

Life, the Universe, & Everything 43

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

Guests of Honor

Paul Durham

Jennifer A. Nielsen

Isaac Stewart



art by Tremani Sutcliffe

Knight Your Genius

Everyone's Brain Holds Genius

IgKnight Yours

February 13–15, 2025
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CHAPTERS MEETING STATEWIDE AND ONLINE

Letters from the Chairs

I need light!

You call out into the tangible dark but only the silence answers.

Your fingers clench the last candle. This has to be the one—the light that leads you out of this starless land of deepest black.

The match and wick fizz and flame.

And in the flare of the light, the beauty and brightness of the candle flame mesmerize and remind you of something you once read in an old scientific book. Where Faraday spoke of the glittering splendor of gold and silver and the still-higher luster of rubies and diamonds.

But none of these, Faraday had mused, rival the brilliance and beauty of the flame at the top of the wick. For what diamond can shine like flame? The flame shines in darkness, but the light which the diamond possesses is nothing until the flame shines upon it, making it brilliant again.

The flame shines in darkness.

You close your eyes. Feel the awe of that candle flame and something stirs inside you that burns far brighter than the candle's shine.

You lower your knee to the stony ground in great reverence, remembering the knight you witnessed receiving the honor of knighthood a mere fortnight ago. How he shone with the honor bestowed upon him of deep respect, trust, and gratitude for protecting the people.

With a fierce cry in your soul, you'd wished to be dubbed a warrior of light. But alas, you lamented, it could not be so. For you bore no such light as the knight's fire. So your head hung low and you'd stumbled away into light-lost lands.

But now the candle flame warms your face, and Faraday's words flash through you like the first notes of a battle cry.

The flame shines in darkness.

Your heart picks up the quickening beat. You open your eyes, hold the candle aloft in your brightening dark.

Your flame shines in darkness.

Your genius light that is uniquely your own. And if the candle you hold is as powerful as Faraday said, something that can wane and sputter to its end, then how much more powerful is *your* light, *your* genius that will never end.

The rhythm in your soul roars.

You rise to a stand. And in a brilliant epiphany, you *know* you must trust and protect your own inner flame. With deep gratitude, you cry out, *I will* honor my light, my genius! *I will* share my fire and live as a warrior of light!

And in that once-dark place you knight your genius.

Everything you create, all the heights your soul reaches, all the light you breathe in explodes brilliance through you and around you. And you realize with awe and wonder that you've *igknighthooded* your genius. You've honored and sparked *you* into genius flame.

And in that starless land of deepest black where your hope was once dim and your courage nil, you shine. And you are starless no more!

You come to Life, the Universe, & Everything, and the camaraderie, the learning and the gratitude for all who've offered their own light *igknights* your genius even more. And your passion and brightness *igknights* another and another until the whole world is full of light.

Worlds without end ablaze with your luminous flame.

Knight Your Genius!

Brenda Sills, cochair 2025

Hello everyone, and welcome to LTUE! Since its humble start in 1982, LTUE has grown into a huge gathering that educates, inspires, and builds a community for creators and dreamers alike.

We all remember our first LTUE. (Congrats if this is yours!) Mine was LTUE 18. It was the year 2000, and everyone was still high on life after surviving the Y2K scare. One morning, I got distracted between classes at school and began following a trail of bright, photocopied signs. They led me to a room filled with *sf* & *fantasy* lovers listening to David Howard talk about his brand new film *Galaxy Quest*. I slipped into a seat in the back and immediately knew two things: (1) this was what heaven was like, and (2) I would miss the rest of my classes that day.

Our theme this year is "Knight Your Genius." Everyone's brain holds genius. Let LTUE this year be your call to action to ignite your creativity and champion *your* unique brilliance.

To our incredible committee, panelists, and attendees: thank you for making LTUE extraordinary. Your passion, expertise, and energy fuel this event and bring it to life. Whether you're here to learn, share, or simply revel in the magic of it all, know that you are part of something truly special.

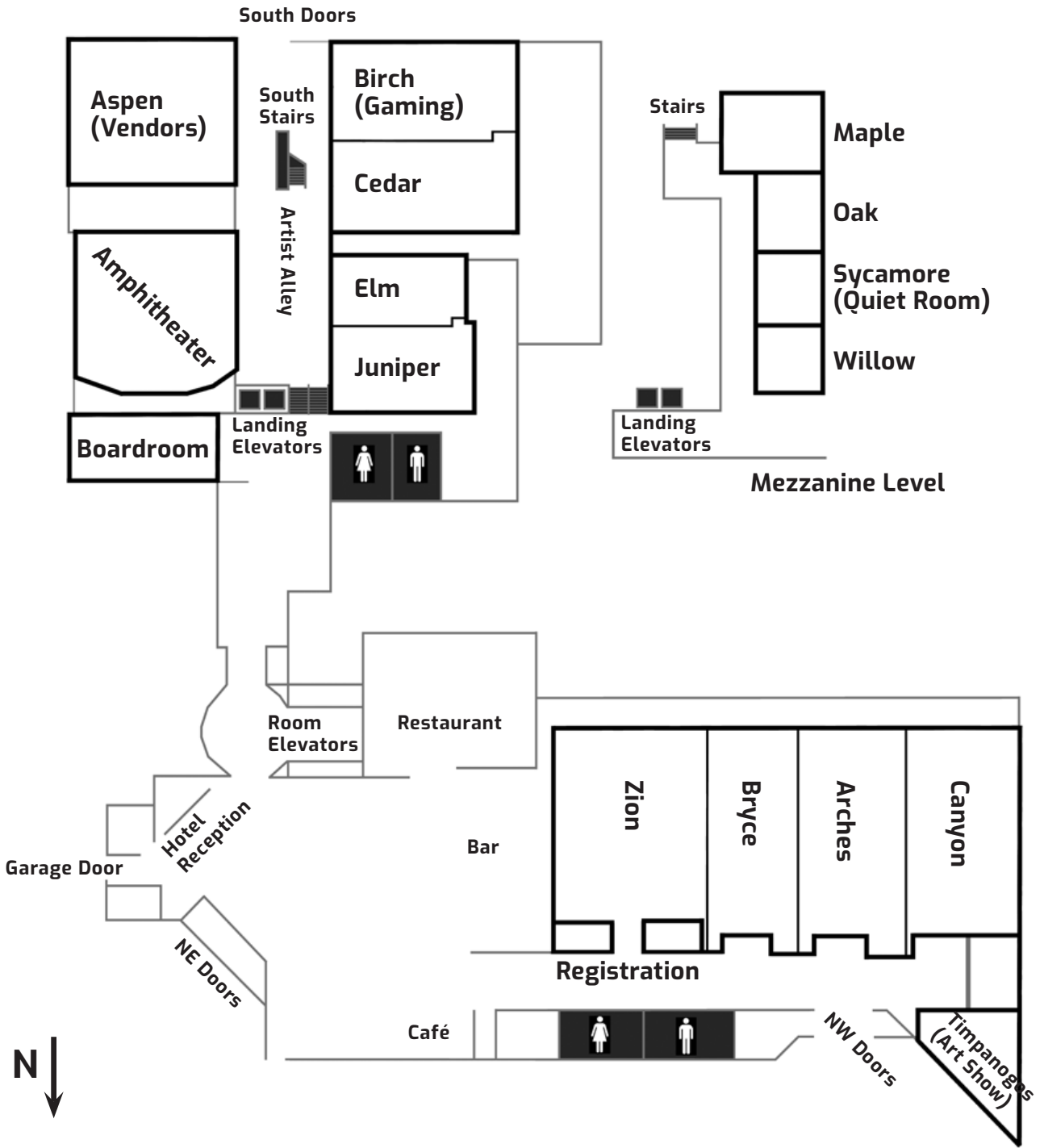
So grab your towel, embrace your genius, and enjoy the incredible panels, workshops, and events. Welcome to LTUE 43—let's make it unforgettable!

Ryan Bouché, cochair 2025

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 44 on **Saturday, March 1, 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.

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: noon to 7 PM
Friday: 10 AM to 7 PM
Saturday: 10 AM to 7 PM



ltue.net



LTUE Discord



survey

Guests of Honor

Paul Durham

Paul Durham was raised in Massachusetts and attended college and law school in Boston. He now lives in Exeter, New Hampshire, with his wife, two daughters and an enormous, bushy creature the local animal shelter identified as a cat. He writes in



an abandoned chicken coop at the edge of a swamp and keeps a tiny porcelain frog in his pocket for good luck.

The Luck Uglies was named an ALA Notable Children's Book as well as a New York Public Library Title for Reading and Sharing, and it won the Cybil Award for Middle Grade Speculative Fiction and a Sunshine State Young Readers Award.

pauldurhambooks.com

Jennifer A. Nielsen

Jennifer A. Nielsen was born and raised in northern Utah, where she still lives today with her family. She loves chocolate, old books, and lazy days in the mountains.



Jennifer has always loved reading and for most of her childhood, kept a tall stack of books at the side of her bed. She loved the Hardy Boys and Encyclopedia Brown series, but her favorite childhood book was *The Wolves of Willoughby Chase* by Joan Aiken. Her favorite book in junior high was *The Outsiders*. That book's author, S. E. Hinton, published *The Outsiders* at the age of seventeen. Jennifer set a goal to be published sooner.

Jennifer didn't make her goal, not even close. She got heavily involved in local theater and in school speech and debate competitions. The theater entertained the characters in her head, and the speech and debate filled her desire to never stop talking.

Jennifer completed her first book in her early twenties. She told a neighbor she planned to be published one day. The neighbor smiled back like Jennifer had a greater chance of landing on the moon one day. That was understandable. The first book was pretty bad.

So was her second. And third. The fourth wasn't terrible, but by then Jennifer had decided she was writing in the wrong genre. The characters in her head had changed from adult romantic suspense to young adult and children's fantasy characters. Jennifer had to change her writing too.

Jennifer's debut book was *Elliot and the Goblin War* (Sourcebooks, 2010). That series became known as *The Underworld Chronicles*. The next series she released was *The Ascendance* trilogy, beginning with *The False Prince* (Scholastic, 2012), followed by the *Mark of the Thief* series (Scholastic 2015) and the *Traitor's Game* series (Scholastic, 2018). She also wrote the sixth book of the Infinity Ring series, *Behind Enemy Lines* (Scholastic, 2013), and the second book of the *Horizon* series (Scholastic, 2017), and a standalone fantasy adventure, *The Scourge* (Scholastic, 2016). She has released four historical novels, *A Night Divided* (Scholastic, 2015), *Resistance* (2018), *Words on Fire* (Scholastic, 2019), *Rescue* (2021), *Lines of Courage* (2022), and *Iceberg* (2023). She will release her seventh historical, *Uprising*, in spring 2024.

Jennifer has won multiple awards including the Sydney Taylor Notable Book Award (*Resistance*, 2019), multiple Whitney Awards, including the Outstanding Achievement Award (2023), and several state book awards. Also, she once won a garden rototiller, though that's probably not relevant here.

www.jennielsen.com

Isaac Stewart

Isaac Stewart worked for over ten years in the animation and video game industries before becoming the vice president of creative development at Dragonsteel Entertainment for Brandon Sanderson. Isaac has designed and drawn the interior art of *The Way of Kings*, including the Alethi Women's script,



the various maps, Shallan's and Navani's notebook pages, and other extra artwork. Isaac also designed and drew the interior art of the Mistborn series, including the various versions of the Steel alphabet, the maps, and the Allomantic table.

In addition to his work at Dragonsteel, Isaac has created maps and symbols for some of the world's most-renowned fantasy authors. He and Shawn Boyles collaborated on the webcomic Rocket Road Trip (rocketroadtrip.com). He lives in Utah with his wife, children, and several cats.

Toastmaster

Cameron Hopkin

Cameron is the author of *A Gathering of Chaos*, a fantasy novel set in the world of Asunder, a new TTRPG. He also teaches psychology at Utah Valley University. He was born in Fort Worth, Texas, the fifth and final son of a grade-school teacher and a university professor. Over the years, he has worked as an actor, a construction worker, a call-center desk jockey, a wedding DJ, a waiter, a theatrical set builder, a census employee, a janitor, and a research assistant. At some point he ran out of novels to read and ended up writing his own just to keep his brain quiet. He lives with his wife, four daughters, dozens of chickens, and an avalanche of dogs in the state of absolute pandemonium.

cameronhopkin.com



Spotlight Guests

C. David Belt

C. David Belt graduated from BYU with a BS in computer science and managed to bypass all English or writing classes. He served as a B-52 pilot in the US Air Force. When he is not writing, he sings in the Tabernacle Choir and works as a software engineer. He collects, researches,

and teaches about swords, spears, and axes (oh, my!), and other medieval weapons and armor.

www.unwillingchild.com

Rose Card-Faux

Rose Card-Faux (she/her) is an award-winning writer and filmmaker, as well as a 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

Adam Heesch

Adam Heesch has been a lifelong student of nature, art, and storytelling. His career path has led him through some strange turns but has always brought him back to art and teaching. 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, after teaching at Providence Hall High School for nine years. 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

Benjamin K. Hewett

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

David Howard

While his most visible credit is DreamWork's major feature film *Galaxy Quest* (story and screenplay credit), David Howard has also worked in television and live theatre. *Falling for Eve* (lyricist, based on his play *Adam Alone*) appeared Off-Broadway at the York Theatre in the summer of 2010. Other credits as a lyricist include the theme song for the Disney Channel series *Zeke and Luther* and *Flying Heroes*, an animated feature both with composer Christopher Brady. His collaboration (book and lyrics) with composer Bret Simmons, *Changing Minds*, had a workshop production in June 2011 at the Actors Cabaret Theatre of Eugene, Oregon. Television credits include *The Carver Brothers* (series pilot), with Robert Deniro's Tribeca Films for CBS (co-written with M. F. McDowell), and *Dead and Breakfast* (pilot) for the WB with Ron Howard's Imagine Television. He has had plays produced by such theatres as Actors Theatre of Louisville, the Moving Arts Theatre, and the Timescape Arts Group. His play *Electric Roses* has been published in anthologies by Samuel French Books and Smith and Kraus Publishers. David has novel that will be published soon.

Jennifer Hulet

Jennifer Hulet is the author of the soon-to-be-self-published *Never Quite*—a behemoth of a novel that she can only describe as “odd literary fiction.” (Her son says the title is short for “never quite done,” and since she wrote the first draft when he was two and will publish it during his senior year in high school, he's not entirely wrong.) When not writing or working the day job to pay for writing, she likes being with her family, visiting with friends, doing anything that involves being on or in water, inventing problems that she can solve by buying something cool on Amazon, and talking to strangers until they tell her their deepest secrets (possibly just to get her to leave them alone).

Mari Murdock

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

marimurdock.com

Peter Orullian

Peter Orullian was selected as one of our spotlight guests for LTUE 2025. Unfortunately, he won't be able to attend this year because of the higher calling of being a caregiver for his wife, who is suffering with cancer. We hope Peter will be able to join us for LTUE 2026.

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 contemporary 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

Craig Nybo

Craig Nybo is a multitalented writer and artist with 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. As a solo artist and a member of the Rustmonster 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

Lehua Parker

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

www.lehuaparker.com

Participant Bios

Allison Anderson lives her best life as a wife, a mom, a dedicated member of The Church of Jesus Christ of Latter-day Saints, and author of The Cartographer's War series. As a life long fantasy nerd, you can often find her jotting down new story ideas or talking about dragons. allisonandersonauthor.com/

Kristina Atkins writes speculative fiction inspired by mythos from around the world, complex human relationships, and her own experiences living with mental illness. After earning her BA in linguistics from Brigham Young University in 2008, she received her MFA in creative writing from Converse College in 2012. She lives in Denver, where she and her husband spend countless hours trying to keep up with their three rambunctious sons. Outside of writing, she ignores real life by collecting tarot decks, dyeing her hair mermaid colors, and decorating her home. Her work has appeared in *Uncharted Magazine*. kristinaatkins.com

Sarah Bailey is a freelance editor specializing many genres, including adult, young adult, and middle-grade fiction. She holds a degree in writing and rhetoric from the University of Utah and a publishing certificate from the Denver Publishing Institute. As a mom of five crazy kids, when Sarah is not writing, editing, or listening to audiobooks, she can be found

walking outdoors, planning her next travel adventure, or helping a kid find their shoes. www.baileyediting.com

Ken Baker a literacy advocate with the goal of writing books that entertain the young and old and turn them into book-loving readers. He is the author of the picture books *How to Care for Your T-Rex*, *Old Macdonald Had a Dragon*, *Cow Can't Sleep*, and *Brave Little Monster*. His YA novel *Fool's Crux* is forthcoming in early 2025. He loves sports and going on adventures with his wife, children, and grandchildren. He loves chocolate and ice cream, "the two most important food groups." If you don't love to read, let Ken help you figure out why.

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

HFJ Ballard graduated in 2020 with his BA in English from Brigham Young University. He has published a collection of poetry titled *The Name of the West*, a novel titled *Monster*, and

a picture book titled *Theopolis Turtopolis*. He also has a running web-comic titled *Miles to Go*. hfjballard.wixsite.com/hfj-ballard

J. Abram Barneck writes science fiction and fantasy when he is not writing code. He has an undergrad in English creative writing and a baster'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

L.R. Bergquist lives in Salt Lake City and writes epic fantasy and science fiction romance. She's published two novels in the Shadows of Cro series. Has been a D&D DM for almost twenty years and has spent twenty-four years working as a corporate trainer, presenter, content creator, and administrator. www.lrbergquist.com

Sabine Berlin's love for the written word has taken her on many different paths. She is an author, editor, and a co-publisher at Mad Cat, an imprint of Roan & Weatherford Publishing. Her debut novel, *And the Sky Full of Stars*, was published by Immortal Works. She spends her days working in higher education and her evenings imagining what the world would be like if

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 are here!

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!

aliens, alternate realities, and a healthy dose of magic were real. SabineBerlin.com

Ashley Bigbie has a passion for bringing stories to life, whether it be through a screen, a stage, or a pair of tiny ear buds. She holds bachelor's degrees in film and theatre from WSU and UofU, was a stage manager at Hale Centre Theatre (Sandy), and served as the volunteer chair for The League of Utah Writers. Ashley is the owner of AudioBee Productions and loves to help indie and self-published authors along their audiobook journey. www.AudioBeeProductions.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 surname. Fluent in Brazilian Portuguese, an expert in exotic animal husbandry, and with degrees in health science and ballroom dancing, he would tell you more, but then this message would self-destruct.

Haley Bono I have a love of fairy tales. With a degree in criminal justice, I'm captivated by the

tension that challenges a person's morals and ethics. Most criminals have a tragic backstory, and every victim deserves justice. I've woven these experiences into my storytelling. When I'm not pouring my soul into blank pages, I'm spending time with my wonderful husband, two young kids, and our two chubby cats. haleybonoauthor.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

Jonathan Bowen is a creative who is passionate about design, engineering, technology, and story telling. On his blog, mechatronics.studio, 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.

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

Jana S. Brown has been involved in publishing for over thirty years. She has over eighteen published books under three pennames and has been featured in a number of additional anthologies. She writes the weird and the wonderful with smoochies, and she loves working with other authors to help them create, publish,

and market their books. www.opalkingdompress.com

Shelly Brown is an award-winning author. She is the coauthor of *Mustaches for Maddie*, *Squint*, *Willa and the Whale*, *Virtually Me*, and *The Wild Journey of Juniper Berry*. She is also the author of *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 short stories as well as literary criticism about the intersection between Mormonism and science fiction/fantasy. Her fiction has been published by *Wayfare Magazine* and in a recent anthology by Inklings Press. Her scholarship has appeared in the *Science Fiction Research Association Review* and the *Journal of the Fantastic in the Arts*. She cohosts the podcast *Pop Culture on the Apricot Tree*, which examines movies from an LDS perspective. She is currently a graduate student in English at BYU. lizbusby.com

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

Blake Casselman is an award-winning screenwriter, comic book writer, short story author, and award-winning film producer. His short fiction has appeared in a number of anthologies and his films have been screened at festivals throughout North America and as distant as the Short Film Corner at the Cannes Film Festival. He's taught screenwriting, film culture and history, and storyboarding, was the director of programming at FanX Salt Lake Comic Convention for nearly ten years, and is currently a customer service specialist with the Salt Lake County Library. He obtained his bachelor's degree in film from the University of Utah.

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 make a good story. agreaterdestiny.weebly.com

Brandon Chambers Martial arts expert.

Quiana Chase is a jack-of-all-trades in the creative world. She has worked as a professional writer, freelance editor, cover designer, game-mastercharacter 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

Robyn Cheatham is an author, wife, mother, and fantasy and contemporary romance enthusiast. When she's not writing or reading, she's spending time raising her three silly, beautiful children. Her first series, *Elves of the Elements*, will be completed in August 2025 as a sword and sorcery series with strong romantic subplots. *Yes, I'm Tall*, her first written contemporary romance novel, made its debut on Black Friday as a holiday read.

Sarah Chorn has been a respected book critic since 2010 and has managed to turn her love of the written word into a successful editing career. She is a respected speculative fiction developmental and line editor working for small, medium, and large publishers, and is the staff editor for the award-winning publication *Grimdark Magazine*. Sarah believes strongly in helping bridge the knowledge and communication gap that can spring up between authors and editors. Sarah is also a self-published author of six books. She's known for her literary writing and deep, emotional plots. Her work has won numerous awards and has been featured on websites, podcasts, and publications. www.sarahchornedits.com

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Ark editor-in-chief **Tony Daniel** was for many years a senior editor at Baen Books and Regnery Books. He is the author of a short story collection and ten science fiction novels, including the ground breaking *Metaplanetary*. Daniel was a Hugo finalist for his short story "Life on the Moon," which also won the Asimov's Reader's Choice Award. He has an MA in English from Washington University in St. Louis and dropped out of USC Cinema-Television school to write science fiction.


Author of the *Haunted Romance*, *Dreaming Princesses*, and *Dead and Back Again* books, **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


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Kyro Dean is the owner and editor for Eight Moons Publishing, LLC, and the writing resources website vanillagrass.com. She has published five epic fantasies in the *Fires of Qaf* series and three in the *Rogue Royals* steampunk series. Kyro loves to nurture plants and plots and help writers gain more confidence in their writing journey. kyrodean.com; eightmoonspublishing.com

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

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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 combines his knowledge in these disciplines to create unique worlds and stories. 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

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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, as well as 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 she is working on her PhD in narrative communications. www.cassiopeiafletcher.com

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The people
with towels
are
Committee
Members.

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Whitney Hemsath holds a BA in screenwriting and has published ten short stories, multiple poems, a full-length LDS inspirational nonfiction book, and a MG epistolary time travel novel. She writes across nearly all genres and age groups, with her current focus being sweet speculative romcoms. Her writing has won multiple awards and even been included in college curriculum. When she’s not writing, she enjoys going to Zumba, eating brownies a la mode, and neglecting housework in favor of watching a movie with her four sons and best friend/husband. www.whitneyhemsath.com

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Rafael Hohmann is an epic fantasy author whose *SunRider* series has been number one on Amazon. He has helped the fantasy writing community through teaching at conventions and sharing his knowledge with those who dream of creating their own books. His works have inspired epic musical compositions by famous composer Will Musser and his focus on monsters and lore have garnished him praise by his peers. www.rafaelhohmann.com

Concealed in a little nook beneath the majestic Utah mountains, you’ll find **Laura Holley** feverishly writing amidst the mayhem of her five children’s antics . . . or hiding in her studio out back, narrating an audiobook. With her story “Ember Blooms” in this year’s LTUE anthology, Laura is excited to return to LTUE for her seventh time and to share her knowledge in the crafts of writing, storytelling, and audiobook narration. www.lauraholley.com

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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.

Melva Gifford—a storyteller and passionate advocate for all aspects of sf&f fandom whose effervescent support inspired everyone she met.

the brain, psycholinguistics of story, game and video game studies, and screenwriting.

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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 scaile 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

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D. C. Wynters is the author of the young adult military science fiction novel *The Black Crescent*. Originally from the Pacific Northwest, Wynters is pursuing a graduate degree in astrophysics at Brigham Young University. He is the cohost of the writing podcast Quid Prose Quo and enjoys writing fantasy and science fiction. dcwynters.com

Gracie York is the guild founder and head editor of the York Editing Guild, offering editorial services to self-published authors. She's also edited traditionally published material, including medical textbooks, homeschool curriculum, and sf/f books. Gracie accidentally writes things in her spare time. It's definitely not an attempt to disprove the old maxim, "Those who can't write, edit." Currently she's working on a children's novel. In her past lives, Gracie taught English in Korea, nannied, answered phones for a credit union, and directed operations for a local nonprofit. At the moment, she's likely gardening or trying to get her husband to play another game of *Citadels*. www.yorkeditingguild.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. He teaches writing for *Writer's Digest*, *Script Magazine*, and at the University of Utah. www.swankmotron.com

Robert Zangari started his writing career in 2009 writing nonfiction but switched to writing fantasy novels in 2011 to help his father, Dan Zangari. Robert grew up in northern Utah, where he attended Weber State University and the University of Utah, studying biomedical engineering. He served a proselyting mission for the Church of Jesus Christ of Latter-day Saints in eastern Tennessee. 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 mediums, practicing martial arts, spending time with his family, and serving in his church. 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. *The Casserole Dish* won runner-up in the One Awards. 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. books.ameyzeigler.com

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Game Room Playtesting Sessions

Come join us in the game room as we playtest a new games! These sessions are open to all. Subject to change. Updates and schedules will be posted in the game room (Birch).

Card Game Playtest—Go Fish: North American Swamp Edition (designed by Niki Thornock)
Saturday at noon

TRRPG Playtest—Plains of War (designed by William Parkin)
Saturday at 1 pm

Listing of Events with Participants

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

Wednesday, February 12

Wed. 7:00–8:30 pm

Opening Social

Kick off your LTUE experience at our informal social. Greet returning friends, meet panelists and peers, and enjoy snacks!

Thursday, February 13

Thurs. 9:00–9:45 am

Creating Your Own Audiobooks

Hear our panel of successful audiobook creators and authors discuss current methods and business practices. (TMA, Juniper)

Jared Garrett, Ashley Bigbie, T. Alan Horne, Craig Nybo, Laura Holley (M)

Editors as Creators, Not Just Proofreaders

Editors are more than just proofreaders. They are problem solvers who participate in creative collaboration with authors. (Editing, Bryce/Arches)

Kristy S. Gilbert, Laura McGill, Lisa Mangum, Rachelle Funk, Sabine Berlin (M)

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

Join writer, director and filmmaker Robert Hatch for a discussion about conscious and unconscious decisions that writers (whether for prose or film) make that can make or break your story. (TMA, Maple)

Robert Hatch

For the Love of Dragons

From Eragon to Smaug, 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, Elm)

Max Florschutz, Jessica Day George, Daniel Swenson, Liesel Hill, Benjamin K Hewett (M)

Literary King Poles and Side Poles—How to Energize and Electrify the Middle of Your Story

A sagging middle is where many readers put a book down. This is such an important part of your storytelling and shouldn't be ignored. Join our experts as they help you learn how to add life to the structure of your story that will pull your readers through to the last page. (Writing, Zion)

Janci Patterson, Allison K. Hymas, Scott R. Parkin, Kenny Baldwin, Ken Baker (M)

Mastering Fantasy Illustration

Step into the enchanting world of illustration. From incorporating epic settings to mythical monsters and active characters, learn the essential steps to creating captivating and imaginative covers that will transport readers to distant realms—and get you hired. Whether you're an aspiring illustrator or a seasoned artist, this workshop will

Want a mobile-friendly, customizable version of the schedule? Go to our website at <https://ltue.net/schedule/>. Mark your favorites and build your own schedule. Sorry, the phone app isn't available this year.

walk you through a process that both inspires you to unleash your creativity and keeps your project on point for your client. (Art, Oak)

Adam Heesch, Tremani Sutcliffe, Isaac Stewart

A No-Holds-Barred Look at Connecting with Your Readers

Judging a book by its cover and what's inside—connecting with the reader has many angles that can help them want to read your book. This panel will discuss everything from book covers (a minibillboard for your book), back and inside cover copy, marketing blurbs, paragraph hooks, and end-of-chapter hooks. (Writing, Amphitheater)

Jess Smart Smiley, Holli Jo Monroe, Allison Anderson, Michelle Witte, Abigail O'Bryan (M)

Traditional vs. Self-Publishing in 2025

The state of publishing in 2025, and where to put your effort. (Pro Dev, Canyon)

Elesa Hagberg, Jana S. Brown, Brandon Gillespie, Jason Hamilton (M)

Thurs. 10:00–10:45 am

Day Jobs: How to Fund the Dream

Copywriter, technical writer, hotel night clerk—some options for day jobs for creatives so we can fund our dreams. (Pro Dev, Zion)

HFJ Ballard, L. Palmer, Jennifer Hulet, KaTrina Jackson (M)

Finding and Vetting a Potential Editor

Finding the right editor for your specific project can be tricky. This panel will give you some good ideas for how to find the editor that is the right fit for you. (Editing, Canyon)

Lindsay Flanagan, M. A. Nichols, Cambria Williams, Jodi Jensen, Troy Lambert (M)

Masterful Retelling Breakdown and Analysis: Muppet Treasure Island Storytelling

Join us as we explore the retelling of the *Treasure Island* story Muppet style. In this presentation, we talk about elements of great storytelling and show examples of how those elements were addressed in *Muppet Treasure Island*. (TMA, Oak)

Nick Mills

The Masterful Stories and Animation of Hayao Miyazaki

Phenomenal at creating wonder no matter what the story may be and at building believable environments that feel lived in, even in the past, Miyazaki grows his characters through heart-tugging experiences that will pull at your heart strings too. Come explore the rich depths of Miyazaki's films. (TMA, Amphitheater)

Beth Seethaler, T. Alan Horne, Liz Busby, ML Reid, Joe Monson (M)

Measuring Time and Distance for Travel

Furlongs per fortnite and other weird measurements. Star tracking and quasars for space travel. PBY and B314 had bubbles for using sextants. SR-71 had an automatic star tracker for navigation (World Building, Juniper)

D. C. Wynters, Jonathan Bowen, D.J. Butler, Isaac Stewart, Charles Stanford (M)

Pro Tips for the Aspiring Sculptor

Join Devon Dorrity and Jaden Dorrity as they discuss their processes in creating dimensional fine art. They will cover traditional workflows with Clay, Armature, Molding, Casting, and Patina (or Paint as the sculpture requires). They will also cover digital workflows like solid surface modeling, part engineering, 3d printing in Resin or Plastic, fabrication, and finishing. Learn the best tools for the job and some of the tips and tricks that they have picked up in over 10 years of professional sculpting. (Art, Maple)

Devon Dorrity

Say What!? Writing Fictional Languages

Do you ever feel the shadow of Professor Tolkien looming over you as you attempt to include a fictional language in your book? While I am bilingual (English/Japanese), I am far from being a linguist . . . and that's okay! I'm here to tell you that *you* can write an awesome and credible fictional language without having to pen a dictionary, invent grammar principles, or learn a foreign language. Through these shortcuts and tips, we will have your characters blabbering Elvish or Martian in no time! (Writing, Bryce/Arches)

Colby Dunn

Stealing or Being Creative? The Nature of Intellectual Property

Transformative vs Derivative vs Copied? Where is the boundary between fan fiction and original intellectual property? While this is not a legal advice forum, we will discuss the basics of copyrights, trademarks, and related issues. (World Building, Elm)

Brandon Gillespie

Why Does Utah Produce So Many Successful Authors?

It's the water—and a lot more! Since the 1980s Utah has been a wellspring of great authors recognized around the world. Come rub shoulders with some of your favorites. (Books, Cedar)

Taryn Skipper, J. Abram Barneck, Jessica Day George, Jennifer A. Nielsen, Shelly Brown, Dave Doering (M)

Thurs. 11:00–11:45 am

Ask a Librarian! Get Connected with the Best Reading

Most people don't realize the power of the librarian, whether in public high school, junior high, elementary, or community libraries, a great librarian *knows* what is hot and what others love to read. They also know how to keep reluctant readers reading. Join us to learn about the power of the librarian. (Books, Cedar)

Cheyenne Nielsen, Sean E Lundgren, Brenda Lower, Janet Low, Ariadne Kane (M)

Cultural Aspects of Game Design

Many TTRPGs deal with multiple cultures and with how those cultures come in contact with each other. What are the considerations of dealing with multiple cultures? (Gaming, Elm)

Stan Crowe, Mari Murdock, B. A. Simmons (M)

Genre Editing

This panel will have developmental editors from several different genres who can explain the details of how they use their specific knowledge of a particular genre to edit for their clients. (Editing, Canyon)

Christine Nielson (CMAAdler), Troy Lambert, Bryan Thomas Schmidt, Amy White, Kristy S. Gilbert (M)

How to Rest to Recover from Creative Burnout

Sometimes you need to rest. How to rest effectively and not give up on being creative. (Pro Dev, Bryce/Arches)

Anna F. Marasco, Cassiopeia Fletcher, Sandra Tayler, Brian McClellan, Rob Skidmore (M)

Introduction to Screenwriting

Join a panel of seasoned screenwriters as they discuss essential screenwriting do's and don'ts. (TMA, Maple)

Kenny Baldwin, Robert Starling, David Howard, Blake Casselman, Kels Goodman (M)

Release of *Dog Save the King* Benefit Anthology

Join us for the official release of *Dog Save the King*, the 2025 LTUE benefit anthology. We'll read some excerpts, answer questions, and have copies available for purchase and signing by many of the authors. (Boardroom)

Robert F. Lowell, Laura Holley, Max Florschutz, Jess Smart Smiley, D. S. Coleman, Hannah Priggemeier, Lee Allred, Emily Martha Sorensen, Ed Sams, Jenny Perry Carr, Kevin Wasden, Darren Lipman, Joe Monson (M)

Understanding Redemption Arcs: An Analysis of Zuko

The most important component of a good redemption arc is that it must be believable. Join me on a journey as we examine Zuko from *Avatar: The Last Airbender* and explore the tools and strategies for creating a memorable change of heart. (Academics, Amphitheater)

Lorna Jane Hansmann

Wilderness Gourmet

Eating off the land—edible plants and more from different biomes. (World Building, Zion)

Coral Hayward, Tara King, Rebecca Ellette Fincher (M)

Thurs. noon–12:45 pm

“Because I Am . . .”: The Many Archetypal Facets of Orual in C. S. Lewis's *Till We Have Faces*

(Academics, Oak)

Cassiopeia Fletcher

Deconstructing the Breakout Book

This class will examine the elements of books that tend to break out into mass success from previously unknown authors. What do they have in common, and what did those authors do right? Most importantly, what can you adopt from these ideas into your own writing? (Writing, Bryce/Arches)

Jennifer A. Nielsen

Design Basics for Writers and Nonartists

Writers with little to no experience in making and working with pictures for covers, spot illustrations, web graphics and more will learn from an overview of basic design principles and elements. (Art, Maple)

Jess Smart Smiley

Fiction Punctuation

Come learn the basics of fiction punctuation. This panel will feature an extended Q&A session. (Editing, Zion)

Lisa Mangum, Faralee Pozo, Michelle Witte, Brittany Passmore (M)

An Hour with David Howard—Writer of *Galaxy Quest* and Author of *Penumbra*

Join David Howard as he discusses his journey as a screenwriter for *Galaxy Quest*, *Trek* and other screenplays. He will also touch on his journey as the author of his new book *Penumbra*. David will share insights that will help you in your own journey. (TMA, Elm)

David Howard

Kaffeeklatsches—Catch a Klatsch!

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 Spotlight Guests. Space is limited so stake your claim in your favorite creator's kaffeeklatsch by signing up outside the Boardroom each morning.

Thursday	Friday	Saturday
1:00 PM Tricia Levenseller	10:00 AM Cameron Hopkin	10:00 AM Lehua Parker
2:00 Jennifer A. Nielsen	11:00 Rose Card-Faux	11:00 Jennifer Hulet
3:00 Craig Nybo	noon David Howard	noon Mari Murdock
	1:00 PM Benjamin Hewitt	1:00 PM Isaac Stewart
	2:00 Charles Stanford	2:00 Adam Heesch
	3:00 John Goodwin	3:00 Paul Durham
	5:00 C. David Belt	

Let's Talk About *Dune*

Join our discussion about the quintessential adaptations of the two recent *Dune* movies and what we can expect for the next installment, *Children of Dune*. (TMA, Amphitheater)

Tyler Tarter, Robert J Defendi, Liz Busby, Thomas Fawkes (M)

Memorial for Melva Gifford

Join us for a celebration of a dear friend. (Boardroom)

Joe Monson (m)

Morning Pages, Miracle Morning, and Other Creative Routines

Always carrying a notebook, going for walks, making a cup of tea—there are ways to help get yourself into a creative flow. (Pro Dev, Canyon)

Sam Wilson, M. A. Nichols, K. M. Davidson, Kaylee Casutt, Laura Holley (M)

Solo RPG as a Tool for Novel Writing

Writer's block? Or just can't find anyone to play with? This panel discusses what Solo RPG is, how to use Oracle dice, what resources exist and how learning this tool can help you develop characters, cultures, and plots for your own stories. (Gaming, Cedar)

Beth Seethaler

Thurs. 1:00–1:45 pm

An Author's Guide to Audiobooks

Before starting your audiobook journey, there are a few things you should know. Should you hire a narrator or record it yourself? How much does an audiobook cost to produce? What is the expected ROI? How do you know if you're falling for a scam? Is AI narration worth considering? Where can you distribute your audiobook, and how do you market it once it's done? Find answers to all these questions and more. (Pro Dev, Canyon)

Ashley Bigbie

Bringing a New Player or New Character into an Existing Group

New characters and new players have to be added. What are tools and tips for introducing them to the party and the group. (Gaming, Amphitheater)

L. R. Bergquist, John Mabey, Stan Crowe (M)

Can Audiobooks Launch You Out of Obscurity? Come Hear What It Did for the Bobiverse by Dennis E. Taylor

The Bobiverse just wasn't being read, but then the author got it on Audible. Things changed when it was awarded Best Science Fiction Audiobook of the year. Join us to learn how audiobooks may help your career. (Books, Maple)

Robert Zangari, Lindsay Flanagan (M)

Imperative Screen and Prose Writing: The Glue that Attaches Eyeballs to Screens (and Pages)

Join Robert Hatch to learn key story elements that will draw your intended audience in and keep them willingly riveted to your stories. (TMA, Oak)

Robert Hatch

Kaffeeklatsch: A Chat with Creator Tricia Levenseller

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

Tricia Levenseller

Meet ARK Press—a New Publishing Company

ARK Press is a new publishing company that launched in mid-January 2025. They will talk about their mission, plans, goals, types of submissions they will accept, and some of their works in progress. They will also be answering questions. (Elm)

Tony Daniel, David Afsharirad, D. J. Butler

Mistakes That Often Slip through the Cracks

Discover a few of the mistakes that slip through the cracks in writing. Learn how to identify them in your own writing so they won't stubbornly remain in your manuscript. (Editing, Zion)

Cambria Williams, Jodi Jensen, Jana S. Brown, Susan Phelan (M)

Polishing Your Author Visits and Events

Author events come in all shapes and sizes and are an important part of how we promote our work. Unfortunately, as writers, we aren't necessarily natural extroverts or performers. Whether it's a bookstore signing, a public reading, or a school or library visit, each event is a unique opportunity to connect with your readers. Come discuss

Wednesday, February 12, 7:00 pm (Cedar): Opening Social

THURS	Amphitheater	Boardroom	Cedar	Elm	Juniper	Maple	Oak	Zion	Bryce + Arches	Canyon
9 am	A No-Holds-Barred Look at Connecting with Your Readers			For the Love of Dragons	Creating Your Own Audiobooks	Fifteen (or More) Decisions Every Writer Makes	Mastering Fantasy Illustration	Literary King Poles and Side Poles	Editors as Creators, Not Just Proofreaders	Traditional vs. Self-Publishing in 2025
10 am	The Masterful Stories and Animation of Hayao Miyazaki		Why Does Utah Produce So Many Successful Authors?	Stealing or Being Creative? The Nature of Intellectual Property	Measuring Time and Distance for Travel	Pro Tips for the Aspiring Sculptor	Masterful Retelling Breakdown and Analysis: <i>Muppet Treasure Island</i> Storytelling	Day jobs: How to Fund the Dream	Say What!? Writing Fictional Languages	Finding and Vetting a Potential Editor
11 am	Understanding Redemption Arcs: An Analysis of Zuko	Release of Dog Save the King Benefit Anthology	Ask a Librarian! Get Connected with the Best Reading	Cultural Aspects of Game Design	Pitch Sessions	Introduction to Screenwriting		Wilderness Gourmet	How to Rest to Recover from Creative Burnout	Genre Editing
noon	Let's Talk About Dune	Memorial for Melva Gifford	Solo RPG as a Tool for Novel Writing	An Hour with David Howard—Writer of <i>Galaxy Quest</i> and Other Great Entertainment		Design Basics for Writers and Nonartists	"Because I Am . . .": The Many Archetypal Facets of Orual in C. S. Lewis's <i>Till We Have Faces</i>	Fiction Punctuation	Deconstructing the Breakout Book	Morning Pages, Miracle Morning, and Other Creative Routines
1 pm	Bringing a New Player or New Character into an Existing Group	Kaffeeklatsch: A Chat with Creator Tricia Levenseller	Polishing Your Author Visits and Events	Meet ARK Press—a New Publishing Company	Game Design Basics	Can Audiobooks Launch You Out of Obscurity? Come Hear What It Did for the Bobiverse by Dennis E. Taylor	Imperative Screen and Prose Writing: The Glue that Attaches Eyeballs to Screens (and Pages)	Mistakes That Often Slip through the Cracks	Writing for the Human Brain	An Author's Guide to Audiobooks
2 pm	Instagram 101	Kaffeeklatsch: A Chat with Creator Jennifer Nielsen	Write Like a Music Virtuoso: Structuring Your Writing with Melody and Rhythm	The Theater of the Mind	Game Design Basics	Death and Dying Rituals	Immortality and Free Will in Schlock Mercenary	How to Market an Audiobook	Learn to Set Expectations Like a Pro	Never Believe It's Not So!
3 pm	More Than a Pretty Facet: Jewelry in Worldbuilding	Kaffeeklatsch: A Chat with Creator Craig Nybo	Portraying Multiple Languages	Creating Depth: Exploring Trauma in Fictional Characters	Game Design: Aligning Win Conditions with Players' Goals and Actually Having Fun	Artistic Entrepreneurship: Creating, Branding, Marketing, and Selling Your Intellectual Property			Finding Readers That Like Your Style of Writing	There Is No Try—Only Do, or Do Not
4 pm								Keynote: Isaac Stewart		
5 pm	Megacorporations and the Banality of Evil		Exploring Professional Comic Art		Alternative Publishing Paths: Royal Road to Patreon to Amazon	What Shelf Does Your Book Belong On? Finding Genre	How to Design and Publish a TTRPG on a Limited Budget		Writing Weird	Playing with Grammar in Fiction: How to Break the Rules Gracefully
6 pm	Writing with Heart	Writer Meetup: Fantasy	A Review of Ethnic Fiction	Music and Dance in Your World	Writing Rule Books vs. Writing Instructions	Deep Dive into Environment Design			Outlining for Nonoutliners	Guest of Honor Interview: Paul Durham
7 pm	Mastering Composition and Drawing Like Frank Frazetta	Writer Meetup: Romance	Marital Arts for Writers Demonstration and Workshop	Filking	ARK Press Launch Soiree	Filming of "The Bad Panelist" (attendance by invitation)			Interactive Apocalypse First Aid	
8 pm		Wulf Pack Writers Meetup						Galaxy Quest Viewing and Commentary		Interactive Apocalypse First Aid

FRI	Amphitheater	Boardroom	Cedar	Elm	Juniper	Maple	Oak	Zion	Bryce + Arches	Canyon
9 am	Storytelling in Movies			"No Living Thing Has Seen Me Without My Helmet Since I Swore the Creed": <i>The Mandalorian</i> and the Complex Nature of Religious Clothing	Traditional Clothing	Genre Fusion: Crafting Covers for Cross-Genre Stories	Failure, Rejection, and Stagnation in Your Creative Career... and What to Do About It	Using Secret Codes in Your Storytelling: Hidden Messages, Acrostics, and Word Puzzles	Marketing as an Introvert	Line Edits: Simple Searches for Stronger Sentences
10 am	Fantasy Cartography	Kaffeeklatsch: A Chat with Creator Cameron Hopkin	Keeping a Sky Journal: The Craft of Weaving Light, Color, and Sound into Your Stories	Visual Writer for Hire	Breaking the Hero Mold: Ursula LeGuin's Protagonists	Beyond D&D: Games We Play	The Natural Way to Draw: The Fundamentals of Quick and Accurate Drawing	Style Sheets and Book Bibles	Weaving Powerful Subtexts into Your Stories: How Do You Write or Imply What You Want Readers to See between the Lines?	Writing Despite Existential Crisis or Despair
11 am	Scientific Creativity Illuminarium	Kaffeeklatsch: A Chat with Creator Rose Card-Faux	Scared Spitless: The Utah Horror Writers Association	The Diversity of Board Game Systems of Mechanics	Battlefield Medicine in Swords and Sorcery Worlds	BookTube and BookTok: Online Video Spaces for Books	"Trekkers not Trekkies": A Study of Women and Fanfiction in the Original <i>Star Trek</i> Fandom	Elevator Pitches—Thirty Seconds to Success	Manuscript Evaluations vs. Developmental Editing	Sigh, Swoon, Smooch—the Story Structure of Romantic Subplots
noon	A Filmmaker's Survival Guide to Crowdfunding, Film Festivals, and Distribution Deals	Kaffeeklatsch: A Chat with Creator David Howard	Writing for Games: Rule Books, Fluff, Supporting Stories, Fan Fiction, Crossover Writers	Describing Sounds	Won't Someone Please Think of the Children? Part Two	Mastering Miniatures: From Sculpture to Tabletop Warrior		The Author/Editor Relationship: Teamwork Makes the Dream Work	I've Never Seen That Person in My Life! Writing Characters Who Aren't You	
1 pm	Tolkien's Mythopoeia	Kaffeeklatsch: A Chat with Creator Benjamin Hewitt	Branding, Websites, and Portfolio Creation for Editors	Not a D&D Clone: How to Set Yourself Apart as a TTRPG Developer	Pitch Sessions	Comic-Style Picture Books: Key Elements of Character and Plot	Mapping Fantasy: The Art of Fantasy Map Design and Wood-Carved Cartography		The War of Art: Start Your Writing, Overcome That &*@#% Imposter Syndrome, and Finish What You Start!	Swords and Spears and Axes, Oh My! (Medieval Weapons 101)
2 pm	Writing Tie-In Gaming Fiction	Kaffeeklatsch: A Chat with Creator Charles Stanford	Writers of the Future: Prompts, Short Fiction, and a Message from Ray Bradbury	Filmmaking 101 for Aspiring and Inquiring Filmmakers.		Fairytale Retellings for the Young and Old	Why on Earth Would You Build It There? Why Cities are Built in Unusual Places	Prewriting Saved My Bacon and It Can Save Yours Too!	A Clot of Misfits: The Personality of a Writers Group	
3 pm	Let's Make a Pass-Along Comic Together Right Now, for Real!	Kaffeeklatsch: A Chat with John Goodwin	Sensitivity Editing: Addressing Problematic Content	Thrilling Combat Encounters		Care and Feeding of Nonwriting Spouses: Finding Work-Life Balance	Filmmaking 201 for Filmmakers on the Rise		To Kill Your Darlings or Not to Kill? Beyond Editing	
4 pm								Keynote: Paul Durham		
5 pm	Books, the Universe and Everything: Live Book Club Podcast Recording	Kaffeeklatsch: A Chat with Creator C. David Belt	Ensuring Your Early Story Promises Happen Later in the Story—Satisfying Foreshadowing	Editing Contracts and Rates	Secrets of the Author Mindset	Building a Website with WordPress (or Other Software)	Dynamic Action Poses: The Anatomy of Movement in Comic Art			How to Infuse Emotion into Every Part of Your Writing, from Outline to Scene to Marketing
6 pm	Show and Tell: Portfolio Party	Writer Meetup: Horror	Marketing in Layman's Terms	Describing Sights and When to Bring Them Up	Guest of Honor Interview: Jennifer Nielson	Tabletop Games without the Table: When Your Group Doesn't Play in Person	Disability in Science Fiction and Fantasy: A Closer Look at <i>Witch Hat Atelier</i> and <i>Full-Metal Alchemist</i>			
7 pm								Mass Signing		
8 pm								Filking		
								Film Festival		

SAT	Amphitheater	Boardroom	Cedar	Elm	Juniper	Maple	Oak	Zion	Bryce + Arches	Canyon
9 am	More Than Meets the Eye: Other Senses Humans and Animals Have		Medieval Manuscripts Illuminated	Star Trek: Boldly Going Where No Panel Has Gone Before	Pitch Sessions	Six Weapons for Crushing Your Productivity Enemies		The A-Team: Building Your Publishing Team	Nailing Authentic Tone in Middle Grade Books	Ebook Formatting
10 am	Death Is Lighter Than a Feather: Using Funeral Practices to Enhance Your Storytelling	Kaffeeklatsch: A Chat with Creator Leah Parker	Low-Cost, High-Quality Podcasting: Hardware and Software Needed for Getting Started	Being a Supportive Player		Mythopoeia: Creating Myths, Legends, and Folktales for Your World	"Withheld Recollections": Memory Erasure and Agency in Latter-day Saint YA Dystopias	The Humanity of Nonhuman Characters: Equal Rights for House Elves and Wookies!	Logic Problems: Plot Holes and Beyond	How to Find Alpha, Beta, and Sensitivity Readers
11 am	Short Fiction Zines (and How to Make Them)	Kaffeeklatsch: A Chat with Creator Jennifer Hulet	Dragonlance Series 40th Anniversary	Lit RPG and Leveling RPG		Guest of Honor Interview: Isaac Stewart	Physics for Creatives	Different Types of Editing: From Manuscript Evaluation to Proofread	Twists and Turns: Creating Unexpected Stories	Understanding Amazon
noon	Author Rap Battle	Kaffeeklatsch: A Chat with Creator Mari Murdock	Should You Use a Pen Name?	Turning Books into Games and Games into Books	Screenwriting for Novelists	Redesigning Legends: Concept and Creation of Fantasy Monsters and Folkloric Creatures.		Relevant Feedback: How to Give and Receive	How to Deal with the "One-Up" Problem	Building a House while Riding a Roller Coaster: A Metaphorical Look at Creating Great Stories
1 pm	In Defense of Disney: Fairy Tales and Retellings	Kaffeeklatsch: A Chat with Creator Isaac Stewart	Improvising as a Game Master	How Would You End It?	Baen Roadshow	Dealing with Slavery and Polygamy	Jump Starting Your Spaceship	Formatting Action Beats	You Like Me! You Really Like Me! Endearing Your Characters to Your Readers	How to Hard Launch Your Debut as an Indie Author
2 pm	How Language Shapes Thinking	Kaffeeklatsch: A Chat with Creator Adam Heesch	Page to the Screen, Screen to the Page: Adaptations That Work	Playtesting and Getting Feedback		Incorporating 3D Design, 3D Printing, and 3D Scanning in Fine Art	Time to Get off the Bench and into the Game: Volunteer for the LTUE Committee	Self-Editing: Five Techniques for Getting Distance from Your Story	Foreshadowing without Spoiling the Mystery or Suspense	What I Wish I Knew Before Quitting the Day Job
3 pm	Physical Exercise for Creatives	Kaffeeklatsch: A Chat with Creator Paul Durham	Female Protagonists: Crown Jewels of Genre	Writing for a Visual Medium (Stage, Film, Graphic Novels, etc.)	Beyond China, Greece, and Rome: Using Other Cultures to Add Historical Accuracy	Multiyear Campaigns	Sculpting Monsters Ye Olde Timey Way		Flaws, Weaknesses, and a Bad Hair Day: Giving Your Characters Depth and Believability	Why Readers Get Bored
4 pm								Keynote: Jennifer A. Nielsen		
5 pm	Writer Meetup: Science Fiction	Writer Meetup: YA and Middle Grade	Ink and Ledger: Accounting Adventures for Authors	Awesome Blogs, Podcasts, and Books for Writers and Editors	Conan, Elric, Fafhrd and the Gray Mouser, and Beyond: What Is Sword and Sorcery?	Noncrude Profanity	Writer Meetup: Short Fiction	Drawing Creative Inspiration from Well-Written TV Shows and Movies		Paperbacks, Hardcover, and Premium Editions
6 pm	Self-Publishing Today		Adventurer Cooking	Illustrators of the Future: How to Survive as an Artist	Writing Extraverted, Extroverted, and Other-verted Characters as an Introvert		Graphics and Art Style: Stylistic Choices to Help Your Video Game Age Gracefully	Best and Worst of AI Editing Tools		Denouement: How to Ride Off into the Sunset Like a Pro
7 pm				Filking					Gala Banquet	

"Card Game Playtest—Go Fish: North American Swamp Edition" added in Birch, Sat. noon

"TRRPG Playtest—Plains of War" added Birch, Sat. 1 pm

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 their permission, then please don't record the session.

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

how to make your event a memorable one, with a special emphasis on polishing your "act" for younger fantasy and science-fiction readers. (Writing, Cedar)

Paul Durham

Writing for the Human Brain

Story, more than a form of entertainment, is a structure the human brain imposes on information to make meaning. Understanding this empowers writers to create immersive, psychologically powerful stories. Clint guides you through the scholarly research and makes it easy to connect it to your writing. Learn the importance of sensory detail, characters that jump off the page (because the reader's brain doesn't think they're fictional), and how to reach that blissful "flow" state as a writer. Refine your storytelling into a hack for the human brain! (Writing, Bryce/Arches)

Clint Johnson

Thurs. 2:00–2:45 pm

Death and Dying Rituals

Each culture deals with dying and death in different ways. Some fight death tooth and nail, others welcome death as an old friend. (World Building, Maple)

Sarah E. Seeley, Rose Card-Faux, Rebecca Ellette Fincher, James Jakins, Jennifer Hulet (M)



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

Game Design Basics

Explore game design from the beginning, looking at mechanics, styles, and how to get that idea cultivated. (Gaming, Juniper)

Ben Schulzke, Josh Marchand, Brennan "Talonos" Smith, Colton Iverson (M)

How to Market an Audiobook

Congratulations! You have an audiobook. Now what? This class will give self-published authors and indie publishers all the knowledge you need to start marketing your audiobook effectively to get it into listeners' ears. We will demystify and dive into tools such as BookFunnel, NetGalley, Chirp/BookBub, Books2Read, AudioFile Magazine, audiobook trailers, review teams, and more. (Pro Dev, Zion)

Ashley Bigbie

Immortality and Free Will in *Schlock Mercenary*

From the very beginning the humorous webcomic *Schlock Mercenary* grappled with the ethical implications of technology so advanced it could effectively create immortality. This paper examines those implications against an equally strong thread of free will in two decades of daily comics and some related stories exclusively published in print. (Academics, Oak)

Steve Setzer

Instagram 101

The necessary evil of social media is upon us. Feeling overwhelmed and unsure where to start? Join us for Instagram 101. I'll guide you through the basics of Instagram, explore content ideas, and help you fill out a provided "goal posting calendar." Get ready to dive in and conquer social media with confidence! (Pro Dev, Amphitheater)

Haley Bono

Kaffeeklatsch: A Chat with Creator Jennifer A. Nielsen

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

Jennifer A. Nielsen

Learn to Set Expectations Like a Pro

Sometimes it's hard to know the role that an editor will play in the writing process. Learn how to negotiate the expectations between editors and authors. (Editing, Bryce/Arches)

Kristy S. Gilbert, John M. Olsen, Bryan Thomas Schmidt, Lehua Parker (M)

Never Believe It's Not So!

How can you write your stories to help readers suspend their disbelief? How can you make all sorts of magic feel real? “Harry, my spider-sense tells me we must save Gandalf from the Sith lord!” How can you make the moments in your stories feel like they are happening right now, to the reader? What makes things feel real and in the “here and now”? (Writing, Canyon)

Kristina Atkins, Kenny Baldwin, Ken Baker, Wulf Moon, Amey Zeigler (M)

The Theater of the Mind

Do you bring your characters to life by conversing with them to understand their personalities? Scrooge in *The Man Who Invented Christmas* to Dickens: Why did you have me do that? That isn't something I would do. That isn't my personality. (TMA, Elm)

Matthew Bockholt, Daniel Swenson, Kaylee Casutt, Allison Anderson, Jim Newland (M)

Write Like a Music Virtuoso: Structuring Your Writing with Melody and Rhythm

Unlock the power of music to transform your writing into a vibrant symphony. Explore how the principles of melody, rhythm, and musical structure can breathe new life into your prose. You don't need to be a musician to benefit from this workshop—it's all about breaking free from conventional writing methods to enhance the flow, vitality, and engagement of your storytelling. By thinking like a composer, you'll learn to create prose that resonates with readers, turning your writing into a masterful performance. (Writing, Cedar)

Craig Nybo

Thurs. 3:00–3:45 pm

Artistic Entrepreneurship: Creating, Branding, Marketing, and Selling Your Intellectual Property

Dive into how to use your unique art and illustration skills to create your own intellectual property. Whether it be a table-top RPG, book series, or other creative endeavor, explore branding techniques to establish a distinctive visual identity, learn marketing strategies specific to artists to expand your audience reach, and understand intellectual property rights to protect your creations. Discover how licensing, merchandising, and digital products can empower you to build a successful career from your craft. Whether you're a seasoned illustrator or just starting, this course equips you with the tools and insights to thrive as a creative entrepreneur in the digital age. (Art, Maple)

Kyro Dean, Kenny Baldwin, Jonathan Bowen, Jennifer Virginia Mellen

Creating Depth: Exploring Trauma in Fictional Characters

Explore the power and duality of trauma in character development (both fictional and in real life). Learn about trauma in fiction and how to carefully craft a character's personality with responses to trauma. Show character growth beyond the trauma and how traumatic events can be used to make or break (or break and remake) a fictional character. (Writing, Elm)

L. R. Bergquist

Finding Readers That Like Your Style of Writing

A story is like a roller coaster—some people like the wooden Cyclone-style, others loop-de-loopers. How can find readers that already like the shape of your story? (Pro Dev, Bryce/Arches)

(M) Amy White, M. A. Nichols, K. M. Davidson, Sarah Chorn, Coral Hayward, Haley Bono

What to Do When a Session Is Full

Though we try hard to estimate the popularity of panels and presentations and place them in appropriately sized rooms, sometimes they are more popular than expected and the room fills up to what the fire marshal allows for available seating.

Don't panic. There are many other sessions, and some of the greatest surprises come from the unexpected. Incredible insights have come by learning how someone in an unrelated field solves a similar problem. So if the panel you want is full, go down the hall and try one of the other panels—you could learn something new, different, and mind-expanding.

Game Design: Aligning Win Conditions with Players' Goals and Actually Having Fun

How designing games with end-game conditions that reflect players' desires can heighten the gaming experience. (Gaming, Juniper)

Dax Levine, David Farnham, Josh Marchand, Brennan “Talonos” Smith (M)

Kaffeeklatsch: A Chat with Creator Craig Nybo

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

Craig Nybo

More Than a Pretty Facet: Jewelry in Worldbuilding

Jewelry is a beautiful detail to include in your character descriptions, but it can do much more for your story than look pretty. Jewelry can be a powerful tool in character and worldbuilding. It might deepen your story by adding historical, cultural, and symbolic significance, or it can be used to drive plot in a more active role. Learn how to let jewelry play a more productive part and do some of the work for you in any genre. (World Building, Amphitheater)

Taryn Skipper

Portraying Multiple Languages

If all of your characters speak the same language, you can usually pretend it's just English. But if it's not English, acknowledging that fact can add flavor; and if there are multiple languages involved, how do you show that? (Writing, Cedar)

Logan Kearsley

There Is No Try—Only Do, or Do Not

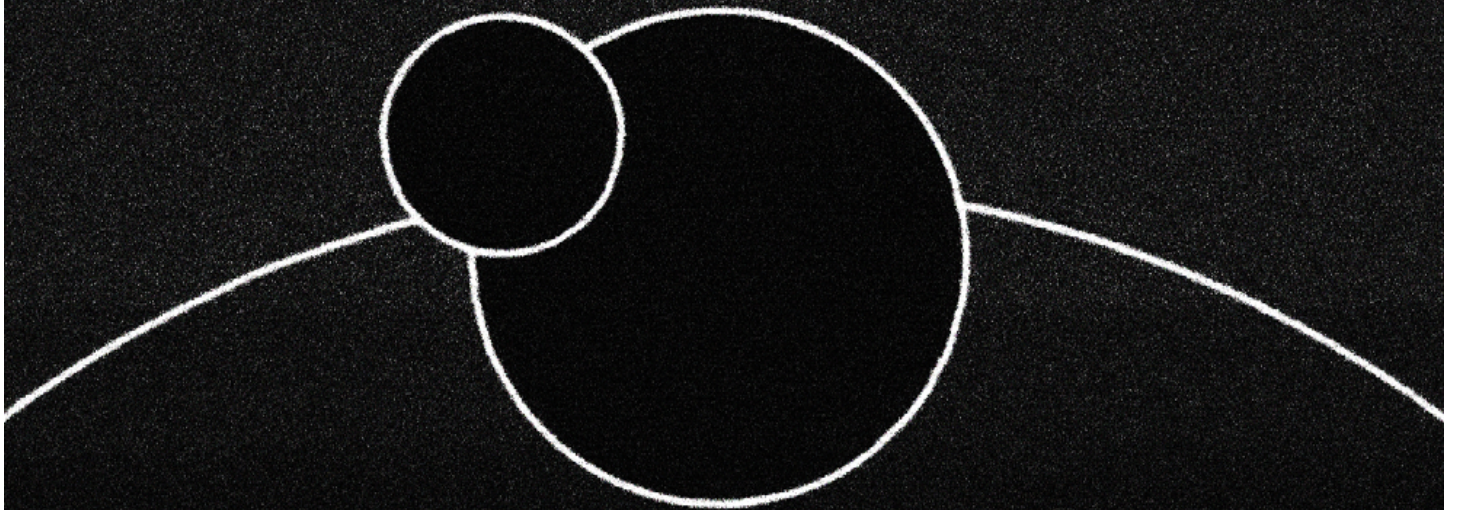
Learn what Yoda and many writers might not understand about the try-fail cycle. Sorry Yoda, but sometimes it just isn't that easy. In real life and in interesting stories, there must be multiple attempts that don't work. Join us for a discussion about writing meaningful and interesting try-fail scenarios that even Yoda would approve of. (Writing, Canyon)

Matthew Bockholt, Rose Card-Faux, Daniel Swenson, Ken Baker, Brian McClellan, James Jakins (M)



**ASTONISHING SCIENCE FICTION & FANTASY.
STORIES OF STRENGTH AND HUMAN RESILIENCE—
THE GRIT AND INSPIRATION THAT BROUGHT US TO THE STARS AND BACK—
THE IMAGINATION THAT FORGES IMPOSSIBLE NEW WORLDS.**

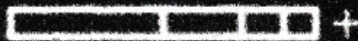
**THE HUMANS WIN IN THE END
WWW.ARK.PRESS**



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Thurs. 4:00–4:45 pm

Keynote: Isaac Stewart

Come hear from our guest of honor! (Zion/Bryce/Arches)
Isaac Stewart

Thurs. 5:00–5:45 pm

Alternative Publishing Paths: Royal Road to Patreon to Amazon

Cameron Hopkin and Jeffrey B. Wolf have experimented successfully with an alternative road to getting a readership and following both separately and as a writing duo. In this presentation they will detail their insights into finding success without playing the query letter game, presenting both their own experiences and those of the big guns in this space like pirateaba, Zogarth, and Casual Farmer. (Books, Juniper)

Cameron Hopkin

Exploring Professional Comic Art

Explore the career and creative process of professional comic book artists, delving into the unique skills and techniques that bring graphic storytelling to life. Attendees will gain insight into the artist's journey, from initial concept and character design to the intricate work of penciling, inking, and coloring.

Rodayne Esmay

How to Design and Publish a TTRPG on a Limited Budget

What resources are available to game creators? What steps are there, and in what order should you take them? (Gaming, Oak)

Colton Iverson, Ben Schulzke, Adrian Ford (M)

Megacorporations and the Banality of Evil

How to make bureaucrats and company men more than mustache-twirling villains. We'll consider interesting villains like Dolores Umbridge and how to fight them, like Bob Parr fighting his own company from a cubicle in *The Incredibles*. (World Building, Amphitheater)

J. Arden Scott, Sarah Chorn, Laura McGill, Eric Swedin, Jonathan Bowen (M)

Playing with Grammar in Fiction: How to Break the Rules Gracefully

Knowing how, when, and why to break grammar rules in fiction writing can be daunting, but our panel of experts will help you sort it out. (Editing, Canyon)

D.J. Butler, Max Florschutz, Brittany Passmore, Michelle Witte (M)

What Shelf Does Your Book Belong On? Finding Genre

Knowing what shelf the bookstore will place your book on makes marketing easier. It also focuses your audience. (Pro Dev, Maple)

Robert Zangari, M. A. Nichols, Coral Hayward, Jarom Strong, Lehua Parker, C. Rae D'Arc (M)

Writing Weird

The mystical hangs over fantasy. The strange prowls and tunnels through romance. The unnatural creeps into history. Weird finds its way into every genre, at times startling the reader, at others invoking curiosity and intrigue. Properly portraying the weird, the strange, the odd, and the peculiar can reach your readers in wonderful and terrifying ways. Join a celebration of introducing unusual concepts, germinating extraordinary settings, populating the page with unconventional characters and carefully selected words, and writing the indescribable. (Writing, Bryce/Arches)

Jess Smart Smiley

Meet Who?

Meetups are low-key networking events. If you're looking to create a writing group, find beta readers, or just brainstorm with like-minded folks, meetups are a great way to meet people. Check them out each evening in the Boardroom.

Thurs. 5:30–6:45 pm

Book Design Basics (1½ hours)

A software-independent discussion of the basics of book design, audience considerations, and typesetting choices for creating a professional-looking print book. Bring a New York–published book or two in your genre to analyze. (Editing, Zion)

Marny K. Parkin

Thurs. 6:00–6:45 pm

Deep Dive into Environment Design

Come dive deep into the art of environment design, exploring the intricate process of crafting immersive worlds that resonate with emotion and authenticity. We'll discuss the importance of mood boards, showcasing how to curate a collection of images, textures, and color palettes that encapsulate the essence of your envisioned landscape. Next, we'll examine the subtle interplay of light, shadow, and color temperature that sets the mood. Finally, we'll tackle the nuances of creating believable environments, emphasizing the importance of detail and context. Learn how to transform mere settings into living, breathing worlds that captivate and engage your audience. (Art, Maple)

C. K. Jensen, Kevin Keele, Beth Seethaler (M)

Guest of Honor Interview: Paul Durham

(Canyon)

Paul Durham, Brenda Sills (M)

Music and Dance in Your World

What was the world like before air conditioning, TV, and the internet? Pioneers danced after pulling handcarts all day. Irish step dance has arms down so the British can't tell they are dancing. Pianos, guitars, drums, and other instruments. (World Building, Elm)

(M) C. Rae D'Arc, Charles Stanford, M. A. Nichols, C. H. Lindsay, Robyn Cheatham

Outlining for Nonoutliners

Whether you're a panster or a plotter, you should be a plotter . . . to some degree. A modicum of planning, a tad of organization, and a smidgen of foresight, will pay dividends in allowing one to create effectively and reliably. Class will explore macroplanning and microplanning with examples and templates to better your writing experience. (Writing, Bryce/Arches)

Johnny Worthen

A Review of Ethnic Fiction

New York Times Best Selling author Jessica Day George will cover a variety of great fiction from multiple ethnicities. (Books, Cedar)

Jessica Day George

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)

Writing Rule Books vs. Writing Instructions

Rules tell you what you have to do, instructions give you more of the how and why. (Gaming, Juniper)

Sam Wilson, Steve Simmons, Brennan “Talonos” Smith (M)

Writing with Heart

Most stories need a theme and most themes hit the heart, no matter the genre. But how do you get your story from amazingly touching in your head to actually tugging at real people’s heart strings *without* coming off cringey? Come and get useful tips and tricks to take your story to another level of emotion so people tell their friends about your story. (Writing, Amphitheater)

Shelly Brown

Thurs. 7:00–7:45 pm

ARK Press Launch Soirée (2 hours)

Come rub shoulders, enjoy refreshments, and make connections with the ARK Press editors—Tony Daniel, editor in chief, and senior editors David Afsharirad and Dave (D.J.) Butler.

Filking

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

Interactive Apocalypse First Aid (2 hours)

The end is here! Are you ready to help? In this special two-hour hands-on course, participants will have the opportunity to learn several advanced medical techniques that have applications in the real world as well as created worlds. Participants will then have the opportunity to practice the skills in an end-of-the-world scenario. Participation is limited. (World Building, Bryce/Arches)

Scott Stephens, Candace J Thomas, Tristan Bond, Jared Garrett, J.L. Mayne (M)

Mastering Composition and Drawing Like Frank Frazetta

(2 hours)

Dive into the intricacies of Frazetta’s legendary techniques—dissect his use of balance, rhythm, composition, and drawing techniques to create captivating narratives within an image. Immerse yourself in

the vivid world of visual story telling as we explore Frazetta’s bold use of mood, atmosphere, and visual storytelling. Whether you’re a seasoned artist seeking to elevate your craft or an aspiring illustrator captivated by Frazetta’s legacy, this workshop is your gateway to mastering the artistic magic that defined his iconic style. (Art, Amphitheater)

Adam Heesch

Martial Arts for Writers Demonstration and Workshop (2 hours)

Deepen your understanding of combat by attending Martial Arts 101 taught by two instructors with forty years of collective experience in Japanese sword, Karate, and Kung Fu. Together, we will break down different hand-to-hand and weapon styles complete with demos that bring you up close and personal to all the action! (World Building, Cedar)

Colby Dunn, Brandon Chambers

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)

Wulf Pack Writers Meetup

If you are a member of Wulf Moon’s Wulf Pack, or if you are interested finding out more, join this Wulf Pack meeting.

Wulf Moon (M)

Thurs. 8:00 pm

ARK Press Launch Soirée (cont.)

Filking (cont.)

Galaxy Quest Viewing and Commentary

Join Dan Wells and David Howard (screenwriter of *Galaxy Quest*) as they show clips of the film and discuss the storytelling and creation of the show. (Zion)

Ryan Bouché, David Howard, Dan Wells (M)

Interactive Apocalypse First Aid (cont.)

Mastering Composition and Drawing Like Frank Frazetta (cont.)

Martial Arts for Writers Demonstration and Workshop (cont.)

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 look its best.

typography.parkinfamily.org

Friday, February 14

Fri. 9:00–9:45 am

Failure, Rejection, and Stagnation in Your Creative Career . . . and What to Do About It

If you are—or want to be—an author, illustrator, or filmmaker, you are embarking on one of the most difficult careers ever. Kudos to you for being so bold! Emmy-winning writer/director and studio owner Tom Durham offers the *four most powerful, essential, battle-tested, stress-relieving keys* to navigate the hardest and most depressing parts of your mission to create great media (and hopefully get paid for it). (TMA, Oak)

Tom Durham

Genre Fusion: Crafting Covers for Cross-Genre Stories

A dynamic discussion on the art of illustrating covers for mixed-genre books, perfect for illustrators and self-publishing authors. Explore the challenges and creative opportunities in blending genres and how to seamlessly merge your design concepts to create covers that showcase cross-genre stories. Learn how to clearly and effectively communicate multiple ideas in a single cover, ensuring your artwork captivates your audience and conveys the essence of the story within. (Art, Maple)

Beth Seethaler, Kevin Keele, Richard Russell, C. Rae D'Arc (M)

Line Edits: Simple Searches for Stronger Sentences

If line edits feel daunting, take heart. Using your computer's word find feature, there's a specific checklist of items you can search for to tighten prose and hone voice, no matter what genre you write. (Editing, Canyon)

Whitney Hemsath

Marketing as an Introvert

Marketing is needed to get your works out there. How can an introvert promote without being pushy? (Pro Dev, Bryce/Arches)

Laura Holley, Kenny Baldwin, Amy Trent, Abigail O'Bryan, J.L. Mayne (M)

“No Living Thing Has Seen Me Without My Helmet Since I Swore the Creed”: *The Mandalorian* and the Complex Nature of Religious Clothing

(Academics, Elm)

Liz Busby, Carl Cranney

Storytelling in Movies

Telling the story three (or four) times—scripting, directing/acting/filming, and video editing, Don't forget the soundtrack. (TMA, Amphitheater)

Susan Phelan, Nicholas Dunn, Robert Starling, Kels Goodman (M)

Traditional Clothing

Dirndl, trachten, and what clothing says about your world. What fibers do you have access to and what dyes for colors? How are they made, and how are they worn? Are there sumptuary laws restricting who can wear what? Clothing as status symbol. (World Building, Juniper)

Kristina Atkins, Jessica Day George, Sean E Lundgren, Kent Scott, J.D. Raisor (M)

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.



Using Secret Codes in Your Storytelling: Hidden Messages, Acrostics, and Word Puzzles

How to hide secret messages or mysterious notes within your text. This can be done with first words, first letters of words, etc. It can even be done with musical sounds (such as with solresol). (Writing, Zion)

Allison K. Hymas, Quiana Chase, KaTrina Jackson, Nathan Hicken, Shelly Brown (M)

Fri. 10:00–10:45 am

Beyond D&D: Games We Play

What we are playing besides D&D and why. (Gaming, Maple)

Mari Murdock, Daniel Swenson, Neysa Watkins (M)

Breaking the Hero Mold: Ursula LeGuin's Protagonists

Ursula K. Le Guin influenced the literary and publishing communities with her significant expansion of the science fiction and fantasy genres, including diversification of characters. She uplifted and encouraged marginalized voices decades ahead of the industry. (Books, Juniper)

Rob Skidmore

Fantasy Cartography

How to make a map for your world, and how it might be different when a sailor, merchant, miner, or soldier makes it. (World Building, Amphitheater)

Beth Seethaler, Stan Crowe, Holli Jo Monroe, Jay Boyce, Isaac Stewart, Cheyenne Nielsen (M)

Kaffeeklatsch: A Chat with Creator Cameron Hopkin

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

Cameron Hopkin

Keeping a Sky Journal: The Craft of Weaving Light, Color, and Sound into Your Stories

How can you weave more brilliance from everyday life into your story? Sky Journals are for all ages. Extensive research has been done related to how observational skills of children (all ages) increase when they keep a sky journal. They ask more questions: Why is the sky blue? Why do stars twinkle? Why are clouds white or gray? Why do we see rainbows? But this isn't limited to children. There are millions of new things to be learned by more focused observations. (Writing, Cedar)

Ariadne Kane

Film Festival

Join us Friday evening to enjoy our annual International Film Festival. Selections for screening were chosen from 2,300+ submissions from around the world. There is something for everyone, including student submissions from local universities. There may also be an additional horror film after 10 pm.

Tell a friend or bring them. This is free and open to the public; registration for the conference is not required to attend.

Check the <https://ltue.net/ltue-43-film-festival/> web page for additional details. (Friday, 7 PM, Canyon)

Scott Stephens, J. D. Raisor, Rebecca Ellette Fincher, Jay Boyce

The Diversity of Board Game Systems of Mechanics

The mechanics used for a game changes how the game is played. Taking a deeper look at mechanics and how they can impact your game. (Gaming, Elm)

Ben Schulzke, Adrian Ford, Brennan "Talonos" Smith, Jess Lindsay (M)

BookTube and BookTok: Online Video Spaces for Books

We have had years of easily available videos on YouTube, TikTok, Instagram, etc. How do you make such content? What are the basics? How do authors get books in the video spotlight? How do you join the community? (TMA, Maple)

Liam Hall

Elevator Pitches—Thirty Seconds to Success

Most marketing efforts are different forms of your elevator pitch. Blurbs, bookmarks, and something you can say. (Pro Dev, Zion)

Colby Dunn, Haley Bono, Tricia Levenseller, Emily Goodwin, Michael F. Haspil (M)

Kaffeeklatsch: A Chat with Creator Rose Card-Faux

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

Rose Card-Faux

Manuscript Evaluations vs. Developmental Editing

Learn what a manuscript evaluation is and how it is different from a developmental edit. (Editing, Bryce/Arches)

Sabine Berlin, Kristy S. Gilbert, Sarah Bailey, Brittany Passmore (M)

Scared Spitless: The Utah Horror Writers Association

Come hear members of the Utah Horror Writers Association discuss various horror genres, markets, and how UHWA can help unleash the kraken within. (Writing, Cedar)

Lehua Parker, C. R. Langille

Scientific Creativus Illuminarium

Be excellent on both sides of your brain. (Writing, Amphitheater)

Brenda Sills

Sigh, Swoon, Smooch—the Story Structure of Romantic Subplots

Join us as we discuss the story elements specific to romance and how to structure romantic plots and subplots. (Writing, Canyon)

Christine Nielson (CMAdler), Stan Crowe, Amey Zeigler, Stephanie Fowers, Robyn Cheatham (M)

"Trekksers not Trekkies": A Study of Women and Fanfiction in the Original Star Trek Fandom

(Academics, Oak)

Hayley Anderson

Fri. noon–12:45 pm

The Author/Editor Relationship: Teamwork Makes the Dream Work

Learn the best way to build a good collaborative relationships between authors and editors. (Editing, Zion)

Janci Patterson, Lisa Mangum, Christopher Husberg, Leahua Parker, Bryan Thomas Schmidt (M)

Describing Sounds

The world is filled with sounds, but how do you describe sounds well? (World Building, Elm)

Ashley Bigbie, Coral Hayward, C. H. Lindsay, L. Palmer (M)

The Natural Way to Draw: The Fundamentals of Quick and Accurate Drawing

Drawing is not just a skill; it's a way of seeing, understanding, and interpreting the world around us. In this workshop, you will immerse yourself in the art of drawing quickly and learn techniques that will not only improve your drawing abilities but also enhance your observational skills and creative thinking. (Art, Oak)

Adam Heesch, Tremani Sutcliffe

Style Sheets and Book Bibles

Keeping track of character descriptions, style specifics, and spelling choices can be a headache, but style sheets keep everything in order. This panel will discuss how to make them and why they're essential. (Editing, Zion)

J. Abram Barneck, Faralee Pozo, Michelle Witte, Kristy S. Gilbert (M)

Visual Writer for Hire

Inside the film and television business and career paths for writers. (TMA, Elm)

Nicholas Dunn, Robert Starling, Robert Hatch, Blake Casselman (M)

Weaving Powerful Subtexts into Your Stories: How Do You Write or Imply What You Want Readers to See between the Lines?

Some of the most powerful writing is what is *not* said. Join us to learn how to enhance your story between the lines. Learn how you can imply and convey parts of your message even if you can't directly say them. (Writing, Bryce/Arches)

Matthew Bockholt, Rose Card-Faux, Josi Russell, Amey Zeigler (M)

Writing Despite Existential Crisis or Despair

It is hard to do your creative work if it feels like the world is crashing down around you. Whether your crisis is global (politics, climate change) or personal (relationship upheaval, health) there are things you can do to salvage a space in the middle of the chaos for creating. Join Sandra Tayler to learn what you can do and how to move forward in the midst of everything else. (Pro Dev, Canyon)

Sandra Tayler

Fri. 11:00–11:45 am

Battlefield Medicine in Swords and Sorcery Worlds

Magical field medicine, with medics that can do stabilizing spells and transports spells. A field hospital that can heal people quickly but at a cost. (World Building, Juniper)

Mass Signing Event

Friday, 7:00–9:00 PM, Zion, Bryce, and Arches

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 schedules.

David Afsharirad	K.M. Davidson	C. H. Lindsay	Troy Lambert	Lehua Parker	Jarom Strong
Lee Allred	Kyro Dean	Michael F. Haspil	Thomas Fawkes	Scott R. Parkin	Eric Swedin
Allison Anderson	Robert J Defendi	Coral Hayward	Tricia Levenseller	Janci Patterson	Daniel Swenson
Kristina Atkins	Travis Deming	Adam Heesch	Mike Lovins	Susan Phelan	Tyler Tarter
Ken Baker	Colby Dunn	Whitney Hemsath	Sean E Lundgren	Faralee Pozo	Sandra Tayler
Kenny Baldwin	Paul Durham	Benjamin K Hewett	John Mabey	J. D. Raisor	Candace J Thomas
H FJ Ballard	Joe Ficklin	Liesel Hill	Lisa Mangum	Jonathan Reddoch	Amy Trent
J. Abram Barneck	Rebecca Ellette	Rafael Hohmann	Anna F. Marasco	ML Reid	Ariadne Kane
C. David Belt	Fincher	Laura Holley	Samantha	Kaela Rivera	Robert F. Lowell
L. R. Bergquist	Lindsay Flanagan	Cameron Hopkin	Marchand	Josi Russell	Jaclyn Weist
Sabine Berlin	Cassiopeia Fletcher	T. Alan Horne	Brian McClellan	Bryan Thomas	S. K. Wenger
Haley Bono	Max Florschutz	David Hankins	Holli Jo Monroe	Schmidt	Jeff Wheeler
Jay Boyce	Stephanie Fowers	Jennifer Hulet	Joe Monson	J. Arden Scott	Cambria Williams
Jana S. Brown	Jess Lindsay	Christopher	Wulf Moon	Sarah E. Seeley	Johnny Worthen
Shelly Brown	Jared Garrett	Husberg	M. A. Nichols	D. C. Wynters	Lyn Worthen
Liz Busby	Jessica Day George	Allison K. Hymas	Cheyenne Nielsen	B. A. Simmons	Bryan Young
D.J. Butler	Brandon Gillespie	James Jakins	Jennifer Nielsen	Rob Skidmore	Robert Zangari
Rose Card-Faux	Cliff Green	C. K. Jensen	Christine Nielson	Taryn Skipper	AmeY Zeigler
Kaylee Casutt	Jessica Guernsey	Stan Crowe	(CMAdler)	Jess Smart Smiley	
Quiana Chase	Elesa Hagberg	Clint Johnson	Craig Nybo	C. Rae D'Arc	
Robyn Cheatham	Brian C. Hailes	Chris Jones	Abigail O'Bryan	Charles Stanford	
Sarah Chorn	Liam Hall	Kevin Keele	John M. Olsen	Scott Stephens	
Tony Daniel	Jason Hamilton	Tara King	L. Palmer	Isaac Stewart	

A Filmmaker's Survival Guide to Crowdfunding, Film Festivals, and Distribution Deals

Join our panel of experts as they discuss how to navigate through the maze of successful funding, connecting with audiences, and finding distribution. (TMA, Amphitheater)

Robert Starling, Robert Hatch, Tom Durham, Kels Goodman (M)

I've Never Seen That Person in My Life! Writing Characters Who Aren't You

How to create characters with motivations, personalities, pasts, and challenges that are foreign to you, resulting in real, relatable, and strong characters. Learn how to get outside your own head in your creative efforts. (Writing, Bryce/Arches)

Johnny Worthen, Eric Swedin, Craig Nybo, Kenny Baldwin, Ken Baker, L. R. Bergquist (M)

Kaffeeklatsch: A Chat with Creator David Howard

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

David Howard

Mastering Miniatures: From Sculpture to Tabletop Warrior

Embark on a thrilling journey into the realm of miniature design and 3D printing. This panel delves into the artistry and technology behind crafting intricate gaming miniatures using traditional sculpting, digital sculpting with cutting-edge tools like ZBrush, and the must-know facets of 3D printing. Whether you're a seasoned digital artist or a tabletop gaming enthusiast, this panel will cover the secrets

of creating stunning miniatures that will bring your games to life. (Art, Maple)

Jonathan Bowen, Thomas Fawkes, Devon Dorrity (M)

Won't Someone Please Think of the Children?! Part Two

Join bestselling 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, Juniper)

Jessica Day George

Writing for Games: Rule Books, Fluff, Supporting Stories, Fan Fiction, Crossover Writers

There are many different types of writing you can do for and with games. What are they and how do you get involved? (Gaming, Cedar)

Bryan Young, Michael F. Haspil, Marcus Richardson, Sam Wilson (M)

Fri. 1:00–1:45 pm

Branding, Websites, and Portfolio Creation for Editors

Learn how to develop a brand, create a portfolio, and build a website to spark interest in your editing abilities. (Editing, Cedar)

Kristy S. Gilbert, Christine Nielson (CMAdler), Brittany Passmore, Tara King (M)

OPEN THE DOOR TO LOCAL INDIE AUTHORS!



KAYLEE VERNICE LONG

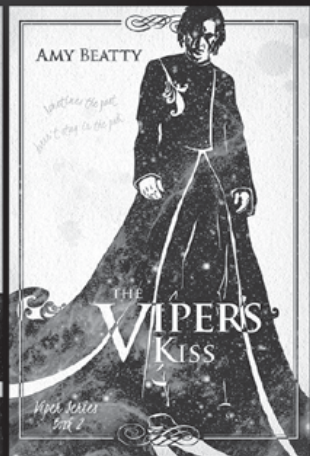
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Comic-Style Picture Books: Key Elements of Character and Plot

Explore key ingredients of different approaches to character development and plot structure in comic-style picture books. Examples from chapter books and hybrid middle grade novels are also discussed. (Writing, Maple)

S. K. Wenger

Kaffeeklatsch: A Chat with Creator Benjamin Hewitt

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

Benjamin K Hewitt

Mapping Fantasy: The Art of Fantasy Map Design and Wood-Carved Cartography

A fascinating showcase of a rich array of maps, from early Viking work to the iconic maps of “The Lord of the Rings” to work based on modern cartography. Discover how to merge the visual allure of fantasy maps with the accuracy of modern cartography to create new, compelling map designs. Key takeaways will include insights on composition, illustrative techniques, and the incorporation of realistic geological features into your map designs. (Art, Oak)

Beth Seethaler

Not a D&D Clone: How to Set Yourself Apart as a TTRPG Developer

Making your TTRPG, especially fantasy, stand out from what so many people are familiar with. (Gaming, Elm)

Mari Murdock, Ben Schulzke, Colton Iverson (M)

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. (World Building, Canyon)

C. David Belt

Tolkien’s Mythopoeia

The Student of Rhythm returns for another performance of Tolkien’s poem “Mythopoeia,” accompanied on lyre and other instruments, and with hand-written calligraphy pages to give away to audience members. (Books, Amphitheater)

Charles Stanford

The War of Art: Start Your Writing, Overcome That &*@#% Imposter Syndrome, and Finish What You Start!

Using the concepts of Stephen Pressfield and other self-help authors, this discussion will be about ignoring and overcoming the chattering monkeys in our heads that cause us to NOT believe in ourselves and to NOT write. Come and show your imposter syndrome who’s boss! (Writing, Bryce/Arches)

Clint Johnson, Cambria Williams, Jeff Wheeler, Rob Skidmore, Cameron Hopkin, Dave Doering (M)

Fri. 2:00–2:45 pm

A Clot of Misfits: The Personality of a Writers Group

A number of years ago, 2018 to be precise, a group of epic fantasy writers attended an epic fantasy meetup at LTUE. By the end of the meetup, they had formed a group—a writers group. Fast forward to today, and this group is still together. (Pro Dev, Bryce/Arches)

(M) Thomas Fawkes, J. Arden Scott, Samantha Marchand, L. R. Bergquist, Rafael Hohmann

Fairytale Retellings for the Young and Old

What Makes Fairytale Retellings and Adaptations fun in books such as *Spinning Silver* by Naomi Novik, *Beauty* by Robin McKinley, etc. (Books, Maple)

Allison K. Hymas, Jessica Day George, Gracie York, ML Reid, Jessica Guernsey (M)

Filmmaking 101 for Aspiring and Inquiring Filmmakers.

For the general LTUE audience. If you want to understand filmmaking and look at the possibilities of zero-budget opportunities, this is the session for you. (TMA, Elm)

Susan Phelan, Nicholas Dunn, Robert Starling, David Howard, Kels Goodman (M)

Kaffeeklatsch: A Chat with Creator Charles Stanford

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

Charles Stanford

Prewriting Saved My Bacon and It Can Save Yours Too!

You’ve got your Shiny New Idea and you’re ready to jump into writing that first draft. But wait! Are you actually? Experts like Lisa Cron and John Truby argue that you aren’t until you’ve completed extensive pre-writing. Learn different exercises that will help you—be ye a pantsler or plotter—write your fastest, strongest first draft ever. (Editing, Zion)

Kristina Atkins

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

Why on Earth Would You Build It There? Why Cities are Built in Unusual Places

The arrogance of building in places like Phoenix, Las Vegas, Machu Pichu, and other cities that should not be where they are. (World Building, Oak)

HFJ Ballard, Cassiopeia Fletcher, Stan Crowe, Chris Jones, Isaac Stewart, Holli Jo Monroe (M)

Writers of the Future: Prompts, Short Fiction, and a Message from Ray Bradbury

Writers of the Future organizers and winners discuss the contest, tips on story prompts, and short fiction. Then in the second half, enjoy Q&A with the panelists. Also see a recently discovered short video interview titled “Advice from a Master: Ray Bradbury” from the very first Writers of the Future event in 1985. (Writing, Cedar)

John Goodwin, David Hankins, and local winners

Writing Tie-In Gaming Fiction

With a half a dozen novels and countless short stories, novellas, and in-universe nonfiction written in licensed universe, Bryan Young can tell you the ins and outs of what it’s like to write in a franchise. From *Star Wars* and *Doctor Who* to *BattleTech*, *Robotech*, and *Shadowrun*, he

can tell you what its like, how it works, and how you can set yourself on the path of writing fiction under such constraints and get paid for it. (Gaming, Amphitheater)

Bryan Young

Fri. 3:00–3:45 pm

Care and Feeding of Nonwriting Spouses: Finding Work-Life Balance

Don't quit your day job and take care of your family. How to find work/creative/life balance. (Pro Dev, Maple)

HFJ Ballard, Rob Skidmore, Amy Trent, Samantha Marchand, Jennifer Hulet (M)

Filmmaking 201 for Filmmakers on the Rise

This session is tailored as a bridge for filmmakers looking to take their craft and expertise to the professional level. (TMA, Oak)

Robert Starling, Tom Durham, David Howard, Kels Goodman (M)

Kaffeeklatsch: A Chat with John Goodwin

An informal chat with one of our special guests about publishing, Writers & Illustrators of the Future, and self promotion. Space is limited; signup required ahead of time. (Boardroom)

John Goodwin

Let's Make a Pass-Along Comic Together Right Now, for Real!

Join award-winning and bestselling creator Jess Smart Smiley for an hour of—you guessed it—making comics! Bring a pen/cil and come ready to write and draw comics as a group. (Please note: this workshop is open to creators of all ages and skill levels.) (Art, Amphitheater)

Jess Smart Smiley

Sensitivity Editing: Addressing Problematic Content

Sometimes authors don't always know when something they are writing could be insensitive to another group of people. Editors can help authors identify and fix that kind of problematic content. (Editing, Cedar)

Lindsay Flanagan, Kyro Dean, Lehua Parker (M)

Thrilling Combat Encounters

Looking to do more than decrease the boss's health bar? Whether you're crafting a combat for a TRPG, a LARP, or your own video game, come learn how to make a combat that will keep your players engaged and raving about the fight long after it ends. (Gaming, Elm)

Quiana Chase

To Kill Your Darlings or Not to Kill? Beyond Editing

This panel is not about editing. Often we think of killing our darlings as eliminating (or not including in the first place) any part of our writing—characters, scenes, sentences, side plots—that we love but don't serve the story. However, there are times when you may need to kill a beloved character as part of the story (looking at you, George R. R. Martin). This panel focuses on the “in-story” death of a favorite role. (Writing, Bryce/Arches)

(M) Jonathan Reddoch, Matthew Bockholt, Daniel Swenson, Wulf Moon, Amy White

Fri. 4:00–4:45 pm

Keynote: Paul Durham

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

Paul Durham

Fri. 5:00–5:45 pm

Books, the Universe, & Everything: Live Book Club Podcast Recording

Come join a live recording of LTUE's new monthly book club. We discuss the story and writing of some of the greatest science fiction and fantasy books you should read too! This month we are discussing Terry Pratchett's *Night Watch*. (Books, Amphitheater)

Elesa Hagberg, Ashley Higbee (M)

Building a Website with WordPress (or Other Software)

About page, blog, landing page, and links to buy. How to set up a website, and what people are looking for. (Pro Dev, Maple)

M. A. Nichols, Tara King, J. Arden Scott, Thomas Fawkes, Rob Skidmore (M)

Dynamic Action Poses: The Anatomy of Movement in Comic Art

Immerse yourself in the art and science of creating dynamic, engaging, and anatomically accurate action scenes that will leap off the page and captivate readers. Hear about methods vs. madness, creative energy vs. deadlines, and the balance of simplicity vs. detail that it takes to create a comic. (Art, Oak)

Anna King, Mike Lovins, Richard Russell, Taryn Skipper (M)

Editing Contracts and Rates

Editing contracts can be confusing, long, or even nonexistent. What should be included and why? Using a real contract for reference and the EFA chart for standard editing rates, this presentation will clear the confusion and help both authors and editors find or create appropriate contracts and pricing rates. (Editing, Elm)

Rachelle Funk

Ensuring Your Early Story Promises Happen Later in the Story—Satisfying Foreshadowing

Related to Chekhov's gun, each time you foreshadow something, it's a good idea to make a bookmark or stub out an anchor later in the story as a reminder for the fulfillment of the foreshadowing. Join our panelists as they share ideas for how to have the most satisfying resolutions to early story elements. (Writing, Cedar)

Johnny Worthen, Jennifer A. Nielsen, L. Palmer (M)

How to Infuse Emotion into Every Part of Your Writing, from Outline to Scene to Marketing

Emotion is why readers read fiction. If you can hook them powerfully and emotionally, they'll buy everything you ever write. Come learn secrets for how to infuse emotion into every part of the writing process. (Writing, Canyon)

Liesel Hill

Kaffeeklatsch: A Chat with Creator C. David Belt

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

C. David Belt

Secrets of the Author Mindset

Let's change how you think, because how you think will change everything. It's more than motivation. It's applying yourself in areas where it will make a difference and avoiding the traps that will drag you down and kill your productivity. (Writing, Juniper)

John M. Olsen

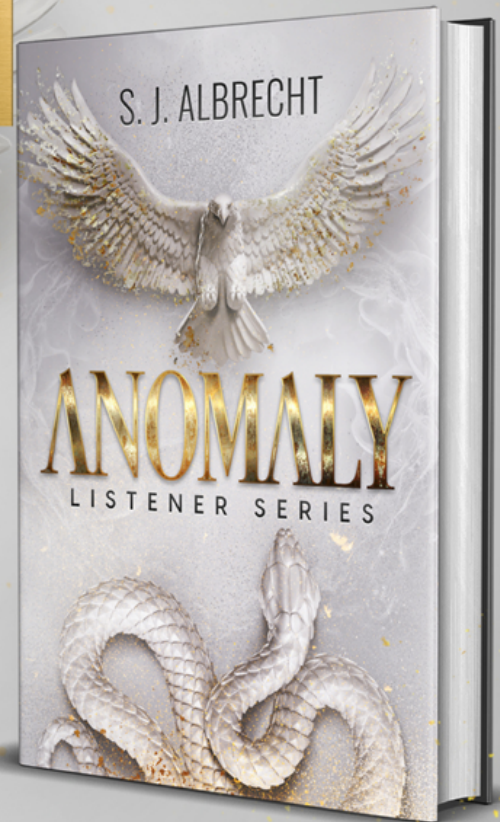
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LISTENER SERIES

When 16-year-old Jenna Waters mysteriously finds herself on a human-inhabited planet 28 light-years from Earth, she'll do anything to find her way home. But first, she'll have to catch a spy, dodge a dictator, and hide a rare ability while trying not to fall in love.

Read more at SJAlbrecht.com/Books



Fri. 6:00–6:45 pm

Describing Sights and When to Bring Them Up

Info dumping is obviously not good, but you do need to describe the world. When to do it and how to set up the story to do it often and naturally. (World Building, Elm)

Sarah Chorn, Rose Card-Faux, Robyn Cheatham, D.J. Butler, Paul Durham, Scott R. Parkin (M)

Disability in Science Fiction and Fantasy: A Closer Look at *Witch Hat Atelier* and *Full-Metal Alchemist*

A discussion about disability representation in *sf/f* literature. Traditionally, *sf/f* literature too often uses disability as a trope either to illustrate the moral failings of a character or as an obstacle to be overcome where the disabled character is cured at the end of the story as a reward for their heroic performance in the completion of their quest. Recent scholarly research on disability in literature argues that this treatment can be harmful to disabled audiences, who want what every audience wants: to see themselves represented. This presentation looks closely at what *Witch Hat Atelier* and *Full-Metal Alchemist* have done differently to represent disabled communities. (Academics, Oak)

Anita Slusser

Guest of Honor Interview: Jennifer A. Nielsen

(Juniper)

Jennifer A. Nielsen, Ryan Bouché (M)

Marketing in Layman's Terms

Marketing is the monster under the bed for most authors, including myself. At least . . . it was. I am not what you'd call a businessman, I don't have a degree in marketing, and I don't have a secret recipe for getting millions of books sold overnight. But I was able to crack the code and shatter the barrier of marketing by discovering what it truly means. Together, let's learn how to build your brand and platform, cultivate an online presence that works for you, maintain and grow an audience of fans, and establish just how you can be a "professional author" without having to have books flying off the shelves. It's easier (and more fun!) than you might think. (Pro Dev, Cedar)

Colby Dunn

Show and Tell: Portfolio Party

You are invited to bring your sketchbooks, notebooks, and portfolios to share with others as you make new connections with other creators. We will take a moment to introduce ourselves and our work, then spend the rest of the time looking at what everyone has brought to share. (Art, Amphitheater)

Jess Smart Smiley

Tabletop Games without the Table: How to Keep a Game Running Smoothly When Your Group Doesn't Play in Person

Many gaming sessions have moved online. Not being face-to-face presents new considerations for managing the session. (Gaming, Maple)

Emily Ross, Robert J Defendi, Mari Murdock, Jim Newland, Jess Lindsay (M)

Fantastically Human

A Fantasy Art Exhibit

Join us for an exploration of the human condition through fantasy, folklore, and myth at The Compass Gallery in Provo, Utah

Submit your work and get updates at:
www.thecompassgallery.com/fantasy25

SUBMIT by 5/1

SHOW 6/6-7/12

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. 7:00 pm

Film Festival

Join us on Friday evening to enjoy our annual International Film Festival. Selections for screening were chosen from 2,300+ submissions from around the world. There is something for everyone, including student submissions from local universities. There may also be an additional Horror film after 10 pm. Tell a friend or bring them. This is free and open to the public. Check <https://ltue.net/ltue-43-film-festival/> for additional details. (Canyon)

Mass Signing

Mass signing extravaganza! Open to the public. (Zion/Bryce/Arches)
See the list of participants on page 33.

Fri. 8:00 pm

Filking

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

Saturday, February 15

Sat. 9:00–9:45 am

The A-Team: Building Your Publishing Team

You need a team to publish—readers, editors, publicists, and more. You can try to do it all yourself or you can build a team to help you. Here's how. (Pro Dev, Zion)

T. Alan Horne, Kyro Dean, Sean E Lundgren, Gracie York (M)

Ebook Formatting

Trying to format an ebook can be a daunting task. Come and learn from experts in the field who have the experience and knowledge needed to make an ebook look polished and ready to publish. (Editing, Canyon)

M. A. Nichols, Kristy S. Gilbert, Lehua Parker, Ashley Higbee (M)

Medieval Manuscripts Illuminated

Join our panelists for a discussion about historical stories in great medieval works. (Books, Cedar)

Chris Jones, Charles Stanford, Christine Nielson (CMAAdler), B. A. Simmons, Liam Hall, Sam Wilson (M)

More Than Meets the Eye: Other Senses Humans and Animals Have

There are more than the five senses—how to describe them in ways the reader can experience. (World Building, Amphitheater)

Coral Hayward, Logan Kearsley, Tristan Bond, Josi Russell

Nailing Authentic Tone in Middle Grade Books

Middle-grade books speak to that messy, beautiful place between naïve childhood and edgy teenagedom—which is why tone in MG is all the more difficult to nail. This class will help you handle difficult topics age-appropriately, keep your protagonist's voice authentic, and ensure you're speaking to and not down to readers. (Writing, Bryce/Arches)

Kaela Rivera

Six Weapons for Crushing Your Productivity Enemies

You'll leave this class both inspired and armed with six tried and true productivity boosters that will overcome pretty much any obstacle. No chemical enhancements will be used in this class. Inspired is good. Armed with the right weapons is better. (Pro Dev, Maple)

Jared Garrett

Star Trek: Boldly Going Where No Panel Has Gone Before

If you love *Star Trek*, join us as we talk about and vote for your favorite captains, favorite aliens, favorite tech, etc. We'll also take a closer look at recent series: *Discovery*, *Picard*, *Strange New Worlds*, and others. (TMA, Elm)

Kels Goodman, Faralee Pozo, Robert Starling, Amy Trent, Tyler Tarter (M)

Sat. 10:00–10:45 am

Being a Supportive Player

Flipping the table to what can players do to help support their GM in creating the story in the game they are involved in. (Gaming, Elm)

Emily Ross, Dax Levine, Adrian Ford

Death Is Lighter Than a Feather: Using Funeral Practices to Enhance Your Storytelling

Death and the treatment of the dead is an integral part of our world and the worlds we create. By incorporating rituals and beliefs surrounding death, a writer can give a deeper meaning to death and a richer purpose to the motivation and actions of characters. Join Dr. Scott Stephens, a practicing palliative care physician, as he talks about real world examples to help you create purpose and meaning around death, mourning, and obsequies in your world building. (World Building, Amphitheater)

Scott Stephens

How to Find Alpha, Beta, and Sensitivity Readers

You need someone else to read your work to find the good and bad parts so you can round off the corners and hone the edges. (Pro Dev, Canyon)

Kristina Atkins, Janci Patterson, Haley Bono, Jodi Jensen, Jonathan Reddoch (M)

The Humanity of Nonhuman Characters: Equal Rights for House Elves and Wookies!

How to write nonhuman character attributes that connect with your (presumably) human readers. Explore characteristics that are less human and how they conflict with human characters within the story. (Writing, Zion)

Max Florschutz, Sarah Chorn, B. A. Simmons, Cameron Hopkin, Quiana Chase (M)

Kaffeekdatsch: A Chat with Creator Lehua Parker

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

Lehua Parker

Acknowledgments

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

Dragon's Keep

John Harris, Ziatech.net, and Ryan Bouché (app)

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!

Logic Problems: Plot Holes and Beyond

Sometimes there are things in a manuscript that just don't make sense. Learn what those problem areas are and how to spot them. (Editing, Bryce/Arches)

Sabine Berlin, Laura McGill, Jessica Guernsey, Whitney Hemsath (M)

Low-Cost, High-Quality Podcasting: Hardware and Software Needed for Getting Started

An overview of microphones, soundproofing, recording and editing techniques, audio boxes, laptops, and more! What is the hardware to use if you are budget-conscious or if you have cash to spare? We'll also talk about some of the DAW options such as Reaper, Studio One, Adobe Audition, Audacity, Logic, etc. (TMA, Cedar)

Ashley Bigbie, Daniel Swenson, Craig Nybo, Michael F. Haspil, John Goodwin, Marcus Richardson (M)

Mythopoeia: Creating Myths, Legends, and Folktales for Your World

How do you start creating new myths and legends for your world? How much should they impact your story? Does it matter if they are true or contradictory? Answer these questions and more to help you get started on your own myths, legends, and folktales. (World Building, Maple)

Bentley Pistorius

"Withheld Recollections": Memory Erasure and Agency in Latter-day Saint YA Dystopias

(Academics, Oak)

Liz Busby

Sat. 11:00–11:45 am

Different Types of Editing: From Manuscript Evaluation to Proofread

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

Sabine Berlin, Jessica Guernsey, Lisa Mangum, Kaela Rivera, Talysa Sainz (M)

Dragonlance Series 40th Anniversary

Join our discussion about the stories and success of Tracy Hickman's *Dragonlance*. (Books, Cedar)

Christine Nielson (CMAdler), Daniel Swenson, Benjamin K Hewett, Stephanie Fowers, Robert J Defendi (M)

Guest of Honor Interview: Isaac Stewart

(Maple)

Isaac Stewart, Ryan Bouché (M)

Kaffeeklatsch: A Chat with Creator Jennifer Hulet

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

Jennifer Hulet

Lit RPG and Leveling RPG

Taking the latest *Jumanji* movies as an example, what are these and how do you create your own? (Gaming, Elm)

ML Reid, Jay Boyce, Gracie York (M)

Physics for Creatives

Physics is the underlying engine that we live our lives in. In this presentation, a high level introduction to physics will be given, mainly mass, strength of materials, and thermodynamics. Examples of applying this knowledge to world building will also be provided. (World Building, Oak)

Jonathan Bowen

Short Fiction Zines (and How to Make Them)

Join bestselling creator Jess Smart Smiley for a special presentation and discussion on how to create small publications ("zines") with a single sheet of paper. These simple, step-by-step methods can be used to create unique publications, collections of images, and/or for marketing your work. (Art, Amphitheater)

Jess Smart Smiley

Twists and Turns: Creating Unexpected Stories

A great story is often marked by a reader pausing somewhere in the pages and saying, "I did not see that coming!" This class will discuss several different ways to surprise, thrill, and shock your readers, giving them twists and turns they will love! (Writing, Bryce/Arches)

Jennifer A. Nielsen

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. (Pro Dev, Canyon)

Jeff Wheeler

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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 44 on **Saturday, March 1, 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.



Sat. noon–12:45 pm

Author Rap Battle

Join us for our annual author rap battle. (TMA, Amphitheater)
Craig Nybo, Stan Crowe, Kenny Baldwin, L. Palmer (M)

Building a House While Riding a Roller Coaster: A Metaphorical Look at Creating Great Stories

How would your story look if you use a roller coaster ride as an example for how to plot your story? Or how can you make a rich and full story by looking at a house-building process from the foundation to the tip of the roof? Both are great patterns to help you flesh out the details of your story. When it comes to storytelling, what do houses and roller coasters have in common? (Writing, Canyon)

Christopher Husberg, Jarom Strong, S.K. Wenger, Lyn Worthen, Amy White, Kaylee Casutt (M)

How to Deal with the “One-Up” Problem

“Okay, we just destroyed the Death Star. What can we do to up the tension? Another Death Star, only bigger!” This, even though the Empire is dwindling and losing resources for big projects. Upping the stakes without looking stupid. (World Building, Bryce/Arches)

Kyro Dean, Rose Card-Faux, KaTrina Jackson, Brian McClellan, Tristan Bond (M)

Kaffeeklatsch: A Chat with Creator Mari Murdock

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

Mari Murdock

Redesigning Legends: Concept and Creation of Fantasy Monsters and Folkloric Creatures.

Hear how to reimagine and design fantasy monsters, folkloric creatures, and legendary beings. This session will explore how to conceptualize and illustrate fresh versions of age-old creatures, blending traditional lore with modern creativity. Panelists will discuss their techniques for maintaining the essence of these mythological beings while infusing them with unique, contemporary twists. Attendees will gain insights into the creative process, from researching original myths to fully realized illustrations, and leave inspired to breathe new life into classical mythological entities. (Art, Maple)

Jess Smart Smiley, Travis Deming, Kevin Keele, Richard Russell, Steve Simmons (M)

Relevant Feedback: How to Give and Receive

Not all feedback is helpful, and giving relevant feedback is a skill that can be learned. Learn to give useful feedback and also how to receive it with grace. (Editing, Zion)

Kristina Atkins, Janci Patterson, Elesha Hagberg, Whitney Hemsath, Benjamin K Hewett (M)

Screenwriting for Novelists

Join us to learn important differences between writing prose and screenwriting. (TMA, Juniper)

Blake Casselman, Susan Phelan, Bryan Young, Nicholas Dunn, David Howard, Spanky Ward (M)

Should You Use a Pen Name?

A pen name is a brand. It's a useful tool for publishing in different genres and other things. Is it right for you? (Pro Dev, Cedar)

Cheyenne Nielsen, C.H. Lindsay, Emily Goodwin, T. Alan Horne (M)

Let us know what you think!

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



Turning Books into Games and Games into Books

There are books based on games and games based on books. What are the differences and what do you need to make them work? (Gaming, Elm)

Clint Johnson, J.D. Raison, Neysa Watkins, Jay Boyce, B. A. Simmons (M)

Sat. 1:00–1:45 pm

Dealing with Slavery and Polygamy

Slavery and polygamy have been around for a long time. Does your world have that and what does that say about the world. How not to alienate readers and deal with the hard stuff they may have dealt with. (World Building, Maple)

Scott Stephens, Chris Jones, Eric Swedin, Bentley Pistorius (M)

Formatting Action Beats

The action of your story is critical to driving your story forward. Learn the best way to create those beats to make your narrative strong. (Editing, Zion)

Christine Nielson (CMAdler), Kyro Dean, Talysa Sainz, Laura McGill (M)

How to Hard Launch Your Debut as an Indie Author

In this presentation, we'll talk about the ways you can launch your debut to get more eyes on it and to start journey off strong. (Pro Dev, Canyon)

K.M. Davidson

How Would You End It?

There are so many great movies with bad endings. Why don't they fit the rest of the story? Join us to talk about movies or stories that you love but hate the ending of: what would you change? (TMA, Elm)

Allison K. Hymas, Michael F. Haspil, Amy White, L. Palmer (M)

Improvising as a Game Master

TTRPGs are cooperative story building that create special issues for the game master. Discuss GM tools to handle issues as they arise. (Gaming, Cedar)

C.R. Langille, Jess Lindsay, Tristan Bond, Ben Schulzke (M)

In Defense of Disney: Fairy Tales and Retellings

Who said fairytales are only for children? Looking at the origins and variations of “Sleeping Beauty” and “The Princess and the Frog,” we'll explore what makes a fairytale and how they've evolved into tales as old as time. (Academics, Amphitheater)

C. Rae D'Arc

Jump Starting Your Spaceship

How the Space Shuttle was powered and the design considerations that went into the power systems. (Writing, Oak)

Stephan Fassmann

Kaffeeklatsch: A Chat with Creator Isaac Stewart

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

Isaac Stewart

You Like Me! You Really Like Me! Endearing Your Characters to Your Readers

Join this discussion to learn how to give your readers a great love for your characters. What kind of story elements help readers care deeply about the characters? (Writing, Bryce/Arches)

Allison Anderson, Ken Baker, Wulf Moon, Shelly Brown, Samantha Marchand, Quiana Chase (M)

Sat. 1:00–2:45 pm

Baen Roadshow

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

(M) D.J. Butler

Sat. 2:00–2:45 pm

Foreshadowing without Spoiling the Mystery or Suspense

How to get strong foreshadowing and believable false trails into your story so the big reveal is not obvious, yet inevitable and satisfying to the reader. (Writing, Bryce/Arches)

Jess Smart Smiley, Kaela Rivera, Paul Durham, Josi Russell, Liesel Hill (M)

How Language Shapes Thinking

In Spanish, bridges are feminine and are described as beautiful. In German, bridges are masculine and are described as handsome. Ancient Greek didn't have a word for blue. People didn't know how to talk about neurodivergence before ADHD, autism, and other words were invented. (World Building, Amphitheater)

Kristina Atkins, Benjamin K Hewett, Abigail O'Bryan, KaTrina Jackson, Bentley Pistorius, Jennifer Hulet (M)

Incorporating 3D Design, 3D Printing, and 3D Scanning in Fine Art

If you have aspirations in sculpture, dimensional design, prop design, or cosplay, and you are still doing everything by hand, you are leaving some of the best tools of the trade on the table. Even if you prefer traditional workflows with clay, stone, leather, fabrics, foams, and thermoplastics, there are many ways that going digital for certain tasks can drastically improve the quality of your art and save time in the process. See these technologies demonstrated and learn how they can help you be more productive and level up your art. (Art, Maple)

Devon Dorrity

Kaffeeklatsch: A Chat with Creator Adam Heesch

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

Adam Heesch

Page to the Screen, Screen to the Page: Adaptations That Work

Join our discussion on how favorite stories are adapted between media. Screenwriters, playwrights, and other experts discuss what works and what doesn't, and why great adaptations (in any direction) look easier than they are. (TMA, Cedar)

Blake Casselman, Bryan Young, Spanky Ward, Adrian Ford (M)

Playtesting and Getting Feedback

Where do you get playtesters? How do you manage those sessions? How do you use the information to improve your game? (Gaming, Elm)

Ben Schulzke, Josh Marchand, Brennan "Talonos" Smith, Marcus Richardson (M)

Self-Editing: Five Techniques for Getting Distance from Your Story

To understand your story fully, you need to get some distance from your work. You could put it away for six months, but nobody has time for that! Here are five techniques you can start using today to get distance from your work and complete your revisions faster and with better results. Learn these tips, and your editor will love you (and charge you less money). (Editing, Zion)

Troy Lambert

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. (Oak)

Mike Bishop, J.L. Mayne, Ryan Bouché (M)

What I Wish I Knew Before Quitting the Day Job

There are a lot of books and advice about writing a novel that will launch your writing career. Unfortunately, there isn't a lot of information out there about what happens next: how to manage finances, health insurance, the secrets of S-corps, the impact of advances, and dealing with the side effects of success on your psyche (like, ahem, reading reviews). I've been writing full-time since 2014 and have published over 30 novels. I'd like to share with you some things you can do now to prepare for what happens next. It can happen fast. Knowing what to do can help you see the future with different eyes and make plans for it. (Pro Dev, Canyon)

Jeff Wheeler

Sat. 3:00–3:45 pm

Beyond China, Greece, and Rome: Using Other Cultures to Add Historical Accuracy

There is more history than Roman, Greek, and Chinese. Using other cultures' histories to flesh out your world. (World Building, Juniper)

Eric Swedin, Kent Scott, Ariadne Kane, Charles Stanford (M)

Female Protagonists: Crown Jewels of Genre

Join us for a discussion about the greatest works with female protagonists. (Books, Cedar)

Lindsay Flanagan, Sarah E. Seeley, C. Rae D'Arc, Jay Boyce, Talysa Sainz, Robyn Cheatham (M)

Flaws, Weaknesses, and a Bad Hair Day: Giving Your Characters Depth and Believability

The greatest characters have weaknesses and challenges to overcome, along with conditions they have to live with. Join our discussion about how to weave believability into your character attributes. (Writing, Bryce/Arches)

Anna F. Marasco, Samantha Marchand, Jana S. Brown, Daniel Swenson (M)

Early 2026 Membership Pricing

Get ready for next year! Purchase your membership for 2026 now for the best price.

Early Bird Registration (ends April 30, 2025): \$55

Online Preregistration (ends January 1, 2026): \$80

Online Registration (ends January 31, 2026): \$90

At-the-Door Registration: \$100

Early Bird Student Registration
(ends April 30, 2025): \$10

Student Online Preregistration
(ends January 31, 2026): \$15

Student At-the-Door Registration: \$25



Kaffeeklatsch: A Chat with Creator Paul Durham

An informal chat with one of our guests of honor. Space is limited; sign-up required ahead of time. (Boardroom)

Paul Durham

Multiyear Campaigns

Roleplaying gives a level of control to each person at the table. This will explore the needs of RPG adventures. (Gaming, Maple)

John Mabey, Adrian Ford, Tristan Bond, David Farnham (M)

Physical Exercise for Creatives

Walking, stretching, swimming, and more. Relieve stress and keep the body strong. (Pro Dev, Amphitheater)

M. A. Nichols, Rebecca Ellette Fincher, Rob Skidmore, J. Abram Barneck (M)

Sculpting Monsters Ye Olde Timey Way

Demonstrations and explanations on creating anatomically stellar beasts. (Art, Oak)

Cliff Green

Why Readers Get Bored

Readers get bored if there's not enough action, or if there's too much action, or if the pacing is slow, or if they're hungry, or if Mercury is in retrograde. A dozen different writing problems all create boredom in the reader. Learn how to interpret this feedback and make your story as fascinating on the page as it is in your head. (Editing, Canyon)

Laura McGill

Writing for a Visual Medium (Stage, Film, Graphic Novels, etc.)

Gain insights to help your audience see and hear what you want them to see and hear, and feel and think what you want them to. Our panel will include comic book and graphic novel writers along with screenwriters and playwrights. (TMA, Elm)

Blake Casselman, L. Palmer, Jess Smart Smiley, Nicholas Dunn, Spanky Ward, S. K. Wenger (M)

Sat. 4:00–4:45 pm

Keynote: Jennifer A. Nielsen

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

Jennifer A. Nielsen

Sat. 5:00–5:45 pm

Awesome Blogs, Podcasts, and Books for Writers and Editors

Come learn about some awesome media resources to help you as a writer or editor. (Editing, Elm)

Sarah Bailey, Cambria Williams, Rachele Funk, Christine Nielson (CMAdler) (M)

Conan, Elric, Fafhrd and the Gray Mouser, and Beyond: What Is Sword and Sorcery?

Sword and sorcery is not a synonym for fantasy but is a specific sub-genre that's not epic fantasy or grimdark or even quite heroic fantasy, though it has elements of each. Often cited as created in 1928 by Robert E. Howard, what is it exactly and what are some examples through the almost one hundred years since its inception? (Books, Juniper)

Liam Hall

Drawing Creative Inspiration from Well-Written TV Shows and Movies

Join our panelists as they discuss favorite TV shows and movies and what storytelling/writing skills they have learned. You'll be able to ask the experts about insights they may have about your favorite shows. Learn to synthesize the best to create your own Breaking Bad while dealing with the X-Files and Godzilla minus one at Pan's Labyrinth. (Writing, Zion)

Scott R. Parkin, Sandra Tayler, Lisa Mangum, Christopher Husberg, Tricia Levenseller, Jarom Strong (M)

Ink and Ledger: Accounting Adventures for Authors

Embark on a journey where words meet numbers! Sounds exciting, doesn't it? Well, we're talking about accounting, so it probably won't be. But don't let that turn you off! This class is tailored for authors seeking to master the financial side of their writing endeavors. From understanding royalties to managing expenses, we'll demystify accounting concepts in a fun and engaging way. (Well, you know, in the most un-boring way we can). Learn how to track publishing income, learn about write-offs, and figure out what the heck you're supposed to do with your taxes. With hands-on exercises, real-world examples, and expert guidance, you'll gain the financial literacy necessary to let your author business thrive. Join us and turn your writing dreams into a well-balanced financial reality! (Pro Dev, Cedar)

Elesa Hagberg

Noncrude Profanity

Fire, fall, and flood! A mini-conlang to not offend the pearl-clutchers. BSG did wonders with “frack.” Profanity, oaths, curses, and more, and how they change generationally. (World Building, Maple)

Coral Hayward, Rebecca Ellette Fincher, Amy Trent, James Jakins, Chris Jones (M)

Paperbacks, Hardcover, and Premium Editions

There are many different publishing options, from hardcover to ebook to print on demand. What are they and what do they mean to you? (Pro Dev, Canyon)

Kristina Atkins, L. Palmer, Jonathan Reddoch, Isaac Stewart, Kristy S. Gilbert (M)

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)

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. (Oak)

Sat. 6:00–6:45 pm

Adventurer Cooking

Slimy yet satisfying. How to make pemmican. Travel foods from around the world. Chuck wagons and sea biscuits, hardtack, dried fish, and more. (World Building, Cedar)

Kent Scott, Charles Stanford (M)

Best and Worst of AI Editing Tools

There are a lot of AI tools for editing available right now. Find out which ones are best to use and how they might help you in your process. (Editing, Zion)

Tyler Tarter, Sarah Bailey, Jonathan Reddoch, Ashley Higbee (M)

Denouement: How to Ride Off into the Sunset Like a Pro

Denouement. How do you end your stories and novels with a bang? What elements are required to create the perfect ride into the sunset endings? Saddle up with Wulf Moon as he takes you on a ride with the Man with No Name and reveals these secrets through one of the most famous Westerns of all time. Please, check your six-shooters at the door. (Writing, Canyon)

Wulf Moon

Graphics and Art Style: Stylistic Choices to Help Your Video Game Age Gracefully

A picture speaks a thousand words. Picking the style of art for your game says much more. (Gaming, Oak)

Jonathan Bowen, Kevin Keele, Adam Sidwell (M)

Illustrators of the Future: How to 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, Elm)

John Goodwin, Brian C. Hailes, Tremani Sutcliffe, Jennifer Virginia Mellen, Emily Goodwin (M)

Self-Publishing Today

How to self-publish in 2025. (Pro Dev, Amphitheater)

Robert Zangari, M. A. Nichols, C. Rae D’Arc, Kyro Dean, Jason Hamilton, (M) D. C. Wynters

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)

Writing Extraverted, Extroverted, and Other-verted (Choose Your Own Prefix) Characters as an Introvert

Oftentimes writers are more interested in writing dialogue than participating in one, so how can we construct believable extroverted characters when we’re introverted? (Writing, Juniper)

Karen Todd, J. Abram Barneck, Jennifer Hulet, Stephanie Fowers, John M. Olsen (M)

Sat. 7:00 pm

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 as part of the festivities. *Separate tickets required in advance.* (Bryce/Arches)

Cameron Hopkin

Filking

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

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