

Life, the Universe, & Everything 44

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

Guests of Honor

Ron Clements

Matt Dinniman

Charlie N. Holmberg

Learning·Creating·Sharing

February 12-14, 2026
Provo Marriott Hotel and Conference Center
ltue.net

art by David Klein



Letters from the Chairs

Welcome to the 44th year of LTUE. This symposium is a special place for creators, professionals, educators, fans, and everyone else to gather and share our love of science fiction and fantasy. Anyone who knows me knows how much I value community. Those who attend LTUE each year become important members of this fellowship, sharing their knowledge, experience, and creativity with each other. This is some of the magic that you feel as you walk down the halls and listen to the excited buzz. I hope that after you partake of this delicious brew, you will share it with the rest of the world through your own creativity.

Thank you to the committee this year, who have made all of this possible. In particular, a special thanks to the brain trust: Nick Mills, Brenda Sills, Ryan Bouché, Marny Parkin, and Dave Doering. Your wisdom helps keep LTUE a successful event year after year. Thank you, Josh Mayne, for being such an amazing co-chair and Supreme Commander. I never could have done this without you. Finally, a huge thank you to our wonderful guests and attendees.

Drink more orange juice, the nectar of the gods!

Mike Bishop, cochair 2026

The first time I attended LTUE, I knew I wanted to be a part of it. It has a feeling I haven't been able to stumble upon anywhere else. The excitement, the anticipation, the desire to learn and to connect. You all are my people, and I look forward to seeing you more than you know. That very first year I joined the committee, and my life has never been the same.

To our cherished guests, thank you for trusting us year after year. Thank you for sharing your knowledge and love for the craft, whatever your individual craft may be.

To our incredible committee, thank you for the countless hours making LTUE a reality. Thank you for your input and for your passion to grow LTUE into something more. Thank you for trusting Mike and me as your chairs; it has truly been an honor.

Thank you, Mike. The role of cochair wouldn't have been the same without you. I owe you a pint (. . . of orange juice).

LTUE has, quite literally, changed my life. The connections I have made and the tools I have gathered and crafted will last my lifetime.

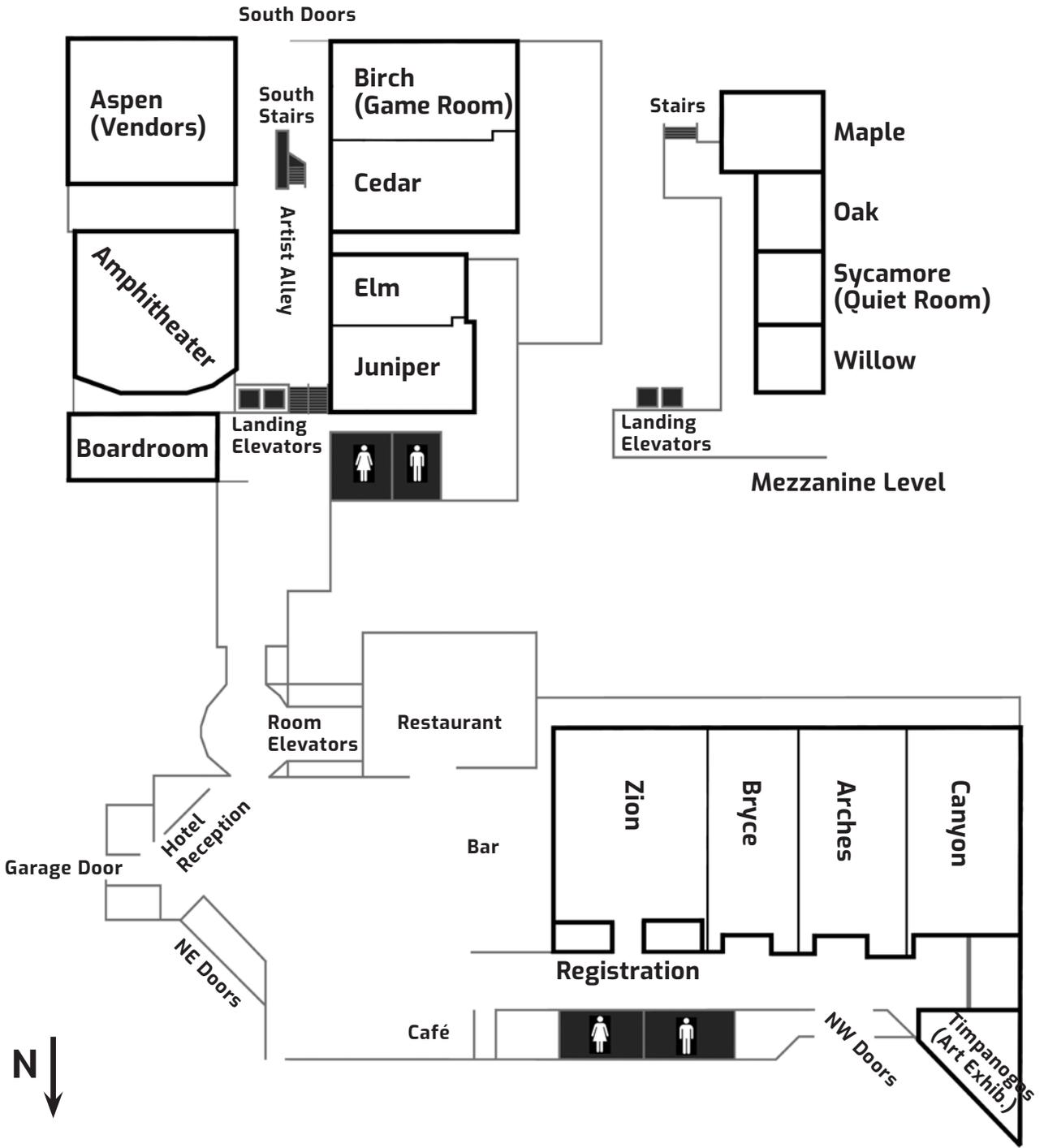
Josh Mayne, cochair and supreme commander 2026

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 45 on **Saturday, March 7, 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 and sleeping rooms.

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

Thursday: noon to 6 PM

Friday: 10 AM to 8 PM

Saturday: 9 AM to 5 PM

Art Exhibition Hours

Timpanogos

Thursday: 11 AM to 7 PM

Friday: 9 AM to 8 PM

Saturday: 9 AM to 5 PM

Gaming Room

Birch

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

Ron Clements

Ron Clements is a renowned storyteller and filmmaker at Walt Disney Animation Studios. With his longtime collaborator, John Musker, Clements has written and directed iconic feature films that have become part of Disney's legacy, including beloved classics like *The Little Mermaid* in 1989 and *Aladdin* in 1992, as well as Disney's 2009 return to hand-drawn animation, *The Princess and the Frog*.



Clements teamed up with Musker again, this time venturing to ancient Oceania for an epic adventure about an aspiring wayfinder, on the Academy Award-nominated *Moana*. "Moana is a vibrant, tenacious sixteen-year-old growing up on an island where voyaging is forbidden," says Clements. "But Moana has been drawn to the ocean since she can remember. She's torn between what's expected of her and what she is compelled to do."

Born and raised in Sioux City, Iowa, Clements traces his interest in animation to his first viewing of *Pinocchio* at age nine. As a teenager, he began making super-8 animated films, including "Shades of Sherlock Holmes," a fifteen-minute featurette he animated single-handedly. "Shades" won critical acclaim and led to a part-time job as an artist at a television station, where he animated commercials for the local market.

After graduating from high school, Clements came to California to try his luck at animation. Because there were no openings at Disney, he worked for several months at Hanna-Barbera while studying life drawing in the evening at Art Center. With persistence and determination, Clements was finally accepted into Disney's Talent Development Program, a training ground for young animators.

After successfully completing the training program, Clements served a two-year apprenticeship under Disney legend Frank Thomas. He quickly progressed through the ranks from in-betweener to assistant to animator-storyman. His credits include *Winnie the Pooh and Tigger Too*; *The Rescuers*; *Pete's Dragon*; *The Fox and the Hound*; and

The Black Cauldron. Clements made his writing-directing debut with Musker on the 1986 feature *The Great Mouse Detective*. Their credits also include 1997's epic comedy *Hercules* and the intergalactic adventure *Treasure Planet* in 2002.

Clements and his wife, Tami, live in the San Fernando Valley.

Matt Dinniman

Matt Dinniman is a writer and artist from Gig Harbor, Washington. He is the author of the *New York Times* best-selling *Dungeon Crawler Carl* series along with several other books about the end of the world. He doesn't really hate cocker spaniels, and he plays bass in one band.



Matt began publishing *Dungeon Crawler Carl* on Royal Road in 2020. He self-published the first book in the series on Amazon on October 2, 2020, in ebook and paperback format. In 2024, print rights to the series were picked up by Penguin Random House, who released the first volume through Ace Books on August 27, 2024. Also that month, it was announced that Universal International Studios, in collaboration with Seth MacFarlane's Fuzzy Door Productions, acquired the rights to adapt *Dungeon Crawler Carl* into a television series. A webcomic adaptation of *Dungeon Crawler Carl* was published through Webtoon. On July 29, 2025, Renegade Game Studios announced that they had partnered with Dinniman to develop a tabletop role playing game set in the *Dungeon Crawler Carl* universe, scheduled to release in 2026.

Matt's other books include *Operation Bounce House* (released February 2026), *Kaiju: Battlefield Surgeon*, *Dominion of Blades*, *The Grinding*, and *The Shivered Sky*.

mattdinniman.com

Charlie N. Holmberg

Charlie N. Holmberg was born in Salt Lake City to two parents who sacrificed a great deal to give their rambunctious daughter a good education. As a result, Charlie learned to hate uniforms, memorized all English prepositions in alphabetical order, and mastered the art of Reed-Kellogg diagramming a sentence at age seven. She entered

several writing contests in her elementary years and never placed.

Being a nerd, Charlie started writing fan-fiction as a teenager between episodes of *Star Trek: The Next Generation*. She became a full-fledged band geek with mediocre talent in high school, where she met her husband. While she strove to win his attention by baking him cookies and throwing ramen noodles at his house, he didn't actually ask her out until six years later.

Charlie began taking writing seriously during her undergrad at Brigham Young University, where she majored in English and minored in editing. She finally won a few writing contests. She graduated with her BA in 2010 and got hitched three months later. Shortly afterwards, her darling husband dragged her to Moscow, Idaho, where he subsequently impregnated her.

In summer 2013, after collecting many rejection letters and making a quilt out of them, Charlie sold her ninth novel, *The Paper Magician*, and its sequel to 47North and debuted in 2014. She has since hit the *Wall Street Journal* and Amazon Charts best-seller lists, won multiple Whitney awards, and short-listed not only for the ALA Fantasy Reading List, but the RITA and Goodreads Choice awards as well. She has books published in over twenty languages and writes contemporary romance as C.N. Holmberg.

Charlie lives with her family in Utah. She recently discovered she's a cat person.

www.charlienholmberg.com



Illustrators of the Future Contests. She is the producer for the Writers of the Future annual Achievement Awards and the Writers of the Future Online Writing Workshop. Emily is an honorary commander for the US Air Force and US Space Force.

Spotlight Guests

Suzy Bills

Suzy Bills is an assistant teaching professor of editing and publishing at Brigham Young University (BYU) and also owns an editing and writing business. She's worked with individuals and companies to publish fiction and nonfiction books and other works. She loves sharing her skills with others, whether through teaching, mentoring, helping authors get their thoughts on paper, or fine-tuning their writing. writingandeditingbysuzy.com

Ester Candari

Esther Hi'ilani Candari is an artist, educator, and curator who explores concepts such as multiracial identity, gender and the female gaze in the context of religion, and the connections between ecology, culture, and sense of place. Much of her work draws upon her experiences growing up in Hawai'i in an Asian American mixed-race household. She recently branched into the fantasy art space through illustrating Brandon Sanderson's latest secret project, *Isles of the Emberdark*, which was heavily inspired by his time on her home island. She has a BFA from BYU-H, an MFA from Liberty University, and has studied at the New York Academy of Art. In addition to her studio work, she owns and directs the Compass Gallery, serves as the art editor for *Wayfare* magazine, and serves on the Advisory Board for the Faith Matters Foundation. She lives in Utah County with her husband, two rescue dogs, and an ever-growing collection of houseplants. www.hiilanifinearts.com/about

Orson Scott Card

Orson Scott Card is the only person to have won a Hugo Award and a Nebula Award in consecutive years, winning both awards for his novel *Ender's Game* and its sequel *Speaker for the Dead*. A feature film adaptation of *Ender's Game*, which Card coproduced, was released in 2013. Card also wrote the award-winning series *The Tales of Alvin Maker*. Card has written and directed numerous stage

Toastmaster

Emily Goodwin

Emily is the Vice President of Public Affairs at Author Services, Inc. She has been involved with book publishing since 2007, including the international Writers &



plays as well as political, religious, and social commentary.
www.hatrack.com

Robert J Defendi

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

Max Florschutz

“What would happen if a dragon opened a bank?” This question and others like it are the seeds that drive Max Florschutz to craft worlds, characters, and adventures. While best known for his *Axtara* series, Max is also the author of the *UNSEC* space trilogy, *Jacob Rocke* mysteries, and various stand-alone titles and anthologies. Outside of his traditional works, for more than a decade Max has educated and shared writing experiences with his “Being a Better Writer” series of writing guides. maxonwriting.com

M. Todd Gallowglas

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

Clint Johnson

Clint Johnson teaches both creative writing and composition at Weber State University and has an MFA in Fiction. A professional-level member of the Science Fiction and Fantasy Writers of America and the Society of Children’s Book Writers and Illustrators, his credits include the middle grade novel *Green Dragon Codex* and short works in *Every Day Fiction*, *Deep Magic*, and other publications, as well as a number of open educational texts on writing. His diverse experience includes six years of sports journalism for ESPN’s TrueHoop Utah Jazz affiliate, Salt City Hoops, technical writing for Atlantic Marketing, and coordinating and teaching in an experimental author residency program in a public charter school. His teaching, research, and writing interests include narrative and the brain, psycholinguistics of story, game and video

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’s why they are here!

game studies, screenwriting, and writing and storytelling in the age of artificial intelligence.

Tricia Levenseller

Tricia Levenseller is the #1 *New York Times* and *USA Today* bestselling author of eight YA romantasies, including the *Daughter of the Pirate King* duology and *The Shadows between Us*. Her books have been translated into twenty languages and counting. Tricia grew up in Oregon, where she spent her childhood climbing trees and playing make believe. She now lives in Utah with her bossy dog, Rosy, where she writes full time. When she's not writing or reading, Tricia enjoys putting together jigsaw puzzles, playing video games, and finding tasty restaurants to frequent. tricialevenseller.com

Peter Orullian

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

Jenny Flake Rabe

Do you love reading sweet romance that doesn't make you cringe but still gives you all the feels? If so, you have come to the right place. After going on over 150 first dates, Jenny feels qualified to write about heartbreak, new crushes, and old flames. Writing about love is what she does best. When Jenny isn't writing, she is chasing her three kids around. They keep her busy, educated, and laughing. With a Twizzler in one hand and a bag of Fun-yuns in the other, she is ready to take on the world with her mighty pen. jennyrabe.com

Sandra Tayler

Sandra Tayler is a writer, editor, and publisher with credits in over thirty different titles. She is a consistently successful crowdfunder, and has spent the last thirty years managing a household alongside several small businesses. Her book *Structuring Life to Support Creativity* is a resource book filled with concepts and tools to help you make more space in the life you have for the creative work you want to do. Sandra lives in Orem with her husband, three cats, three young adults, and a family of very demanding scrub jays, who insist that Sandra's only real job is to put peanuts on the deck rail. www.sandratayler.com

Participant Bios

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

Natalie Brianne is an author, freelance book formatter, and voice actor with books across multiple genres. A two-time Whitney finalist, she loves voice acting and was part of the cast for the Webby Award-winning podcast *Desolate Eden*. When Natalie isn't working, she's drawing, playing tag with her cat, and forgetting about the vegetables in her fridge. Above all, she believes in the power of words and their ability to make the world a better place. www.nataliebrianne.com

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 lifelong 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 BYU in 2008, she received her MFA in creative writing from Converse College in 2012. She lives in Denver, where she and her husband try 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

Ken Baker is a children's author and a freelance content strategist and writer. *Heaven's Warrior* is his debut epic fantasy novel. His gaslamp fantasy, *Fool's Crux*, is expected to be released

in 2026. He is best known for his traditionally published picture books; he also writes science fiction, thrillers, YA middle-grade, and chapter books. He lives in the shadows of the Wasatch Mountain range. In addition to writing books, his loves include his wife, five children, three grandchildren, chocolate, ice cream, sports, and tropical adventures. www.kenbakerbooks.com

Kenny 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

H. F. J. Ballard graduated in 2020 with his BA in English from Brigham Young University. He has published several collections of poetry including *The Name of the West* and *The*

Art Exhibition and Artists Alley

The LTUE Art Exhibition (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! *Art can be purchased only during the Mass Signing on Friday.*

Also be sure to 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!

Complete Haikus of William Shakespeare, a novel titled *Monster*, a novella titled "Prometheus," and a picture book titled *Theopolis Turtopolis*. He also has a running webcomic 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 master's in computer science. He published three books in his urban fantasy series with the fourth on its way. He is a *Leading Edge* alumni and took second place in the first writing contest he ever entered. He lives in Bluffdale, Utah, with his wife and four kids. jabrambarneck.com

Jay Barnson writes speculative fiction across multiple genres. He is the author of the *Vanished* and *Blood Creek* series, the upcoming *Dead to Rights* novel set in Steve Jackson's *Car Wars* universe, and many published short stories and nonfiction articles. He worked in the video games industry for many years, developing multiple best-selling (and not-so-best-selling) video games on consoles and PC. Currently he develops heavy equipment training simulators for traditional and virtual reality platforms. jaybarnson.com

Laura Baumgarten of Luminous Editing is a freelance developmental editor devoted to helping the heart of your story shine. She has edited a variety of speculative fiction novels, including the award-winning *Cece Rios and the Desert of Souls* and its sequels. Her specialty is helping plot, character arcs, and theme work together to create a resonate whole. luminousediting.com

Willow Becker is an author, editor, director, and actress. She is a licensed theater teacher and runs an after-school theater program, Cedar Theater. She is also the editor-in-chief of *Weird*

Little Worlds Press, an award-winning horror press. WillowDawnBecker.com

Luke Beckstrand loves the outdoors, dancing, and writing. He received his bachelor's in linguistics from Brigham Young University and is now pursuing a master's in the same subject. He has written several conlangs, some for books, some for fun, and once even for a small independent film. While writing is his passion and he loves working on his books, his family and friends are what is most important to him.

Ben Beckstrom was born and raised in the suburban wilds of the Pacific Northwest. He's also spent time in Orange County, California, and received an education at BYU. He enjoys exploring new ideas and wrestling large dogs. His debut short story "Oh Buddy" appeared in Raconteur Press's anthology *Giant Squeeing Robots*. Beckstrom's piece "Hardship Posting" will also appear in LTUE's *For Glory and Honor* anthology.

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

Ashley Bigbie 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

Mike Bishop is currently serving as cochair of LTUE 44. He has volunteered with LTUE for nine years in the roles of Registration Coordinator and Schedule Coordinator. He loves reading fantasy, playing board games, and drinking orange juice—the nectar of the gods.

Courtney (C. A.) Blooming is an adult fantasy author with four published books. Outside of the safety of books and stories, she is a wife and mother to three children. She works full-time in client success management. You can generally find her sitting in front of a computer working on her never-ending task list or in a family snuggle pile with her husband and children. cablooming.com

After working in IT, game development, and marketing, **Matthew Bockholt's** brain took over his body and forced him to write a novel. He also cohosts the podcast *Plot Armor Online*, where he interviews authors and discusses all things writing. fablevine.com

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.

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

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

John D. Brown writes action-packed novels in the thriller, epic fantasy, and science fiction genres. He is a Dragon Award Winner, Writers of the Future winner, Whitney Award winner, and the author of *How To Create Story Ideas That Beg to Be Written*. He currently lives in the hinterlands of Utah. www.johndbrown.com

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

Scott Bryan is the author of the Foresight Chronicles series. Currently he's scribe for a three-hundred-year-old vampire child, sharing tales of her endless battles with Dracula across history. He's met lost fantasy creatures, demonic beings, time travelers, and Multiversal agents, each of whom have offered him stories to tell. authorfscott.wixsite.com/authorfscott

Trevor Burbage is an author, illustrator, graphic designer, and former actor. His series of dark fantasy crime novels begins with *Down in the Dirt*. On certain gloomy days, Trevor calls himself Rob Shank, writing and drawing his own independent comics. These include the sci-fi adventure serial *The Impossible Mr. Quix* and *Canon Fodder*, a bloody requiem for '80s action films. Trevor lives in the Midwest with his wife, two kids, and a wall of pulp paperbacks. burbagepress.com

Liz Busby is a scholar who studies the intersection between religion and science fiction/fantasy. She teaches writing at BYU and is the editor-in-chief of an LDS speculative fiction magazine, *Further Light*. Her fiction has been published in *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*. Liz's BYU master's thesis was about portrayals of religion in Brandon Sanderson's Stormlight Archive. 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, *The Cunning Man* (co-written with Aaron Michael Ritchey), *The Kidnap Plot* and sequels, and *City of the Saints*. He plays guitar and banjo whenever he can, and likes to hang out in Utah with his children. davidjohnbutler.com

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

Founder of Whisper House Press, **Steve Capone Jr.** is an award-winning, Utah-based writer hailing from the Rust Belt. Steve self-published his first YA historical fiction novel, *Max in the Capital of Spies*, in 2024. *Jimmy vs. Communism* is due out from Gibbs Smith soon, and he has horror novels in the works. His "Cure for Creativity" won Best Short Screenplay at the Bloody Mirror Film Festival in 2024. He's a pizza advocate, dog helper with Arctic Rescue, and a proud member of the Horror Writers Association and League of Utah Writers. www.stevecaponejr.com

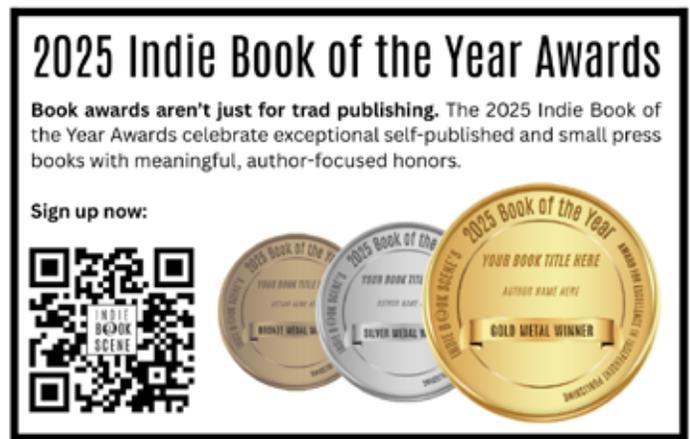
J. C. Carter was the editor-in-chief for *Masters of Role-Playing Magazine*, where he contributed articles, stories, and the "Bob's Basement" comic strip. His latest comic book series, *The Shaolin Nun*, will be published by Laguna Studios in 2026. He joined Around the Globe Theatre Company and directed *Picasso at the Lapin Agile* and the world premiere of *Bob Juan Cassanova* for the company. He joined Utah Repertory Theater Company and worked as technical director, marketing director, and finally managing director, all while directing six critically acclaimed productions for them. jccarter.info

Blake Casselman is an award-winning screenwriter, comic book writer, short story author, and film producer. He coauthored the graphic novel *Devil's Triangle*. He has cowritten and produced the award-winning films *Adopting Trouble* and *Kiss the Devil in the Dark*. His other films include the psychological horror film *Limbo* and the award-winning indie superhero film *Surge of Power: Where There's Smoke*. His works on as a screenwriter and/or producer have been screened at festivals including the Short Film Corner at the Cannes Film Festival. He's taught screenwriting, film history, and storyboarding.

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

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Robyn Cheatham's first series, *Elves of the Elements*, was completed in December 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.

As a trainer, teacher, public speaker, and presenter, **Charlie Clayton** has taught training classes from his hometown of Cincinnati, Ohio, all the way to Mumbai, India. He has created and presented seminars for employees, CEOs, and four-star generals. He is author of the novel *Rise of the Basilisk* and an honorable mention recipient in the Writers of the Future contest.

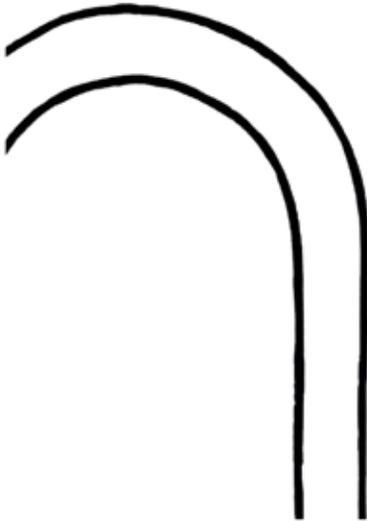
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Author of the series *A Comedy of Love* and coauthor of the *Dead-Ex Files* mysteries, **Stan Crowe** is a fan of family, friends, and the great outdoors, and when he's not writing, he's spending time with the wife and kids, feeding his cat, or pretending to be an engineer. He also presides over the Moab, Utah, chapter of the League of Utah Writers. Because, really, if you're going to write awesome stuff, why not live in an awesome place, too? st4nj9.wixsite.com/authorstanjohnson

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He currently has two movies in distribution, the sci-fi *Time Runners* and the romcom *Dishing Up Love*, as well as the radio drama *Olympus Dale: The Ghost of Valkyrie*. www.martianstudios.com

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In Memoriam

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.

Christopher J. H. Jones (alias Mr. C) is the author of fourteen books ranging from historical true-crime novels to nonfiction business books on marketing and leadership. He teaches logic, rhetoric, and poetics at Mount Liberty College and civics and history at Liahona Preparatory Academy and is the founder of the Education Underground. Chris lives in Lehi with his long-suffering wife Jeanette and whichever of their eight children are home. iamchrisjones.com

Jennifer Julander is a local fantasy novelist and founder of Indie Book Crate, a book subscription box that exclusively features indie and small press authors. www.jenniferjulander.com

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

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B. R. (Ryan) McKay 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 that are published under the name ACME Arcana. Ryan has served for many years as the gaming track director for LTUE. dadsndragons.com

Jennifer Virginia Mellen is an entrepreneur, artist, and collector of hobbies. Jennifer is a head in manufacturing and product design for the company We Geek Together. She won an award from the Illustrators of the Future contest in 2024 and has an illustration published in *Writers of the Future 40*. jennifermellen.com

Elaine Midcoh is a short-story writer and an award-winning author of science fiction. She's a past winner of the Jim Baen Memorial Short Story Award, the Writers of the Future contest, and the Cannon Publishing High Caliber Award. Her sci-fi stories have appeared in the anthologies *2025 High Caliber Anthology*, *Writers of the Future 37* and *39*, and *Compelling Science Fiction Short Stories* and in the magazines *MetaStellar*, *Escape Pod*, *Galaxy's Edge*, and *Daily Science Fiction*. Before jumping into writing, she worked as a college professor teaching criminal justice and law courses. ElaineMidcoh.wordpress.com

Writing slammed onto **Janiel Miller's** radar after cowriting a complete rip-off of *OG Battlestar Galactica*, as well as an autobiographical superhero comic book with her childhood best friend in which she was named FlashGirl. It was revelatory. She's written humorous columns for *Meridian Magazine*, *The American Fork Citizen*, *SoulSpa*, *Smashing Stories*, and others, and has a few novels in the works. www.janielmiller.com

Carly Milligan works to bring stories to life through illustration, specializing in figurative art for young adult and adult book covers in the fantasy and science fiction genres. She also takes private commissions and sells her original oil

paintings. She has a bachelor's in zoology with a minor in chemistry. When not painting and experimenting in her studio, you'll probably find her in her garden or exploring the nearby mountains with her faithful and constant companion, Strider. www.carlymilligan.com

Nick Mills is a writing coach, editor of fifty-plus books (four for NYT best-selling authors), a writer of short stories and thirty planetarium shows. He is the author of the forthcoming urban fantasy *Living Ink*. He has hosted David Farland's Apex Writers Mastermind webinars since early 2022, is a formally trained story and film analyst, and owns Timpanogos Publishers. He is the screenwriter for *Becoming Shakespeare* and four other scripts. Nick performed vocally on stage and television in Ireland, has written and recorded hundreds of songs, and is the composer of the *Abraham Musical*.

George Moakley has modeled ore bodies, managed data centers, designed enterprise infrastructure, run professional services product development, run an IoT R&D lab, and designed innovative IoT and Edge Intelligence solutions. He is an inventor with several patents. George is fascinated by the life sciences, speculating about what it would be like to explore a truly alien world. That speculation led to writing *Kraken of Eden*, *Tides of Eden*, and the soon-to-be-published *Return from Eden*. www.georgemoakley.com/

Joe Monson is an editor of multiple anthologies and collections, including the volumes in the LTUE Benefit Anthology series coedited with Jaleta Clegg. He is currently working on a space opera trilogy set two thousand years in the future. He collects art and lives in the tops of the mountains with his wife, three children, and their pet library. joemonson.com

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Wulf Moon is a best-selling writer, editor, and writing instructor. He has won over sixty writing awards, including *Star Trek: Strange New Worlds* and *Writers of the Future*. He leads the Wulf Pack Writers group. He's won Best Author five times in the international Critters Readers' Choice Awards, his *Super Secrets of Writing* has had a million views, and he's the author of the best-seller *How to Write a Howling Good Story*. www.wulfmoon.com; thesupersecrets.com

Will Munn is the award-nominated and best-selling creator of Arium, the Worldbuilding RPG. He runs the Adept Icarus game design studio and has collaborated on RPGs such as *Cold Shadows*, *Tiny Frontiers*, and *Zorro*, the Roleplaying Game. Adept Icarus also serves as a publisher for multiple award-winning and

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Triona Murphy's debut novel *Socks & Secret Quests*, a middle-grade cozy-esque fantasy with magical knitting, releases in September 2026 from Atheneum/Simon & Schuster. Triona designs knitting patterns from her home in beautiful Oregon wine country, where she lives with her husband, three kids, and two energetic young cats in a house overflowing with board games and books. www.trionamurphy.com

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Born and raised in Anchorage, **M. A. Nichols** is a lifelong Alaskan, though she took a hiatus for a few years in Utah to get a fancy university education. Currently, she writes sweet historical romance and fantasy, but as a lover of many genres, she'll eventually write in more. www.ma-nichols.com

Cheyenne Nielsen is a freelance editor, writing coach, librarian, dungeon master, and lover of indie-published books. She worked with Monster Ivy Publishing for before going freelance. She is the head of the teen and adult writing clubs at the American Fork Library and runs several writing contests there. In her spare time, you can find her hanging out with her family and friends or writing her debut gothic fantasy novel. tinyurl.com/ink-quest-editor



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Craig Nybo is a multitalented writer and artist with a diverse portfolio that spans literature, music, and gaming. Craig has published eight novels. His passion for storytelling extends to his serialized fiction podcast, *Terrifying Lies*. He has designed eight board games and composed two innovative musicals, *Tesla V Cthulhu* and *Space Funk: A Sci-Fi Funk Opera*. As a solo artist and a member of The Rustmonster Band, Craig has released an impressive eleven musical albums. www.craignybo.com

John M. Olsen has written the Polecat Protocol science fiction series, the Riland Throne YA fantasy trilogy, and has published over forty short stories. He’s also edited award-winning novels. He won several local awards for his novels and for anthologies he’s edited. He is a past president of the League of Utah Writers and loves to encourage writers (especially local authors) to excel. johnmolsen.blogspot.com

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

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Janci Patterson writes contemporary romance, epic fantasy, and young adult novels. She has collaborated with Brandon Sanderson on several books in his *Skyward* series, and on the final novel in the *Alcatraz vs the Evil Librarian* series. Janci has also written several series with Megan Walker, including the romcom *The Extra*, and the Five Lands saga under the pen name Cara Witter. www.jancipatterson.com

Jacob Pérez was born in Ponce, Puerto Rico, but spent most of his young adult life in Boston, Massachusetts. After graduating from college in 2008, he dedicated his continued education to caring for people. If he couldn’t have superpowers, nursing was the next best alternative. Now he spends his days off writing about monsters, spaceships, robots, and the most bizarre creatures. He lives in Portland, Connecticut, with his wife and three beautiful kids.

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Richard Lance Russell is a visual storyteller who makes art in many forms: character designs, animation, illustration, murals, book covers, and oil paintings. He draws inspiration from the journey and the delightful surprise of creation. RichardRussellart.com

Piper Russell is a self-published author with a passion for storytelling and a deep love for young adult fiction. Dedicated to uplifting the next generation of writers, Piper hopes to

inspire others to chase their creative calling, trust their voice, and believe that it's never too early—or too late—to tell the story that's been waiting inside them. piperaidenrussell.com

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

A computer programmer by trade and a geographer by degree, **J. Arden Scott** enjoys world building/creating through writing, drawing maps, and pure imagination. *Once Lost* is the culmination of years of daydreaming, creating, writing, and even drawing stories. 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

Kent Scott BS geology 1972 BYU. 6yr developing and testing extreme cold weather clothing system for Northern Outfitters. Testing clothing and equipment in the arctic has given me some experience with Inuit culture. 3yr teaching geology and survival skills for a wilderness therapy program for at risk youth. Also worked in alcohol fuels production and in plumbing. Other interests include distance running, Ham radio, diet and nutrition.

Anna Seipert is currently attending Southern Utah University as an English rhetoric major after receiving her associate's degree at Snow College. She has previously been published in *Weeds*, the literary journal of Snow College; has presented at the Wooden O's Symposium; and is an editor for the *Kolob Canyon Review*. Anna is passionate about reading, writing, and collecting eccentric button-up shirts.

Steve Setzer reads a lot and then thinks and writes about it.

Brenda Sills has written books in MG, YA, romance, and historical. She loves to write and dream at a pond near her home where she talks to her blackbird, blue heron, and pelican friends, and a horse nicknamed Soup, all of whom listen to her presentations and story ideas. She literally cheers for the moon when it pops up over her mountain, and she says there's a small hill in her backyard cloaking a slumbering dragon that will someday wake. She's sure of it.

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

Tricia Simpson I've been writing seriously for a couple of decades. I'd been waiting for years

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Ethan Skarstedt has twenty+ years experience in the Utah National Guard, including three combat deployments—two to Afghanistan and one to Iraq—as well as multiple smaller deployments around the world. He is a published coauthor with Brandon Sanderson and has two published stories himself. He is a lifelong sf&f fan and loves grounding sf&f in the ground truth. ethanskar.com

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

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Sasha E. Sloan is a leading voice in the film and fandom community, engaging an audience of over 1.6 million followers. Blending sharp media analysis with authentic, trend-savvy storytelling, Sasha is known for videos that spark conversation and build community around the fantasy stories we love. Her debut novel *The Ruins Beneath Us* will be published in 2026 by Disney Hyperion, the first in a young adult fantasy duology. www.sashaespritsloan.com

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Charles Stanford writes character-centered unusual science fiction from his hidden base in Trebizond, Utah. His works include *The Boy*

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Who Became a Jackrabbit and *Cry Heresy*, which appears in serial form on Patreon. Charles also grows heirloom tomatoes, carves quill pens, performs medieval songs in obscure dialects, and records ranger folk and dungeon synth music which you can hear at trebizond.bandcamp.com. patreon.com/studentofrhythm

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

Kenzi Stephens is a neurodivergent high school student with a love a dragons and all animals. She is an award-winning artist who enjoys every medium from watercolors to digital art. In addition to her home schooling, Kenzi works at both a doggy-day-care and a horse-riding school.

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Dr. Scott Stephens is a writer, physician, and living trope. Between fighting Xur and the Ko-Dan Armada and retrieving Coronado's Cross, the doctor completed and published his first novel, *Champion of the Goddess*, under the name Lloyd Watson. If you read this and say "Hi" during the convention and mention the bio, he will have a souvenir for you. He is looking forward to continued flexing on his writing group with pictures of composing next to a mountain stream, subjecting his family to repeated rewrites, and fighting with his Great Pyrenees over the comfortable chair. LloydWatsonstory.com

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Breanna Sumiko Teramoto is an award winning author, certified freelance editor, and unabashed horror film junkie. By day she's a cybersecurity recruiter. By night she's reading, cooking, gaming, or crafting flimsy excuses to buy more books (an intervention may be due . . .). She has publications in horror, fantasy, science fiction, poetry, fairy tale retellings, and creative nonfiction that can be found in a multitude of literary magazines, journals, and anthologies. mikosmusings.weebly.com

"Spanky" (Dustin) Ward is a producer, director, and writer known for *Hello I Love You*, *Riot, Ruling of the Heart*, *Christmas Break-In*, and more. He has written, produced, and directed feature films, and over seventy short films, and commercials. Spanky has also optioned or sold over a dozen feature film screenplays. Spanky's also turning his screenplays into novels and recently self-published his first children's book, *Charlie's Long Journey*.

Neysa Watkins (Kari Kephali) Autistic, rural, a member of the alphabet mafia and card-carrying representative of the poly-army. Avid consumer of Dungeons and Dragons ephemera and related fantasy fuel. Lifelong nerd from a clan full of geeks. linktr.ee/neysadoes

Cambria Williams writes fantasy fiction and contemporary young adult fiction that emphasize hope's magic and love's strength. She is the award-winning author of *The Befallen*, book 1 of *The Unsung* and the *Wolf* duology. Cambria has traveled extensively, taking in inspiration from all over the world. When she's not writing, Cambria loves reading, gazing at the moon and stars, dining al fresco, and taking walks with her husband and dog. Cambria has a MFA in writing and lives in Utah. www.cambriawilliams.com

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work is the Arcane Casebook series, a fantasy twist on the 1930s detective story with twelve books and counting in the series. Dan lives in Utah with his wife and four children. www.danwillisauthor.com

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Daniel Yocom writes about geeky things because people always say to write what you know. Their love of the geeky, nerdy

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Bryan Young is a Telly Award winner, and his most recent short film, *The Lost Boys*, has been featured in more than thirty festivals and won almost twenty awards. He was the founder and editor in chief of the geek news and review site

Big Shiny Robot! He coauthored *Robotech: The Macross Saga RPG* and its companion *Homefront* and has written seven books in the *BattleTech* universe. He's cowriting the upcoming *BattleTech* series of graphic novels with NYT best-seller Michael A. Stackpole. His work won the 2025 Utah Book Award from the Utah Humanities Council. He teaches writing for *Writer's Digest*, *Script Magazine*, and at the University of Utah. www.swankmotron.com

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E. A. Younker is a technical writer who has traversed through various companies in a myriad of fields. She spends her free time giving unsolicited book recommendations (*The Ordinary Princess* is a fun fairy tale for all ages) and daydreaming about dragons and spaceships. She

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and her husband live in the Portland, Oregon, area and try to do their small part to "Keep Portland Weird."

Robert Zangari is a award-winning and best-selling author of epic fantasy novels. He is the younger half of a father-son coauthor team who wrote the *Legends of Kalda* fantasy universe. Robert attended Weber State University and the University of Utah, studying biomedical engineering. He served an LDS mission in eastern Tennessee. He currently resides north of Salt Lake City with his wife, and five daughters. He enjoys immersing himself in stories through a variety of mediums, practicing martial arts, spending time with his family, and serving in his church. www.LegendsofKalda.com

Using observation from life as well as her imagination, **Kaitlund Zupanic** focuses mainly on fantasy illustrations. However, her love for all animals fuels her mythical creations. She strives on evoking a sense of wonder and awe. Delving deeper into an emotional connection with her artwork. Due to the nature of art and inspiration, Kaitlund's work continues to evolve. www.kaitlundzupanic.com

Listing of Events with Participants

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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! (Cedar)

We Do It This Way: Ritual, Habit, and the Logic of Culture

From handshakes to hiding from rain, small rituals often say the most. This panel explores the subtle daily actions that form a culture's identity. (World Building, Cedar)

Ann Chamberlin, Rafael Hohmann, Darci Stone, Sandra Tayler, Cambria Williams (M)

Thursday, February 12

Thursday 9:00–9:45 am

Editing Checklists

There are so many things to keep in mind while you are editing a draft. But how can you remember them all? Authors and editors alike will appreciate a list of things to look for as you edit provided by our expert panelists. (Editing, Bryce/Arches)

Julie Frost, Whitney Hemsath, Troy Lambert (M), M. A. Nichols

Hidden Myths—How to Weave Archetypes and Ancient Story Patterns into Your Stories

Our expert panelists can guide you through the process of assimilating hidden mythic structures—such as variants of the hero's journey—into your work without being formulaic. (Writing, Zion)

Justin T Call, Abi Fassmann, Kristy S. Gilbert, Samuel Jensen, Nic Nelson (M)

Narrative Time Travel—Mastering Flashbacks, Time Skips, and Nonlinear Storytelling

Step beyond the boundaries of chronological storytelling and discover how to bend time in service of your plot without confusing your readers. (Writing, Amphitheater)

Natalie Brianne, M. Todd Gallowglas (M), Clint Johnson, L. Palmer, Peter Orullian

Storyboarding for Animation and Film

This panel may be of interest to writers, filmmakers, and artists. Storyboarding is a powerful tool to help you visualize and refine your story regardless of the medium used to convey it. Join us to learn about storyboarding, whether freehand or using digital tools. Discussion of various free tools will be included. (TMA, Juniper)

Blake Casselman (M), Jessica Champneys, Ron Clements, Stephanie Fowers, Abby Goldsmith

Transitions: The Rise of YA

Young Adult only became a category of fiction in the late 1990s; now it is the One Category that Rules Them All (except romance). A close look at what happened to make writing for young people the dominant category in speculative fiction—and what's coming up next! (Books, Elm)

Jessica Day George, Erica Raj (M), Mary Elizabeth Summer, Breanna Teramoto, Michelle Witte

What to Ask When You Don't Know What to Ask: Asking Professionals Good Questions

Conferences are a fantastic place to network with industry professionals, but it can be intimidating to walk up to someone and talk to them, especially if you don't know where to start. How do you know what to ask? In this class, we'll walk through types of questions to ask and practice role-playing different scenarios to help you know how to network more effectively. (Pro Dev, Canyon)

KaTrina Jackson

When the Cat's Got Your Tongue: Overcoming Performance Anxiety

For decades, performance psychologist Dr. Jon Skidmore has helped performers (including writers, because writing is a performance) of all ages and experience levels thrive under pressure. He teaches that a great performance isn't a mystery or rocket science—it's brain science. By integrating the neuroscience of flow, anxiety management, and performance psychology, he can share practical tools and a clear process to move performers from stage fright into flow. (TMA, Maple)

Kristen J. Lloyd, Jon Skidmore

Thursday 10:00–10:45 am

Alternative Sources for Learning Illustration

An in-depth discussion of alternative resources for learning art techniques and illustration. We'll discuss a variety of topics such as finding role models/teachers, contests, workshops, conventions, art classes, demonstrations, live streams, open studios, online courses, and platforms. (Art, Maple)

Rachelle Hardy (M), Camille Prestwich, Taryn Skipper, Kaitlund Zupanic

Aptronyms: Get a Head Start on Character Development with Character Names and Trait Matching.

Creators of movies, plays, musicals, or written stories often choose character names that reveal the personality traits of the characters. Sometimes the names are obvious and sometimes subtle. Using aptonyms can add subtext, familiar verbal imagery, and nuance to your story and a humor dimension to your characters. Join our experts in discussing different ways to find meaning and personalities for your characters through the power of aptonyms. (TMA, Amphitheater)

Scott Bryan, Robyn Cheatham, T. Alan Horne, Cheyenne Nielsen (M), Erica Raj

Don't Look at That: Madness, Taboo, and the Edges of Culture

What your world hides says a lot about it. This panel explores how cultures treat the mind, the mystical, and the misunderstood—from mental health and neurodivergence to forbidden thoughts and unspeakable acts. When does a vision become madness? Who defines

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
10:00 am Ron Clements	10:00 am Orson Scott Card	10:00 am Robert J Defendi
11:00 Emily Goodwin	11:00 Esther Candari	11:00 Clint Johnson
1:00 pm Jenny Flake Rabe	noon Peter Orullian	noon Max Florschutz
2:00 Sandra Tayler	1:00 pm M. Todd Gallowglas	1:00 pm Suzy Bills
	2:00 Matt Dinniman	2:00 Charlie N. Holmberg
		4:00 Tricia Levenseller

shame, and who benefits from silence? Step into the shadows your world pretends aren't there. (World Building, Juniper)

Kristina Atkins, Steve Capone Jr., K. M. Davidson (M), Peter Orullian

How to Make a Great Elevator Pitch

You rarely have time to say everything, but you can say something. (Pro Dev, Zion)

Colby Dunn, Julie Frost, Emma Heggem, Tricia Levenseller, Gracie Marsden (M), Mary Elizabeth Summer

Kaffeeklatsch: A Chat with Creator Ron Clements

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

Ron Clements

A New Take on Raising the Stakes

Writers are repeatedly advised to "raise the stakes." Stakes are often defined as what the character has to lose. But once you understand the relationship between plot and stakes, you can create and raise them more easily and effectively. In this class, you will learn a new take on stakes that will not only help you escalate your story but also to craft powerful hooks, increase tension, and propel readers to turn pages. (Writing, Bryce/Arches)

September C. Fawkes

Samuel R. Delany's Return to Nevèrÿon Series: Sword and Semiotics

A sword and sorcery epic disguised as an extended contemplation of semiotics—or vice versa. The creation of renowned science fiction author Samuel R. Delany, the Nevèrÿon series represents his concept of sword and sorcery as a game played in a landscape "on the brink of civilization." This presentation will consider the relationship of this curious series to the genre that it plays with and maybe subverts. (Academics, Oak)

Charles Stanford

The Overwhelmed Editor: How to Meet Your Needs While Still Meeting Your Clients'

How do you set boundaries as an editor? In this class, we will go over the streamlined, professional approaches for creating sustainable

workflows, attracting the right clients, working with triggering or overwhelming manuscripts, and protecting limited time and energy. (Editing, Canyon)

Laura Baumgarten

The Readers Tell All: What Teens Really Want You to Write

A presentation unlike any other at LTUE—a panel of six young adults talk turkey about what they do and don't like, what they've seen too much of, and what they're desperate for someone to write. Come hear from the true experts on YA—the teens the category is supposed to be targeting. (Books, Cedar)

Chris Jones and teens

Wild Anatomy: Creature Design Basics

Dive into the wild and wondrous realm of creature design! This live workshop guides you through anatomy fundamentals, hybrid concepts, and imaginative species creation. We'll explore reference gathering, sketching thumbnail ideas, and refining form, texture, and behavior to make your creatures both believable and fantastical. Suitable for all levels—bring pencils or tablets, and leave with an original creature concept that tells a story. (Art, Timpanogos)

Tremani Sutcliffe

Thursday 11:00–11:45 am

Beyond MS Word and Google Docs: Other Writing and Editing Software

Writing and editing software can be your best friend or your worst enemy. Let's discuss the pros and cons of these software options, including Word, Docs, Scrivener, Grammarly, and more. (Editing, Maple)

Troy Lambert, M. A. Nichols, John M. Olsen (M), Mary Elizabeth Summer

Character Design with Personality and Expression

Animator/Director Ron Clements will tell us of his approach for using facial expression, form, and color, to add personality and flair to his characters. He will explain how emotions play in the design of the characters, and how can they be conveyed effectively. (Art, Canyon)

Ron Clements

Wednesday, February 11, 7:00 pm (Cedar): Opening Social

THURS	Amphitheater	Cedar	Elm	Juniper	Maple	Oak	Zion	Bryce + Arches	Canyon	Boardroom	Timpanogos
9 am	Narrative Time Travel—Mastering Flashbacks, Time Skips, and Nonlinear Storytelling	We Do It This Way: Ritual, Habit, and the Logic of Culture	Transitions: The Rise of YA	Storyboarding for Animation and Film	When the Cat's Got Your Tongue: Overcoming Performance Anxiety		Hidden Myths	Editing Checklists	What to Ask When You Don't Know What to Ask		
10 am	Aponyms: Get a Head Start on Character Development with Character Names and Trait Matching	The Readers Tell All: What Teens Really Want You to Write		Don't Look at That: Madness, Taboo, and the Edges of Culture	Alternative Sources for Learning Illustration	Samuel R. Delany's <i>Return to Neverjon</i> Series: Sword and Semiotics	How to Make a Great Elevator Pitch	A New Take on Raising the Stakes	The Overwhelmed Editor: How to Meet Your Needs While Still Meeting Your Clients'	Kafkeklatsch: A Chat with Creator Ron Clements	Wild Anatomy: Creature Design Basics
11 am	The Name Is the Spell: Identity, Naming, and Cultural Power	Rise of Dystopia	Creating Single-Play/One-Shot Games	How to Suck at Stuff (and Other Ways to Succeed)	Beyond MS Word and Google Docs: Using Your Phone to Get the Footage You Need to Make a Great Film	Indie or Hobby Filmmaking on a Budget: Using Your Phone to Get the Footage You Need to Make a Great Film	Feel What They Feel: Mastering Sensory Prose	Ten Reasons Why I'll Reject Your Submission	Character Design with Personality and Expression	Kafkeklatsch: A Chat with Creator Emily Goodwin	From Sketch to Mastery: Learning Resources
noon	The Writer's Room: Fixing Star Wars	Using Games to Create Characters	Panic for Fun and Profit	The Language We Speak	Fantastic Beasts and How to Draw Them	Bridging Scholarship and Storytelling	How Long Should a Book Be?	One Question to Rule Them All	Health: Physical, Mental, and Relational	<i>For Glory and Honor</i> Anthology Release	Dragons Unleashed: Draw Your Dragon Live
1 pm	Work Smart, Not Hard: Using a Book Deck	Bring Backstory into the Game	The Gold Rush Before the Storm: Natural Resources and Their Ripple Effects	Understanding the Role and Process of Creating a Book Cover	Lunch Break		From Idea to Script to Page: Writing a Comic Book from the Ground Up	Shakespeare Reimagined	Create Your Own Writer's Mythology	Kafkeklatsch: A Chat with Creator Jenny Flake Rabe	Artist Spotlight Feature: Howard Lyon's Creative Journey
2 pm	The Rhythm of Death: Rites, Care, and Cultural Perception	Introduction to Screenwriting	BookTok Marketing	Games That Help Me Write	Build Yourself Up with Your Artwork and Gain Confidence as an Artist	V. E. Schwab's <i>Villains as a Gothic Cautionary Tale: The Danger and Desire of Power</i>		Crafting Fight Scenes That Matter	Book/Movie Combos: The Good, the Bad, and the Ugly	Kafkeklatsch: A Chat with Creator Sandra Tayler	Landscape of Imagination: Designing Otherworldly Environments
3 pm							Matt Dinniman Q&A				
4 pm	Mistakes Editors Are Tired of Seeing	Tolkien's Mythopoeia	Creating Audiobooks: Insights, Tips, and Tools	Pitch Sessions	Home, Manufactured: World-Building Artificial Habitats	Adventure Storyline Structure	Matt Dinniman Book Signing	Emotional Architecture and Blueprinting—Engineering Beats and Scenes That Readers Feel	Beyond the Bookstore	Writer Meetup: Horror	Portrait Drawing from the Inside Out
5 pm	Capturing the Imagination with Ron Clements	Creating a World Book for Your Game or Story	Leit Motifs, Foley, and Soundtracks		Drawing for Comics: What I Wished I Knew	Medievalism: How the Middle Ages Won Western Literature	What I Wish I'd Known When I Began Indie Publishing	Sizzling Scenework: Four Fool-Proof Steps for Making Each Scene Count	Strengthening Action and Fight Scenes	Writer Meetup: Romance	Artist Spotlight Feature: Frank Frazetta's Creative Journey
6 pm	Judge a Book by Its Cover	Sacred Stars and Digital Gods		Apocalypse First Aid (2 hours)	An Author's Guide to Audiobooks	The Continuity Flaw: Immortality and Identity in <i>Schlock Mercenary</i>	Controlling the Rhythm of Fiction	The Principles of Story: Understand the Basics for Ultimate Success!	Elevator Pitches	Artist Meetup	How to DMI! (in Birch)
7 pm	Ani Gets Unscrambled	Filking			Pitch Sessions				The Super-Power of Writing Sprints: Smash Writer's Block Like a Hero		
8 pm							Scott Bryan Book Launch	Bard for Life (7:30)			



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FRI	Amphitheater	Cedar	Elm	Juniper	Maple	Oak	Zion	Bryce + Arches	Canyon	Boardroom
9 am	The Power of Subtext: Hearing or Reading Between the Lines	Kill Them All and Let the Reader Sort It Out: Using Death to Drive Story	Epic Fantasy as a Post-Secular Genre: Wind & Truth's Approach to Religion and Belief	The Home Your Father Built: Genealogy and Social Legacy	Finding References for the Futuristic and Fantastic		Supercharging Your Stories with Cinematic Techniques	Merchandizing	Editing—Once More, with Feeling!	
10 am	Research Management with Scrivener	What Time Is It Here? Calendars, Rituals, and Cosmic Order	Writing a Stage Play or Musical	The History of the Book	Gaining Experience from Playtesting	How to Find Art, Create a Library of Inspiration, and Build Your Work from That Inspiration	Knowing Your Genre	Retelling a Folk- or Fairy Tale with Spinning Silver by Naomi Novik	Instagram Marketing	Kaffeeklatsch: A Chat with Creator Orson Scott Card
11 am	The Canon: The Core Books of Fantasy	Burnout, Rest, and Recovery for Writers	Key Elements of a Backstory	Humanity 2.0: Transhumanism	The Art of Directing for Live Performance	Preaching to the Intergalactic Choir of Elves: The Virtues of Science Fiction and Fantasy Literature for Children	How to Sell Your Book on Amazon	Determining Your Publishing Path	Write Faster Without Disaster	Kaffeeklatsch: A Chat with Creator Esther Candari
noon	Author Rap Battle	Game Masters Q&A	From the Author's Head to the Illustration: Communicating and Working with Your Illustrator or Author	Pitch Sessions	Beyond the Spreadsheet: Plotting and World Building with Notion	Pitch Sessions	Thicker Skin, Better Books: How to Embrace (and Use) Critique	Story Math: The 7, 5, 3 Rules of Storytelling	Podcasting for Introverts, Extroverts, and Total Weirdos	Kaffeeklatsch: A Chat with Creator Peter Orullian
1 pm	Triple-Duty Writing: How to Advance Plot, Reveal Character, and Set Scene at the Same Time	Pink Unicorns and Secret Hideouts: Children's Fantasy in the 1980s	The Power of Your Story as an Illustrator		The Storytelling Power of Well-Written Scores and Sound Tracks of the Mind	The Jungle, the Subway, and the Maze: Three Portal-Fantasies Examine the Purpose of Fiction	The Monster Under the Bed: Stories That Shape Childhood	Writers of the Future: Practical Skills and Insider Knowledge to Help Break into the Genre	Pitch Sessions	Kaffeeklatsch: A Chat with Creator M. Todd Gallowglas
2 pm	Adding the Capra Touch and the Power of Great Storytelling	Fear Taxes No More: What You Need to Know About Self-Employment Tax, Quarterly Payments, and Business Deductions	Themes and Genres You May Have Never Thought Of for Games		Podcasting with Audacity	Pitch Sessions		The Gallowglas Narrative Algorithm	That's Going to Leave a Mark: Injury, Disability, and Lasting Impact in Storytelling	Kaffeeklatsch: A Chat with Creator Matt Dinniman
3 pm							Keynote: Charlie Holmberg			
4 pm	Creating Villains	Paths to Traditional Publishing	Improv Comedy Introduction and Application	Raiders of the Arcs!	Illustrators of the Future: What Does It Take to Make a Winning Illustration?	Belief After the Death of King Arthur: Lev Grossman's Post-secular Portrayal of Nimue in The Bright Sword	Writing Fear for Young Audiences	Live a Great Story, Write a Great Story	Working with Feedback	Writer Meetup: YA & Middle Grade
5 pm	Anvils and Banana Peels: Writing Humor That Lands	Worlds and Settings That Feel Like Characters Themselves	Editing for Tension	History's Fork in the Road: Designing Plausible Alternate Histories	Saints in Space				Don't Be Afraid of Innovation—Being a Respected Rule-Breaker	Writer Meetup: Science Fiction
6 pm	The Art of Planting and Paying Off—Secrets of Satisfying Story Setups	Paths to Nontraditional Publishing	The Sky Has Fallen: Cataclysm and Cultural Evolution	Even Teenagers Can Get Laughs with These Five Humor Writing Secrets	What Happened to Science Fiction?	Creating Locations for Your Heroes to Use Again and Again				Writer Meetup: Fantasy
7 pm		Filking					Mass Signing		International Film Festival	

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.

Jessica Champneys, Kels Goodman, Rachele Hardy (M), Brandon Ho, Spanky Ward

Kaffeeklatsch: A Chat with Creator Emily Goodwin

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

Emily Goodwin

The Name Is the Spell: Identity, Naming, and Cultural Power

Names carry meaning, magic, and memory. This panel explores naming conventions across cultures—how they reflect lineage, class, belief, or rebellion—as well as the conventions of artistry and how they convey the concepts behind the cultures they exist in. (World Building, Amphitheater)

Jessica Day George, Abby Goldsmith, Lehua Parker, Erica Raj (M), Charles Stanford

Rise of Dystopia

Apparently, the future is going to be run by theocrats. Or bureaucrats. Or fascists. Or communists. Dystopian fiction is supposed to show us what comes next, but is it instead showing what sells? Deep dive the dystopian visions that readers love, and learn why we can't get enough of horrible futures. (Books, Cedar)

Janet Low, Scott R. Parkin, Abi Phillips (M), Duane Rygh

Ten Reasons Why I'll Reject Your Submission

There are many ways to get rejected. Learn how to avoid the most common issues. (Pro Dev, Bryce/Arches)

Joe Monson, Cheyenne Nielsen, Jared Quan (M), Eric James Stone, Bryan Young

Thursday noon–12:45 pm

Bridging Scholarship and Storytelling

How do stories change people? This session explores how entertainment-education theory and narrative research can inform creative writing, helping authors produce works that not only entertain but also move readers toward growth and resilience. Blending academic rigor with creative practice, we'll explore the power of story as cultural intervention. (Academics, Oak)

Cassiopeia Fletcher

Dragons Unleashed: Draw Your Dragon Live

Unleash your imagination and learn to draw dragons! In this hands-on workshop, we'll break down anatomy, wings, scales, and horns using basic shapes, then build up detail, shading, and texture.

Creating Single-Play/One-Shot Games

Ever wanted to run a game at a convention? Or one of the games that are designed to be played in only one session? Learn what makes a one-shot scenerio fun and exciting for the players. (Gaming, Elm)

Rebecca Ellette Fincher (M), Johnny Jensen, Dax Levine, B. R. McKay

Feel What They Feel: Mastering Sensory Prose with Character at the Core

Great prose doesn't describe the world; it filters it through the character's heart and mind. This workshop teaches you how to embed personality, bias, mood, and history into every line of description. Readers don't just see the world. They feel it through your characters. (Writing, Zion)

Craig Nybo

From Sketch to Mastery: Learning Resources

This video tours free and paid platforms, tutorials, courses, and mentors that teach drawing foundations, color theory, texture, and digital and traditional media. See what artists are using—YouTube channels, online schools, structured curricula—plus tips on choosing the right medium, staying motivated, and getting feedback. Perfect for beginners and those leveling up who want curated resources to build confidence and craft. (Art, Timpanogos)

How to Suck at Stuff (and Other Ways to Succeed)

When something doesn't click, how do you push through? Say you've done the work and it's still not there. Is there an undiscovered shortcoming? A tiny adjustment needed? Or is it just time for a solid destress and perspective shift? In this course I'll share what I and others have learned through deep life experiences that have informed (read: traumatized) my writing, and taught me strategies for learning and pivoting to better practices. Learn life hacks and hosts of tips for staying balanced and mentally healthy while learning from Sucking at Stuff. (Pro Dev, Juniper)

Janiel Miller

Indie or Hobby Filmmaking on a Budget: Using Your Phone to Get the Footage You Need to Make a Great Film

With the quality of today's phones and their built-in cameras, along with all the free (or low cost) creation tools, you too can become a great storyteller through video. We'll talk about tips and tricks for making a good movie by capturing footage with your phone. You may also want to attend the "Quality Low-Cost or Free Filmmaking Tools" session, which will focus on combining your footage from concept to YouTube (or whichever streaming outlet you want). (TMA, Oak)

SAT	Amphitheater	Cedar	Elm	Juniper	Maple	Oak	Zion	Bryce/Arches	Canyon	Boardroom
9 am	Your Daily Courier: How Travel Speed Shapes Culture and Conflict	Keeping a Record: Why Tracking What You Read Helps YOU	What Film Distributors Wish Producers, Directors, Scriptwriters (All Filmmakers) Knew	Pitch Sessions	The Glue That Attaches Eyeballs to Your Page or Screen!	Painting "Moon Called": Lessons Learned from a Large-Scale Dream Project	My Manuscript Is Finished! Now What?	Hypnotizing: Producing Prose that Engages the Unconscious Mind and Tricks the Brain into Believing It's Inside the Story	Book Coaching vs. Developmental Edit vs. Manuscript Evaluation	Pitch Sessions
10 am	The Motivation Problem: How to Get Moving When You're Stalled and Redirect When You're Off Track	What It Really Means to Be a Film Director			Alakazam! Magic Systems with a Real Magician	Race and Monstrosity in Dungeons & Dragons	Hook, Line, and Sinker: Reel in Readers with a Winning First Chapter	Recognizing Why Your Author/Editor Collaboration Wasn't a Good Fit	Antum: A Massive World-Building Event	Kaffeeklatsch: A Chat with Creator Robert J. Defendi
11 am	Productivity Hacks	Great Prophecies and How to Use Them to Ruin Your Story	How Illustration Pros Work: Working with Art Directors, Publishers, and Private Clients		Fifteen Crucial Decisions Every Writer Makes (Whether You Know It or Not)	Gamify Your Creative Process: Increase Productivity and Dopamine	How to Self-Edit and When To Hire a Pro	Holding the Dream: Thriving When Success Finally Comes		Kaffeeklatsch: A Chat with Creator Clint Johnson
noon	Creating NPCs Worth Keeping	Finding an Agent	Ender Wiggin "Lis-tened to Everything, and Understood Everything": The Speaker for the Dead as Peacemaking Rhetorician		Building a Story with Art		Different Types of Editing	The Three Little Secrets That Make Plotting So Much Easier	Live Table Reading Performance of "Skateboarding Aliens" the winner of the H. G. Wells Sci-fi Screenplay Award	Kaffeeklatsch: A Chat with Creator Max Florschütz
1 pm	Scottish Cèilidh Ignite! Share Your Spark!	Maps and How to Make Them: Designing Story-Driven Geography	Writing for Games	Developing a Unique and Effective Portfolio	From Side Quest to Main Quest: Turning Art into Income	Time to Get off the Bench and into the Game: Volunteer for the LTUE Committee	Collaborating with Best-Sellers and Grammy Winners	The Business of Being Creative		Kaffeeklatsch: A Chat with Creator Suzy Bills
2 pm	Improving Dialogue	The Greatest Books You Haven't Read	From the Script to the Stage: Director/Writer/Stage Crew, etc., Collaborations	She Spoke with Her Eyes: Communication Beyond Words	Building Suspense in Gaming	Building Your Own Art Studio or Workshop	Villainry Academy	The Success Habit		Kaffeeklatsch: A Chat with Creator Charlie N. Holmberg
3 pm							Keynote: Ron Clements			
4 pm	Adaptations: From Page to Stage (or Screen) and Vice Versa	Why "Write a Lot" May Not be the Best Advice for Perfecting Your Craft	Indie Publishing Like a Pro	Gray or Grey: Building an Exceptional Author Style Sheet	Reference: How to Make It Real Even When It Isn't	To Every Fish a Fantasy: The Little Mermaid, Disability, and the Right to Love		Vivid and Clear	Swords and Spears and Axes, Oh, My! (Medieval Weapons 101)	Kaffeeklatsch: A Chat with Creator Tricia Levenseller
5 pm	The Story Beneath the Story—Mastering Layers of Meaning While Gaining Momentum	Where Does the Trash Go? Infrastructure and the Hidden Mechanics of Civilization	Avoiding or Fixing Unearned Writing	Quality Low-Cost or Free Filmmaking Tools: Don't Let the Cost of the Tools Stop You from Making Great Films	Building a Great Query Letter	A Study in Mystery	Building Your Novel Writing Tool Kit (Part 1)			
6 pm	The Wealth of Dragons	Songwriting Unlocked: Instant Music with Simple Theory	How to Become a Beta Reader	Writing Character Arcs That Truly Change the Soul	Design a Game in One Hour	Show and Tell: Portfolio Party	Building Your Novel Writing Tool Kit (Part 2)			
7 pm		Filking					Closing Ceremony	Gala Banquet (7:15)		



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Whether you're a beginner or want to level up your fantasy art skills, you'll leave with a dragon of your own design and confidence in your skills. All you need are pencils, paper, and a big imagination. (Art, Timpanogos)

Tremani Sutcliffe

Fantastic Beasts and How to Draw Them

Fantastic beasts are the subject of myth, but they are brought to life in our art and literature. Join Kaitlund Zupanic as she shows us how to bring together biology and art in creature design. (Art, Maple)

Kaitlund Zupanic

For Glory and Honor Anthology Release

Join us for the release of *For Glory and Honor*, the eighth LTUE Benefit Anthology! There will be a brief introduction to the anthology, a presentation of a check to LTUE, and a signing by several of the authors, cover artist, and editors. The theme for the 2028 anthology will also be announced. (Boardroom)

Ben Beckstrom, Michelle J. Diaz, David Hankins, Candice R. Lisle Elaine Midcoh, Joe Monson (M), John M. Olsen, Scott R. Parkin, Jacob Perez, Ethan Skarstedt

Health: Physical, Mental, and Relational

Creating is hard. You have to take care of your mind, your body, and your relationships or what is the point. (Pro Dev, Canyon)

Tristan Bond, Rebecca Ellette Fincher, Whitney Hemsath (M), Charlie N. Holmberg, Gracie Marsden, Sandra Tayler

How Long Should a Book Be?

Depending on the genre, audiences, agents, and publishers will have different expectations about the length of a book. Knowing these

expectations and writing to them helps authors find success and readers for their work. (Editing, Zion)

Gina Denny (M), Matt Dinniman, Triona Murphy, Kaela Rivera

The Language We Speak

Language is one of the most powerful tools in world-building. From naming conventions and dialects to full-fledged constructed languages (conlangs), linguistic choices shape culture, identity, and storytelling. This panel explores how writers and creators can use language to deepen immersion, convey history, and reveal the soul of their worlds. (World Building, Juniper)

Luke Beckstrand, Abi Fassmann (M), Jared Garrett, Logan Kearsley

One Question to Rule Them All, and In Your Narrative, Bind Them

Feel like your story is off track? Come learn how to use the dramatic question to start your story intentionally, propel your characters through the middle, and stick the landing. See how the dramatic question drives both external and internal plot lines to create those "goosebump" moments readers adore. (Writing, Bryce/Arches)

Kenny Baldwin

Panic for Fun and Profit: Deadlines as Lifelines

What if you could harness and focus panic energy in a positive way? What if a properly scary deadline were just what you need to zap life into your writing? If panic always manages to paralyze you, or if you are stuck in a slump and can't find the motivation to push through those hardest tasks of the writing life, we are here to help. (Writing, Elm)

Nic Nelson

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.

Using Games to Create Characters

Struggling to create the right character for your story? Come discuss some favorite RPGs used for character creation. (Gaming, Cedar)

Allie May, Mari Murdock, J. Arden Scott, B. A. Simmons (M), Alec Sousa

The Writer's Room: Fixing Star Wars

The Acolyte, *Obi Wan Kenobi*, *The Book of Boba Fett*, *The Rise of Skywalker*—shows and movies *Star Wars* fans wanted to love but for many just weren't up to par. But could we have done any better? Join in a "writer's room" where writer/filmmaker/*Star Wars* fans extraordinaire will dive deep into the plots, character arcs, and themes of some of these projects, dissect flaws, and find simple-yet-effective ways to improve the scripts. With our combined strength, can we end these destructive writing flaws and bring order to the galaxy? (TMA, Amphitheater)

Jessica Champneys

Thursday 1:00–1:45 pm

Artist Spotlight Feature: Howard Lyon's Creative Journey

Join us for an inside look at fantasy artist Howard Lyon's creative world—drawing from his roots in classical painting, mythic stories, and a lifelong love of fantasy. We'll explore how he blends emotional realism with mystical settings in works for *Magic: The Gathering*, *Dungeons & Dragons*, and scripture-inspired art. See his process and hear what inspires him, how he balances faith and fantasy, and what beauty means in his craft. (Art, Timpanogos)

Tremani Sutcliffe

Bring Backstory into the Game

As a game master, you want your heroes to be a major part of the storyline. Learn some tips on bringing the character's backstory to the forefront of an adventure or campaign. (Gaming, Cedar)

Jonathan Bowen, Stan Crowe, Robert J Defendi (M), John Mabey, Mari Murdock

Create Your Own Writer's Mythology

Every writer has a story behind their stories. The creative subconscious can help you uncover your writer's mythology—the emotional roots, symbolic patterns, and storytelling passions that define your most authentic voice. Journey into the inner terrain of the writer's soul and walk away with a clearer understanding of your "why." Lean

into your deepest creative instincts—not just follow trends—and discover the stories that only you can write. (Writing, Canyon)

Matthew Bockholt, Matt Dinniman, Samuel Jensen (M), Janci Patterson, Celesta Rimington

From Idea to Script to Page: Writing a Comic Book from the Ground Up

A comic book writer breaks down the process of creating a comic book, finding and working with artists, and answers your most pressing questions. (Writing, Zion)

JC Carter

The Gold Rush Before the Storm: Natural Resources and Their Ripple Effects

Gold, spice, oil, or ice—what powers your world? This panel explores how natural resources shape geopolitics, trade, conflict, class systems, and technological development. Learn to wield scarcity and abundance as narrative tools to deepen immersion and tension. (World Building, Elm)

Max Florschutz, Brian McClellan, George Moakley (M), Kent Scott

Kaffeeklatsch: A Chat with Creator Jenny Flake Rabe

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

Jenny Flake Rabe

Shakespeare Reimagined

Join our exploration of modern twists on classic plays. Imagine Michael Jackson, Hermione, the Mad Hatter, or other famous modern personalities playing the roles of the characters in *Twelfth Night* or any of Shakespeare's plays. Try masterfully weaving new personalities into the classics to give a whole new perspective and interest for the audience. (TMA, Bryce/Arches)

Robyn Cheatham (M), M. Todd Gallowglas, Nicholas Dunn, Tiffany Davis, Shelly Brown

Understanding the Role and Process of Creating a Book Cover

Learn how to recognize when art is doing your book a favor by enthraling potential readers. Selecting the right cover art can be a great boon or a great detractor for your book. But there is more to cover art than just the illustration. Learn how to clearly and effectively communicate ideas for a cover, ensuring your artwork captivates your audience and conveys the essence of the story. Learn the essential anatomy of a book cover, the messages portrayed by color and typography choices, and design tricks for how to make your book stand out. (Art, Juniper)

Jay Boyce, Lorin Grace (M), Elesha Hagberg, Richard Russell

Work Smart, Not Hard: Using a Book Deck

This organizational marketing tool helps you know everything you need to create or put in place to publish your book and how to store it all to save you time and effort. We will talk about definitions, how to, and attendees will walk away with their very own Book Deck template. (Pro Dev, Amphitheater)

JC Youngstrom

Thursday 2:00–2:45 pm

Book/Movie Combos: The Good, the Bad, and the Ugly

The book was (usually) better . . . but was it? When was it not? And why? Take close look at some of the best—and worst—book-to-movie adaptations. (Books, Canyon)

Janet Low, Nicholas Montelongo, Peter Orullian, Duane Rygh (M), Bryan Young

BookTok Marketing

Using TikTok for marketing your works. (Pro Dev, Elm)

C. A. Blooming, Scott Bryan, David Hankins, Sasha E. Sloan (M)

Build Yourself Up with Your Artwork and Gain Confidence as an Artist

Learn how to gain confidence in your skill set and unique capabilities. You have something to offer the world; now you need to learn not only how to sell your work to others but also to yourself. We will discuss the most important and hardest steps in gaining confidence and sale-ability as an artist. (Art, Maple)

Jonathan Bowen, Emily Goodwin, Kevin Keele (M), Taryn Skipper

Crafting Fight Scenes That Matter

Most readers like compelling action scenes, but fight scenes can easily get confusing or boring if the writer doesn't combine the right amount of clear blocking, build-up, and emotional impact. In this class, we'll break down these principles so you can assemble fight scenes that will be more than action—they'll be exciting puzzles that impact and improve the overall story. (Writing, Bryce/Arches)

Kaela Rivera

Games That Help Me Write

Many games are designed to help move an adventure forward using either random tables or scenario ideas. What are some favorite games used to create ideas or get past that sticking point in a story? (Gaming, Juniper)

Jay Barnson, Jay Boyce, Laura Holley, B. R. McKay (M), Will Munn

Introduction to Screenwriting

This panel covers all aspects of telling a visual story from concept to finished script. We'll discuss the important differences between a script for indie film making, on-spec scripts to sell to an agent, and shooting scripts—differences that can make or break your ability to sell your script. (TMA, Cedar)

Blake Casselman, Ann Chamberlin (M), Ron Clements, Nicholas Dunn, Tom Durham, Whitney Hemsath

Kaffeeklatsch: A Chat with Creator Sandra Tayler

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

Sandra Tayler

Landscape of Imagination: Designing Otherworldly Environments

Explore alien terrains and build rich ecosystems in this immersive workshop! Learn how climate, terrain, flora, and fauna interact to shape believable environments. From bioluminescent plants to floating land masses and strange skies—discover how to layer thought-out geography, weather, and ecology so that your worlds feel alive. Ideal for science fiction and fantasy artists aiming to deepen environmental storytelling in their art. (Art, Timpanogos)

Tremani Sutcliffe

The Rhythm of Death: Rites, Care, and Cultural Perception

What does a good death look like? From hospice rituals to funeral pyres to reincarnation traditions, this panel explores how cultures process death, what roles the dying and mourners play, and what those practices reveal about life itself. (World Building, Amphitheater)

Natalie Brianne, Orson Scott Card, Craig Nybo, Lehua Parker (M), Scott Stephens



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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.

V. E. Schwab's Villains as a Gothic Cautionary Tale: The Danger and Desire of Power

V. E. Schwab's Villains duology depicts Victor, Eli, Serena, and Sydney in a cautionary tale, confronted with conflicting feelings about power as they struggle with both social and physical power. These characters mirror not only each other, but the four main pillars of American Gothic—rationality, religion, otherness, and geography. (Academics, Oak)

Anna Seipert

Thursday 3:00–3:45 pm

Matt Dinniman Q&A

Come ask questions of our guest of honor! (Zion/Bryce/Arches)

Matt Dinniman

Thursday 4:00–4:45 pm

Adventure Storyline Structure

Creating TTRPG adventures and campaigns that have a slightly different structure to draw in the players. Come learn the techniques. (Gaming, Oak)

Tristan Bond (M), Robert J Defendi, Adrian Ford, John Mabey

Beyond the Bookstore

Alternative sales locations. Horse shows for horse stories, cottage core at farmer's markets, and other out-of-the-box sales points. (Pro Dev, Canyon)

David Hankins, Jennifer Julander, J. D. Raisor (M), Cambria Williams, D. C. Wynters

Creating Audiobooks: Insights, Tips, and Tools

This session covers tips and tricks you can use to create and edit audio files and publish professional-sounding audiobooks. Our experts can also help you decide whether to voice your own, hire a reader, or utilize AI. (TMA, Elm)

Ashley Bigbie, Orson Scott Card, Jared Garrett, Laura Holley, Robert Zangari (M)

Emotional Architecture and Blueprints—Engineering Beats and Scenes That Readers Feel

Learn the art and science of creating story elements that evoke deep emotions scene by scene. Discover how to map the heart of the messages you want to convey and send them deep into your reader's own hearts. (Writing, Bryce/Arches)

Wulf Moon, Clint Johnson, L. Palmer (M), Janci Patterson, Peter Orullian

Home, Manufactured: World-Building Artificial Habitats

Underground bunkers, space stations, floating cities—what makes an artificial environment feel like home? This panel explores the logistics, psychology, and societal adaptations of life in constructed habitats from the mundane to the alien. (World Building, Maple)

Jonathan Bowen, Benjamin K Hewett, Kent Scott, Rob Skidmore, Eric James Stone (M)

Matt Dinniman Book Signing

Book signing with the author of *Dungeon Crawler Carl* and *Operation Bounce House*, for LTUE guests only. (Zion)

Matt Dinniman

Mistakes Editors Are Tired of Seeing

What are the errors that editors most frequently see? With a little extra time, you can add polish to your manuscript and avoid these mistakes. (Editing, Amphitheater)

September C. Fawkes (M), Rachele Funk, Zala Jambrovic Hatic, Nic Nelson, Julie Wright

Portrait Drawing from the Inside Out

Master the art of portrait drawing! This video guides you through building a face from the inside out—starting with basic shapes and volume, then defining surface planes, skull anatomy, and finally refining facial features. Learn how professional artists achieve accuracy and depth by understanding what lies beneath the skin. Ideal for beginners and intermediate artists wanting to improve proportion, realism, and confidence in portraiture. (Art, Timpanogos)

Tolkien's Mythopoeia

The Student of Rhythm returns for a performance of Tolkien's poem "Mythopoeia," accompanied by a variety of instruments and with copies of hand-written calligraphy to share. (Books, Cedar)

Charles Stanford

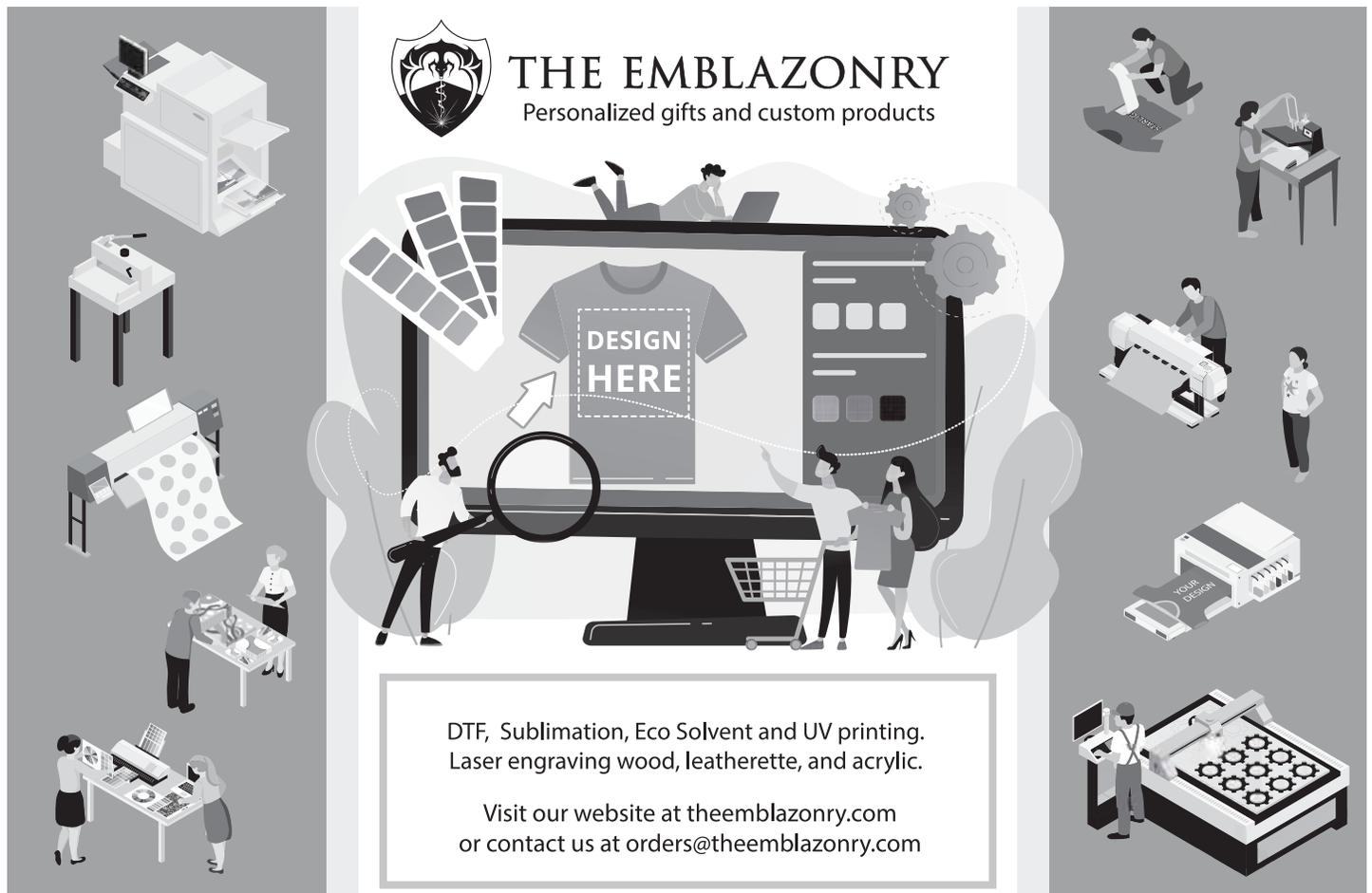
Writer Meetup: Horror

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)

Thursday 5:00–5:45 pm

Artist Spotlight Feature: Frank Frazetta's Creative Journey

Step into the epic world of Frank Frazetta, the legendary "Godfather of Fantasy Art." This video journeys from his early years in Brooklyn and his breakthrough with Conan and Vampirella through to his iconic paintings like *Death Dealer* and *Egyptian Queen*. Learn about his dramatic style—masterful lighting, fearless anatomy, mythic storytelling—and how even after physical setbacks he pushed creativity forward. A must for fans and artists seeking inspiration and raw power in fantasy illustration. (Art, Timpanogos)



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Capturing the Imagination with Ron Clements

When telling a story, the grandest of worlds are revealed through the smallest details: An overgrown path. A whispered rumor. A chipped mug on the table. Ron Clements, fabled writer, director, and animator, explores how to evoke vast, living worlds through intimate moments and subtle cues, guiding readers and viewers to feel the scope of your creation without ever seeing its map. Learn how to turn ordinary objects and gestures into doorways for wonder with the best in the industry! (World Building, Amphitheater)

Ron Clements

Creating a World Book for Your Game or Story

Creating your own game world is exciting. You can even expand on a published world. Learn tips to create a world book that allows you to track what you need to make an effective campaign world. (Gaming, Cedar)

Adrian Ford, Jason Kristopher, John Mabey, Mari Murdock, Tricia Simpson (M)

Drawing for Comics: What I Wished I Knew

Want to draw a comic but don't know where to start? Drawing a comic seems like a big scary undertaking, but after publishing four comics (with another two on the way!) I've picked up some tips to make this seemingly insurmountable task manageable! These are things that I wished I knew when I started drawing comics. (Art, Maple)

Bethany Crandall

Leit Motifs, Foley, and Soundtracks for Stage, Film, and Audiobooks

Leit motifs (audio character themes) and Foley (everyday sounds that help bring reality to stories) can bring a sense of completeness and reality to your stories, whether on stage, in film, in an audio book, or even for soundtracks to your media. Join us as we talk about these pieces of the audio puzzle that make or break more than half of the audience experience. (TMA, Elm)

Ashley Bigbie, Brandon Ho, Jess Lindsay (M), Amanda Lund, L. Palmer

Medievalism: How the Middle Ages Won Western Literature

A look into the ideals and popularity of medievalism: where it came from, why it was made, and how it became a driving force in fiction. (Academics, Oak)

B. A. Simmons

Sizzling Scenework: Four Fool-Proof Steps for Making Each Scene Count

Do you ever wish you had a magical serum to fix lifeless scenes? With the stab of a needle, you would inject your stubborn characters with chemistry and move character arcs and plot forward, all while creating a delicious sense of adventure and anticipation. This is what these four fool-proof steps will do for you. Come learn how to liberate your scenes and revel in the richness of your story. (Writing, Bryce/Arches)

Laura Baumgarten

Strengthening Action and Fight Scenes

How do you find the balance between an intense, engaging action scene and a fight scene that just goes on too long and gets boring for readers? Our expert panelists will share tips and tricks on making your action scenes the best they can be. (Editing, Canyon)

Colby Dunn, Benjamin K Hewett, Charlie N. Holmberg, Tricia Levenseller (M), Dan Willis

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.



What I Wish I'd Known When I Began Indie Publishing

So you want to be an indie author? That's great. However, there's a ton of pitfalls that face authors as they step into the indie publishing arena. Before you hit publish, come learn about all the mistakes you need to avoid from an indie author who has gone from struggling to successful. (Pro Dev, Zion)

M. A. Nichols

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)

Tristan Bond (M)

Thursday 6:00–6:45 pm

Artist Meetup

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

Tristan Bond (M)

An Author's Guide to Audiobooks

Before starting your audiobook journey, you should know a few things. Should you hire a narrator or record it yourself? How much does an audiobook cost to produce? 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, Maple)

Ashley Bigbie

The Continuity Flaw: Immortality and Identity in Schlock Mercenary

An expansive, in-depth view of Howard Tayler's treatment of issues around immortality and identity in the *Schlock Mercenary* web comic. (Academics, Oak)

Aster Setzer, Steve Setzer

Controlling the Rhythm of Fiction

When authors write fiction, they're not telling a story in monotone. They're using tempo and dynamics to convey emotion and energy just like a musician. Controlling and blending these elements can help you create an unforgettable storytelling masterpiece. (Editing, Zion)

Gina Denny (M), M. Todd Gallowglas, Craig Nybo, Peter Orullian

Elevator Pitches

You wrote a story. Great! Now how do you come up with your pitch for it? What is important and what is not, and when and where to shoot your shot. (Pro Dev, Canyon)

Colby Dunn, Emily Goodwin

International Film Festival

The LTUE Film Festival is **free** and open to the public. This event is a great destination for a date night. Tell others and bring a friend.



Join us for the screenings of these wonderful short films selected from from 1942 submissions from around the world. There is something for everyone, including student submissions from local universities.

Check our web page at <https://ltue.net/ltue-44-international-film-festival/> for additional details. (Friday, 7 PM, Canyon)

story that once told her she wasn't capable, educated, or "enough"—inspiring and driving her to become a college graduate and award-winning author, illustrator, and singer-songwriter. (TMA, Amphitheater)

Kristen J. Lloyd, Jon Skidmore

Apocalypse First Aid (2 hours)

Characters are often placed into situations where they have to care for the wounded or the sick. Most creatives have never had the opportunity to experience high-stakes medical care. This hands-on presentation will give you the opportunity to learn some advanced medical skills and then apply them in a simulated apocalypse setting. Limited room is available for this presentation so sign up through registration is encouraged. (Elm)

J. L. Mayne, Kenzi Stephens, Robbie Stephens, Scott Stephens (M)

Filking

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

The Superpower of Writing Sprints: Smash Writer's Block Like a Hero

Pressure, stress, and deadlines—ugly words, but rocket fuel for the creative. The class is lead through several *very* short writing prompts, which break barriers of worry and over-analysis. We will share some of these with each other to show how well the process works. It's a fantastic class to build confidence and teach a new writing tool for struggling writers. (Writing, Canyon)

Johnny Worthen

Thursday 7:30pm

Bard for Life (2 hours)

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

M. Todd Gallowglas

Thursday 8:00 pm

Scott Bryan Book Launch

Join Scott Bryan, the mastermind behind *Dark Awakening*, *Dark Sails*, and *Dark Tales*, as he launches his new serialized book *Multimart*. The launch will have treats and giveaways.

Scott Bryan

Friday, February 13

Friday 9:00–9:45 am

Editing—Once More, with Feeling!

Good scenes take more than scenery and characters. Readers want good scenes and characters, but they want it with feeling. Let's talk about doing a specific kind of self-edit pass to add sensory and emotional resonance. (Editing, Canyon)

John M. Olsen

Epic Fantasy as a Post-Secular Genre: Wind & Truth's Approach to Religion and Belief

This paper examines how the final volume of Brandon Sanderson's Stormlight Archive reconciles religion with a modern skeptical worldview by exploring Szeth and Adolin's plotlines in *Wind & Truth*. This exploration has implications for understanding the widespread appeal of epic fantasy in spite of its seemingly backward-looking medieval trappings. (Academics, Elm)

Liz Busby

Judge a Book by Its Cover

Great covers make sales. Sorry, but it's true. But sometime great books are hidden behind terrible covers. A look at the historical and the modern art and science of book covers, and what makes a great one. (Books, Amphitheater)

Matt Dinniman, Jessica Day George, Benjamin K Hewett, M. A. Nichols, Cheyenne Nielsen (M), Jenny Flake Rabe

How to DM!

Ever wanted to step behind the screen but weren't sure where to start? Join Dragons Keep in the game room for a practical, hands-on How to DM lesson! (Gaming, Birch)

Jeremy Silveira

The Principles of Story: Understand the Basics for Ultimate Success!

"I write amazing stories. Why aren't they selling?" Answer? There are story principles savvy readers expect to see in a successful story, even if they don't know what those terms are called. Knowledge is power! If you can name and understand a tool, you can take the first steps in recognizing how to wield it to your ultimate success. Learn how to make your stories resonate for editors and readers by crafting your stories with these powerful stone pillars. (Writing, Bryce/Arches)

Wulf Moon

Sacred Stars and Digital Gods: Reimagining Religion in Speculative Worlds

Faith thrives in every genre. Explore how religion can adapt to futures, alien worlds, or magical realms—offering comfort, control, rebellion, or mystery. (World Building, Cedar)

Kristina Atkins, Liz Busby (M), Charlie N. Holmberg, Sean E Lundgren, Lehua Parker

Thursday 7:00 pm

Ani Gets Unscrambled: A Musical Journey (children's adventure) That Can Help Reduce Everyone's Anxiety

Writers and creators of all types will experience how changing their inner story gives them the courage to move their work forward. Many writers know the steps to success yet remain stuck. In this immersive, story-led presentation, Kristen J. Lloyd shares how one life-changing moment with a cow named Honeybee helped her rewrite her inner

Mass Signing Event

Friday, 7:00 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 presenters' schedules.

Art will be available for purchase during this time—come to the hallway outside Timpanogos to purchase, and then get it signed by the artist! *This the only time art will be sold during the symposium.*

Allison Anderson	Robyn Cheatham	Elesa Hagberg	W.D. Kilpack III	John M. Olsen	Eric James Stone
Kristina Atkins	Charlie Clayton	Brian C. Hailes	Alysia S. Knight	Peter Orullian	Darci Stone
Ken Baker	Lance Conrad	Aaron N. Hall	Jason Kristopher	L. Palmer	Jo Schneider
Kenny Baldwin	Bethany Crandall	Liam Hall	Troy Lambert	Lehua Parker	Jarom Strong
HFJ Ballard	Stan Crowe	David Hankins	Tricia Levenseller	Scott R. Parkin	Elizabeth Suggs
J. Abram Barneck	K.M. Davidson	Adam Heesch	Candice R. Lisle	Janci Patterson	Mary Elizabeth Summer
Jay Barnson	Tiffany Davis	Mikki Helmer	Mike Lovins	Jacob Perez	Summer
Willow Becker	Robert J Defendi	Whitney Hemsath	Sean E Lundgren	Abi Phillips	Tremani Sutcliffe
C. David Belt	Michelle J. Diaz	Benjamin K Hewett	Gracie Marsden	Camille Prestwich	Hannah Swedin
C. A. Blooming	Colby Dunn	Rafael Hohmann	Allie May	Jenny Flake Rabe	Sandra Tayler
Matthew Bockholt	Rebecca Ellette	Laura Holley	Brian McClellan	Erica Raj	Breanna Teramoto
Jay Boyce	Fincher	Charlie N. Holmberg	Jennifer Virginia Mellen	Jonathan Reddoch	Neysa Watkins
Natalie Brianne	Cassiopeia Fletcher	T. Alan Horne	Elaine Midcoh	Celesta Rimington	Cambria Williams
John D. Brown	Max Florschutz	Christopher Husberg	Carly Milligan	Kaela Rivera	Dan Willis
Shelly Brown	Stephanie Fowers	Megan Hutchins	George Moakley	Piper Russell	Cortney Winn
Scott Bryan	Julie Frost	C. K. Jensen	Joe Monson	J. Arden Scott	Johnny Worthen
Trevor Burbage	M. Todd Gallowglas	Samuel Jensen	Nicholas Montelongo	B. A. Simmons	Julie Wright
Liz Busby	Becca Lee Gardner	Clint Johnson	Wulf Moon	Ethan Skarstedt	Bryan Young
D.J. Butler	Jared Garrett	Jennifer Julander	Triona Murphy	Rob Skidmore	J C Youngstrom
Justin T Call	Jessica Day George	Ariadne Kane	M. A. Nichols	Taryn Skipper	Robert Zangari
Steve Capone Jr.	Abby Goldsmith	Kevin Keele	Craig Nybo	Alec Sousa	Kaitlund Zupanic
Ann Chamberlin	Lorin Grace			Charles Stanford	
Quiana Chase	Jessica Guernsey			Scott Stephens	

Matt Dinniman will be signing in Zion on Thursday at 4–5 PM (LTUE guests exclusively).

Orson Scott Card will be signing at Barnes & Noble in Orem on Friday at 5–7 PM.

Finding References for the Futuristic and Fantastic

Working from a reference is immensely useful, but what do you do if your subject isn't real? We will discuss resources and alternatives for referencing futuristic and fantastic subjects. (Art, Maple)

Esther Candari, Kevin Keele (M), Jennifer Virginia Mellen, Kaitlund Zupanic

The Home Your Father Built: Genealogy and Social Legacy

Bloodlines, surnames, and forgotten branches—ancestry is often destiny. This panel explores how genealogy affects power, reputation, and opportunity. (World Building, Juniper)

Ken Baker, Ariadne Kane (M), Alysia S. Knight, Jim Newland, J. D. Raisor

Kill Them All and Let the Reader Sort It Out: Using Death to Drive Story

Having a character die can be a powerful moment in a book. But what if death itself (or herself) is the keystone of the plot? From *Scythe* to *Book Thief*, come take a look at how authors use death to provide the raw material for a great read. (Books, Cedar)

Kristina Atkins, J. Abram Barneck, Jo Schneider (M), Piper Russell, D. C. Wynters

Merchandizing

There is more to sell than just your book or art—things like stickers, t-shirts, and more. (Pro Dev, Bryce/Arches)

Jay Boyce, Emily Goodwin, Aaron N. Hall, Sandra Tayler (M)

The Power of Subtext: Hearing or Reading Between the Lines

This panel covers subtext in its various forms and disguises. Often the most powerful part of your story, whether in film, sound, or prose, lies in what *isn't* said. Join us for a discussion about written subtext *and* musical subtext. There are things you just can't "say" unless you do it in a way that your audience can read between the lines. (TMA, Amphitheater)

Matthew Bockholt, Robert Hatch, Emma Heggem, Benjamin K Hewett, Christopher Husberg (M), Logan Kearsley

Supercharging Your Stories with Cinematic Techniques

Write your stories as if viewing the scenes through the lens of a camera. Many principles of visual storytelling can be applied to your written stories. Learn how to apply cinematic rhythm, scene framing, story jumps, and other cinematic techniques. (Writing, Zion)

Kenny Baldwin, Whitney Hemsath, Craig Nybo, L. Palmer (M), Bryan Young

Friday 10:00–10:45 am

Gaining Experience from Playtesting

You've gathered comments from your alpha and beta players. How do you take those points and appropriately add them into your design? (Gaming, Maple)

Patrick Buckendorf, Will Munn, Daniel Yocom (M)

The History of the Book

If you think about it, a physical oblong object with leaves of compressed tree pulp sewn together between stiff boards is not an intuitive design for information transfer. Behold the book! Come take a look at the origins, the quirks, and the future of books themselves. (Books, Juniper)

HFJ Ballard, Lorin Grace, KaTrina Jackson, Chris Jones (M), Chris LeCluyse

How to Find Art, Create a Library of Inspiration, and Build Your Work from That Inspiration

Art is everywhere. It can be a positive source of ideas and knowledge of how another artist creates and finds their inspiration. We'll discuss some of the best resources for finding and collecting inspiration as well as how to learn from each of these sources and about how to create art like your heroes. (Art, Oak)

Trevor Burbage (M), Bethany Crandall, Camille Prestwich, Hannah Swedin

Instagram Marketing

How to use Instagram to market your creative business. (Pro Dev, Canyon)

David Hankins, Charlie N. Holmberg, Sasha E. Sloan (M), Elizabeth Suggs

Kaffeeklatsch: A Chat with Creator Orson Scott Card

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

Orson Scott Card

Knowing Your Genre

Ready to write the next epic space opera or cozy romance but not sure where to begin? Don't worry, your potential readers already have expectations for you! This panel will help you connect with your genre's audience and learn how to avoid potential scathing future reviews. (Editing, Zion)

Becca Lee Gardner, Jessica Guernsey (M), Janci Patterson, Julie Wright

Research Management with Scrivener

How to gather general research and organize your characters, settings, and more. Discover tools and techniques in Scrivener to hold and organize your research, including *zettlekasten*, common place, and simply using one big text file. (Writing, Amphitheater)

Stephan Fassmann

Retelling a Folk- or Fairy Tale with *Spinning Silver* by Naomi Novik

Learn about the variety of tools and techniques Naomi Novik uses to weave a new story from the threads of "Rumpelstiltskin." This master class discusses flipping (and feeding into) tropes, engaging with cultural criticism, drawing on additional folk traditions, emphasizing different character relationships, adding unique magic systems to known tales, and more. (Writing, Bryce/Arches)

Kristy S. Gilbert

What Time Is It Here? Calendars, Rituals, and Cosmic Order

Time is a construct—and someone constructed it. This panel explores how societies track time: through stars, crops, gods, or machines. (World Building, Cedar)

Jonathan Bowen, Cassiopeia Fletcher, Alpheus Madsen, George Moakley (M), Neysa Watkins (Kari Kephali)

Writing a Stage Play or Musical

Join our experts as they talk about the structure, dialog, and theatrical secrets for designing a live-action stage event. (TMA, Elm)

Ann Chamberlin (M), Tiffany Davis, Nicholas Dunn, Craig Nybo, WilLOW Becker

Friday 11:00–11:45 am

The Art of Directing for Live Performance

Join us for a discussion of what directors wish writers and actors knew. (TMA, Maple)

Tiffany Davis (M), J C Carter, HFJ Ballard, Nicholas Dunn, Laura Holley

Burnout, Rest, and Recovery for Writers

Few of us are doing this writing thing full-time. We're all juggling jobs, families, and other responsibilities. But there are tricks to fitting it all in. In this class, we'll talk about how to avoid burnout, the difference between rest and recovery, and how to get enough of both. Armed with this knowledge, you'll be able to finally finish that WIP and be the best version of yourself in all aspects of your life. (Pro Dev, Cedar)

Rob Skidmore

The Canon: The Core Books of Fantasy

Our panelists will deliver the definitive, final, unimpeachable list of the core books of the fantasy genre. There will be no debate, no arguing, no well-but-this-book-is-also-great nonsense from this panel! (Books, Amphitheater)

Liz Busby, Lance Conrad (M), Jessica Day George, Allie May

Determining Your Publishing Path

There are multiple paths to publishing, and whether your road will be straight or full of U-turns, our panelists will help you lay out a map to success. (Editing, Bryce/Arches)

Suzy Bills, Whitney Hemsath (M), Jenny Flake Rabe, Cambria Williams, Dan Willis

How to Sell Your Book on Amazon

Amazon is the eight-hundred-pound gorilla of publishing. What do you need to know about it? (Pro Dev, Zion)

Kenny Baldwin, Emily Goodwin, M. A. Nichols, Piper Russell (M)

Humanity 2.0: Transhumanism

Modifying humans has been a staple of speculative fiction since *The Island of Dr. Moreau*. Join Dr. Scott Stephens as he speaks on current medical developments that are pushing the boundaries of what we once thought was purely science fiction. Androids, cyborgs, and multispecies genetics are in our world today and will be changing how we see and write about the future. (World Building, Juniper)

Scott Stephens

Kaffeeklatsch: A Chat with Creator Esther Candari

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

Esther Candari

Key Elements of a Backstory

Creating a character's backstory can make a major difference in how the character interacts throughout a campaign. Learn the key elements that will make your characters shine. (Gaming, Elm)

Robert J Defendi, Samuel Jensen, Tricia Simpson (M), Neysa Watkins (Kari Kephali)

Preaching to the Intergalactic Choir of Elves: The Virtues of Science Fiction and Fantasy Literature for Children

Explore the reasons why children should be reading science fiction and fantasy. Because everyone should be reading it. (Academics, Oak)

Bruce H. Allred, E. A. Younker

Write Faster Without Disaster

We'll explore how to increase your writing speed without sacrificing voice, craft, or depth. Learn the skills, habits, and mindset shifts that help professional authors finish books on deadline and feel proud of their pages. No matter your writing methodology, this panel will help you find a faster process that still feels like you. (Writing, Canyon)

Clint Johnson, Triona Murphy, Janci Patterson, Jarom Strong (M), Julie Wright

Friday noon-12:45 pm

Author Rap Battle

Join us for our annual Author Rap Battle. During this improv session, our authors face off in an on-the-fly creation of rap song fun. If previous years are any indication (and they are), you are in for a roller-coaster ride of fun and often hysterical entertainment. (TMA, Amphitheater)

Whitney Hemsath, Craig Nybo, L. Palmer (M), Stan Crowe

Beyond the Spreadsheet: Plotting and World Building with Notion

Can you plot a story and build a rich imaginary world in a spreadsheet? Sure. You could also chop down a tree with a rusty spoon. There are better tools. Tools that let you track the relationships between your characters right next to all of your random notes and research. Or build your outline and quickly rearrange it when it inevitably goes off the rails. Learn how to accomplish all of these tasks and more using free software called Notion. (World Building, Maple)

Rob Skidmore

From the Author's Head to the Illustration: Communicating and Working with Your Illustrator or Author

Interpreting an author's vision and communicating your idea to an illustrator. Communication is key, but knowing how to balance clear directions with artistic freedom is also crucial. Expectations can often be unclear or unrealized. It's a bit more complicated than saying what you want or what you think you want or asking the client what they want. (Art, Elm)

Jay Boyce, Esther Candari, Bethany Crandall, Mike Lovins, Joe Monson (M)

Game Masters Q&A

Bring your questions and see what these experienced game masters have to say. (Gaming, Cedar)

Patrick Buckendorf, Adrian Ford, Johnny Jensen, Jim Newland, Daniel Yocom (M), Bryan Young

Kaffeeklatsch: A Chat with Creator Peter Orullian

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

Peter Orullian



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Podcasting for Introverts, Extroverts, and Total Weirdos

Whether you're the life of the party or the quiet one with brilliant ideas, there's a place for you behind the mic. Join the hosts of Nonsenseless as they break down the realities of starting (and sustaining) a podcast, and everything from building chemistry to coming up with content that keeps people coming back for more. (Pro Dev, Canyon)

Jared Quan

Story Math: The 7, 5, 3 Rules of Storytelling

Beneath every great story lies a hidden structure—a rhythm that connects campfire tales to Hollywood blockbusters. Join storyteller Debi Richan as she reveals the secret formula behind the stories we love: the seven basic plots, five essential turning points, and three crucial elements that make stories unforgettable. (Writing, Bryce/Arches)

Debi Richan

Thicker Skin, Better Books: How to Embrace (and Use) Critique

Feeling deflated after getting feedback? This class will show you how to turn critique into your greatest ally on the journey to publishing success. Whether it's your editor, your reviewers, or even your own imposter syndrome dragging you down, we'll explore healthy ways to process criticism, identify and sort the constructive from the destructive, and incorporate that feedback in order to strengthen your writing and build your confidence. (Editing, Zion)

M. A. Nichols

Friday 1:00–1:45 pm

Kaffeeklatsch: A Chat with Creator M. Todd Gallowglas

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

M. Todd Gallowglas

The Jungle, the Subway, and the Maze: Three Portal-Fantasies Examine the Purpose of Fiction

This paper examines three different portal-fantasy stories: *Neverwhere*, *The Jungle Book*, and *Labyrinth*. These texts argue for the usefulness of fantasy by placing a “normal” protagonist in a fantasy world, mirroring the experience of an audience engaging with a text. (Academics, Oak)

Rowen Constantin

The Monster Under the Bed: Stories That Shape Childhood

The stories we’re told as children carve deep into our worldview. This panel dives into myths, lullabies, fables, and cautionary tales—how they guide behavior, reflect values, and often hide societal fears in plain sight. (World Building, Zion)

Willow Becker, Becca Lee Gardner, Renae Kingsley (M), Peter Orullian, Leahua Parker

Pink Unicorns and Secret Hideouts: Children’s Fantasy in the 1980s

Before owls delivered school supply lists or vampires were an accepted part of high school life, there were books about moving castles, giant chickens rampaging across New Jersey, and tween boys hatching dragons under their beds. Fantasy books for kids weren’t as ubiquitous as they are today, but they did exist, and they had a huge influence on many of today’s fantasy writers. Learn about the heyday of Diana Wynne Jones, Daniel Pinkwater, and other influential authors of the 1980s. (Books, Cedar)

Jessica Day George

The Power of Your Story as an Illustrator

In a world where images are becoming increasingly cheap, what sets you apart as an artist/illustrator is your ability to tell your personal story and connect with clients who resonate with your storytelling ability. (Art, Elm)

Esther Candari

The Storytelling Power of Well-Written Scores and Sound Tracks of the Mind

This session is especially valuable for screenwriters, directors, and musicians/composers of live musicals and film, but it also will include discussions about how any storyteller can weave in musical elements so readers can imagine or hear sounds in their minds. This panel explores how to musically tell the same story that is portrayed in the visuals and dialog. It also will help you as a writer let existing and well-known music and sounds come to life in a reader’s mind. (TMA, Maple)

Charlie Clayton (M), T. Alan Horne, Amanda Lund, Nick Mills, Craig Nybo, L. Palmer

Triple-Duty Writing: How to Advance Plot, Reveal Character, and Set Scene at the Same Time

What does a writer actually do to make a story? Between pages one and five, or fifty, or five hundred, what actually changes? Every word in a narrative does at least one of three actions. Learn what they are, and why doing one at a time is a formula for boredom, two at a time enables a functional story, and three at a time creates a tale the reader can’t put down. (Writing, Amphitheater)

Clint Johnson

Writers of the Future: Practical Skills and Insider Knowledge to Help Break into the Genre

Best-selling authors discuss crafting believable worlds, plot and structure, and character development specifically as it applies to short fiction. (Writing, Bryce/Arches)

Orson Scott Card, Julie Frost, Emily Goodwin, John Goodwin, Wulf Moon, Scott R. Parkin, Eric James Stone, Darci Stone

Friday 2:00–2:45 pm

Adding the Capra Touch and the Power of Great Storytelling

What is the Capra Touch? Why is it so powerful? And how important is it for a script to achieve the Capra Touch? (TMA, Amphitheater)

Kels Goodman, Robert Hatch, Liam Hall (M), L. Palmer, Robert Starling

Fear Taxes No More: What You Need to Know About Self-Employment Tax, Quarterly Payments, and Business Deductions

Many freelance editors flinch, groan, or feel fear when they think about taxes. Learn the information you need in order to understand the basics of federal taxes, including self-employment taxes, in the United States. You’ll also learn how to determine whether you need to pay quarterly taxes; if you do, how to calculate the amount you need to pay; and how to reduce your tax liability by claiming authorized business deductions. (Editing, Cedar)

Suzy Bills

The Gallowglas Narrative Algorithm

You’ve heard about character-driven and plot-driven stories, but it’s not an either/or choice. Every story falls somewhere between being purely plot and purely character. The best stories are those where plot and character intertwine so completely that one is indistinguishable from the other. Learn how to intertwine character and plot seamlessly to create richer, fuller, and more engaging stories that will carry readers from the first sentence to the last. (Writing, Bryce/Arches)

M. Todd Gallowglas

Kaffeeklatsch: A Chat with Creator Matt Dinniman

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

Matt Dinniman

Podcasting with Audacity

Podcasting is a great way to build an audience. What you need to get started. (Pro Dev, Maple)

Liz Busby, John Goodwin (M), C. K. Jensen, Jared Quan

That’s Going to Leave a Mark: Injury, Disability, and Lasting Impact in Storytelling

Not every hero walks away clean. This panel explores the physical and emotional consequences of injury and how permanent disabilities can shape a character’s identity. (World Building, Canyon)

J. Abram Barneck, Max Florschutz, W.D. Kilpack III, Jonathan Reddoch (M), Scott Stephens

Themes and Genres You May Have Never Thought Of for Games

There are well known genres in the TTRPG community. What are some of the lesser known that have been found and bring a new element to the group at your table? (Gaming, Elm)

Dax Levine, Will Munn, Abi Phillips, Daniel Yocom (M)

Friday 3:00–3:45 pm

Keynote: Charlie Holmberg

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

Charlie N. Holmberg

Friday 4:00–4:45 pm

Belief After the Death of King Arthur: Lev Grossman's Post-secular Portrayal of Nimue in *The Bright Sword*

Lev Grossman's *The Bright Sword* is unique in contemporary King Arthur retellings because it depicts the sorceress Nimue as a sincere Christian believer rather than a pagan rebel. Through this conflicted character, Grossman creates a version of the legend that grapples with the meaning of belief in a postmodern age. (Academics, Oak)

Liz Busby

Creating Villains

A hero needs a good villain to make the story more exciting. Come learn what makes a villain (minion or boss) a counterpoint to your heroes. (Gaming, Amphitheater)

Jay Barnson (M), Becca Lee Gardner, Laura Holley, Dax Levine, Peter Orullian

Illustrators of the Future: What Does It Take to Make a Winning Illustration?

Hear from Illustrators of the Future administrators and winners to learn about their experience and what it takes to make a winning illustration. Take a look at their work, and learn about how you can submit your work to become one of the next Illustrators of the Future. (Art, Maple)

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

Improv Comedy Introduction and Application

There is great power in learning improv comedy skills. Join us for a fun panel that also covers how improv methods and skills can be used to solve problems in our everyday lives. (TMA, Elm)

Jenna Allen, Kenny Baldwin, Willow Becker, Shelly Brown, Whitney Hemsath (M), Janiel Miller

Live a Great Story, Write a Great Story

A funny and inspiring presentation on how to live well and how to channel those experiences into your writing. (Writing, Bryce/Arches)

Lance Conrad

Paths to Traditional Publishing

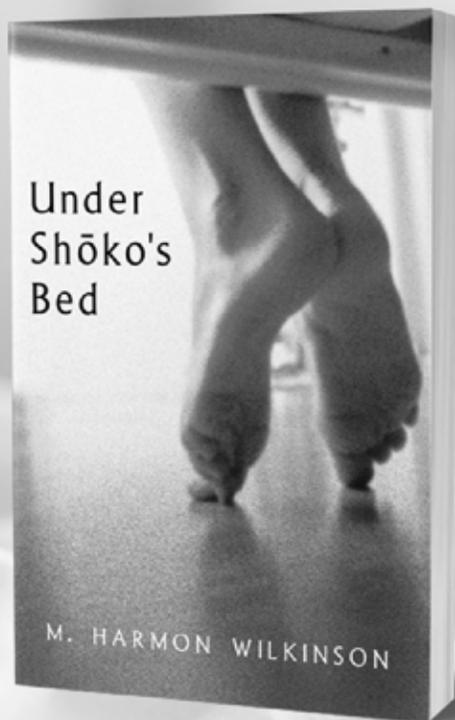
Traditional publishing gets you into bookstores but you need to fit in easily. (Pro Dev, Cedar)

Allison Anderson, Jessica Guernsey (M), Triona Murphy, Michelle Witte

Raiders of the Arcs!

A good story arc can keep us riveted for a dozen books (or more). What makes a great story arc, and what are the books that show us how it's done? (Books, Juniper)

Stan Crowe (M), L. Palmer, Jonathan Reddoch, J. Arden Scott



UNDER SHŌKO'S BED

アンダー・ショウコス・ベッド

Something follows Shōko Kawasaki home from her solitary walk on the levee. She knows he is there. Ignoring all reason, she beckons the forlorn creature inside. Utterly bereft, he crawls under her bed and hides.

In the secret closeness of her room, she draws him back from the brink. Feelings awoken, long forgotten and perilous—for there is another, the woman he believes has abandoned him. Devastated by his disappearance, she is pushing the police to find him.

If Shōko and her hidden visitor are found out, their tender bond, a thread they desperately hope fate has woven, could be torn in two.

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Working with Feedback

You've gotten feedback from a writing group, beta readers, and your editor, but what comes next? Knowing what to do with the feedback you receive from readers or editors is an important part of the review process. (Editing, Canyon)

Kristina Atkins, Stephanie Fowers (M), Benjamin K Hewett, Gracie Marsden, Lehua Parker

Writer Meetup: YA & Middle Grade

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

Tristan Bond (M)

Writing Fear for Young Audiences

Whether you're writing a horror, adventure, or a high-stakes fantasy children's book, fear is an essential part of your manuscript. But how do you capture terror without truly disturbing your young reader? In this class, we'll go over why fear is important, how to write different types of fear, and how to address it in appropriate ways for the age group. (Writing, Zion)

Kaela Rivera

Friday 5:00–5:45 pm

Anvils and Banana Peels: Writing Humor That Lands

From the quippy one-liner to the running gag, humor is an essential part of every story, driving reader engagement, character believability, and helping build tension. Learn how to write humor that lands. (Writing, Amphitheater)

David Hankins

Don't Be Afraid of Innovation—Being a Respected Rule-Breaker

In a world where “the rules” of writing, editing, publishing, and promotion are constantly challenged by contradictory advice or rigid demand, how do you carve your own path without losing credibility? This dynamic session invites you to explore the art of intentional disruption. We'll examine how to challenge storytelling form, formatting guidelines, marketing strategies, and what it means to network in an evolving literary landscape. (Writing, Cedar)

Rafael Hohmann

Editing for Tension

Creating engaging tension in scenes can be difficult. How do you raise the stakes and keep your readers interested? Word choice, punctuation, and formatting all play a part to change the pacing and help tighten those tense moments and keep readers on edge at just the right time. (Editing, Elm)

September C. Fawkes, Stephanie Fowers, Emma Heggem, Troy Lambert (M), Cortney Winn

History's Fork in the Road: Designing Plausible Alternate Histories

One change—and everything shifts. This panel examines how to build alternate histories that feel authentic, exploring politics, culture, and unintended consequences. (World Building, Juniper)

Ken Baker, K. M. Davidson, Scott R. Parkin (M), Dan Willis

Saints in Space

This presentation is a review of depictions of Latter-day Saints in science fiction movies and books. Join filmmaker, researcher, writer, and storyteller Robert Starling as he shares many of the hidden (woven

subtly into the stories) and direct references to Latter-day Saints in space stories over the past hundred years. (TMA, Maple)

Robert Starling

Worlds and Settings That Feel Like Characters Themselves

Explore how to craft settings so vivid, immersive, and emotionally charged they feel like full-fledged characters. Learn tricks of the trade for building settings that evolve, influence plot, reflect theme, and even form relationships with your characters. (Writing, Canyon)

Charlie N. Holmberg, Matt Dinniman. Clint Johnson (M), Jason Kristopher, Celesta Rimington

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)

Tristan Bond (M)

Friday 6:00–6:45 pm

The Art of Planting and Paying Off—Secrets of Satisfying Story Setups

Learn how seeds planted early create the most explosive, satisfying payoffs—and how to avoid the setup feeling obvious. (Writing, Amphitheater)

Eric James Stone (M), Clint Johnson, Peter Orullian, Janci Patterson, Charlie N. Holmberg

Creating Locations for Your Heroes to Use Again and Again

Tired of your group heading to the tavern to start the adventure? Let's talk about other locations to entice the heroes to visit and adventure in. (Gaming, Oak)

Robert J Defendi, John Mabey, Jim Newland, Cheyenne Nielsen, J. D. Raisor (M)

Even Teenagers Can Get Laughs with These Five Humor Writing Secrets

Imagine transforming awkward teenagers into show-stopping sketch comedians in just two weeks. After ten years of directing the BYU Sketch Comedy Workshop, my team and I have developed a set of crucial concepts that make writing humor achievable for anyone. If our process worked for hundreds of teens, you'll have your readers laughing in no time. (TMA, Juniper)

Kenny Baldwin

Paths to Nontraditional Publishing

Nontraditional publishing offers different ways to get your story into readers' hands. (Pro Dev, Cedar)

Steve Capone Jr. (M), John Goodwin, Aaron N. Hall, M. A. Nichols

The Sky Has Fallen: Cataclysm and Cultural Evolution

Whether it's the fall of a moon, a plague, or a great migration, natural events shape societies—sometimes instantly, sometimes centuries later. This panel examines how large-scale disruptions birth myths, policies, taboos, technologies, and new world orders. (World Building, Elm)

Renae Kingsley, Brian McClellan, Nic Nelson, B. A. Simmons (M), Scott R. Parkin

What Happened to Science Fiction?

In the 1950s and '60s, sci-fi ruled the speculative world. Star Wars and Star Trek kept space in the forefront of the public mind into the 1990s. And then . . . what happened? In the speculative market,

fantasy rules, and except for dystopians, science fiction has almost disappeared from the bestseller lists. Why? (Books, Maple)

Tom Durham, Abby Goldsmith, Liam Hall, Ariadne Kane (M)

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)

Tristan Bond (M)

Friday 7 pm

Filking

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

International Film Festival

Join us for our annual international film festival. Each year we select three hours' (or more) worth of fun, entertaining, inspiring, and (in a few cases) educational films. These selections come from more than twelve hundred submissions from all around the globe. We also typically include a couple of crowd favorites (previous winners) back by popular demand. (Canyon)

Mass Signing

Mass signing extravaganza, with authors and artists! This is the only time art prints will be available for purchase. Open to the public. (Zion/Bryce/Arches)

See list of participants on page 33

Saturday, February 14

Saturday 9:00–9:45 am

Book Coaching vs. Developmental Edit vs. Manuscript Evaluation

Book coaching, developmental editing, and manuscript evaluations are often confused, but our panelists will help you see things clearer and decide which one is right for your manuscript. (Editing, Canyon)

Gina Denny, September C. Fawkes, Kristy S. Gilbert, Jessica Guernsey (M), Nic Nelson

The Glue That Attaches Eyeballs to Your Page or Screen!

So you want to write a book that's a real page-turner, or a screenplay that directors are anxious to make, that grabs audiences from fade-in to fade-out? This presentation shows you how to understand and apply the specific things you can do to glue eyeballs to your page or screen. They make sense when you see them, and you can start doing them today. Join Robert to learn how to infuse them into every scene or chapter—in your characters and in their decisions, dialogue, and actions. (TMA, Maple)

Robert Hatch

Hypnowriting: Producing Prose That Engages the Unconscious Mind and Tricks the Brain into Believing It's Inside the Story

Ever noticed how some books make you forget you're reading a book? Rest assured, you weren't under some spell, nor were you going crazy. You were just hypnotized. And professional hypnotists have known for decades exactly how books can do this. A certified hypnotist explains the process of literary hypnotism with examples from various books. Learn the easy steps for putting readers into a trance and then guiding through a hallucination of your own design. (Writing, Bryce/Arches)

T. Alan Horne

Keeping a Record: Why Tracking What You Read Helps You

Do you know how many books you read a year? Can you remember them after you've read them? Come learn about tracking your books, how you can track them, and what benefit tracking your reading gives you! (Books, Cedar)

KaTrina Jackson

My Manuscript Is Finished! Now What?

A finished manuscript is the first step of a long journey. Learn the next steps to take. (Pro Dev, Zion)

Allison Anderson, Natalie Brianne, Gracie Marsden (M), John M. Olsen

Painting Moon Called: Lessons Learned from a Large-Scale Dream Project

Come get a glimpse into what it takes to complete eight paintings over the course of nine months when the pressure is on. *Moon Called* by Patricia Briggs is a best-selling series. The original covers by the renowned Dan Dos Santos are a big part of what led Carly Milligan to become an illustrator (so no pressure). How do you keep the balance between what fans already know and love and being true to your own unique taste and vision so as not to be a pale imitation of what came before? What does it take to manage and execute a project that's literally eight times the scope and slightly less time than you're used to working with? (Art, Oak)

Carly Milligan

What Film Distributors Wish Producers, Directors, Scriptwriters (All Filmmakers) Knew

This discussion by filmmaking experts will include distribution needs and principles used and taught by distribution experts such as Paul Wooley. Note: Paul Wooley will not be on this panel, but the discussion will be partially based on how Paul does distribution. (TMA, Elm)

Kels Goodman

Your Daily Courier: How Travel Speed Shapes Culture and Conflict

Whether by dragon, drone, or dusty road, how quickly news and people move transforms everything—warfare, rumor, relationships, and trust. This panel examines how travel and communication speeds impact the rhythm of life in your story's world. (World Building, Amphitheater)

Max Florschutz, Tommi Lower, M. A. Nichols, Charles Stanford, Alec Sousa (M)

Saturday 10:00–10:45 am

Alakazam! Magic Systems with a Real Magician

Watching a cool magic system is one of the biggest attractions of the fantasy genre, but creating intricate, cohesive concepts out of thin air that don't exist in the real world is a tall order! Let's break it down, shall we? Not only am I a fantasy author, but I'm an actual street magician too! And making a card vanish in front of a spectator's eyes has more parallels to a character throwing fireballs at a dragon than you might think . . . (World Building, Maple)

Colby Dunn

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

Arium: Create is a world-building game that unites creative minds to collaboratively forge unique and vibrant worlds. This session offers a chance to create with all your fellow writers and world-builders at LTUE. Join us in this session hosted by Will Munn and Drew

Gerken, co-creators of *Arium: The Worldbuilding RPG*, as together we design the largest setting ever imagined. Help us imagine a multi-level afterlife tournament where spirits struggle to prove themselves to the gods! (World Building, Canyon)

Drew Gerken, B. R. McKay (M), Will Munn

Hook, Line, and Sinker: Reel in Readers with a Winning First Chapter

The best bait lures the most fish. Keep readers, agents, and judges on the line by building your first chapter with all the necessary ingredients to reel them in, hook, line, and sinker. As a chapter contest winner and judge of various writing and oral essay contests for over a decade, I've sniffed my fair share of first-chapter bait, both fresh and funky, and noticed some patterns in what works and what doesn't. We'll talk about the goals of a first chapter, common mistakes newer writers make, essentials for a working first chapter, and bonus tips and strategies to lure in your readers. (Writing, Zion)

Taryn Skipper

Kaffeeklatsch: A Chat with Creator Robert J Defendi

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

Robert J Defendi

The Motivation Problem: How to Get Moving When You're Stalled and Redirect When You're Off Track

Wanting to do our creative work is different from actually getting it done. Join Sandra Tayler to learn how motivation functions in our brains and how to get yours to engage when you're feeling stalled. (Pro Dev, Amphitheater)

Sandra Tayler

Race and Monstrosity in Dungeons & Dragons

The recent move to replace the term "race" with "species" in *Dungeons & Dragons* attempts to side-step a centuries-old tradition of marking fantastic humanoids as monstrous by evoking real-world people from Africa, Asia, and the Americas. As this deep history of race in D&D shows, that tradition goes all the way back to ancient Greece and informed the modern concept of race. While *Wizards of the Coast* has made admirable strides in making D&D more inclusive and in increasing the representation of people of color as characters and players, problems remain in how fantasy RPGs center race as a construct. (Academics, Oak)

Chris LeCluyse

Recognizing Why Your Author/Editor Collaboration Wasn't a Good Fit

What if your collaboration wasn't exactly a match made in heaven? Not all authors and editors were made for each other, but with clear communication and strategy, you can become a team that works well together. (Editing, Bryce/Arches)

Rachelle Funk (M), Lorin Grace, Kristy S. Gilbert, Zala Jambrovic Hatic, Lehua Parker

What It Really Means to Be a Film Director

Being a film director is a multifaceted responsibility—it is so much more than just telling people what to do. Join our expert directors as they talk about all the steps and responsibilities directors have to orchestrate from the minute they see the script to the first screening. (TMA, Cedar)

Jessica Champneys, Kels Goodman, Robert Hatch, Brandon Ho (M), Spanky Ward

Saturday 11:00–11:45 am

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

You make major decisions either by default or design that can make or break your success in writing novels or screenplays. Each decision adds up to either grab your audiences' hearts and minds—or leave them cold. These are things that shouldn't be ignored. You can complete them knowingly (the right way) or accidentally (the wrong way). This presentation will help you choose wisely. (TMA, Maple)

Robert Hatch

Gamify Your Creative Process: Increase Productivity and Dopamine

Do you find yourself sitting down to write, and then look up hours later to realize you've only spent the time progressing in your favorite game? Do you struggle to find motivation to pursue projects beyond the "idea" phase? It might be time to try some new tactics. Come learn about a variety of software and strategies that can *massively* increase your word count regardless of your budget. (Gaming/Writing, Oak)

Quiana Chase

Great Prophecies and How to Use Them to Ruin Your Story

"The prophecy says that the chosen one will . . ." Ever notice how many fantasy novels' plots turn on prophecies? Ever notice that there are almost never any prophets? A somewhat humorous look at the history of prophecy in speculative fiction and how to make sure it drives the action without anyone actually thinking critically about it. (Books, Cedar)

C. David Belt, Trevor Burbage, Cassiopeia Fletcher, T. Alan Horne (M), Sean E Lundgren

Holding the Dream: Thriving When Success Finally Comes

Most writers focus on achieving their dreams, but few prepare for what comes after. Hitting a best-seller list, making lots of money, signing a big contract, or going full-time brings joy—and also new challenges like self-sabotage, shifting markets, and overwhelming pressure. Learn how to expect, embrace, and hold your success while staying creatively fulfilled and financially secure, no matter how the publishing world changes. (Writing, Bryce/Arches)

Cindy Hogan

How Illustration Pros Work: Working with Art Directors, Publishers, and Private Clients

Join us in a discussion on working with and finding clients, using proper etiquette and interaction techniques, negotiating pricing, creating and accepting a contract, work for hire vs. retaining copyright, and more. Learn about each step in the process from receiving concepts from the client, getting to work, and sealing the deal. (Art, Elm)

Esther Candari, Emily Goodwin, Brian C. Hailes, Mike Lovins (M), Carly Milligan

How to Self-Edit and When To Hire a Pro

Every author knows the vital importance of having a professional copyedit and proofread your work before it is published. But must you have a pro edit it before submitting it to a contest, an agent, or an acquisitions editor? How do you effectively edit your own work? Why can't you just ask your friends to do it for you? When should you shift gears and hire a pro? (Editing, Zion)

Nic Nelson

Kaffeeklatsch: A Chat with Creator Clint Johnson

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

Clint Johnson

Productivity Hacks

A hardware store's worth of tools, tips, tricks, and hacks to becoming a more productive and creative person. (Pro Dev, Amphitheater)

Jessica Guernsey, C. K. Jensen, Janiel Miller, M. A. Nichols, Jared Quan (M), Jarom Strong

Saturday noon–12:45 pm

Building a Story with Art

Illustrations are visual stories that combine the fantastic nature of imagination and bring it together in a visual experience. Learn how Kaitlind Zupanic creates a story within her work with fine art techniques, realistic forms, and designs that lead the eye around to points of interest and intrigue. (Art, Maple)

Kaitlind Zupanic

Creating NPCs Worth Keeping

Heroes have to interact with nonplayer characters. Learn what qualities these everyday characters have that bring the heroes back again and again. (Gaming, Amphitheater)

Stan Crowe (M), Adrian Ford, John Mabey, Mari Murdock, Jim Newland

Different Types of Editing

What's the difference between line editing, copy editing, developmental editing, and proofreading? Come find out how the types of editing differ and why even editors can't always agree! (Editing, Zion)

Suzy Bills, Orson Scott Card, Jessica Guernsey, Laura Baumgarten, Kaela Rivera (M)

Ender Wiggin “Listened to Everything, and Understood Everything”: The Speaker for the Dead as Peacemaking Rhetorician

Ender enacts the role of a peacemaking rhetorologist to make peace by both probing for common ground and by accurately communicating differences. While human interactions with the formics overemphasize differences and neglect similarities, Ender communicates their similarities. Then, when human interactions with pequeninos overemphasize similarities, Ender seeks to genuinely understand and communicate their differences.

Jarron Slater (Academics, Elm)

Finding an Agent

Agents can connect you with editors and publishers. Come learn tips, tools, and resources you can use to find an agent that fits your needs. (Pro Dev, Cedar)

Charlie N. Holmberg, Christopher Husberg (M), Janci Patterson, Michelle Witte

Kaffeeklatsch: A Chat with Creator Max Florschutz

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

Max Florschutz

Live Table Reading Performance of *Skateboarding Aliens*, Winner of the H. G. Wells Sci-fi Screenplay Award (2 hours)

You'll love the performance of the script that won the H. G. Wells Sci-fi Screenplay Award at the LA Sci-fi film festival. *Skateboarding Aliens* is about two alien kids stealing their parents' spaceship, coming

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to Earth to learn how to skateboard and being comically pursued by kids of feared space marauders in another stolen spaceship. You'll laugh at the problems they encounter, and be warmed by the friendships they make with skateboarding Earthlings. This youth-cast space-comedy, directed by Dave Bresnahan, starts filming in June 2026. (TMA, Canyon)

Dave Bresnahan and cast

The Three Little Secrets That Make Plotting So Much Easier

No, the secrets don't have anything to do with the hero's journey; 3, 7, 8, or 9 acts; Lester Dent; or cat-saving beats. An average novel has around 40 to 70 scenes. Those abstract plot structures spark an idea or three, then dump you in front of a blank wall. So where do all the other scenes come from? Well, a whole heap of them stand up and present themselves when you use these three little secrets. If you struggle with plotting, this is your chance to put that behind you for good and start generating fun and exciting plots with ease. (Writing, Bryce/Arches)

John D. Brown

Saturday 1:00–1:45 pm

The Business of Being Creative

Creating a novel or painting is only the first step. Selling your writing or art is another job to master. (Pro Dev, Bryce/Arches)

Laura Holley, M. A. Nichols, L. Palmer, Sasha E. Sloan, Elizabeth Suggs, JC Youngstrom (M)

Collaborating with Best Sellers and Grammy Winners

In this presentation, Peter Orullian will cover his collaboration with Brandon Sanderson and read a short section from the upcoming book written with Brandon. Peter will also talk about his collaboration with Grammy-winning bands like Dream Theater about the novelization of one of their albums. He will also talk briefly about his collaboration with major gaming franchises like Halo and Call of Duty on game storylines and weave in how music often plays a role in great storytelling. (Writing, Zion)

Peter Orullian

Developing a Unique and Effective Portfolio

Are you looking to break into illustration, graphics, etc? Artists will discuss how they developed their portfolio and what publishers and agents are looking for. Brainstorming, painting, and presenting your portfolio with tips on curating the perceived value of your work. (Art, Juniper)

Trevor Burbage, Brian C. Hailes, Carly Milligan, Tremani Sutcliffe (M), Kaitlind Zupanic

From Side Quest to Main Quest: Turning Art into Income

Your art is your passion—but is it still just a side quest? Come map the path to turning your creative work into a main quest that earns

real income without grinding your life away. Through a playful RPG-inspired approach, you'll learn how to identify the "stats" of your creative business, pick the right quests (income streams), and build your skill tree for sustainable growth. Whether you're a writer, artist, or multiclass creative, this class will give you the map and tools to start making gold without losing the joy of creating. (Pro Dev, Maple)

Mikki Helmer

Kaffeeklatsch: A Chat with Creator Suzy Bills

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

Suzy Bills

Maps and How to Make Them: Designing Story-Driven Geography

Every map tells a story—and every story reshapes the map. Explore how geography, climate, politics, and trade routes influence the look and logic of your world. (World Building, Cedar)

Kristina Atkins, Rebecca Ellette Fincher, Megan Hutchins (M), Tommi Lower, Robert Zangari

Scottish Cèilidh Ignite! Share Your Spark!

Come! Share your voice in a tradition as old as Nessie. We'll pretend we're in a cottage along the loch in cozy seats around a sharing fire. You, my friend, are invited to a Scottish *Cèilidh*. So skip on into the amphitheater, nab a number, and we'll choose folks at random to perform up to four minutes each. Share whatever you'd like—your ninja moves, yodel-ay-he-hoo, a bit of your story, swallow a flaming sword, play your banjo tunes—all while keeping your performance appropriate for all audiences so everyone can enjoy the *Cèilidh*. (Psst . . . *Cèilidh* is pronounced *kay-lee*. Fun, huh? :D) (Writing, Amphitheater)

Brenda Sills

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)

Jenna Allen, Mike Bishop (M), E. L. Dawn

Writing for Games

Many different types of writing accompany table-top and video games, from rules fluff in rule books to tie-in fiction and even in-game dialogue. Each serves a different purpose for the players and each requires a different approach. Learn from someone who has written many different types of gaming how to tackle each. (Gaming, Elm)

Bryan Young

Saturday 2:00–2:45 pm

Building Suspense in Gaming

Suspense helps drive a story forward. TTRPGs have a different take because the game master doesn't control the player characters. How to build suspense for the players without overcontrolling the characters. (Gaming, Maple)

Quiana Chase, Robert J Defendi, Dax Levine, Jim Newland (M)

Building Your Own Art Studio or Workshop

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

Jonathan Bowen, Mikki Helmer (M), Carly Milligan, Richard Russell, Hannah Swedin

From the Script to the Stage: Director/Writer/Stage Crew, etc., Collaborations

If you want to learn how to go from the script to the performance stage, this is the session for you. See how stage/musical directors turn the words on the page into the set, the blocking, and the acting. (TMA, Elm)

Willow Becker (M), J C Carter, Jessica Champneys, Tiffany Davis, Nicholus Dunn, Jess Lindsay

The Greatest Books You Haven't Read

Each panelist will give you three titles to read that you (probably) have never even heard of. Feel free to bring your own as well (we'll have whiteboards). (Books, Cedar)

Trevor Burbage, Elaine Midcoh, Nicholas Montelongo (M), Duane Rygh, J. Arden Scott

Improving Dialogue

Is your dialogue lackluster or robotic? Are you losing sleep over how to format or punctuate it correctly? Our panelists will teach you how to level up your dialogue game and polish it like a pro. (Editing, Amphitheater)

Orson Scott Card, Kristy S. Gilbert, Whitney Hemsath (M), Tricia Levenseller, Peter Orullian

Kaffeeklatsch: A Chat with Creator Charlie N. Holmberg

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

Charlie N. Holmberg

She Spoke with Her Eyes: Communication Beyond Words

What does it mean to be misunderstood? In many cultures, silence deceives louder than words. This panel explores how gestures, glances, posture, scents, and social rituals become languages of their own—capable of conveying truth, love, dominance, or ulterior motives. Dive into the rich, often misunderstood world of unspoken language and how meaning shifts across species, class, and culture. (World Building, Juniper)

Megan Hutchins, W.D. Kilpack III, Renae Kingsley, Alysia S. Knight, Charles Stanford (M)

The Success Habit

Building the mindset and habits that will improve your chances of success. (Pro Dev, Canyon)

John Goodwin, Jennifer Julander, Tricia Simpson, Cortney Winn, J C Youngstrom (M)

Villainry Academy

In this wickedly entertaining panel, top-notch writers take on the personas of fully embodied villains to reveal what makes a truly unforgettable antagonist. Learn from the masters of malice themselves as they explain—in character—how to earn a reader's fear, fascination, and maybe even sympathy while discovering how a great villain makes the hero shine. Attendance is mandatory—villains hate being ignored. (Writing, Bryce/Arches)

H F J Ballard (M), Justin T Call, Rebecca Ellette Fincher, M. Todd Galowglas, Laura Holley, Craig Nybo

Saturday 3:00–3:45 pm

Keynote: Ron Clements

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

Saturday 4:00–4:45 pm

Adaptations: From Page to Stage (or Screen) and Vice Versa

Join our experts to learn skills and insights for adapting from one medium to another. (TMA, Amphitheater)

Blake Casselman, Ron Clements, Jason Kristopher (M), Spanky Ward

Gray or Grey: Building an Exceptional Author Style Sheet

How can you guarantee that your unique author style remains consistent in all your books when you may have several people (like editors and proofreaders) working with you? Author style sheets are essential to ensure consistency in your writing, from personal decisions on punctuation preferences to capitalization and spelling variations and everything in between. Learn how and why style sheets are used, the benefits, and how you can create your own so you and your entire author team can it use as a reference. (Editing, Juniper)

Rachelle Funk

Indie Publishing Like a Pro

So you want to be an indie author, huh? Well, buckle up, because not only are you a writer, you're now a creative director, a marketing manager, a publicist, and a social media influencer. Don't worry, you can handle it! (Writing, Elm)

Aaron N. Hall

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

Reference: How to Make It Real Even When It Isn't

Join fantasy illustrator Carly Milligan for a look into how the sausage, I mean painting, is made. She'll deep dive into her reference processes for all things fantastical and imaginative: from photographing models to images searches to Blender and maquettes. Just like good research makes for good writing, good references make for stronger narrative pictures, whether or not realism is the goal. (Art, Maple)

Carly Milligan

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

To Every Fish a Fantasy: The Little Mermaid, Disability, and the Right to Love

Since its inception, *The Little Mermaid* has inspired countless retellings. This essay examines Andersen's tale, Disney's film, and Miyazaki's *Ponyo*, showing how "mermaidness" symbolizes disability. Each

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version requires the protagonist to erase difference to gain love and acceptance, perpetuating ableist narratives that exclude authentic disabled representation. (Academics, Oak)

Miranda Slusser

Vivid and Clear

Despite the often repeated eleventh commandment for writers—show, don't tell—writers never show. They can't. It's all tell, tell, tell. The trick is to tell in a way that helps your readers imagine with such vividness and clarity that your story triggers an emotional response. In this session, learn the five critical prose techniques that help you do just that. (Writing, Bryce/Arches)

John D. Brown

Why "Write a Lot" May Not be the Best Advice for Perfecting Your Craft

In this session, we will examine three pieces of advice often given to writers: "Read a lot," "Write a lot," and the "10,000-hour rule." We will discuss how this advice can often be misleading. The purpose of this course is to learn practical ways to maximize our improvement based on what we read, what we write, and how much time we spend. We will discuss practical ways to improve our craft and make the most of our investment in those areas, including concepts like specific reading exercises, focused practice, copy writing, and even the use of AI. The session will be interactive, informative, and provide you with practical tools to get better. (Pro Dev, Cedar)

Charlie Clayton

Saturday 5:00–5:45 pm

Avoiding or Fixing Unearned Writing

Plausibility issues, authenticity questions, info dumps, contrived plots—no one wants to receive feedback featuring these problems. Readers drop books with unearned writing like they've been scalded, but our panelists can explain how to fix it to avoid the burn. (Editing, Elm)

M. Todd Gallowglas, Zala Jambrovic Hatic, Kaela Rivera, Taryn Skipper (M)

Building a Great Query Letter

Query letters introduce your story to agents, editors, and publishers. Come learn what goes into a great query. (Pro Dev, Maple)

Gina Denny, Jessica Guernsey (M), Triona Murphy, Tricia Simpson

Building Your Novel Writing Tool Kit (Part 1)

In this interactive workshop, Bryan Young will guide you through building a tool kit of resources to help you get ready to embark on

your novel, help you flesh out the world and characters, and leave you at the end with a tangible plan to move forward on your next book. Bring tools to write with—writing utensils, notebook, computer. (Writing, Zion)

Bryan Young

Quality Low-Cost or Free Filmmaking Tools: Don't Let the Cost of the Tools Stop You from Making Great Films

Join our expert panelists to learn how to take the footage you've filmed and make great movies (shorts or features) with very low-cost or free video editing software. We will also talk about storyboarding software, scriptwriting tools, and so on. Consider also attending the "Indie or Hobby Filmmaking on a Budget" session and the "Filmmaking 101" sessions. (TMA, Juniper)

Jessica Champneys, Kels Goodman, Benjamin K Hewett (M), Brandon Ho, Cheyenne Nielsen

The Story Beneath the Story—Mastering Layers of Meaning While Gaining Momentum

Create layered story depth using techniques such as thematic echoing, object symbolism, and emotional layering, among other writing tools to draw your readers in and propel them through your story. (Writing, Amphitheater)

Laura Baumgarten Shelly Brown, (M), Craig Nybo, Peter Orullian

A Study in Mystery

Uncover the truth of this wonderfully modern, strangely formulaic, but eternally popular genre—mystery. We will trace its origins and motives, expose its impact on English literature, and see how it forever changed the modern world. We will scrutinize the techniques, tropes, types, and methods employed in the dastardly deeds, so that we, with clear deduction, can join the rogue's gallery of conundrum connoisseurs and weave whodunnits with the best of them. (Books, Oak)

Johnny Worthen

Where Does the Trash Go? Infrastructure and the Hidden Mechanics of Civilization

Worlds aren't built on heroes alone—they run on plumbing, power grids, and waste disposal. This panel explores the unseen systems that make societies function. (World Building, Cedar)

J. Abram Barneck, Orson Scott Card, L. Palmer (M), Kent Scott

Saturday 6:00–6:45 pm

Building Your Novel Writing Tool Kit (Part 2)

(Continuation of part 1) In this interactive workshop, Bryan Young will guide you through building a tool kit of resources to help you get ready to embark on your novel, help you flesh out the world and characters, and leave you at the end with a tangible plan to move forward on your next book. Bring tools to write with—writing utensils, notebook, computer. (Writing, Zion)

Bryan Young

Design a Game in One Hour

In this game-show-style workshop, you'll race through timed rounds to build a playable game concept from market hook to pitching for production. Fuse Ron Edwards's G/N/S player theory with the "Nod, Niche, or Need" market lens and wrap it all into a lean Game Design Document you can shop to get your game produced. Expect bells, buzzers, sojourns to the far reaches of the magic circle, and peer-review checkpoints that turn theory into brilliant game play. You'll leave with a prototype outline, insight into the architecture of play,

and bragging rights for designing a game in under an hour! (Gaming, Maple)

Clint Johnson

How to Become a Beta Reader

Beta readers help a book become better by providing feedback. (Pro Dev, Elm)

C. A. Blooming, K.M. Davidson (M), Elesa Hagberg, M.A. Nichols, John M. Olsen, Jo Schneider

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, Oak)

Jennifer Virginia Mellen (M)

Songwriting Unlocked: Instant Music with Simple Theory

Music theory shouldn't slow you down—it should speed you up. In this energizing workshop, you'll discover how just a few key ideas about chord progressions and scale structure can unlock countless songwriting options. (TMA, Cedar)

Craig Nybo

The Wealth of Dragons

In worlds where fortunes can be measured in gold, credits, or enchanted relics, wealth can shape the plot of a story as much as any army! This presentation delves into how vast treasures, economic disparity, and coveted prizes drive societies and motivate heroes and villains alike within the frameworks of imaginative worlds. Come explore how the form that money takes in a world can effect kingdoms, galaxies, and narratives! (World Building, Amphitheater)

Max Florschutz

Writing Character Arcs That Truly Change the Soul

Memorable characters are the ones who break, then rise and fight to become someone different—or who tragically fail. We'll explore how to write character arcs that feel earned, unforgettable, and soul-stirring. Learn to craft meaningful transformation through the choices that define who they ultimately become. Whether you're writing heroes, antiheroes, or morally gray wanderers, this panel will help you craft journeys that resonate. (Writing, Juniper)

Celesta Rimington, Kaela Rivera, Taryn Skipper (M), Eric James Stone

Saturday 7:00 pm

Closing Ceremony

(Zion)

J. L. Mayne, Mike Bishop

Filking

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

Saturday 7:15pm

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)

Emily Goodwin

Acknowledgments

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

Gayle Hamblin Dowdle (poster art)
David Klein (program book cover art)
Dragon's Keep
Poppy Books and Gifts
Fat Daddy's Pizzeria
Writers of the Future staff
Jeremiah Clark and the rest of the Marriott Hotel staff
The spouses, roommates, family, etc., of the symposium committee
The many wonderful presenters and dedicated volunteers

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

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Anyone can join our staff! If you are interested in helping make the next symposium bigger and better, come to our first staff meeting for LTUE 45 on **Saturday, March 7, at 10 AM on our public Discord server** at <https://discord.gg/UTar7RWMnu>. Students are especially needed, from both UVU and BYU. Watch our Facebook page or Discord server announcements channel for more details.

