writing group, beta readers, etc., meetups are a great way to meet people. Check them out each evening in the Boardroom.

Teach New Games to Your Friends without Making New Enemies

We'll equip you with the skills to teach your friends board games without causing irreparable damage to your friendships or turning into bitter rivals. Learn how to explain rules without triggering chaos, navigate tricky situations with humor and grace, and transform game nights into memorable experiences filled with laughter and friendly competition. Get ready to become the board game ambassador your friends never knew they needed! (Gaming, Juniper)

Kat Gardner, Jess Lindsay, James Jakins, J. L. Mayne, C. Rae D'Arc (M)

The Three-Day Illustration Process

See how to use a combination of painting techniques from the old masters and digital painting software to create a fully rendered illustration in three days. (Art, Oak)

Tremani Sutcliffe

Thurs. 5:00–5:45 pm

The Antihero Journey

We often hear about the "hero's journey," but what about good stories where the protagonist is an antihero? What kind of journey do they take, and what are some good examples? (Books, Juniper)

Christopher Husberg, Anna F. Marasco, Christine Nielson (CMAlder), Sean E Lundgren, Ariadne Kane, Tristan Bond (M)

Artist Meetup

Are you looking for brainstorming or critique partners? Come hang out with fellow artists at this low-key networking event. (Boardroom)

Characters Acting Out

Understanding, enjoying and using method acting to improve your stage and film scenes and characters. (TMA, Elm)

Matthew Bockholt, Craig Nybo, L. Palmer, Kaylee Casutt, Colby Dunn, Ann Chamberlin (M)

Come See What I Hear: A Confluence of Art and Music

Music and visual art can mutually inspire each other. In this presentation, Kevin Wasden, a visual artist, will discuss his collaborations with musicians and how they can influence the creative process. (Art, Cedar)

Kevin Wasden, Kira Gatiuan, Jaden Sigua, Jayden Petersen, Benjamin Brandt, Jessica Dortch, Madeline Mathis, Maddison Budge

Conversations: How We Craft

Influences and how they affect your writing. (Writing, Arches)

Todd McCaffrey

Creation Myths

In the beginning, there was nothing. But what comes after? Almost every culture has their own version of a creation myth, explaining not only how the world came to be, but how we came to be on the world. Learn about common themes in these myths, and try your hand at creating your own! (Worldbuilding, Maple)

Natalie Brianne, Kryssa Stevenson, J. Abram Barneck, Luke Fredette, Sarah Schulzke, Bentley Pistorius (M)

Filmmaking 101: Understanding the Concepts and Getting Started

Learn the basics for taking your stories from "script to screen" and understanding the terminology from a Hollywood veteran film and TV producer. (TMA, Oak)

Robert Starling

How to Communicate Professionally

Talking to editors, publishers, and other people on the business side is nerve-wracking. How can you put your best foot forward and navigate these social situations with the appropriate level of professionalism? (ProDev, Amphitheater)

J. L. Mayne, M. Todd Gallowglas, JC Youngstrom, Lauri Schoenfeld, Dave Doering, Joe Monson (M)

How to Self-Edit and When to Hire a Pro

One of the first things aspiring authors learn is the vital importance of hiring a professional editor to copyedit and proofread your work before submitting it to a contest, an agent, or an acquisitions editor. But then you notice that many seasoned writers edit their own manuscripts, and even become editors in their own right. How do you approach editing your own work? When should you hire a pro? (Editing, Canyon)

Nic Nelson

Looking for Group: Finding a Writing Support Network

It's dangerous to go alone! Learn to navigate the ins and outs of finding fellow writers to work with, the strengths and weaknesses of critique groups, and how you can be the best group member possible for other creatives. (Writing, Bryce)

Bryan Young, Allison K. Hymas, Janci Patterson, Wulf Moon, Taryn Skipper (M)

Morally Gray Characters

Many of us divide the world into good versus evil. But what of someone who has no qualms blowing up a building full of people, yet would risk everything to save a stranger? What drives morally gray characters, and how do you keep from making them irredeemable? (Worldbuilding, Zion)

Jared Quan, Michaelbrent Collings, Peter Orullian, Kristina Atkins, Chris Jones, T. Alan Horne (M)

Thurs. 6:00–6:45 pm

Choosing the Right Cast: Filling the Roles Your Story Needs

You've got the hero, the villain, the best friend, and the love interest—but what kind of cast does your story need, anyway? Find out how to choose the right kinds of characters for your story, what foils are, and how character dynamics can flesh out your narrative. (Writing, Arches)

Craig Nybo, Jo Schneider, Scott R. Parkin, Nicholas Petrarch, September C. Fawkes (M)

Content Marketing for Novelists, Screenwriters, Game Designers, and More

Content marketing is one of the most effective (if time intensive) forms of marketing. Learn how to make it work for a creative entrepreneur, and how you can utilize the byproducts of your content creation to sell more. (TMA, Cedar)

Jason Hamilton

Cosplay Costume Tips and Tricks

Come learn and share the best tips and tricks for creating great costumes. (Art, Elm)

Amey Zeigler, Jess Lindsay, Hannah Swedin, Heather Monson (M)

From West Side Story to Pride, Prejudice, and Zombies: Rewriting Classic Fiction

It can be a delight to take another author's creation and put your own spin on it. But how can you determine what's fair game for a rewrite, and how far can—or should—you stray from the original source? (Worldbuilding, Bryce)

Cassiopeia Fletcher, Jessica Day George, Jessica Guernsey, Allie May, Darci Cole (M)

A Glitch in the System: Alienation and Glitches in *Psycho-Pass*

This paper looks at societal and cultural lessons that help prepare society for the future by analyzing the first season of the Japanese animation *Psycho-Pass*. (Academics, Oak)
Jasmine Holthaus

Guest of Honor Interview: Aaron Johnston (Maple)

Aaron Johnston, Tom Durham (M)

The Language of Neurodiversity

All brains function differently, so why is the language surrounding certain differences, such as ADHD and autism, so outdated and inaccurate? Let's discuss how we can shape the future of language to foster better understanding and awareness. (Editing, Amphitheater)

Anna F. Marasco, Megan Hutchins, Rae Smith, Ashley Higbee (M)

Marketing for Indie Authors

Learn from Internationally best-selling author Michaelbrent Collings some of the important ways you can (and should) advertise your books. (ProDev, Canyon)

Michaelbrent Collings

Massless Media: What Is the Alternative to Consuming the Pap Ground Out by the International Media Corporations?

Where to look for and how to find amazing stories. (Books, Zion)

D.J. Butler

Writer Meetup: Fantasy

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

Thurs. 7:00–7:45 pm

Ask Me Anything with Dan Wells

Dan has rich experience in a wide variety of creative pursuits. He is a best-selling author, one of the core *Writing Excuses* podcast members, a game master, a screenwriter, and has had his work adapted for the big screen. This is your chance to ask Dan anything. (Arches)

Dan Wells

Charlie Holmberg Book Launch

We're celebrating the release of the third installment of the *Whimbrel House* series! Open to the public. (Juniper)

Charlie N. Holmberg

Explore LTUE 42 Digital Scavenger Hunt Drawing

Explore all that LTUE 42 has to offer and enter your name for our drawing for awesome prizes!

We've placed 42 QR codes around the symposium. Have fun finding and scanning the codes and reading the humorous and snarky writing-prompt cards. If you find all 42 cards, you can enter your name into the drawing for great prizes. Scan this QR code for all the details.



Creator's Rap Battle

Join us for this live improv game of fun one-upsmanship between our presenters. You won't want to miss this one. (TMA, Zion)

C. Rae D'Arc, Michaelbrent Collings, Craig Nybo, L. Palmer, Stan Crowe (M)

Filking

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

Thurs. 8:00 pm

Bard for Life: Atomic Theory

M. Todd Gallowglas presents Bard for Life number 5: Atomic Theory. (Zion)

M. Todd Gallowglas

Friday, February 16

Fri. 9:00–9:45 am

Anime/Manga—What It Is and What's Good in SF/F

Come learn about the differences between anime and manga. Our panelists will offer suggestions for enjoyable science fiction and fantasy anime and manga, including family-friendly options. (TMA, Maple)

Amey Zeigler, Mari Murdock, Luke Fredette, W. Jefferson Smith, Joe Monson (M)

The Artist's Guide to Expressive Monsters

See how to use the human face as a reference for creating expressive monsters. Explore the various expressions created by individual facial muscles and how they create the six basic human emotions: sadness, anger, joy, fear, disgust, and surprise. (Art, Cedar)

Tremani Sutcliffe

Creating a Multiverse

Why have one Spider-Man when you can have a hundred Spider-People? And how can you successfully expand your universe into a multiverse without losing sight of the

universe your characters might call home? (Worldbuilding, Arches)

Will Munn, James Jakins, Ben Schulzke, Coral Hayward (M)

Deep Immersion and Distraction-Free Writing

Explore the benefits of deep immersion from the writer's and the reader's perspectives, the science behind achieving deep immersion, and some tools and techniques for achieving and maintaining deep immersion throughout your creative work. (Writing, Zion)

Michael F. Haspil

Fairy Tales for Adults: What Makes Fairy Tale Retellings and Adaptations So Fun

Discussion on the popularity of the genre of books like *Spinning Silver* by Naomi Novik, *Beauty* by Robin McKinley, etc., that retell fairytales (Books, Bryce)

C. Rae D'Arc, Michaelbrent Collings, Jessica Day George, KaTrina Jackson, Allie May (M)

How AI Can Help You in Your Writing for Fiction, Nonfiction, Scripts and More

AI is becoming a go-to solution for authors who deal with burnout, ADHD, dyslexia, and other challenges. In this presentation, I'll show people exactly how they can use AI in their writing, no matter where you encounter resistance. (Writing, Amphitheater)

Jason Hamilton

Kaffeeklatsch: A Chat with John Goodwin

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

John Goodwin

Mastering the Art of Networking Workshop

Networking can be intimidating for introverts and can be tedious for extroverts. I have worked with over one thousand people on

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.

C. W. Allen	Ann Chamberlin	Jessica Day George	Steve Kozak	Christine Nielson	Jo Schneider
Kristina Atkins	Quiana Chase	Martin Greening	Troy Lambert	(CMAdler)	Lauri Schoenfeld
J. Abram Barneck	Darci Cole	Caren Hahn	Mike Lovins	Craig Nybo	Jess Smart Smiley
C. David Belt	Lance Conrad	Brian C. Hailes	Sean E Lundgren	John M. Olsen	Brenda Stanley
Gustavo Bondoni	Stan Crowe	David Hankins	Anna F. Marasco	Peter Orullian	Eric James Stone
Scott Brian	C. Rae D'Arc	Michael F. Haspil	Allie May	L. Palmer	Tyler Tarter
Scott Bronson	Travis Deming	Benjamin K Hewett	Mark Minson	Janci Patterson	Mike Thayer
Shelly Brown	Cray Dimensional	T. Alan Horne	Joe Monson	Nicholas Petrarch	Jeff Wheeler
Jay Boyce	Colby Dunn	Bill Housley	Wulf Moon	Jared Quan	Cambria Williams
Natalie Brianne	Lindsay Flanagan	Megan Hutchins	Frank Morin	Diann Read	Daniel Yocom
Jenny Perry Carr	Cassiopeia Fletcher	Allison K. Hymas	Morgan J. Muir	Kaela Rivera	Bryan Young
Blake Casselman	Max Florschutz	Aaron Johnston	Will Munn	Alice Rosegold	
Kaylee Casutt	M. Todd Gallowglas	W.D. Kilpack III	M. A. Nichols	B. A. Simmons	

developing networking and have written a book on it. Come learn the best practices and how to deploy them, we will actively use them in class, practice, and refine them for you, so when you leave, you will be ready to take on the world (ProDev, Elm)

Jared Quan

Symbolism and Archetypes of the Major Arcana

You've learned to write a story following the Hero's Journey, Save the Cat, and the Snowflake Method. Now come learn to write a story using the Major Arcana of the Tarot. From its history to its archetypes, the Major Arcana outlines a story of trial and triumph. (Editing, Canyon)

Christine Nielson (CMAdler)

What Did Tolkien Know? An Introduction to Philology

J. R. R. Tolkien's legacy is immense and his talent for world-building rarely rivaled. Tolkien's job as a philologist seeped into his writing, giving it breadth and depth and a sense of verisimilitude. Philology is similar to linguistics, and Tolkien used it not only to create his constructed languages but also to name the things and people in his world. Learn about the texts he taught in class to breathe life into Middle-earth and others and their Middle-earth connections plus potential ways you can use it to enhance your writing. (Academics, Oak)

Liam Hall

Fri. 10:00–10:45 am

Audio Books Breakdown

Join us to learn about the different kinds of audio books (single narrator, multiple

narrators, full cast, single with multiple voices, radio play with full cast, sound effects and full cast, etc.). This is all about selecting and enjoying the best audio books, and maybe even learning some of the options for becoming an audio book narrator. You may even get to hear about some of our panelist's favorite audio books and narrators. (TMA, Oak)

Robert Zangari, Brenda Stanley, Mike Thayer, Bentley Pistorius (M)

Coming of Age Stories

Rite of passage, tunnel in the sky, etc. The main character changes from one stage of life to another. Are they still powerful as we age? (Books, Zion)

Peter Orullian, Allison K. Hymas, Charles Stanford, Jo Schneider (M)

Different Types of Editing

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

Karen Ahlstrom, Rachelle Funk, Lisa Mangum, Jana S. Brown, Kaela Rivera, Jessica Guernsey (M)

The Faceted Story

A presentation about those elements of narrative fiction that lend depth, value, and resonance to writing. We'll learn how to identify which elements to include in your story. Subplots and multiple stories, arcs, settings, themes, novelties, information and more. A little foresight, a touch of research, and a clear goal can nurture the muse to bring out the strength of the form. Writers will be challenged to expand their fiction into elements beyond mere story and character. Emphasis

will be placed on theme as well as history, education, and entertainment qualities. Examples and techniques will be offered to help shape niches and expand any story into new areas of interest. (Writing, Arches)

Johnny Worthen

Kaffeeeklatsch: A Chat with Artist Rodayne Esmay

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

Rodayne Esmay

1% Inspiration: How to Generate Ideas

The power of ideas is in the execution, but you still need to generate a steady flow of ideas. (ProDev, Canyon)

M. A. Nichols, Timothy Kuhn, Allie May, Jess Smart Smiley, L. Palmer (M)

Rings of Power: Let's Rant and Celebrate

Harfoots, elves, dwarves, men, wizards, and other denizens of Middle-Earth—dive into the dangerous waters around Númenor! Yes, passions fly high when discussing this show, but we all need to be ready for the 2024 release of season 2! (TMA, Cedar)

Tom Durham, Blake Casselman, Brandon Ho (M)

Shellshocked: Writing PTSD

Post-traumatic stress is often thought of as a soldier's disease, when it's thought about at all. But almost anything can cause trauma, and the responses to this trauma might not look like you'd expect. How can you sensitively portray a character's PTSD, what triggers might

they have, and how might they react to these triggers? (Worldbuilding, Amphitheater)

M. Todd Gallowglas, Anna F. Marasco, T. C. Hendricks, Darci Cole, Ravyn Evermore, Kryssa Stevenson, Lauri Schoenfeld (M)

Strategies to Use Your Whole Brain for Problem Solving

Learn how you can increase your odds of success by using your whole brain for problem solving with creativity. Authors, artists, and more use similar strategies to manage their work. (Art, Elm)

Brian C. Hailes, Travis Deming, Jonathan Bowen, Sean Ricks, Anna King (M)

Tune In Next Week: Writing Serialized Fiction

Is writing a massive novel a daunting prospect? Learn how to split it up into more manageable pieces—find out how to adjust your writing process, what your release schedule should look like, and how to find more readers. (Writing, Maple)

B. A. Simmons, Craig Nybo, Jay Boyce, Robert J Defendi, Tricia Simpson (M)

Fri. 11:00–11:45 am

Editing Graphic Novels and Manga

The skills needed to edit graphic novels and manga are different than those needed for other books. Let's find out what makes this editing process unique and get a behind-the-scenes look at how it's done. (Editing, Canyon)

Kristy S. Gilbert, Jess Smart Smiley, Mickey George, Lindsay Flanagan (M)

Favorite Dragons

From Smaug to Saphira to Temerarie, dragons are fascinating creatures. Some are benevolent sages, some are forces of destruction, and some just like to collect shoes. Which are your favorites? (Books, Maple)

Megan Hamilton, Daniel Swenson, KaTrina Jackson, J. Arden Scott, Todd McCaffrey, C. Rae D'Arc (M)

Feeling the Beat: Understanding the Most Basic Unit of a Story

Maybe you've heard of story "beats," but you have no idea what they are. Learn how to use beats to put together scenes that work, develop your characters, advance your plots, and tell a story that will transport your readers from start to finish. (Writing, Zion)

Celeste C. Tyler, Allie May, Chersti Nieveen, Troy Lambert, Amey Zeigler (M)

Games Teaching Writers: LTUE's Top Board Games Showdown

Prepare for an epic battle of board games as our panel dives into another thrilling "Genre

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.



Showdown," where we'll debate the top board games in each genre. From strategy to party games, cooperative to deck-building, this session will uncover the must-play titles that have captivated tabletop enthusiasts. Join us for an engaging and informative panel that will inspire your next game night! (Gaming, Elm)

Kat Gardner, Jess Lindsay, Jessica Day George, Daniel Yocom, Ryan Bouché (M)

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 wibbly-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. 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, Arches)

M. Todd Gallowglas

The Hidden Psychological Effects of Sounds in Language: A Study in Words, Names, and Created Languages

Words communicate meaning not only through their publicly agreed-upon meaning, but through the sounds they are made of. In English, names like Mordred and Luthien have unconscious vibes they communicate via the sounds they use. This workshop will focus on the psychological effects sounds and language create and how you can use them whether you're just naming characters or creating your own language. (Note: this presentation will have many "workshop" elements to it, so bring your writing tools!) (TMA, Oak)

Thomas Fawkes

Kaffeeklatsch: A Chat with Creator Wulf Moon

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

Wulf Moon

Life after Coming Out

A lot of LGBT+ fiction is focused around coming-out stories, where characters either learn for themselves who they are or decide—or are forced—to reveal this to others. But there's far more to life than this. How can you feature LGBT+ characters in your stories who are already comfortable with their identities and their communities? (Worldbuilding, Amphitheater)

Bentley Pistorius, T. C. Hendricks, C. K. Jensen, Ravyn Evermore, Darci Cole, Quiana Chase, Sarah Schulzke (M)

What Is Success for You

How you define success can affect your happiness. Chose wisely. (ProDev, Bryce)

Rob Skidmore, Rose Card-Faux, Julie Bouché, Aaron Johnston, Jared Quan (M)

Fri. Noon–12:45 pm

Building and Maintaining a Support Structure

One thing we have to do is prevent burn-out. A social support structure like a writing, reading, gaming, or other group is important. (ProDev, Amphitheater)

Benjamin K Hewett, Lauri Schoenfeld, Troy Lambert, JC Youngstrom (M)

Closer to Home: Using Family History to Write Historical Fiction

Many of us have discovered fascinating stories while researching our own families. But what if you find yourself wanting to share these stories with the world? A look at using historical records to learn more about our ancestors, from finding ship records to decoding cursive handwriting. (Worldbuilding, Elm)

Jared Quan, Ann Chamberlin, Eric Swedin, Clorinda Madsen, Bentley Pistorius, Emily Huey (M)

En Guard! Crafting Credible Combat

One of the toughest things about writing, especially in fantasy, is writing a fight scene that's both exciting and meaningful, while remaining credible and authentic. After all, how many of us know what it's like to take a punch to the face . . . let alone fight a dragon? Come learn how to write believable sword and hand-to-hand combat from a fantasy indie author with more than fifteen years of martial arts experience, including Japanese swordsmanship and Chinese Kung Fu. Together, let's make your next character's combat scene really pack a punch (without having to take one yourself)! (Writing, Arches)

Colby Dunn

Familiar Monsters and Their Functions in YA Literature

There are reasons familiar monsters appeal to those reading YA fiction. What those reasons are and how do they affect a teenage audience? (Academics, Oak)

Mariah Hawkins

Finding and Using Profound Source Material for Engaging Stories and Screenplays

This session is about finding the obscure and fascinating information that is hard to find. Where do you look for things people struggle with; their pursuits, their goals, both overt and covert. What are the things your characters could be seeking for? That is what drives characters. Charles Dickens went to many events around England to meet people, get their stories, take their pulses, learn about their lives, struggles, hopes, dreams. There are many other sources. (TMA, Zion)

Robert Hatch

How to Use AI as a Tool

A hands-on walkthrough of how to use Midjourney and how AI can be used as a tool. Showing real-world examples, and each of the steps that went into creating the cover for Atom Bomb Baby. (Art, Canyon)

Brandon Gillespie

Kaffeeklatsch: A Chat with Creator

Michael F. Haspil

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

Michael F. Haspil

Omit Needless Words: Writing Professional Prose

You have a knack for words—but are they the right words? Learn how to craft prose that's not only enjoyable to write, but pleasant to

read and in line with what professional marketers are looking for. (Writing, Maple)

Kristy S. Gilbert, Michaelbrent Collings, Cambria Williams, Aaron Johnston, Eric James Stone (M)

The Gallowglas Plot Algorithm

You've heard about character drive and plot driven stories. It's not either/or. Every story falls somewhere between being purely plot and purely character. Michael Todd Gallowglas developed what he calls the plot algorithm as a way to intertwine character and plot so readers won't really be able to place your work firmly in either category. (Writing, Bryce)

M. Todd Gallowglas

World-Building Games for Writers and Game Masters

Get ready for an enlightening panel that delves into world-building games like Arium, Dawn of Worlds, and more. Discover how these innovative games serve as invaluable tools for both writers and game masters, aiding them in developing intricate fictional realms and fostering imaginative storytelling that resonates with readers. (Gaming, Cedar)

Lon Franson, Will Munn, Dax Levine, Ryan Bouché (M)

Fri. 1:00–1:45 pm

Desert Planets and Habitable Zones

"It's an ice planet!" laments Captain Carter in an early episode of *Stargate SG-1*. But without plants to convert carbon dioxide in the atmosphere to oxygen, how would you breathe? How extreme can a planet truly become before it's inhospitable to human life, and what can be done to terraform a "dead" world? (Worldbuilding, Juniper)

Celeste C. Tyler, Natalie Brianne, Lee Ricci, Darci Stone, Ariadne Kane (M)

A Disturbance in the Force

A presentation about the *Star Wars Holiday Special Documentary*. (Elm)

Steve Kozak

Drawing Games

All ages and skill levels are invited to join creator Jess Smart Smiley for an hour of individual and group drawing games. This is your chance to have some fun, try something new, and connect with others in a unique way. Bring something to draw with and come ready to play! (Art, Oak)

Jess Smart Smiley

The Fiction Editing Process

From beginning to end, fiction editing is an epic adventure that helps your book find a happily ever after. (Editing, Canyon)

Emma Heggem, Karen Ahlstrom, Christine Nielson (CMAlder), Rachelle Funk, Jana S. Brown, Ashley Higbee (M)

Selling Directly to the Reader: Your Guide to In-Person Sales

How do you find potential in-person events? How should you set up your booth? How do you not not scare away introverts? How do you connect with readers in person and help them fall in love with your books? Come learn from an author who's done events from library events to comic book conventions and made enough to buy dinner afterward. (ProDev, Arches)

L. Palmer

Write What Can't Be Said: The Art of Showing While Telling

"Show versus Tell" is a heavily misunderstood topic in writing. How does a writer show anything while only having words to tell with? Come learn how leveraging the audience's imagination can turn your dull scenes into memorable experiences. (Writing, Cedar)

Matthew Bockholt

Writing toward Publication: How to Write What Editors Want

Getting published is the goal of many writers, but not everyone understands what publishers want. Learn from publishing professionals what they want to see in your writing, what your writing needs to do for them, and how to write accordingly. (Writing, Bryce)

Lisa Mangum, Allie May, Laura McGill, Charlie N. Holmberg, Eric James Stone (M)

ZIFF: Zions Indie Film Festival

Discuss the changes and improvements to this multimedia event that will help the creative community. (TMA, Maple)

Robert Starling, Kels Goodman (M)

Fri. 2:00–2:45 pm

Keynote: Aaron Johnston

Come hear from our guest of honor! (Zion, Bryce, Arches)

Aaron Johnston

Fri. 3:00–3:45 pm

Creativity and Cash

Join Todd McCaffrey as he talks about writing and marketing. (Writing, Zion)

Todd McCaffrey

Deities Galore: Creating a Pantheon

Why limit your characters to a single Creator? A look at common structures of pantheons, the reasonings behind each individual deity, and how they might interact with their followers. (Worldbuilding, Oak)

Tech Tips for Authors

from Nate Hoffelder, The Author Website Guy

I like sharing tech tips with my friends just as much as I like solving problems. Here are a few tricks I've learned over the years. - *Nate*

Screen Sizes Matter

Never evaluate a design or proofread text on a smartphone. It doesn't matter whether you are checking a new logo, a print layout, or an illustration, a smartphone's screen is simply too small to properly evaluate the content.

Contact Forms

I know you have a contact form on your site, but does your site also log the messages sent through the form? A recent discussion in my FB group The Help Desk reminded me that emails sometimes go astray. This is why I make sure that the sites I build use a contact form that logs all submissions.

Backups

Backups are the foundation of all website security and maintenance. If your website is backed up regularly, you can use it to undo whatever accident just caused your site to crash. And if your site gets hacked, there's a good chance you will have a backup from before the hack, saving you some of the time and energy required to de-hack the site.

eBook Formatting

This breaks with print formatting rules, but when you use an ellipsis or m-dash in your ebook, you really need to add a space both before and after. Some reading apps will treat...this as one long word. Trust me, this can do terrible things to the ebook's formatting.

Spam

Spammers are going to flood your site with their trash, trust me on that. Luckily, you can use the **Cleantalk** Wordpress plugin to automatically keep spam comments from ever being seen by legitimate visitors. *It even kblocks spam in your contact forms!*

Internet Archive

If you've ever discovered a post or page was mysteriously deleted from your site, and wanted to get that one post back without restoring your entire site from a backup, I may have a solution. The Internet Archive regularly scans and backs up most websites, and if you are lucky it will have a copy of your missing page or post.

Let me know if you found these tips useful!

Nate@NateHoffelder.com

www.NateHoffelder.com



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Student Online Preregistration
(ends January 31, 2025): \$10

Student At-the-Door Registration: \$20

W.D. Kilpack III, Gama Ray Martinez, Kristina Atkins, Stan Crowe, Bentley Pistorius, Neysa Watkins (M)

Female Protagonists through the Ages

A critical discussion of the development and growth of female protagonists in science fiction and fantasy novels. (Books, Cedar)

Jessica Day George, Ariadne Kane, Jay Boyce, Kaylee Casutt, Stephan Fassmann (M)

Food and Governments

To some extent, the food available in your world will influence how it's governed. Hunter-gatherer societies will likely be smaller and more tribal, while domestic grains require far more organization and technology to be a viable food source. Spread-out family homes give rise to personal gardens, while high-occupancy housing is only possible when those living there have access to distribution centers. What other food-related factors might you need to think of when building your characters' worlds? (Worldbuilding, Juniper)

Megan Hutchins, Celeste C. Tyler, Chris Jones, Charles Stanford, Sean E Lundgren, Ann Chamberlin (M)

Hello, Imposter Syndrome, My Old Friend

Have you ever doubted your abilities or felt like a fraud? Imposter syndrome is everywhere, but our panelists will discuss their methods for combating this mindset. (Editing, Bryce)

Anna F. Marasco, M. A. Nichols, Michaelbrent Collings, Jessica Guernsey, Mark Minson (M)

Raising the Stakes: Making Your Readers Care about Your Story

It's clear that you care about your stories. How do you get your readers to invest in them? Learn about emotional stakes, your audience's needs, and how to keep them captivated throughout your story. (Writing, Maple)

September C. Fawkes, V.J.O. Gardner, Daniel Swenson, Janci Patterson, Wulf Moon, Christine Nielson (CMA) (M)

So You Want to Play a Bad Guy? The Fine Line between "Antihero" and "Antifun"

Explore the complexities and challenges of embodying morally ambiguous personas in role-playing games. Learn strategies to develop nuanced and compelling antihero characters, delve into the psychology behind their motivations, and navigate the delicate balance between immersion and maintaining a healthy gaming environment. (Gaming, Elm)

Dax Levine, Coral Hayward, Allie May, Daniel Yocom, Dan Wells, Tristan Bond (M)

Successful Crowdfunding

You have a brilliant idea, but you need money to make it happen, and you think crowdfunding might be right for you. This class will take you through the stages of a project from preparing to launching to funding to fulfillment. You'll learn about common pitfalls and how to avoid them. Class will also cover backer management skills you can develop and how to develop good collaborative relationships with other creators. (ProDev, Arches)

Sandra Tayler

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? What is the difference between a long sword and a great sword? A saber and a rapier? How about a thrusting spear, a throwing spear, and a hewing spear? How hard is it to swing a war hammer or a mace? This is a *hands-on* presentation of various types of swords, axes, spears, and other weapons and armor, ranging from the 3000 BC to the early twentieth century, from copper to bronze to steel (and obsidian). Participants will have

the opportunity to handle and heft actual weapons and learn how they were employed. (Worldbuilding, Canyon)

C. David Belt

Total Story Immersion

Why and how do our favorite songs, movies, and stories draw us in? Come find out how you can get more enjoyment out of your entertainment and learning. (TMA, Amphitheater)

Thomas Fawkes, Peter Orullian, Craig Nybo, Emily Huey, Johnny Jensen, Jana S. Brown (M)

Fri. 4:00–4:45 pm

Courage to Believe Again: Dwarves and Other Chosen Ones in the Abyss

Much emphasis in media analysis is placed on the Hero's Journey, but it is true that the effects of the "belly of the beast" stage are much more far-reaching than are often acknowledged. This paper focuses that idea into an exploration of how the sacred is lost and restored in *The Hobbit*, *Harry Potter*, and *Star Wars*. (Academics, Oak)

Kaki Olsen

Dragon Anatomy: Creating Realistic Creatures

How do you create a fantasy creature that looks and feels like a realistic animal? When creating dragons and other fantasy creatures, specific anatomical principles need to be kept in mind. In this presentation, Travis Deming, the creator of *The Dragon Story* series, will demonstrate his approach to dragon anatomy and anatomical principles he follows when creating his fantasy creatures. (Art, Juniper)

Travis Deming

Fanfiction: Filing Off the Serial Numbers

The infamous success of *Fifty Shades of Grey* shone a spotlight on the practice of changing one's fanfiction just enough to make it into an original story. After all, many authors learn to write through fanfiction, and why not share a

well-written story with the world? A look at how you can use others' fictional universes as inspiration for your own words. (Worldbuilding, Zion)

Cassiopeia Fletcher, Brandon Gillespie, Jennifer Wardell, Quiana Chase (M)

The First Draft of Anything Is Unpublishable: How to Rewrite

You want to put out your best work—so why won't your first draft cut it? Come learn about the drafting process, the power of revision, and what a second or third draft can do for your fledgling stories. (Writing, Arches)

M. Todd Gallowglas, M. A. Nichols, Kaela Rivera, Rosemary Kirstein, Chersti Nieveen, Anna King (M)

Improve the Now, Change the Future

Making small changes to make writing and life better. A better chair for you. Adding smell description to your story. Allowing yourself to enjoy the story. Based on Brandon Sanderson's UVU Commencement talk. (ProDev, Bryce)

Peter Orullian, Benjamin K Hewett, Darci Cole, Julie Bouché, Stephan Fassmann (M)

Indie Game Creator Spotlight: Meet the People Making It Happen!

Help us celebrate and showcase the creativity and innovation of independent game developers. You'll see unique games and groundbreaking mechanics. Have ideas of your own? Come meet the ones writing, testing, and building the next big thing, and see what it takes to make your own. (Gaming, Amphitheater)

Martin Greening, Coral Hayward, Steve Simmons, Ravyn Evermore, Sean Ricks, Brennan "Talonos" Smith, Ryan Bouché (M)

Screenwriting: Final Draft and Other Tools

Using the right tools and getting the formatting right. If you are going to submit your screenplays you need to use standard formatting. (TMA, Elm)

Aaron Johnston, Blake Casselman (M)

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

C. David Belt

The Western Canon and the Eastern Canon

What are the foundational books of various cultures and what can we learn from them. (Books, Maple)

Ann Chamberlin, Chris Jones, Luke Fredette, Paul Williams, Aniqah Jahangeer, Eric Swedin (M)

Writer Meetup: Horror

Are you looking for a writing group? Beta readers? Come hang out with fellow readers

and writers of your favorite genres at this low-key networking event. (Boardroom)

Fri. 5:00–5:45 pm

Creating a Self-Publishing Business Starting Today

Self-publishing is a business. Here's what you need to know and how to execute. (ProDev, Amphitheater)

M. A. Nichols, Michaelbrent Collings, Brandon Gillespie, Jason Hamilton, Tricia Simpson (M)

Fat Doesn't Mean Unfit

The popular perception of fatness is that fat always equals unhealthy. But it's entirely reasonable to be both fat and athletic. Come learn about how to write fat characters who are just as capable as thinner characters! (Worldbuilding, Elm)

T. C. Hendricks, Jo Schneider, Rae Smith, Mickey George (M)

Is Screenwriting for Me?

A panel discussion with screenwriting experts. The ins and outs of screenwriting. Will I enjoy it? Can I earn a living? Can I make a difference? (TMA, Oak)

Blake Casselman, Tom Durham, Brandon Ho (M)

Multiday Simulations for Teens

Have you ever wanted to indulge your love of cosplay, acting, writing, improv, and game design, and get paid for it? We thought so. Come learn how three of your mates put together a mind-blowing three-headed business that lets them feed all the loves above—and get paid for it. There are applications here to practically every channel at LTUE, and this class is battle-tested and teen-approved. (Gaming, Maple)

Chris Jones, Quiana Chase, Renae Kingsley

Science Fiction and Fantasy Inspired by Historical Events

Game of Thrones was inspired by War of Roses. Harry Turtledove took history in a different direction. Come discuss your favorite historical adaptations. (Books, Juniper)

Ann Chamberlin, Tyler Tarter, Luke Fredette, Paul Williams, Eric Swedin (M)

So You Want to Make a Webcomic

Ever wanted to show your story visually? Maybe you've read some comics and want to try your hand at it. Maybe you've got a script but no artist. This presentation will cover how to create a webcomic, graphic novel, and comics from start to finish. What you need to know going in, advice for being in the thick of it, and a vision of where your stories could go. (Art, Cedar)

Anna King

Writer Meetup: Romance

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

Fri. 6:00–6:45 pm

Creating Realistic Armor for Men, Women, and Creatures

How to design and draw realistic armor for a variety of body types. One area that many new artists shy away from is designing armor. This skill requires an understanding of functional armor design and the range of motion of the human form. (Art, Elm)

Brian C. Hailes, Steve Simmons (M), Rodayne Esmay

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/Art, Oak)

Amey Zeigler, Heather Monson

Filter Words and Pacing

For better or worse, filter words slow down the pace of a story. Come learn when and how to use them or lose them. (Editing, Amphitheater)

Kristina Atkins, Wendy Christensen, Chersti Nieveen, Emma Heggem (M)

From Zero to Finished First Draft in Ninety Days: A Foolproof Plotting and Schedule Method

Unlock your novel-writing potential in just ninety days with our foolproof plotting and scheduling method workshop! Learn how to craft a compelling story arc, develop well-rounded characters, and map out your entire novel with precision. Join us to embark on an exhilarating journey from the initial idea to a fully outlined novel, equipped with the tools and support to bring your literary dreams to life within a focused and achievable timeframe. (Writing, Cedar)

Craig Nybo

Refining Your Screenwriting

Making your dialog believable, brevilouquent, and witty. (TMA, Maple)

Michaelbrent Collings, Brandon Ho, Aaron Johnston, Amy White, Blake Casselman (M)

You, Your Workspace, and Creativity

Your workspace should aid your creativity and support your health. (ProDev, Juniper)

W.D. Kilpack III, C. K. Jensen, Renae Kingsley, Gustavo Bondoni, C. Rae D'Arc (M)

Film Festival

The LTUE 2024 International Film Festival has selected 42 winners out of 1,400 submissions. We will screen as many of the 42 films as possible during our three-hour time slot. All selections (including the films we don't have time to show) will be listed and described in our blog at <https://ltue.net/ltue42filmfest/>. (Friday, 7 PM, Canyon)

Limbo

This psychological horror film, shot entirely in Utah, is about a newly married couple who are abducted on their honeymoon night and taken to a strange realm where demons force them to face the secrets they've kept from one another. Starring Eric Osmond (*The Chosen*) Megan Rees (*Lego Disney Princess: The Castle Quest*) Aimee-Lynn Chadwick (*Yellowstone*) and Jason Steadman (*Troll 2*) with Kindra Buras, John Terry, Cari Stewart, Lonzo Liggins, Chad Wright, and Nathan Smith Jones (*Mobsters and Mormons*). Written and produced by LTUE presenter and alum Blake Casselman (*Adopting Trouble*) and produced and directed by Mario DeAngelis (*The Parker Sessions*). This recut version of the film is open to the general public. It is unrated, contains minimal strong language, mild violence, mature themes and implied sexual content. (Friday, 10 PM, Canyon)

Writer Meetup: Science Fiction

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

Fri. 7:00 pm

Filking

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

Film Festival (3 hours)

The LTUE 2024 International Film Festival has selected 42 winners out of the fourteen hundred submissions. We will screen as many of the 42 films as possible during our three-hour time slot. All selections (including the films we don't have time to show) will be listed and described in our blog. Open to the public. (TMA, Canyon)

Mass Signing (2 hours)

Mass signing extravaganza! Open to the public. (Zion)

See the list of participants on page 28.

Fri. 10:00 pm

Limbo Screening

Join us for Blake Casselman's new film *Limbo*. If you like horror, you'll enjoy this film. (TMA, Canyon)

Blake Casselman

Saturday, February 17

Sat. 9:00–9:45 am

Bringing Comedy into Scripts and Other Writing

A group of comedy experts will entertain and inform you on the best ways to write and enjoy comedy in all your works. (TMA, Maple)

Craig Nybo, Shelly Brown, Aaron Johnston, Kenny Baldwin, Robert Hatch, Frank Morin (M)

Classic SciFi Celebration

Niven, Asimov, McCaffrey, Le Guin, and more. (Books, Cedar)

Tyler Tarter, Eric James Stone, Chris Jones, Rosemary Kirstein, Paul Williams, Eric Swedin (M)

Creating through Your ADHD

How can you work with your hyper focus, work through your distractions, and avoid burnout? Whether you have ADHD or not, we all struggle with maintaining focus to some degree. Come learn and share some tips to keep moving and working and producing and creating, and make ADHD a superpower. (ProDev, Juniper)

Faralee Pozo

Dining throughout History

The 1950s stereotype of a happy family cooking at home can feel timeless, with scorn

often leveled at those who frequently eat out or order in. But at many points in history, storing and cooking food at home was all but impossible. From ancient Roman street food to post-war Japanese food stalls, communal Pueblo kitchens to Tudor feasts to prepackaged soldiers' rations, come take a look at the options your characters' communities might have for meals. (Worldbuilding, Bryce)

Ann Chamberlin, C. W. Allen, Benjamin K Hewett, Charles Stanford, Sean E Lundgren, T. C. Hendricks (M)

Games Teaching Writers: LTUE's Top Video Games Showdown

In this "Genre Showdown," join our panel as they debate and explore the top video games in each genre, from action-adventure to role-playing, strategy to first-person shooters, and beyond. Get ready for a fast-paced session filled with passionate arguments, expert insights, and surprising recommendations as we showcase the standout titles that have shaped and defined their respective genres. Which of these games should you be playing to help build your own writing skills? Come find out! (Gaming, Elm)

Mike Thayer, Johnny Jensen, Brennan "Talos" Smith, Tristan Bond, C. Rae D'Arc (M)

Portrayal Doesn't Mean Advocacy: David Drake on War

David Drake produced dozens of "military sf" novels. But contrary to what some have said, Drake doesn't celebrate violence; even when his elite warriors achieve victory, he shows us the real costs of war. The novels' gritty realism is informed by Drake's searing experience in Vietnam as a draftee. Come learn how cracking good adventure stories can also tell disturbing truths. (Academics/Books, Oak)

Steve Setzer

How to Setup an Email Newsletter

Email is the best tool for marketing. What options are there, how to get started, and what to say? (ProDev, Zion)

J C Youngstrom, M. A. Nichols, Michaelbrent Collings, Brandon Gillespie, Tricia Simpson, Kat Gardner (M)

Illustrators of the Future: How Do You Survive as an Artist?

So you can draw, paint and sculpt. But how do you turn that into a profession you can support yourself with? Illustrators of the Future judges discuss the Contest and tips on the business of art, from creating portfolios to working with art directors. (Art, Amphitheater)

John Goodwin, Brian C. Hailes

Raising the Stakes: How to Keep Readers Hooked on a Series

Editors like to repeat the mantra to “raise the stakes” after each book in a fantasy series. Tension is what drives readers to turn the pages well past a reasonable time for turning off the lights. In writing fantasy, creating peril is the key ingredient. This class will discuss how to increase the sense of jeopardy and conflict in a story that will make your characters more interesting, the plot more riveting, your villains more menacing, and the setting more intense—while influencing your readers to delay putting the book down in order to read just “one more chapter!” (Writing, Arches)

Jeff Wheeler

Sat. 10:00–10:45 am

Conlangs: Creating Your Own Languages

We’ve all encountered a created language in fiction before, from Tengwar to Dovahzul, Klingon to Dothraki. But how can you begin to create your own language, and how do you decide when and where to use it? (Worldbuilding, Zion)

Megan Hutchins, Kristina Atkins, Logan Kearsley, Neysa Watkins, Thomas Fawkes, Megan Hamilton (M)

Editorial Triage: Breaking Down Fiction Revision

A developmental edit (also called a substantive or content edit) on a novel can be a daunting task, especially if you don’t have a plan. But as with any (potential) disaster, triage can help you manage the mayhem. Come

learn fiction editing triage according to Sol Stein’s editing system and learn how to bandage broken characters, shore up weak plot points, and strengthen feeble prose. (Editing, Amphitheater)

Kristy S. Gilbert

Fifteen Crucial Decisions Every Writer Makes (Whether You Know It or Not)

This presentation will help you consciously recognize decision points that exist in the creation of every story (whether for stage, film, or books). This will help you avoid “a default no decision” because you didn’t know it needed to be made. It will help you learn how to knowingly make good purposeful story decisions. (TMA, Arches)

Robert Hatch

Guest of Honor Interview: Kaela Rivera (Maple)

Kaela Rivera, Brenda Sills (M)

Introverts Unite! Building Community to Survive Your Writing Journey

Writers with a strong network of friends are more likely to succeed at their writing goals. Books and series with a strong community of fans are more likely to have longevity. This class covers some basic principles of community building, skills you need to develop, and how you can serve (and be served by) the communities you participate in. It is dangerous to go alone, acquire friends and take them with you! (ProDev, Cedar)

Sandra Tayler

Kaffeeklatsch: A Chat with Creator Rosemary Kirstein

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

Rosemary Kirstein

Mythopoeia Declaimed

I will recite Tolkien’s poem “Mythopoeia” accompanied by a lyre. (Books, Juniper)

Charles Stanford

Steal Like an Artist: Getting Story Ideas from Other People’s Stuff

Originality is overhyped. But if that’s the case, how do you go about getting good ideas in the first place? Find out how to navigate the dynamics of influence, inspiration, and innovation while learning from—and stealing from—the best. (Writing, Bryce)

Cassiopeia Fletcher, Bryan Young, Allison K. Hymas, Eric James Stone, Nicholas Petrarch, Eric Swedin (M)

The Two Types of Plots Every Writer Should Know

There are two types of plots that power almost all successful commercial fiction. Are you using them in your stories? Do you know how they work? In this class, you learn both plot types, their key beats, the three big mistakes writers make, how to generate scenes, and much, much more. Come learn how to make plotting easier and deliver the ride your readers are looking for. (Writing, Elm)

John D. Brown



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Provo
260 N. University Ave.
801-373-3482

Orem
48 W. 300 N.
801-225-7623

Lehi
189 S. State St.
801-766-8098

Sat. 11:00–11:45 am

AI and Art

Art and AI could mean the end for human creativity, or it could become a new tool allowing artists and creators to explore, create, and innovate more than ever before. How do we protect ourselves, navigate business and legal issues arising from AI, and how do we use it as a tool. (Art, Cedar)

Jonathan Bowen, Brandon Gillespie, Sean Ricks, T. Alan Horne, Jemma M. Young (M)

Indigenous Storytelling and Narrative Structure

Come enjoy some Native storytelling with Dan'-dee-ni storyteller Bentley Pistorius, and learn a little about Native story structures and the basics of storytelling. (TMA, Elm)

Bentley Pistorius

Kaffeeklatsch: A Chat with Creator Celesta Rimington

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

Celesta Rimington

Making Butt-in-Chair Time

Being there even when blocked. (ProDev, Juniper)

Timothy Kuhn, Taryn Skipper, Rose Card-Faux, Gustavo Bondoni, Lehua Parker, Brenda Stanley (M)

Music and Writing: Reciprocal Inspirations

Join these other writer/musicians as they talk about their novels that were inspired by music, and music that was inspired by literature. This is one you won't want to miss. (TMA, Maple)

Peter Orullian, Dominique Replogle, Craig Nybo, Nick Mills (M)

Nonnormative Relationships and You!

Have you ever been watching a movie and groaned at yet another tacked-on love scene? Are you sick of television shows where the romantic leads lose all chemistry and plot as soon as they get together? Or perhaps you're writing an asexual or aromantic character and are at a loss about how their most intimate relationships might form? Fear not! In this panel, we'll be looking at platonic relationships, friendly coparenting, marriages of convenience, and more! (Worldbuilding, Amphitheater)

T. C. Hendricks, Ravyn Evermore, Anika Jahangeer, Quiana Chase (M)

Renaissance Fanfic: *The Song of Roland*, *Orlando Furioso*, and *The Faerie Queene*

Hippogriffs and sea orcs. Rubens paintings and Handel operas. Landmark works of cultural criticism. All springing from a tale of an ambush. I'll discuss two epic poems, one Italian, one English, that repurposed characters from the medieval epic of *The Song of Roland* and the works that were inspired in turn by these forgotten pop culture icons of bygone days. (Books, Bryce)

Charles Stanford

Self-Editing

It can be hard to identify the mistakes in our own writing, but there are some tips and tricks that can help. Our panelists will help you refine this skill and learn how to know when it's time to call a professional editor. (Editing, Arches)

John M. Olsen, Laura McGill, Robert Zangari, Chersti Nieveen, Nic Nelson (M)

Triangulating Your Characters: How Focusing on Character Relationships Drives Conflict and Plot

Author Lisa Mangum begins every plotting session by drawing a triangle and identifying the protagonist, the antagonist, and the alternate. With that "character relationship triangle" as her foundation, she builds out the relationships that will drive the conflict of the story as well as uncovers character goals, story themes, and plot points. In this class, she will teach you this method of character development and plot work as well as demonstrate how it works in her own books and other stories. Attendees will be able to develop their own character relationship triangles and apply them immediately to their own project. (Writing, Zion)

Lisa Mangum

TTRPG Puzzles and the Player Experience: The Waltz between Immersion and Enjoyability at Your Table

Do you roll an intelligence check to solve the puzzle? Why is there a puzzle in this dungeon, anyway? There's a delicate, if invisible balance in rule set and adventure design between having an element make sense within the game and setting, and whether it's actually fun for the player to engage with. Let's explore that balance. Where have systems failed? Where have they succeeded? And how do we take these lessons to our tables to give everyone a better game? (Gaming, Oak)

Cavan Helps

Sat. Noon–12:45 pm

Arium 42: A Massive World-Building Event (2 hours)

Arium: Create is a world-building game that brings together creative minds to

collaboratively construct unique and vibrant worlds. In this ambitious session hosted by Will Munn (author of Arium: Create) and Dax Levine (Guinness World Record Holder for the largest game of D&D) we plan on creating the largest setting ever imagined. The best part? The world created during this massive session will be published and made available to writers and gamers worldwide! This is a fantastic opportunity to engage with fellow world-builders, writers, and creatives while leaving a lasting impact on a rich, collective world that will inspire countless stories to come. (Gaming, Canyon)

Hosts: Will Munn, Dax Levine

The Balance between Form and Function

How to find the right balance between form and function when creating practical designs. (Art, Maple)

Brian C. Hailes, Jonathan Bowen, Jess Smart Smiley

Dastardly Dynamics: Writing Compelling Villains

Everyone loves a strong villain. Learn from these authors how to craft compelling antagonists who will keep your readers glued to the page and demanding their downfall. (Writing, Zion)

Michaelbrent Collings, Peter Orullian, Jeff Wheeler, Aaron Johnston, Max Florschutz (M)

Forty-Two: Using Ultimate Questions in Science Fiction and Fantasy

Have you ever wondered what is the meaning of life, the universe, and everything? Don't panic. Our research delves into the deep thought of 42* authors who utilize the idea of ultimate questions and ultimate answers in science fiction and fantasy stories. (*May not actually be quite that many.) (Academics, Arches)

Bruce H. Allred, E.A. Younker

How to Banish Writer's Block, Fear, and Doubt and Unleash Your Awesome Power

The #1 thing that slays more writing dreams than anything else is the writer's own head games. In 2005 I fiddled with death. Cognitive therapy (and God and a good counselor) saved me. And gave me an explosion of insights about writing stories and the distortions that sabotage so many of us writers. In this class, you learn the distortions, the truth, and a tried-and-true technique for removing the distortions that anyone can follow. You don't need to struggle anymore. Banish your writer's block, fear, imposter's syndrome, comparisonitis, and more. Come learn how to unleash your awesome creativity and have a blast writing. (Writing, Cedar)

John D. Brown

Acknowledgments

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Bouché (app)
Dragon's Keep

Jeremiah Clark and the rest of the
Marriott Hotel staff
The spouses, roommates, etc., of the
symposium committee
The many wonderful presenters and
dedicated volunteers

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

Kaffeeklatsch: A Chat with Creator Robert Hatch

An informal chat with one of our special
guests. Space is limited; signup required ahead
of time. (Boardroom)

Robert Hatch

The Newest Movie Releases

Favorite new movies released since LTUE
2023—what makes them great, and which
ones to avoid. (TMA, Juniper)

Jenniffer Wardell, Mike Thayer (M)

Punctuation Predicaments

Commas, periods, semicolons, colons, dashes.
What's the difference? This panel will teach
not only how to correct punctuation, but also
how to vary it to make your writing more
interesting. (Editing, Amphitheater)

*Lisa Mangum, Rachelle Funk, Suzy Bills,
Wendy Christensen, M. Todd Gallowglas (M)*

When Han Wasn't Solo: Why Characters in Happy Families Can Make Great Heroes

Making every protagonist an orphan and
every family dysfunctional is a solution to
some storytelling problems, but it's a cheap
and overused solution. Learn how to do it dif-
ferent and better. (Writing, Bryce)

D.J. Butler, Robert J Defendi, Craig Nybo (M)

Writers of the Future—a Launch Point for Establishing Your Professional Writing Career

Join Writers of the Future team and previous
winners for a discussion on how to enter the
WotF contest and to use it as a launch point
for establishing your professional writing
career. (ProDev, Elm)

*Kevin J. Anderson, John Goodwin (M), Wulf
Moon, Eric James Stone, Darci Stone*

Sat. 1:00–1:45 pm

Arium 42: A Massive World-Building Event (cont.)

Hosts: Will Munn, Dax Levine

Book Coaching vs. Editing

What's the difference between book coaching
and editing? Our panelists will explain the dif-
ference and help you find the professional who
can help you the most. (Editing, Amphitheater)

*Christine Nielson (CMAlder), Troy Lambert,
Nic Nelson, Lehua Parker, Lauri Schoenfeld (M)*

Decisions, Decisions in the Media World

What is the future of theater movies, home
media consumption, and media distribution?
(TMA, Elm)

*Robert Starling, Jenniffer Wardell, Aaron
Johnston, Robert Hatch, Kels Goodman (M)*

Do-It-Yourself Medical Care: Hands-On First Aid

Sometimes there's no substitute for firsthand
experience. Come learn about what kinds
of injuries your characters are likely to suf-
fer, and see for yourself how to treat them.
(Worldbuilding, Maple)

*Scott Stephens, J. L. Mayne, V.J. O. Gardner,
C. W. Allen, T. C. Hendricks (M)*

Finding the Story to Market Your Work

In a world of social media, creative work sells
better if you frame your pitch with a story.
Come learn how to present your work so it
intrigues your potential audience. This works
for everything from novels to artwork to
Kickstarters to growing a social media follow-
ing. (ProDev, Bryce)

Sandra Tayler

Kaffeeklatsch: A Chat with Creator Todd McCaffrey

An informal chat with one of our special
guests. Space is limited; signup required ahead
of time. (Boardroom)

Todd McCaffrey

Portfolio Party / Sketchbook Soiree

Bring your sketchbook and come ready to
share your work and ideas with others, or
simply come to see what others are working
on and thinking about. Join in a few simple
collaborative games with creator Jess Smart
Smiley and connect with other creators. (Also
a great opportunity for writers to find artists
for potential collaborations.) (Art, Oak)

Jess Smart Smiley

Science Fiction and Fantasy for Teachers and Students

Recommendations and summaries of SFF
books for different reading levels and matu-
rity groups. (Books, Juniper)

*Liz Busby, Lance Conrad, Luke Fredette, Paul
Williams, Anika Jahangeer, Ariadne Kane (M)*

Unleash the Power of Setting

Unleash an often-untapped force within your
story by powering your setting with character
status. When setting takes on a life of its own
and even becomes part of the controlling sys-
tem of power in your plot, it increases your
readers' connection and investment in the
story. A well-designed setting contributes to
tone, theme, character growth, increased ten-
sion, and emotional resonance that you, the
author, can shape with intention. Most of all,
a well-written setting can make your readers
fans for life! (Writing, Arches)

Celesta Rimington

Won't Someone Please Think of the Children?!

Join best-selling middle grade author Jessica
Day George on a whirlwind trip through the

evolution of the middle grade book, from *The Secret Garden* to *Percy Jackson*. What qualifies something as a middle grade (or children's book) and how has that changed, especially in the last fifty years? What does and doesn't work in the market today, and why are some older books still around while others, famous in their time, have disappeared? And most pressingly: why are there so many talking animals? (Books, Cedar)

Jessica Day George

Sat. 2:00–2:45 pm

Keynote: Rebecca Moesta

Come hear from our guest of honor! (Zion, Bryce, Arches)

Rebecca Moesta

Sat. 3:00–3:45 pm

A Brighter Future: Solarpunk Fiction

Watching the news and reading the studies of climate change, it seems at times that destruction is inevitable. Solarpunk is a genre that seeks to rise above that by envisioning a future where humans live in harmony with nature. What might a solarpunk civilization

look like for you, and what conflicts might arise as your world expands? (Worldbuilding, Amphitheater)

Celeste C. Tyler, Heather Monson, Darci Stone, Anika Jahangeer, T. C. Hendricks (M)

The Crisis Within: Overcoming Imposter Phenomenon and Self-Doubt

No matter how successful everyone deals with feeling like an imposter and faces self-doubt. There isn't a magic wand to make it go away, but there are amazing ways to minimize that voice that says you are not good enough. Come learn some methods and practices to help work with it. Life is hard enough without holding ourselves back. (ProDev, Arches)

Jared Quan

Developmental Editing

How do you know if you need a developmental edit, and what can you expect from the process? Our panelists will answer these questions and more. (Editing, Canyon)

Emma Heggem, Kaela Rivera, Lindsay Flanagan, Jeff Wheeler, Laura McGill, Kristy S. Gilbert (M)

Does This Unit Have a Soul: Sentient AI

With all the talk of artificial intelligence in the news lately, it can be easy to lose sight of the use of AI in traditional science fiction. But authors have been wondering for decades: at what point does an artificial being truly become alive? An exploration of how this has looked in the past, and what it might look like for you. (Worldbuilding, Bryce)

Rob Skidmore, Eric Swedin, Eric James Stone, Alpheus Madsen, Thomas Fawkes, Christopher Husberg (M)

Enjoying the Movies

How get the most enjoyment from movies without wasting your money. (TMA, Elm)

Robert Starling, Jenniffer Wardell, Kels Goodman, Tom Durham, Lon Franson (M)

How to Run a Book Club

Selecting books, recruiting members, and achieving longevity. (Books, Cedar)

Jessica Guernsey, Taryn Skipper, Mickey George, Benjamin K Hewett, Cambria Williams, Tricia Simpson (M)

Symposium Committee

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YouTube: Jeff Jensen

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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 43 on **Saturday, March 2, at 10 AM on our public Discord server** at <https://discord.gg/UTar7RWMnu>. Watch our Facebook page or Discord server announcements channel for more details.

Kaffeeklatsch: A Chat with Creator Will Munn

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

Will Munn

Survive the Night: Building Tension and Suspense in RPG Horror

Join our seasoned game masters as they reveal the secrets behind creating heart-pounding suspense, spine-chilling tension, and unforgettable encounters that keep players on the edge of their seats. Discover the art of storytelling, pacing, and atmospheric techniques that will immerse your players in a nightmarish world they won't soon forget. (Gaming, Maple)

Mari Murdock, Dax Levine, Rae Smith, Kat Gardner, Dan Wells, Daniel Yocom (M)

Using Formal Composition Strategies to Direct the Eye of the Viewer

What is the best composition to tell your visual story? There are composition strategies used by illustration masters that effectively capture the attention and direct the eye of the viewer. This presentation will review some concrete strategies to consider when composing your visual space. (Art, Oak)

Adam Heesch

Writer's Notebooks and How to Use Them

Join creator Jess Smart Smiley for a fun and practical exploration into getting the most out of your notebook through brainstorming, journaling, making lists, taking notes, cutting and pasting, and more. (Writing, Juniper)

Jess Smart Smiley

Sat. 4:00–4:45 pm

AI Tools for Creative People

AI is a tool; how can you use it to aid your career? Brainstorming, copy writing, or something else? (ProDev, Juniper)

Jemma M. Young, Brandon Gillespie, Heather Monson, Jason Hamilton, Stephan Fassmann (M)

Baen Travelling Roadshow and Prize Patrol (2 hours)

Come learn what Baen Books publishes and paths to connecting with us. (Arches)

D.J. Butler, Gustavo Bondoni

Book Design 101: A Copy Fitter's Guide to the Galaxy

Ever wondered what it takes to do the interior design for a book? Does book design really affect reader satisfaction? This beginner-friendly class will go over the basics of Adobe InDesign from title page to acknowledgements. This class covers essentials from design

principles, typography, and troubleshooting to reader psychology and industry standards. (Editing, Canyon)

Natalie Brienne

Books for Young Reluctant Readers

Middle-grade readers often resist what they're assigned or what is popular. What we can do to encourage them to find topics and books they might be interested in? (Books, Elm)

Kaela Rivera, Allison K. Hymas, Mickey George, Faralee Pozo, T. Alan Horne, B. A. Simmons (M)

Building Your Own Art Studio or Workshop

When you create a shop or studio, what do you need to get started? What do you need to look out for? How do you create a safe and productive workspace? (Art, Cedar)

Jonathan Bowen, Sean Ricks, Rodayne Esmay

Fun and Crazy SF/F Movies since the '50s

Join our panel of experts as they discuss their favorite science fiction and fantasy movies. (TMA, Maple)

Charles Stanford, Robert Starling, Jennifer Wardell, Kels Goodman, Tyler Tarter (M)

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! (Worldbuilding, Bryce)

M. A. Nichols, Ann Chamberlin, Jay Boyce, Chris Jones, Amanda G. L. Palmer (M)

Kaffeeklatsch: A Chat with Creator M. Todd Gallowglas

An informal chat with one of our special guests. Space is limited; signup required ahead of time. (Boardroom)

M. Todd Gallowglas

Lipreading Isn't Everything: Writing Deaf and HoH Characters

Fiction often portrays a lopsided, effort-intensive relationship between Deaf characters and their hearing counterparts. How might you make life easier for your Deaf characters, and what does it look like to code-switch between Deaf and hearing cultures? (Worldbuilding, Amphitheater)

C. Rae D'Arc, KaTrina Jackson, Tristan Bond, Taryn Skipper (M)

Robert Heinlein's Five Rules of Writing

A discussion of Robert Heinlein's famous "Five Rules of Writing." These pragmatic, practical, and practiced directives are for the working author and are the very career-enabling tips that steered a blue-collar scribbler to

becoming one of the seminal voices of his age. (Writing, Zion)

Johnny Worthen

Writing for Table-Top Role-Playing Games

Whether you're a writer seeking to translate your skills to tabletop RPGs, a game master looking to refine your narrative techniques, or simply a fan curious about the magic behind the scenes, you'll learn a lot from our panel of experts on how to write and publish for table top role playing games. We'll discuss structure differences from novel writing, using game mechanics in storytelling, and then give some insights into pitching to game companies and breaking into the field. (Gaming, Oak)

Stan Crowe, Johnny Jensen, Mari Murdock, Dan Wells (M)

Sat. 5:00–5:45 pm

Baen Travelling Roadshow and Prize Patrol (cont.)

D.J. Butler, Gustavo Bondoni

Building Characters from the Soul Up

Characters only become real and leave an emotional impact when their personality has multiple layers of complexity, just like us real-worlders. Capturing all that in a fictional character may seem daunting but trust me, you don't need to fill out a ten-page personality questionnaire. You only need to explore a handful of the right questions. Together, we will explore five simple questions that truly provide your character with a soul. Questions that will naturally dictate how they think and behave in any situation with little input from you. In other words, they will come alive before your very eyes! (Writing, Canyon)

Colby Dunn

Collaborations on Story, Magic, Music, and More

Learn what it's like to collaborate with big-brand names. Peter's collaborations include the novelization of the Grammy Award-winning band Dream Theater's album *The Astonishing*, and he cowrote the soon-to-be-published novel *Songs of the Dead* with Brandon Sanderson. He will also be talking about magic systems and music in magic systems, and he will be doing a reading from *Songs of the Dead*. (TMA, Amphitheater)

Peter Orullian

Mining the Ancients for Story Depth

Though most ancient documents turn out to be receipts for grain transactions, there are some spectacular ancient texts that are not only filled with good advice (don't make decisions when you're drunk) but the kind of

societal snapshots that can give your world-building serious gravity. If you thought Rick Riordan had already exhausted the field, think again. Let's see what the ancients have to teach us about what real societies look and feel like—and all of it is out of copyright! (Academics, Oak)

Chris Jones

Social Media, Marketing, and Business for Artists

Discuss strategies for artists to survive financially in the modern world. Hear tips and tricks essential for artists in the modern marketplace. (Art, Elm)

Tremani Sutcliffe

Why Romance and Horror Aren't So Different

Writer of romance or horror? What if I told you these two vastly different genres stem from the same reactions and emotions? In this presentation, we'll look at the similarities, differences, and how to expertly incorporate the best of both worlds into your writing. (Books, Juniper)

Elizabeth Suggs

Writer Meetup: YA and Middle Grade

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

Sat. 6:00–6:45 pm

Irreverence in Children's Lit

Even children love subverting expectations. Come share your favorites! (Books, Oak)

Allison K. Hymas, Allie May, Shelly Brown, T. Alan Horne, Timothy Kuhn (M)

Joining the Tradition: Making Your Writing More Literary

You've probably heard of the divide between genre and literary fiction. How do you go about bridging the gap? Learn how to make your genre writing more literary, to navigate literary traditions, and to tap into a wealth of creative material as a result. (Writing, Maple)

M. Todd Gallowglas, Craig Nybo, Scott R. Par-kin, Nicholas Petrarch, Gustavo Bondoni, Anna F. Marasco (M)

Learning from the Masters

Gain valuable skills and insight by replicating works of the masters. See how even the old masters used geometry as a component of composition, and hear modern creators discuss how replicating the work of the masters can lend new insights into modern work. (Art, Juniper)

Jemma M. Young, Adam Heesch

Let Your Fears Disappoint You

Have you ever watched a horror film where the "monster" is cloaked in shadow, always hidden behind the scenery, leaving the imagination of the audience to fill in the blanks? Were you disappointed when the darkness dispersed and the "beast" was finally revealed? Did the tension fall away as your fears were not manifest in the physical reality of that evil? In moments like these, we realize the unknown is far more terrifying than the known. This concept has real valuable and 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 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, Cedar)

Matthew Bockholt

Mastering Internal Character Arc: Go Back to the Future with George McFly!

Just as a story has plot events, realistic characters have feelings and reactions as they experience those events. The most powerful stories use external events as a foil to expose the deepest emotions and force their characters to face their greatest fears, to strip away the protective shields over emotional scars, or to stand fast for their beliefs as they're challenged in a trial by fire. How we react under pressure and the choices we make reveals who we truly are. It is the same for fictional

characters. Fire up your DeLorean and flux capacitor and join Wulf in a journey Back to the Future to explore George McFly's character arc. (Writing, Arches)

Wulf Moon

Space Whales: Intelligent Nonhumans

At times, your characters might encounter a species whose thoughts and goals seem completely alien to them. How can they learn to understand these people—and what can they do if understanding turns out to be impossible? (Worldbuilding, Canyon)

W.D. Kilpack III, B. A. Simmons, Steve Simmons, Logan Kearsley, Eric James Stone, Ariadne Kane (M)

Time to Get off the Bench and into the Game: Volunteer for the LTUE Committee

It can be nerve wracking to step outside your comfort zone or to be concerned about over-committing yourself. The good news is that this class will give you a peek behind the curtain on what different LTUE committee positions encompass and what kind of support mechanisms are in place to help. Also, learn some tools to help you manage and set expectations, clarify responsibilities, and build your own support network. (ProDev, Amphitheater)

Jared Quan

Writer Meetup: Short fiction

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

Sat. 7:00 pm

Filking

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

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, Michael F. Haspil, as part of the festivities. *Separate tickets required in advance.* (Zion)

Michael F. Haspil

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

ARIUM at LTUE 42

A Massive World-Building Event

ADEPT
ICARUS

Join in and create the largest setting ever imagined. The best part? The world created during this massive session will be published and made available to writers and gamers worldwide!



Will Munn
Arium Creator

What is Arium?



Dax Levine
Professional DM

Don't miss this chance to be a part of the biggest event in LTUE history!

Saturday 12-2 Canyon Room



**KEEP
CALM**

*Personal Perceptive Results
and let me sweat
the small stuff*

\$50 Amazon Giftcard Drawing

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