

Life, the Universe, & Everything 39

Guests of Honor

Alaya Dawn Johnson

Melinda M. Snodgrass

Kaitlund Zupanic

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

February 11–13, 2021
online

ltue.net



Watcher in the Mist © Kaitlund Zupanic;
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↑↑↑↑↑



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***and let me sweat
the small stuff***

Kelly Olsen, Realtor

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Letter from the Chair

Oh what a year it has been since we last came together! Neither of us ever thought we would start 2020 by throwing our hats in as Co-Chairs for the volunteer committee. And we, like the rest of the world, never expected the series of events that would become known simply as “2020” and that would continue into 2021.

It has been incredible seeing how everyone has come together to support each other in turbulent times. Our committee had to evolve quickly to adapt to the pandemic, shifting to virtual meetings and eventually moving our entire event online. It’s been inspiring to watch committee members step up to help as others were dealing with personal challenges. Many have taken on additional assignments and given many additional hours to ensure LTUE 2021 would be a success. It has been especially

rewarding to see the committee moving forward even as we, their Co-Chairs, were struggling with trials that kept us from leading in the way we wanted to.

Whether we are meeting much too close together in cramped hotel event rooms or much too far apart in virtual video channels, LTUE continues to be a place where creators and fans of speculative fiction can come together to take a break from the world and support, teach, and inspire one another in an event that is truly unlike any other. We look forward to seeing you all in person next year.

So long and thanks for all the fish!

Kira Nicole Harris and Renae Kingsley
LTUE 2021 Co-chairs

Symposium Committee

Co-Chairs: Kira Harris & Renae Kingsley

Assistant Chair: Ben Pistorius

Secretary: Michael Clark

Schedule Coordinator: Mike Bishop

Academics Track Head: Marny Parkin

Art Track Head: Renae Kingsley; Assistant: Sara Kingsley

Books Track Head: Ben Pistorius

Editing Track Head: Marny Parkin

Gaming Track Head: Andrew Owens

Professional Development Track Head: Micheal Johnson; Assistants:

Erika Kuta Marler, Joe Monson, Dave Doering

Theater & Media-Arts Track Head: Nick Mills; Assistants: Amanda

Rodriguez, Joe Ficklin

Worldbuilding Track Head: Alpheus Madsen

Writing Track Head: Stephan Fassmann; Assistant: Diana Parkin

Accessibility: Kira Harris

Anthology Managing Editor: Joe Monson

App: John Harris

Art Show Coordinators: Melissa Meibos, Luke Clement

Attendee Coordinator: Kira Harris

Blog Coordinator: Nick Mills

Creative Director: Jeff Jensen

Discord & OBS Coordinators: Diana Parkin, Deidre Logan

Filking: Joe Ficklin, Michael Clark

Film Festival Coordinator: Nick Mills

Guest Services Coordinator: Josh Mayne

Hospitality: Dave Doering

Marketing Coordinators: Jenna Allen, Newell Wright

Podcast Coordinator: Nate Edwards

Publications Coordinator: Marny Parkin

Recordings Coordinator: Jeff Jensen

Registration Coordinator: Mike Bishop

Social Media Coordinators: Jenna Allen, Jeff Jensen, Mike Bishop

Sponsorships Coordinator: Jeff Jensen

Trainings Coordinator: JJ Safley

Trustees: Dave Doering, Marny Parkin

Volunteer Coordinators: Diana Parkin, Deidre Logan

Website: Jeff Jensen, Michael Clark, John Harris, Joe Everard, Niki

Thornock, Ben Pistorius

YouTube: Jeff Jensen

Other Committee: Kate Jenkins, Sotia Jensen, Ben Meibos, David Meibos, Ashlin Awerkamp, Carolyn Nicita, Logan Kearsley, Kimberly Edwards, Wade Edwards

Special Thanks to Calvin Bishop for creating the scheduling database

Anyone can join our staff! Students are especially needed, from both UVU and BYU. If you are interested in helping make the next symposium bigger and better, come to our first staff meeting for LTUE 40 on **Saturday, February 26, at 10 am in the Discord server.**

General Information

Viewing Availability

Having a hard time picking your favorite class? Links to our daily streams will remain available to registered attendees until the end of March, after which many of our classes will be posted on YouTube. Some of our guests are offering proprietary information that will not be available later on our YouTube channel, so be sure to take advantage of the extra viewing time.

Equipment

You'll need to plan ahead to have a good internet connection and sound control (speakers, headset, etc.) to have the best experience with our virtual event.

App

Don't forget to download our app for quick easy access to the schedule and general information:

<https://play.google.com/store/apps/details?id=app.mydowntown.ltue>

<https://apps.apple.com/us/app/ltue-symposium/id1448187412>

Join Our Public Discord Server

We're using Discord to run our virtual event. Please download Discord and join our server a few days early so you can learn how to join sessions and can familiarize yourself with our server before classes start.

There you can find links to all our livestreams each morning of the conference. You can also chat with other attendees in dedicated channels, submit your questions for Q&As during sessions, and sign up for special events, such as Creator Chats and Game Demos. You can also get help and support through our q-and-a channel.

You can join our server using the link you received in your email.

Don't Miss These Special Events and Opportunities

Art Show

Our virtual art show is full of incredible art—and it's free and open to the public. You can find the link in Discord and on our website under the Participate menu the week of the conference.

Creator Chats

This is a great opportunity to chat with your favorite author, artist, gamer, etc. in a small group of people. Sign up is available on Discord on a first-come-first-serve basis.

Filking

Folk singing with a science fiction/fantasy slant. Bring your guitar, lute, lyrics, or simply your voice and join your fellow bards in making musical magic in this jolly sing-along. Filking will be held in the Jules Verne room each evening; the link will be available in our Discord server.

Film Festival

Join us in the Douglas Adams room on Thursday evening for a three-hour viewing of the best new science fiction and fantasy films from around the world. The link will be available in our Discord server.

Meetups

This year our meetups are going virtual. Check out the #writers-meetup, #artists-meetup, and #gaming-meetup channels in our Discord server to find like-minded individuals any time throughout the conference.

Please Note

Please review our Child Policy, Accessibility Policy, and Harassment Policy, located on our website at <http://ltue.net/policies/>. Also note how these have been implemented in our online environment this year by reviewing the Rules channel in Discord.

If You Have Trouble Connecting to Discord

For help downloading Discord, please refer to our how-to video: <https://youtu.be/HX7gwpP8u6w>

If you still need help after installing Discord and clicking on the Join Discord link in your email, contact us at contact@ltue.net.

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Guests of Honor

Alaya Dawn Johnson

Alaya Dawn Johnson was born in Washington, DC in 1982, the first of three children. Both sides of her family have extensive ties to the DC metropolitan area. Her maternal grandfather bought the family home in south-east DC in the 1930s and raised ten children there as one of the first generation of African American government employees.

Alaya attended high school at the National Cathedral School for girls and college at Columbia University, where she majored in East Asian Languages and Cultures. While studying abroad Japan, she hitchhiked throughout the southern islands and ended up in Naha, Okinawa. It was there that she was inspired to write her first published fantasy short story, "Shard of Glass," a meditation on history, legacy and race, placing US history in a more global context, that would prefigure the themes of her work in the coming decade.

In 2007 she published her first novel, *Racing the Dark*, with the Chicago-based small press Agate Books. She then sold a pair of urban fantasy novels set in roaring twenties New York City to a major house and dedicated herself full-time to writing.

A turning point in her career came with the publication of her debut YA novel, *The Summer Prince*, which was long listed for the National Book Award for Young People's Literature. Her most recent YA, *Love Is the Drug*, brought her deep speculative imagination and social commentary to the world of modern Washington, DC. The first was nominated for and the second won the prestigious Andre Norton Award for YA Science Fiction and Fantasy, awarded by the Science Fiction Writers of America. In the past decade, her award-winning short stories have appeared in many magazines and anthologies, including *Best American Science Fiction and Fantasy 2015*, *Feral Youth*, *Three Sides of a Heart*, and *Zombies vs. Unicorns*. Her Nebula-award winning short story "A Guide to the Fruits of Hawai'i" was published in the *Magazine of Fantasy & Science Fiction*.



Alaya has a degree in East Asian languages and cultures from Columbia University and received her master's degree with honors in Mesoamerican studies from the Universidad Nacional Autónoma de México. Her thesis explores fermented food and its ritual symbolism in pre-conquest Mexico. Alaya has made her home in Mexico City since 2014, where, with her new band Cananea, she's finally getting a chance to explore her creativity musically, writing and singing songs that are a mix of the personal and the unabashedly speculative, just like her fiction.

Her most recent novel, *Trouble the Saints*, was published by Tor in July 2020. Her short story collection *Reconstruction* is forthcoming from Small Beer Press in January 2021.

<http://www.alayadawnjohnson.com>

Melinda M. Snodgrass

Melinda Snodgrass is an incredibly talented writer. Widely known for her work on *Star Trek*, she and George R. R. Martin also cooked up the now twenty-eight-book Hugo-nominated *Wild Cards* series, a shared world anthology with a focus on the real impact of super heroes in our world.

Urged on by Martin, Melinda entered the world of Hollywood in 1989, writing a spec script "Measure of a Man," for *Star Trek: The Next Generation*. The script was nominated for the Writer's Guild Award for outstanding writing in a drama series. It has also been voted as one of the ten best *Star Trek* episodes from all the series.



She was on the writing staff for *The Outer Limits*, *Reasonable Doubts*, and *The Profiler*, to name only a few of the TV shows she's worked on. In addition, she scripted an adaptation of *Star Blazers* for Disney. She has written six pilots—one of which, *Star Command*, aired on the UPN network. She is also producing the *Wild Cards* TV movie.

Melinda grew up in New Mexico riding, shooting, swimming and fly fishing with the support and encouragement

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 came!

from her father. She also studied voice at the Conservatorium der Stadt Wien in Vienna, Austria. She graduated with a history degree (*magna cum laude*) and then earned her law degree. She practiced law for three years, first at Sandia National Laboratories and then at a corporate law firm. (She soon discovered that even though she loved the law, she wasn't terribly fond of lawyers.)

At the urging of fellow author Victor Milan, she decided to try writing. She never looked back. Her latest novel, *The Hidden World* (book 3 in the Imperials series), was released in December 2020. She won the 2019 Skylark Memorial Award.

In addition, she was the inspiration for the “dumb stick,” a vital tool for writers on *Star Trek: The Next Generation* and used for fomenting story ideation.

In her “spare” time, she is an accomplished horse woman, riding and showing her two horses: a stallion Venta de Brogan's and a buckskin Lusitano gelding Donhador, at the Grand Prix level in dressage.

<https://melindasnodgrass.com>

Kaitlund Zupanic

Kaitlund Zupanic never doubted what she would be when she grew up. She always wanted to be an artist. On school assignments, she would label herself as one even if it wasn't an option. She needed to explore her own fantasy worlds and create mythical creatures to live in them. The horses, chickens, dogs, cats, and many other animals she grew up with became her main inspiration, but her favorite creature to draw lived only in her imagination. Dragons took shape on countless pages.

Fantasy books, games, and movies fueled Kaitlund's love of dragons, and she decided she wanted to create them for the video game industry to see them live. She took all of the painting and illustration classes she could and achieved an AAS in animation in 2014. She primarily focused on anatomy and animals in fantasy illustration.

Shortly after graduation, she discovered that her love for animation and 3D modeling hadn't been as strong as her love for painting. In the fall of 2015, she took a fine



art illustration course with Howard Lyon. She honed her skills and branched out into oil painting. Using past and present masterwork painters as her new inspiration, she now hopes to make her fantastical ideas come to life in digital and traditional paintings.

<http://www.kaitlundzupanic.com>

Special Guests

Michaelbrent Collings

One of the most versatile writers around, Michaelbrent Collings is an international best seller, produced screenwriter, and is the only person ever to have been a finalist for a Dragon Award, Bram Stoker Award, RONE Award, and Whitney Award. While he is best known for horror (and is one of the most successful indie horror authors in the United States) he has also written best-selling thriller, fantasy, science fiction, mystery, humor, young adult, and middle grade works, and Western Romance.

<http://WrittenInsomnia.com>

Tom Durham

Tom is a writer, filmmaker, and Emmy-winning producer/director. His career spans many mediums—from commercials to reality TV to live shows to an upcoming sci-fi audio drama. Tom's indie feature film, *95ers*, was a favorite at festivals and among time travelers and secured international distribution. After having made numerous mistakes figuring out how to get paid to be creative, Tom is now the Chief Creative Officer of a rapidly expanding production studio with numerous intergalactic projects in development and production. Growing up, Tom moved around quite a bit, splitting time between Middle Earth, Tatooine, and the *Enterprise*.

<https://www.tomdurham.com>

Ravyn Evermore

Ravyn is a trans (she/her) content creator and influencer. She is the Creative Director for The Ravyn Evermore, a pro GM, TTRPG designer, VOA, and graphic artist. She has a passion for storytelling and creating spaces for marginalized groups, esp. LGBT+. She also runs Blackfeather Guild, a community for TTRPG fans on twitch.tv/ravvyn and Blackfeather.club. She has been a full-time content

creator for two years and has worked in executive management for thirteen years. Links at linktr.ee/theravvyn.

<http://TheRavynEvermore.com>

Jessica Day George

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

<http://www.jessicadaygeorge.com>

Kristy S. Gilbert

Kristy S. Gilbert has been editing and designing books and stories for over a decade. She graduated from Brigham Young University with a BA in English and a minor in editing; she went on to receive her MA in English emphasizing folklore and media studies. When not immersed in her clients' books, she teaches introduction to print publishing and advanced editing courses at BYU. She enjoys cooking, kayaking, and krav maga.

<http://looseleafep.com>

Troy Lambert

Troy Lambert is a freelance writer, author, editor, and publisher who has dreamed of writing books since he was a young boy. He wrote his first book, *George and the Giant Castle*, when he was six years old. After being told by teachers, counselors, and many people around him that writing was a great hobby but not a great way to make a living, Troy explored other money-making options.

After nearly three decades amassing a collection of name tags, hairnets, and various careers, he finally found the way to fulfill his dream of writing full-time and making a living at it. He currently has written over two dozen books including ghostwriting projects, is a freelance writer, content strategist, ghostwriter, publisher, and occasional editor.

Troy lives, works, and plays in Boise, Idaho, with his wife and a pack of very talented dogs who are occasionally enlisted to write blog posts and book blurbs. Learn more about his publishing work at www.mooneyandlambert.com.

<https://troylambertwrites.com>

Julie Wright

Julie Wright has written twenty-four novels and is a two-time winner of the Whitney award for best romance with her books *Cross My Heart* and *Lies Jane Austen Told Me* and is a Crown Heart recipient. Her book *Death Thieves* was a Whitney finalist. She loves writing, reading, traveling, hiking, playing with her kids, and watching her husband make dinner.

<https://juliewright.com>

Participant Bios

Nicholas P. Adams grew up in the small, rural town of Boring, Oregon, with his six brothers and sisters. Upon his escape, he studied pre-med to become a surgeon before realizing he doesn't handle being around sick people well. He then went on to receive his master's of architecture from the U of U and now designs buildings in the real world (and under his real name). He dreams of winning the Golden Pen from the Writers of the Future. So far, he has received five honorable mention awards from WotF. <http://www.nicholasadamswrites.com/>

C. M. Adler (Christine Nielson) I am a dark fantasy and thriller author. I have been published since 2012 in multiple genres and now have the experience of owning my own publishing company. Witches much? <http://queensandcrows.com>

David Afsharirad is a writer and editor living in Austin, Texas. <http://www.davidafsharirad.com>

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

Holli Anderson has a bachelor's degree in nursing and discovered her joy of writing during a very trying period in her life when escaping into make-believe saved her. Besides being an author, Holli is the chief editor of Immortal Works, a publishing company that strives to bring readers books that are appropriate for teens and intriguing to adults, publishing books of all fiction genres, middle grade through adult. <http://www.hollianderson.com/>

J. M. Anjewierden spends his days hawking others' books in his job for the Salt Lake County Library System. It's a job he loves, and being able to recommend good books is a big part of that. So is running a weekly Dungeons and Dragons game for the teens. He writes everything from *sf/f* to romantic suspense. He lives in Sandy, Utah, with his wife and their two small children. <https://www.amazon.com/J-M-Anjewierden/e/B071DG1X1L>

Kris Atkins writes fantasy stories for adults and laces them with characters with mental illness living extraordinary lives. She was diagnosed with bipolar II disorder in 2009 and has since become an advocate for banishing the stigma around mental illness. She has a BA in linguistics from Brigham Young University and an MFA in creative writing from Converse College. <https://krisatkinswrites.com/>

Shannon Babb is a professional STEM curriculum writer and scientist who enjoys writing disaster, historical, and disability fiction in her spare time. She works for Central Utah Water Conservancy District and is currently training for an all-women Antarctic Expedition.

Kenneth A. Baldwin loves stories you can sink your teeth into. He lives nestled under the Wasatch mountain range with his wife and dog. He writes historical fantasy. When he's not working on his next book, he can be found teaching story mechanics or sketch comedy writing. Baldwin teaches comedy writing at BYU and serves as the faculty advisor for the university's premiere sketch group Divine Comedy. He published his first novel, *The Crimson Inkwell*, early in 2019.

Kate Baray, also writing as Cate Lawley, is a full-time genre fiction writer and author of over twenty-five books. Her previous careers in business and law gave her the tools necessary to succeed as an indie, where the title *author* means being both a writer and a small business owner. <http://catelawley.com/cate-lawley/>

J. Abram Barneck writes science fiction and fantasy when he is not writing code. He has an undergrad degree in English creative writing and a master's in computer science. He has published two books in his urban fantasy series with the third on its way. He lives in Bluffdale, Utah, with his wife and four kids. J. Abram Barneck is an all thing technical when it comes to writing. He has coded programs to help create ebooks. He has presented on creating high-quality ebooks and on advanced find and replace. As well as publishing two novels, he lives poetry and has written over sixty poems, many in sonnet form. He once entered a writing contest he found out about at 8 pm and submitted at midnight, placing second with an unedited story. <https://jabrambarneck.com>

Bethany is a skilled, experienced, and versatile artist with nearly ten years' experience using digital media. She has worked in the animation/game industry as a character artist, prop artist, and an environment artist. Currently she teaches a combination of 2D and 3D courses at the Art Institute. <https://www.bethanysportfolio.com/>

Suzy Bills is an author, editor, and faculty member in the editing and publishing program at BYU. She's owned a writing and editing business for a decade, working with individuals and companies to publish everything from fiction to marketing materials. Her first book was published in 2018, and her second book will be published in 2021. She loves sharing her skills with others, whether

through teaching, mentoring, helping authors get their thoughts on paper, or fine-tuning their writing. <http://www.editingbysuzyyolasite.com>

Rebecca Bischoff is a writer, speech-language pathologist, history buff, and a casual sci-fi nerd. She has two published novels: a contemporary YA novel, *The French Impressionist*, and a spooky historical MG novel, *The Grave Digger*. A third novel, a humorous MG story titled *Hole in the Rock*, will be released by Immortal Works Publishing in 2021. Rebecca lives in Idaho with her family. <http://www.rebeccabischoffbooks.com>

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

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

Jay Boyce is the author of *A Touch of Power* series published with Mountaintale Press. She is an editor turned author who also spends her time working with deaf students at her local university. Has worked as an editor for fantasy and Gamelit novels as well as working with Chinese and Korean translating web novels, most notably on *The King's Avatar*. <http://www.jayboyce.com>

Natalie Brienne (Anderson) is an author, editor, graphic designer, illustrator, and imagination enthusiast. Her first book, *Constantine Capers: The Pennington Perplexity*, is coming out from Immortal Works in March 2021. <https://nataliebrienne.com>

John D. Brown is an indie and traditionally published author that writes action-packed novels with characters you want to cheer for in the thriller, epic fantasy, and science fiction genres. He currently lives with his wife and four daughters in the hinterlands of Utah, where one encounters much fresh air, many good-hearted ranchers, and the occasional wolf. <http://www.johndbrown.com/>

Beth Buck is the director of acquisitions at Immortal Works and the editor of the anthology *Of Fae and Fate: Lesser-known Fairy Tales, Retold*. <https://bethbuckauthor.wordpress.com>

D. J. (Dave) Butler has been a lawyer, a consultant, an editor, and a corporate trainer. He is published by Baen, Knopf, WordFire Press, and Immortal Works. He is a past winner of the AML Award for best novel and the

Whitney Award and recently won the Dragon Award. He likes to hang out in Utah with his novel-writing wife and their three children. <http://www.davidjohnbutler.com>

Justin Travis Call is a graduate of Harvard University and the author of *The Silent Gods* series (*Master of Sorrows*, *Master Artificer*). 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*. <https://justincall.com/>

J. Anne Campanile writes primarily romance with a side of horror/parody. She graduated with a bachelor's in business management from the University of Utah, where she gained valuable insight on the ways that human beings clash, connect, and collaborate with each other. <https://www.facebook.com/j.a.campanile>

Amy Michelle Carpenter is a developmental editor with Eschler Editing and a professional blogger. She's written hundreds of blogs and news articles for local and national companies. Her debut novel, *Becoming Human*, released in December 2020 from Immortal Works Press. <http://amymichellecarpenterwrites.com>

Blake Casselman is a comic book writer, screenwriter, film producer, and teacher. He graduated from the University of Utah with a bachelor's in film studies and later earned an MFA in education. He is the cowriter/cocreator of the graphic novel *Devil's Triangle* with Brian C. Hailes. He cowrote and produced the award-winning feature-length comedy *Adopting Trouble* (available for rental or purchase on Amazon Prime) and his short fiction has been published in a number of anthologies. <https://rarelegend.com/>

Kaylee Casutt has been nonstop writing since she was eleven and enjoys teaching classes to teenagers about the love of creativity. She not only loves the pen but also enjoys crafting, drawing, and acting out her characters and plot through stage combat and role play. She will do anything to make sure her characters and world building make a good story. <http://agreaterdestiny.weebly.com/>

Born and raised in Salt Lake City, **Ann Chamberlin** also spent big blocks of time as a child in Europe. Ann is the author of twenty published books, mostly historical novels, many set in the Middle East. She has also written many plays, including *Jihad*, which won the best off-off Broadway new play of 1996 and which also received a production in Bogota, Colombia, at a conference for theatre women for peace. <http://www.annchamberlin.com>

Quiana Chase has helped produce large-scale simulations put on by Heroic Youth, Simulations Week, and others. Her jobs include flight director at the Lion's Gate space center, an elementary school educator, and an acquisition editor for Q Branch Books. Her book, *My Brother Is Human*, was published by Drabatic Press. <http://www.quianachase.com>

A Tolkien fan for years, **Cindy Smith** has completed an MA in Tolkien and medieval studies from Signum University with a thesis on politics and Tolkien and is ready to talk about Tolkien, Beowulf, and children's and YA fantasy authors. <https://www.facebook.com/cynthia.smith.5494360>

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

Daniel Cureton considers himself an avant-garde poet and postmodern writer. His poetry exposes the deeper meanings of experiential living and his stories are idea platforms. He has previously been published in *Peculiar: A Queer Literary Journal*, *The Rocky Mountain Review*, *Trilithon: The Journal of the Ancient Order of Druids in America*, *A Shanghai Poetry Zine*, and *Enheduanna: A Pagan Literary Journal*, for which he is the editor. <http://www.danielcureton.com/about.html>

Els Curtis is the author of *Thrice-Cursed*, *Thrice-Blessed*, a middle-grade fantasy; "Trial in Name Only" a satir novella, and "Lenses," a graphic short story illustrated by H. A. England. She has a BA in English from USU. Although a new Indie writer, she has been writing since the sixth grade and has never gone anywhere without at least a notebook, a pen, a sketchbook, and three novels.

J. L. Curtis has two series, *The Grey Man* series—current fiction with cops vs. the cartel in South Texas—and *Rimworld*—a military science fiction series from the grunt's perspective. He's also published short stories and novellas in various genres. A retired naval flight officer, he spent twenty-plus years in the Navy, then worked as an engineer with a defense contractor for another twenty-plus years. He now lives North Texas and writes full time. <http://oldinfo.org>

C. Rae D'Arc has her bachelor's degree in English and has been occupationally involved in every stage of a book's life. As a writer, editor, retailer, reader, and reviewer, she has worked four part-time jobs at the same time. Thankfully, one of them actually paid her. She

published *Don't Date the Haunted* in October 2020, and her second book comes out in April 2021. <https://craedarc.wordpress.com/>

Ryan Decaria is the award-winning author of *We Shall Be Monsters*, a YA story of girls fighting mad scientists, which won the 2020 Silver Quill Award. He believes writing is a mad science, where imagination and skill fuse together to create the impossible. Read his ramblings at madsiencefiction.com. <https://madsiencefiction.com>

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

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

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Jared Quan is a writer/gamer/Twitch streamer. Including nonfiction writing for *Sports Illustrated* and Yahoo. Fiction/fantasy works include *Changing Wax*, *Last Outpost on Zombie Highway*, and award-winning *Prepped*. In leadership for the League of Utah Writers, Storymakers, CASWJ, EMAA, BWN, TEDxSaltLakeCity. He has received awards from the president of the United States, Utah State governor and Lt. governor. <http://www.jaredquan.com/>

J. D. Raisor is a best-selling author whose professional writing experience includes fantasy, science fiction, grant writing, and gaming.

Miranda Renae spent much of her childhood avoiding reading. Letters were nothing more than a jumbled mess. One day her dad gave her the novel he had just finished reading. It was full of suspense and horror like she'd only seen in movies—only so much better. From that day on she devoured the written word. No genre was safe. When Miranda isn't reading or writing, you can find her taking care of a pack of foster kittens or cuddling her two cats, Hettie and Courage the cowardly cat. <https://www.mirandarenae.com/>

Kaela Rivera was raised to believe in will-o-the-wisps and el chupacabra, but now she writes about them from her home in the Wild West. Her debut novel, *Cece Rios and the Desert of Souls*, comes out from Harper Children's on April 13, 2021. When she's not crafting stories, she's using her BA in English from BYU-I as an editor for a marketing company. <https://www.kaelarivera.com/>

Analise Rodriguez is currently studying anthropology at Utah Valley University and is a budding archaeologist who is training to be the next Lara Croft. When she's not excavating ancient ruins, you can find her back-packing abroad. <https://www.facebook.com/profile.php?id=1539016309>

Fascinated by magic since pinecones could be fireballs, **C. R. Rowenson** is a blogger and writing coach who studies magic building like others study oil painting. His prime directive is to help storytellers of all kinds of craft and repair the magic systems in their stories and you can visit crrowenson.com to witness, fuel, or join in his obsession. <https://crrowenson.com/>

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

Sarah E. Seeley is a fantasy, sci-fi, and horror author and an affiliate member of the Horror Writers Association. She has a MSc in paleobiology and paleolithic archaeology and loves exploring the science of human origins. <http://www.slithersofthought.com>

Jess Smart Smiley is an author/illustrator, creating family-friendly children's books, comics, and graphic novels. Jess regularly hosts workshops and presentations at schools, libraries, and bookstores, and loves to learn through pictures and stories.

Brennan "Talonos" Smith, an MS in CS with an emphasis in game design, helped found the BYU games program with his thesis adviser. He supported himself through that period making Minecraft modpacks on commission for the Technic team. In the past year, Brennan's group of friends formed a small game studio, Space Heater Games, which released its first game, *Final Winter*. He also self-published an anime-inspired romantic comedy novel called *Catgirl in the Pantry* under the pen name Scott Sinclair. <http://www.talonos.net>

Laya V. Smith is the author of *The Lumbermill*, a dark Noir thriller published by Black Rose Writing (September 2020). She has been published academically and is the coauthor of *Discovery English*, an internationally utilized, multimedia ESL textbook. Laya also works as an audiobook narrator and producer and has been involved with twenty-plus professional

Art Show and Artists Alley

The LTUE Art Show 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. To see their work, go through our online portal at ltue.net under the Participate menu. Remember to vote for your favorites!

The Artists Alley will return next year in person!

productions. She has experience with public speaking, video and audio recording, finishing and mastering, as well as author branding and marketing. <https://layavsmith.com/>

I'm Emily Martha Sorensen, and I write clean fantasy books that'll make you grin. My characters are quick on their feet, clever, and looking for a way to solve the problem before the villain wins. Sometimes they get a romantic interest. Sometimes they don't. Sometimes they just get to smack stupid people upside the head. I've been known to write about snarky heroines, fairy tales, and baby dragons in the 1920s. <http://www.emilymarthasorensen.com>

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

Morgan Steinagel is a digital marketer, filmmaker, and YouTube producer. Morgan has generated millions of views for his clients and produced content for industry leaders such as Homie, Operation Underground Railroad, One Voice Children's Choir, and Lindsey Stirling. <https://morgansfilms.com/>

Elizabeth Suggs is the owner of Editing Mee, a business that brings authors to market. She has also worked in marketing at Hen House Ventures, SoFi, and the League of Utah Writers. Elizabeth leads two different groups (one group in spec fiction and the other in romance) of writers through biweekly workshops on feedback and focused writing. She believes these meetings help writers understand themselves in the world and better prepare them for major publishers. Elizabeth has helped an author publish a children's book *Quincey's Questions* and headed a horror anthology *Collective Darkness*. In summer 2021, she

will have a fantasy anthology published *Collective Fantasy*. Both anthologies are primarily local authors. <https://www.editingmee.com/>

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

Scott E. Tarbet's speculative fiction stories have garnered multiple awards, critical acclaim, and entertained a burgeoning fanbase. He writes in several genres, including steampunk, fantasy, paranormal, techno-thriller, and historical fiction. <http://www.scotttarbet.timp.net>

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

Brad R. Torgersen recently won the Dragon Award presented by the famous DragonCon convention in Atlanta, Georgia. A science fiction writer at night, and Army Reserve chief warrant officer on weekends, Brad is a military veteran who writes science fiction stories for publishers such as Baen Books and magazines like *Analog Science Fiction & Fact*. Married for over twenty-five years, Brad lives in the Intermountain West. <http://www.bradrtorgersen.com/>

Christine Tyler is a sf/f author and artist. Her stories have (literally) taken her across the Sahara on the back of a camel, sky high on aerial silks, and aboard an eighteenth-century tall ship. Her fiction has been published in

Beneath Ceaseless Skies and *Podcastle*, and she is a graduate of the Odyssey Writing Workshop. <http://www.christinetyler.com/>

Joe Vasicek fell in love with science fiction and fantasy when he read *The Neverending Story* as a child. He is the author of more than twenty books, including *Genesis Earth*, *Gunslinger to the Stars*, *The Sword Keeper*, and the *Sons of the Starfarers* series. As a young man, he studied Arabic at Brigham Young University and traveled across the Middle East and the Caucasus Mountains. He lives in Utah with his wife, daughter, and two apple trees. <http://onelowerlight.com/writing>

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

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

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

Bruce F. Webster Specialist in large-scale IT projects (<http://bfwa.com>). Adjunct professor (CS) at BYU. Author/editor of published fiction. Trying to make IT work since 1974. <http://brucefwebster.com>

Robison Wells is the author of *Variant*, *Feedback*, *Blackout*, *Deadzone*, *Dark Energy*, and *Airships of Camelot*. *Variant* was a *Publishers Weekly* Best Book, a YALSA Quick Pick for Reluctant Readers, and a best seller. His latest

book, *The Warning*, was cowritten with James Patterson and was a *New York Times* best seller for five weeks. <http://www.robisonwells.com>

David J. West writes dark fantasy and weird westerns because the voices in his head won't quiet until someone else can hear them. He is a great fan of sword and sorcery, ghosts, and lost ruins, so of course he lives in Utah with his wife and children. http://www.twitter.com/David_JWest

Heike Westendorf is a German fantasy writer and professional translator. She's done translations of fantasy and science fiction stories, worked as a professional translator, and has been traditionally published in the German short story market. One of her short story translations won the German Marburg Award in 2019. Heike holds communications degrees from universities in the US and Spain. She lives in Germany.

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

Stanley Wheeler writes across several genres, including flintlock fantasy, noir detective, and western. He has written seven books, three of which are part of a flintlock fantasy series. He has developed several unpublished fantasy and historical games. He frequently interviews other fantasy authors on his blog.

Amy White is an ardent student of the Farmer System of Story Analysis; aka Cracking the Story Code. Amy is one the few instructors that teach Cracking the Story Code. A retired librarian, Amy puts her knowledge in children's literature and script analysis to good use as an impassioned Story Code instructor. Amy is the author of the hilarious and informative Amazon #1 new release *Dressing the Naked Hand*. Contact Amy via Second-Sight-Studio.com <https://www.second-sight-studio.com/>

Award winning author of urban fantasy and paranormal romance. Vampires, Greek gods, and a bit of freak-show fun for everyone. **Jenn Windrow** loves characters who have a pinch of spunk, a dash of attitude, and a large dollop of sex appeal. Top it all off with a huge heaping helping of snark, and you've got the ingredients for the kind of fast-paced stories she loves to read and write. <http://jennwindrow.com>

Brian Wiser is a producer of books, films, games, and events. Best known for the *Firefly* documentary *Done the Impossible*, he was an extra in Joss Whedon's *Serenity* and brought *Firefly* cast aboard his Browncoat Cruise convention. Brian is an Apple historian, designing and editing retro computer/gaming books at CallAPPLE.org. He has interviewed and worked with many luminaries. <https://www.callapple.org>

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

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

Bryan Young is an award-winning novelist, screenwriter, filmmaker, comics writer, and journalist and has written for *starwars.com*, *Star Wars Insider*, *Syfy/Film*, *Huffington Post*, and many others. His most recent works take place in the universes of *Robotech* and *Battle-Tech*. He teaches writing at conferences across the country and at the University of Utah's Continuing Education program. <http://www.swankmotron.com>

Though **Michael D. Young** grew up traveling the world with his military father, he now lives in Utah with his wife, Jen, and his two sons. He played for several years with the handbell choir Bells on Temple Square and is now a member of the Tabernacle Choir at Temple Square. He is the author of the novels in *The Canticle Kingdom* series, *The Last Archangel* series, the *Chess Quest* series and the *Penultimate Dawn* cycle (*The Hunger*) as well as the nonfiction work *The Song of the Righteous*. <https://www.amazon.com/Michael-Young/e/Boo3HCB8AE>

Listing of Events with Participants

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

Thursday, February 11, 2021

3:00 PM (Thurs.)

Cinematography and Lighting Basics: Lighting, Blocking and Filming Key Scenes

Make your films more startling and dramatic by using best practices and getting the right balance between these three elements of film making. (Theatre & Media Arts, M Shelley room)

Ann Chamberlin (M); Laya V. Smith; Morgan Steinagel; Brandon Ho; Robert Starling

Creator Chat with Tom Durham

An informal chat with one of our Special Guests. A small group of people will have an intimate discussion about whatever topics you want to discuss. All sessions will be held in a private chat room this year. Sign ups will be posted the morning of the chat. Space is limited to twelve; first come, first served. (Special event, J Verne room)

Tom Durham

Economic Systems in Game Design

When designing a game, figuring out the economics in the game system is an important step. Deciding what the important resources are in the game system determines many of the important decisions made while playing. What are the tips when designing this portion of your game system? (Gaming, G Gyax room)

John M. Olsen (M); Brennan "Talonos" Smith; Skye Larsen; Bruce F. Webster

Finding and Working with Alpha/Beta Readers

Alpha and beta readers put new eyes on a story for a fresh perspective. Learn about what it's like to work with them from those who have done so. (Editing, A McCaffrey room)

Charlie N. Holmberg; Max Florschutz; Els Curtis; Elizabeth Suggs (M); Julie Wright

The Future of Fantasy

What trends do we see now in fantasy that tell us where the genre is going? What trends in the past may affect where fantasy is going? (Books, U LeGuin room)

Rafael Hohmann; Joe Vasicek (M); Robert J Defendi; Alex Harrow; Jessica Day George; Alaya Dawn Johnson

How to Fake Reality

Costume and Cosplay: differences and similarities. How to convincingly fake reality and make it work for your real audience. (Art, J Christensen room)

V. J. O. Gardner (M); Analise Rodriguez

Illustrations: Just for Kids' Books?

Children's literature is rife with illustrations, from the cartoonish and surreal to whimsical and charming. Deluxe editions of many works include art, from maps to illustrations to in-world sketches. Even Brandon Sanderson's Stormlight Archive series has included in-world art from one of the main characters. Come for a discussion on the use of art beyond the book cover! (Professional Development, O Butler room)

Emily Martha Sorensen; Joe Monson (M); Rowan North

Plot-Structure Overview

Three-act, seven-act, hero's journey, etc. Which of the many plot structures does your story fit into? (Writing, CS Lewis room)

Mark Minson (M); Justin T. Call; Brandon Jones; Amy White; Christopher Husberg

4:00 PM (Thurs.)

The Adult Books of Roald Dahl

Roald Dahl is well known for his children's books, but his many adult books are less widely known. Come explore his works and what makes them great. (Books, U LeGuin room)

Richie Franklin (M); Jessica Day George; Natalie Brianne

Coffee, Tea, Me: The Culture of Drinking Coffee and Tea

Coffee and tea are common drinks throughout the world. Many places have ceremonies, rituals, and traditions, both formal and informal, that revolve around these drinks. What are these traditions, and how do they vary from time to place around the world? (Worldbuilding, D Adams room)

Kristy S. Gilbert; Christine Tyler; Newell Wright (M); Alaya Dawn Johnson

Making Time: Finding Refuge and Rest

From the most ancient days of mankind, we have recognized the necessity of rest, of peace,

for the flourishing of the body and mind. Even in normal times, it can be hard to find rest or relaxation, and the last year has been everything but normal. Learn from creators how they fight to find rest, relaxation, and refuge and avoid the pitfalls of burnout. (Professional Development, O Butler room)

Allison K. Hymas; Allie May; Brad R. Torgersen (M); Nicholas P. Adams; Ann Gimpel

Making Your Notebook/Sketchbook Work for You!

Getting the most out of a notebook or sketchbook to generate, cultivate, and understand your ideas for stories, worlds, characters, and more. (Art, J Christensen room)

Jess Smart Smiley

Pandemic! (or How Diseases Spread)

This is a rebroadcast of a panel from LTUE 2017. Panelists included: Daniel Friend, Erin Kearsley, Derick William Dalton, and Carrie Harris. (Worldbuilding, JRR Tolkien room)

Playtesting Board Games

Playtesting board games is a very important step in the development process. Getting good feedback is vital to ensure the playtest is effective in improving your game. What is the best way to ensure that the communications with your play testers are worthwhile? (Gaming, G Gyax room)

Justin T. Call; Skye Larsen; L. Palmer (M); Daniel R. Yocom

Sn*pe Kills D*** (To Kill or not to Kill a Main Character)**

When is killing a main character good/bad? (Writing, CS Lewis room)

V. J. O. Gardner; Rafael Hohmann; Devri Walls; Robert J Defendi; Drea Gryphon (M); Amy White

Who Does What: Agents, Editors, Copyeditors, Proofreaders

When you publish a book, you'll find lots of people dipping their hands into it. Come listen to professionals unravel the roles of all the different people who help put your book into the hands of readers. (Editing, A McCaffrey room)

Troy Lambert; Emma Heggem; Kenny Baldwin (M); Jim Minz; Julie Wright; Holli Anderson

5:00 PM (Thurs.)

A Coronavirus Debriefing: Evaluating Responses to COVID-19

After more than a year of dealing with COVID-19, we can look back and see what went wrong, what went right, and what we *still* don't know about what we should do. How can we use these different responses in fiction? (Worldbuilding, JRR Tolkien room)

Eric Swedin; Keith Haus (M); Donna Milakovic; J. Anne Campanile

The Dark Night of the Soul

Not the story beat, but your personal struggle of writing a movie script or a novel, and how to overcome self-doubt. (Theatre & Media Arts, M Shelley room)

Michaelbrent Collings; Lani Forbes; Brandon Ho (M)

Edgar Rice Burroughs: Early American Pulp Fiction

Burroughs is said to have inspired the likes of Jack Vance, Ray Bradbury, Arthur C. Clarke, Robert A. Heinlein, and Carl Sagan. Come explore how his works have inspired many of the authors we love. (Books, U LeGuin room)

Mari Murdock; Richie Franklin; Beth Buck (M); Jared Garrett

How Do You Know a Manuscript Is Ready for Editing?

For authors, how to know when to find a substantive editor and/or copyeditor. For editors, how to know when a manuscript is ready for you versus when it needs to go back to the author for another draft. (Editing, A McCafrey room)

C. M. Adler; C. H. Hung; Julie Wright; Brit-tany Passmore (M); Nic Nelson

Loving the Bad Boy/Girl: Villain Romances

Healthy versus unhealthy relationships, the hero and villain relationship, and relationships other than the hero and villain. (Writing, D Adams room)

Stan Crowe; Elizabeth Suggs; Jenn Windrow; Jessica Day George; Laya V. Smith (M); Mongo

Never, Never, Never Give Up

Everyone struggles with self-doubt in their writing career. Sometimes it's just small moments while you're writing, like when you're struggling to put words on the page because you're worrying that it's no good. Sometimes it's much bigger, like being crippled with a fear of failure or feeling like it's time to give up because you can't get your writing career off the ground no matter what you do. Come learn about how to overcome

that irritating inner critic and push through the frustration to find success in your writing career. (Writing, CS Lewis room)

M. A. Nichols

Optimizing for Google SEO

The first step to building an audience is getting your work in front of prospective fans. With a smartphone in almost every hand and electronic storefronts available in an instant, connecting with that audience is theoretically easier than ever . . . if you can find a way to get in the top search results for those would-be fans! While theoretical rivals such as Bing or Duck Duck Go exist in the search-engine space, Google remains the undisputed king. Come learn about optimizing your web presence for searchability! (Professional Development, O Butler room)

Troy Lambert

Roll for Game Design: Making Your Own TTRPG

Designing and testing TTRPG systems. (Gaming, G Gygas room)

Ravyn Evermore

A Theater of the Mind: Minifigs in Gaming

Enhancing gameplay and finding the right ogre for your team. How to collect and create minifigures that aren't just your favorite, but broaden your game board. (Art, J Christensen room)

Tom Lower; James Eck; D. J. Butler

6:00 PM (Thurs.)

Alaya Dawn Johnson Keynote

Come hear from our guest of honor! (Special event, D Adams room)

Alaya Dawn Johnson

7:00 PM (Thurs.)

A Beginner's Guide to Social-Media Marketing

An overview on the basics of leveraging social-media marketing. (Professional Development, O Butler room)

Alex Harrow

CIA Street Smarts for Women: Helping Women Avoid Abuse Using CIA Skills and Techniques

Join Brent Foley as he shares tips from his book "CIA Street Smarts for Women." Learn about recognizing a predator's ploys, knowing when women are vulnerable, using elicitation techniques to uncover a man's intentions, breaking up with someone in a safe manner, and more. (Writing, CS Lewis room)

Brent Foley

Copyediting for Immersive Worldbuilding

You've built a world for your story, but have you thought about how to present that world's elements on the page? Not all dragons must be Dragons, and imaginary worlds feel more real with internal consistency. Learn how to use capitalization, italics, and linguistic consistency to help immerse readers in your world the way your characters experience it. Then learn how to communicate your choices to any editors you work with on your book, whether you're self-publishing or using a traditional publisher. (Editing, A McCafrey room)

Kristy S. Gilbert

A Critical Introduction to Latter-day Saint Speculative Fiction

A survey of criticism and central texts to the literary history of Latter-day Saint science fiction and fantasy literature. This presentation serves as an introduction to the call for submissions to an edited collection of essays on Mormonism and SF for *SFRA Review* (<https://sfrareview.org/2020/08/11/51-3-cfp/>). (Academics, D Adams room)

Adam McLain

Dragons, Dragons, Dragons!!!

What about dragons? How effectively are they used to embody greed? How are they used to embody forces of nature? What other ways have dragons been used, either effectively or not? (Art, J Christensen room)

V. J. O. Gardner (M); Charlie Pulsipher; Kaitlind Zupanic; James A. Owen

Games with Historical Settings

Historical games can be especially tricky to design because accuracy to real-world situations is a concern. Concentrating too much on historical accuracy can also be a mistake, as it can create game-play situations that are too realistic for most players to enjoy. How do you balance historical accuracy with brutal realism? (Gaming, G Gygas room)

Cavan Helps; Ravyn Evermore; Keith Haus; Stanley Wheeler; Daniel R. Yocom (M)

The Plowshare and the Sword: Finding Balance between Soldiers and Farmers

It's difficult to win a war when you don't have enough soldiers on the battle field. However, it's difficult to supply those soldiers if you don't have enough farmers in THEIR fields, because they are off fighting wars! How does a ruler find the right balance between soldiers and farmers? (Worldbuilding, JRR Tolkien room)

Shannon Babb; Brandon Jones; Gordon E. Frye; Mongo (M); L. E. Modesitt Jr.

Screenwriting—Write What You Know: Unicorns and Dragons

This panel covers a tongue-in-cheek approach to screenwriting about what we *don't* know. “Write what you know” is a phrase often used, and misused. If we only write what we know, we would never write or have movies about unicorns and dragons. How to extrapolate what you know so you can apply it to what you don't know in a way that will make sense and be believable. (Theatre & Media Arts, M Shelley room)

Allen Johnson; Blake Casselman; Brandon Ho (M); Tom Durham; Melinda M. Snodgrass

8:00 PM (Thurs.)

All the Voices in Your Head: One Plot from Different Points of View

Different people can see very different things, even when they are looking at the exact same scene. Add insight to character and plot with another point of view. (Writing, CS Lewis room)

V. J. O. Gardner; Emma Heggem (M); Charlie Pulsipher; Devri Walls; J. Anne Campanile

Dungeon-Crawler Nostalgia

How did old games like Wizardry, The Bard's Tale, Gauntlet, and Dungeon Master influence later dungeon crawls? Join us as we remember some of the classics of PC and console gaming. (Gaming, G Gygax room)

James Eck; Robert J Defendi (M); Brennan “Talonos” Smith; Brian Wiser

Film Festival (2 hours)

(Theatre & Media Arts, D Adams room)

Garbage Collection: Cleaning Up Grammar and Punctuation

Cleaning up your manuscript involves a lot of picky details. When should grammar and punctuation be the focus? (Editing, A McCafrey room)

Kaela Rivera; Beth Buck; Chris Jones; Brittany Passmore (M)

How to Use Layers in Digital Art

The ups and downs of tastefully layering your digital art. (Art, J Christensen room)

Dan Haring

The Making of a Musical

Join Musician and Author Stephen Gashler as he shows you how to successfully create and produce a live musical. (Theatre & Media Arts, M Shelley room)

Stephen Gashler

Vampires across Fiction

From sparkly and romantic, to mysterious, seductive, and deadly. Vampires have had a wide array of depictions across fiction. Come

What's a Creator Chat?

A creator chat (previously known as a kaffeeklatsch) is an informal chat, generally around coffee or (in our case) cocoa (bring your own this year!). Sign up to have a conversation with some of our special guests. Space is limited; first come, first served. Sign up in the Jules Verne room on Discord.

Thursday

3:00 PM Tom Durham

Friday

10:00 AM Ravyn Evermore

11:00 AM Kaitlund Zupanic

5:00 PM Kristy S. Gilbert

Saturday

9:00 AM Troy Lambert

noon Kevin J. Anderson

3:00 PM Jessica Day George

5:00 PM Julie Wright

6:00 PM Melinda M. Snodgrass

7:00 PM Alaya Dawn Johnson

Creator Chats and Game Demos

All of the LTUE events in the Jules Verne room will be held in this section of the LTUE Discord server rather than in a livestream. These are informal sit-down chats in which you can talk directly with creators, and as such, attendance is limited.

To sign up for a slot in one of these exclusive events, please react to the following messages with the appropriate emoji for the event you're interested in. If any slots remain for that event, reacting will grant you access to the voice channel in which that event will occur, and it will appear within the Jules Verne Room category in the channels list. If an event is full, you will still be able to react, but the voice channel will not become available to you. The maximum capacity of each event is listed alongside their entries below.

Please note that which emojis are associated with each event may not display properly on the Mac version of Discord. If this is the case, and you would like to sign up for an event, please post in the #q-and-a channel to have a volunteer help you.

listen to experts discuss what sets these different depictions apart and what brings them together. (Books, U LeGuin room)

Michaelbrent Collings; Ann Gimpel (M); Christopher Husberg

What Publishers Want

When you're eager to get your work published, you may be tempted to send your manuscript to any and all publishers. But the reality is that publishers aren't interested in everything, regardless of the quality of the work that lands in front of them. Learn how to work smarter,

not harder, when submitting, to save yourself time and a flood of unnecessary rejection letters. (Professional Development, O Butler room)

Jim Minz

Wizard for Hire: Employment for Magical People

Wizards, witches, and other magic users almost certainly have useful abilities that can be of service to others. How do magic users make a living? (Worldbuilding, JRR Tolkien room)

Emily Martha Sorensen; Frank Morin (M); Quiana Chase; D. J. Butler

9:00 PM (Thurs.)

Filking

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

Friday, February 12, 2021

9:00 AM (Fri.)

The Briefs on Knickers: Underwear through the Ages

Underwear through the ages. Foundations matter. (Worldbuilding, JRR Tolkien room)

Nancy Frye

Creativity in Copy Work

Where does real creativity come from, what is it, what is it not, and how do I get some? (Art, J Christensen room)

Rowan North

How to Be Part of a Writing Group

You've found some writing buddies. Now what? Discover how to be a good reviewer and how to take feedback. Learn what your writing group should be doing for you and what you can do for it. (Editing, A McCaffrey room)

Michael F. Haspil; Allie May (M); Heike Westendorf; L.S. Johnson

Lovecraftian Horror

Horror is not always about gore and shock. Some horror focuses on cosmic, unknowable forces that are too large to combat. Let's explore the horror subgenre created, refined, and made famous by HP Lovecraft. (Books, U LeGuin room)

Ryan Decaria (M); Eric Swedin; Sarah E. Seeley; Stephen Gashler

Query Workshop (2 hours)

Come and learn all about querying, from writing your letter to selecting which agents to query. (Professional Development workshop, O Butler room)

D. J. Butler

We Are All Creative

Many feel that they are either dominantly left or right brained and hardwired for either logic OR emotion. For some reason, our society often links creativity to those who are dominantly the latter. It's a lie. Come learn what it means to be creative and how to embrace your best talents and abilities to be the most

creative version of yourself. (Professional Development, D Adams room)

Jonathan Bowen

10:00 AM (Fri.)

College Gaming and Clubs

Come learn what is unique about the college gaming experience, how to run a club, and what resources are available for students who are interested in gaming on their own campuses. (Gaming, G Gygas room)

Mari Murdock

Creator Chat with Ravyn Evermore

An informal chat with one of our Special Guests. A small group of people will have an intimate discussion about whatever topics you want to discuss. All sessions will be held in a private chat room this year. Sign ups will be posted the morning of the chat. Space is limited to twelve; first come, first served. (Special event, J Verne room)

Ravyn Evermore

Mashing Ideas Together

Pride and Prejudice and Zombies, Wagon-train to the Stars. Mashups are everything. (Writing, CS Lewis room)

Max Florschutz; Charlie Pulsipher; Donna Milakovic (M); L. Palmer; Russell Nohelty; C. Rae D'Arc

Maskmaker, Maskmaker, Make Me a Mask (and a Costume)

For stage plays, musicals, movies, D&D campaigns, or Halloween, your selection of colors, designs and fabrics tell a story. Learn how to design and make masks and awesome costumes (even if you don't sew). (Theatre & Media Arts, M Shelley room)

Bobbie Berendson W.; Heather B. Monson

Subverting Romance Tropes

Love triangles, off-again on-again relationships, and many other tropes are a mainstay of romance. What books and stories have subverted these tropes in a satisfying way and what made these stories possible? (Books, U LeGuin room)

Charlie N. Holmberg; Allie May; M. A. Nichols (M); Alex Harrow; Julie Wright

What Different Revision Drafts Are Supposed to Do

Developmental, character, line, and copy edits? What are they and what do they mean to the manuscript? (Editing, A McCaffrey room)

Kristy S. Gilbert; Kaela Rivera; Emma Heggem; Jessica Guernsey (M); Suzy Bills

What Lies in the Darkness?

What secrets await you in the night? What lies beyond the curtain? A discussion on how to convey fear with shadows in art. (Art, J Christensen room)

Michaelbrent Collings; Mike Lovins; Rowan North; Dan Haring

WWII Aircraft and Dogfighting

While aircraft made their first debut in WWI, the conditions for "dog fighting" on a massive scale seemed to peak in WWII. How were aircraft used in WWII, and what made their use different from most other wars? (Worldbuilding, JRR Tolkien room)

J. L. Curtis; Brad R. Torgersen; Laya V. Smith; Mongo (M); L. E. Modesitt Jr.

11:00 AM (Fri.)

Creating Characters/NPCs

Nonplayer characters are often the highlights of many games. They can also be examples of static and boring characters. How do you create memorable NPCs without having to painstakingly design each one? (Gaming, G Gygas room)

Quiana Chase; Brennan "Talonos" Smith (M); Tracy Hickman; Dylan Parker; Ben Pistorius

Creator Chat with Kaitlund Zupanic

An informal chat with one of our Guests of Honor. A small group of people will have an intimate discussion about whatever topics you want to discuss. All sessions will be held in a private chat room this year. Sign ups will be posted the morning of the chat. Space is limited to twelve; first come, first served. (Special event, J Verne room)

Kaitlund Zupanic

Digital Art with Dennis Dorrity (2 hours)

(Art workshop, J Christensen)

Dennis Dorrity

Get to the Good Stuff: How to Edit the Beginning

Let's face it: the beginning can determine whether your book gets accepted for publication or whether a reader finishes your book. Learn from professionals what it takes to make your beginning the best it can be. (Editing, A McCaffrey room)

Troy Lambert (M); Emma Heggem; Jessica Guernsey; Kris Atkins

Japanese Mythologies

An introduction to Japanese mythologies, their influence on culture, and how they can be used as inspiration for stories. (Worldbuilding, JRR Tolkien room)

Love Languages as Part of Character Design

How to use love languages as a shortcut. How to portray the love language of your characters and how they might hide it from other characters. (Writing, CS Lewis room)

Kenny Baldwin; C. Rae D'Arc; J. Anne Campanile (M); Julie Wright

Making the Most of Motiff: A Study in Hamilton

The *Hamilton* Broadway musical is a masterclass in writing. Focusing solely on Miranda's use of symbols, motifs and themes can help us tremendously in our own writing. Hamilton's rise up, not throwing away his shot, history's eyes, and running out of time are motifs used throughout. The symbols of Hamilton's changing coat, the bullet/death, and the gunshot each tells a story. (Books, U LeGuin room)

Ryan Decaria

Surprising, Creative, Moneymaking Careers in Film, TV, and Radio (2 hours)

Can you actually make money with your creative talents? Yes! Join Emmy-winning TV producer Tom Durham as he tells specific career path stories with practical value and answers your questions. He'll be joined by filmmaker Jeff Parkin and professional storyteller and radio personality Sam Payne. We'll discuss inroads to writing, producing, and directing in many fields of media production. (Theatre & Media Arts, D Adams room)

Tom Durham

Through a Lens, Darkly

How do we see what we see on film? While most people discuss resolutions and cameras, the lens is the silent hero that often goes unnoticed. (Theatre & Media Arts, M Shelley room)

Brandon Ho

You Are a Business

In choosing to sell your art, you have become an entrepreneur. You need to consider how you are handling taxes, whether or not to become an LLC, and what your marketing strategy is. Learn some of the things you need to consider as you navigate this vital step toward being able to live off your art. (Professional Development, O Butler room)

Michaelbrent Collings

Noon (Fri.)

A Beginner's Guide to Streaming

Twitch has become the premier streaming platform; not just for gamers but artists,

Thurs	M Shelley	O Butler	A McCaffrey	U LeGuin	G Gygax	J Christensen	JRR Tolkien	CS Lewis	D Adams	J Verne (Discord)
3 pm	Cinematography and Lighting Basics: Lighting, Blocking and Filming Key Scenes	Illustrations: Just for Kids' Books?	Finding and Working with Alpha/Beta Readers	The Future of Fantasy	Economic Systems in Game Design	How to Fake Reality		Plot-Structure Overview		Creator Chat with Tom Durham
4 pm		Making Time: Finding Refuge and Rest	Who Does What: Agents, Editors, Copyeditors, Proofreaders	The Adult Books of Roald Dahl	Playtesting Board Games	Making Your Notebook/Sketchbook Work for You!	Pandemic! (or How Diseases Spread)	Sn*pe Kills D***** (To Kill or not to Kill a Main Character)	Coffee, Tea, Me: The Culture of Drinking Coffee and Tea	
5 pm	The Dark Night of the Soul	Optimizing for Google SEO	How Do You Know a Manuscript Is Ready for Editing?	Edgar Rice Burroughs: Early American Pulp Fiction	Roll for Game Design: Making your own TTRPG	A Theater of the Mind: Minifigs in Gaming	A Coronavirus Debriefing: Evaluating Responses to COVID-19	Never, Never, Never Give Up	Loving the Bad Boy/Girl: Villain Romances	
6 pm									Alaya Dawn Johnson Keynote	
7 pm	Screenwriting—Write What You Know: Unicorns and Dragons	A Beginner's Guide to Social-Media Marketing	Copyediting for Immersive Worldbuilding		Games with Historical Settings	Dragons, Dragons, Dragons!!	The Plowshare and the Sword: Finding Balance between Soldiers and Farmers	CIA Street Smarts for Women: Helping Women Avoid Abuse Using CIA Skills and Techniques	A Critical Introduction to Latter-day Saint Speculative Fiction	
8 pm	The Making of a Musical	What Publishers Want	Garbage Collection: Cleaning Up Grammar and Punctuation	Vampires across Fiction	Dungeon-Crawler Nostalgia	How to Use Layers in Digital Art	Wizard for Hire: Employment for Magical People	All the Voices in Your Head: One Plot from Different Points of View	Film Festival (2-3 hours)	
9 pm										Filking

authors, and roleplaying professionals. Come learn the basics of the platform, what you need to get started, and how you can leverage a streaming platform to reach your audience, build a community of fans, and even network professionally. (Professional Development, O Butler room)

Ravyn Evermore

Living Where the Sun Don't Shine: Life in Caves, Spaceships, or Pluto

Caves, spaceships, undersea domes, and planets far from stars all have the same problem: they have no natural light source. How do settlers live in such dreary places? (Worldbuilding, JRR Tolkien room)

J. L. Curtis; Sarah E. Seeley; Shannon Babb (M); Nicholas P. Adams

Manga and Comics: Plunging into the Depths

There's such a plethora of graphic novels, comics, manga, and more that it's hard to know where to start. Get insights from the pros about which are the most compelling, experimental, and addicting graphic novels to plunge into. (Books, U LeGuin room)

Els Curtis; Mike Lovins; Mickey George (M); Dan Haring

Modifying Behaviors: Realistic, Respectful, Plot-Essential, Neurodiverse Character Behaviors

Do you find your characters falling into stereotypes or feeling two-dimensional? Do you want to write "the other" but don't want to offend anyone? Come learn how to make realistic characters, while respecting others' differences. (Editing, A McCaffrey room)

Allie May (M); Alex Harrow; Rebecca Bischoff; J. Anne Campanile; Kris Atkins

The Power of Sight and Sound

Film is a unique medium that utilizes images and sound to tell a story. Learn about the power of sight and sound as a film creator, film lover, or a novelist wanting to adapt your story to a different medium. (Theatre & Media Arts, M Shelley room)

Megan Lloyd; Ann Chamberlin; Laya V. Smith (M); Melinda M. Snodgrass

Tips and Tricks for Dungeon Masters

Dungeon Mastering is a daunting task that can be made a lot more manageable with good advice from experts. Come learn tips and tricks to help both new and old dungeon masters. (Gaming, G Gyax room)

Jess Lindsay; James Eck; Robert J Defendi; J. M. Anjewierden; Daniel R. Yocom (M)

Using the Protagonist's Parents as Real Characters That Matter

Having dead parents does things to a character, but it is an old trope. Mix it up with alive, active parents. (Writing, CS Lewis room)

Kaylee Casutt; V. J. O. Gardner (M); Allison K. Hymas; Charlie Pulsipher; Ariadne Kane; J. Abram Barneck

1:00 PM (Fri.)

Disability—Physical vs. Mental vs. Emotional

Characters don't have to be blind or in a wheelchair to be disabled. (Writing, CS Lewis room)

Robin Glassey; Rafael Hohmann; Robison Wells (M); Devri Walls; J. Abram Barneck; Shannon Babb

Guerrillas in the Midst: Fighting Urban Wars

One modern technique for fighting a war is to blend in with civilians and fight from city buildings. How are these wars conducted? What are the greatest challenges of fighting such wars, and how are these challenges addressed? (Worldbuilding, JRR Tolkien room)

Eric Swedin; Keith Haus; Ann Chamberlin (M); Gordon E. Frye; Mongo

Horror: The Great Morality Tales

From its beginning, the horror genre has often been used as a guide for morality, indicating dire consequences for some actions. Yet some argue that this is an outdated form of horror. A discussion about the good, the bad, and the ugly, concerning the use of horror as morality tale. (Books, U LeGuin room)

Kristy S. Gilbert; Michaelbrent Collings; Peter Orullian; Courtney Alameda; Laya V. Smith (M)

More Immersive Storytelling in RPGs

RPGs are ultimately a story-based genre; however, they can easily fall into clichés and tropes with shallow characters. How do you make a story that, while familiar, is new enough to keep the players interested? (Gaming, G Gyax room)

Kaylee Casutt (M); Quiana Chase; Bethany Krupiarz; Tracy Hickman; Dylan Parker

Round Table: Streaming

Streaming veterans from diverse backgrounds come together to discuss the medium, their experiences—good and bad—and give advice to would-be streamers. (Professional Development, O Butler room)

Ravyn Evermore; Kuta Marler; Rowan North (M)

Twilight Tales Anthology Release

Come join us for the launch party of the LTUE 2021 benefit anthology, *Twilight Tales*. Meet the authors, editors, and cover artist. Proceeds go to support student memberships at LTUE. (Special event, D Adams room)

Emily Martha Sorensen; Joe Monson (M); Joe Vasicek; Scott R. Parkin; D. J. Butler; Bobbie Berendson W.; David J. West

Walden Media (On a Film and a Prayer): Lessons from the Founders

Michael Flaherty says Hollywood is no longer the center of the entertainment industry. The exclusive production and marketing of great films in Hollywood has ended. Some of them will be produced and marketed from Provo! Come learn how you can participate. (Theatre & Media Arts, M Shelley room)

Richie Franklin; Robert Starling (M); Traci Hainsworth; Stephen Gashler

Writing and Editing Software: Scrivener vs. Ulysses vs. Microsoft Word vs. Google Docs and More

A review of the latest writing tools, apps, and websites. (Editing, A McCaffrey room)

John M. Olsen; L. Palmer (M); Chris Jones; Christopher Husberg

2:00 PM (Fri.)

Kaitlund Zupanic Keynote

Come hear from our guest of honor! (Special event, D Adams room)

Kaitlund Zupanic

3:00 PM (Fri.)

Body Language 101

How to tell a graphical story with nonverbal cues—using effective facial expressions, posture, and gesturing for your character growth and dialogue. (Art, J Christensen room)

Megan Lloyd; Shannon Babb; Mickey George (M); Dan Haring

Character Studies: Rogues, Smugglers, and Other Morally Grey Characters. Why Are They So Attractive?

Morally grey characters are often very attractive. Why and how to use them best. (Writing, CS Lewis room)

Troy Lambert; Johnny Worthen; Ariadne Kane; Robert J Defendi (M); Drea Gryphon; Brandon Jones

Choose Your Audience: How to Build a Game for a Specific Age Group

Choosing an audience can greatly affect many different game-design choices. One of the major audience considerations is the age

group targeted by your game. What considerations should be taken into account when designing a game for a specific age group? (Gaming, G Gygas room)

Mari Murdock; James Eck; Brennan "Talonos" Smith (M); J. D. Raisor

I Love to Hate You! Welcome to the Crucible

In movies, stage plays, books, and even songs, one of the strongest ways of hooking your audience is through tension and conflict, but it cannot be over the top or feel contrived. Join us to learn how to right-size your crucible. (Theatre & Media Arts, M Shelley room)

Scott E. Tarbet; Quiana Chase (M); Ann Chamberlin

Mental Health and Creativity

The tortured or mad artist is an enduring stereotype and stock character in popular media and the public consciousness. This all-too-familiar trope can normalize or obscure the fact that creators of all stripes often grapple with real mental-health issues. This roundtable will be a candid discussion about the very-real yet often-ignored struggles that creators experience, how mental health can affect creative work, and ways in which artists and those close to them can work toward better mental health overall. (Professional Development, O Butler room)

Robin Glassey; Lani Forbes; Robison Wells; C. R. Rowenson

Science Fiction: The Lines between Hard and Soft

Science fiction seems to have its own split between hard and soft. We discuss the possible lines between these and how they differ. Is one better than the other? Come find out. (Books, U LeGuin room)

Emily Martha Sorensen; J. L. Curtis; Jason Fuesting; Charlie Pulsipher (M); Sarah E. Seeley; Melinda M. Snodgrass

So Let It Be Written: Contract Law and Society

Since Babylonian times, contracts have been an important tool for enforcing agreements between parties; a tool so powerful, that it's even used as the basis for magic systems and computer languages. How did contract law come to be, and how does it continue to influence societies? (Worldbuilding, JRR Tolkien room)

Kristy S. Gilbert; L. Palmer; Kenny Baldwin (M); Stanley Wheeler; J. Anne Campanile

So You Want to Be an Editor?

What does it take to make a living as an editor? Learn how to find work, create a brand,

and manage your editing business. (Editing, A McCaffrey room)

C. M. Adler; Suzy Bills (M); Brittany Passmore; Nic Nelson; Daniel Cureton

4:00 PM (Fri.)

An Advanced Guide to Streaming

For you, begun the Streaming Wars, have. But victory is not yet within your grasp, as setting up a Twitch channel and streaming do not automatically garner an audience or sponsors or publicity. Come and learn, you must, in this deep dive into streaming. (Professional Development, O Butler room)

Ravyn Evermore

Building a World With the Arium RPG System (2 hours)

Come build a world with the developers of the new Arium RPG system. (Gaming workshop, G Gygas room)

William L. Munn; Natasha Ence; Andrew Gerken; JJ Safley (M)

Foreseeing the Success (or Failure) of Amazon's Lord of the Rings (A-LOTR) Series

Professional screenwriters and filmmakers discuss what could make A-LOTR a great hit, or what could cause it to be DOA. Some of the panelists have worked directly with showrunner J. D. Payne. Others have been on panels with him. Come as questions! (Theatre & Media Arts, M Shelley room)

Paul Kearney; Blake Casselman (M); Cindy Smith; Dan Haring; Traci Hainsworth

Guest of Honor Interview:

Alaya Dawn Johnson

(Special event, D Adams room)

Renae Kingsley (M); Alaya Dawn Johnson

Hard Pass: Making Passes for Sensory, Emotional, and Relationship Dynamics

Explore methods of editing your story, focusing on specific dynamics to add depth and realism. (Editing, A McCaffrey room)

Allie May; Lani Forbes; Emma Heggem (M); Peter Orullian; J. Abram Barneck

I Never Saw It Coming: The Plot Twist

A twist shouldn't come completely out of nowhere. You are not competing with your readers; the proper setup means they figure it out just before you reveal it. (Writing, CS Lewis room)

Allison K. Hymas; Frank Morin; Donna Milakovic (M); Kenny Baldwin; Stanley Wheeler

Stealing from Many: How to Find Art and Create a Library of Inspiration

Art is everywhere and it should be a positive influence and reference for your work. Hear

techniques on how to save, photograph, and catalog inspirational art forms using a variety of digital tools. (Art, J Christensen room)

Bethany Krupiarz; Bobbie Berendson W. (M)

When the Sugar Hits the Fan: Meet the Preppers!

While it's easy to take a functioning society for granted, there are those among us who prepare for disaster when things are going well. Who are these people, and why are they so fearful of disasters? (Worldbuilding, JRR Tolkien room)

Emily Martha Sorensen; Nancy Frye; Beth Buck (M); Jared Garrett

5:00 PM (Fri.)

Build Yourself Up with Your Artwork

Learn from a professional artist how to gain confidence in your skill sets and unique capabilities. (Art, J Christensen room)

Kaitlund Zupanic

Creator Chat with Kristy S. Gilbert

An informal chat with one of our Special Guests. A small group of people will have an intimate discussion about whatever topics you want to discuss. All sessions will be held in a private chat room this year. Sign ups will be posted the morning of the chat. Space is limited to twelve; first come, first served. (Special event, J Verne room)

Kristy S. Gilbert

Don't Give Up: The "Story" That Only You Can Tell

Making it as a screenwriter, novelist, songwriter, or artist is not the easiest path in life; but you have stories, art, and music that only you can create. Don't give up too soon. Often we quit, just before we make the breakthrough. Our panelists will talk about their roadblocks and how they broke through. (Theatre & Media Arts, M Shelley room)

Jared Quan; Mark Minson; Allie May (M); Lani Forbes; Troy Lambert; Charlie Pulsipher; Rowan North

Losing My Religion: Realistic Portrayals of Crises of Faith

Every person has fundamental beliefs about the world, and sometimes those beliefs are challenged. What makes facing these challenges so difficult? How does facing such challenges change a person? (Worldbuilding, JRR Tolkien room)

Dr. John K. Lundwall (M); Michaelbrent Collings; Sarah E. Seeley; J. M. Anjewierden; Ben Pistorius

Tolkien and Beowulf Discussion

How did *Beowulf* influence *Lord of the Rings*? What is Tolkien's relationship with *Beowulf*? How has this story impacted his work? (Books, U LeGuin room)

Cindy Smith; Micheal Boudreaux

Writing a Role-Playing Game

Games need instructions, lore/backstory, and examples so people can get started quickly and play effectively. (Writing, CS Lewis room)

Mari Murdock; Ravyn Evermore (M); Mason Wheeler; Tracy Hickman; J. D. Raiser

Yep: Tips for Revising Dialogue to Sound Natural

Creating it is a challenge, and editing can make it better. Come discover what makes good dialogue and how to improve yours. (Editing, A McCaffrey room)

Emma Heggem; Kenny Baldwin; J. Anne Campanile (M); Julie Wright; Stephen Gashler

6:00 PM (Fri.)

Baen Roadshow (2 hours)

(Special event, D Adams room)

Jim Minz

Creating Game Settings

Settings are a highly important part of any game; however, it is easy to get too invested in developing these settings and creating unnecessary details. How do you know when you have developed enough details for your world, and how much of this detail do players need to know? (Gaming, G Gyax room)

C. R. Rowenson (M); Daniel R. Yocom; Dylan Parker; Rowan North

The Field of Life and Death

Writing about nuclear weapons, strategy, and effects. (Worldbuilding, JRR Tolkien room)

Bruce F. Webster

How to Write Sales Copy

Whether they are perusing in a book store or browsing online, you have two main ways to connect with your audience: a striking cover and the short text that describes what lies within your work. Some publishers allow authors to write the back copy, while others have their own internal team member produce it—someone who often hasn't read half, much less all, of the work! Come learn from a publishing insider what makes good copy, so you can use your own copy as a self-published author or offer a well-written version to your publisher. (Professional Development, O Butler room)

David Afsharirad

Perfect Series Plotting to Prevent Stalls and Burnout (2 hours)

Plotting a Series from start to finish: Plotting a series can be tricky, from tracking characters to an ongoing "B" story, to keeping things fresh. We'll actually use various tools like mind mapping, Plottr or Excel, and other outlining ideas to talk about the big picture. Authors would be encouraged to bring series ideas, and work through them in the class, to leave with a fleshed-out series plot. (Writing, CS Lewis room)

Troy Lambert

Toiling in Obscurity (The Ten-Year Overnight Success)

Having talent isn't enough. As an emerging creator, you must learn how to develop a "marketable" portfolio, make professional contacts, and market your work to make it pay. (Theatre & Media Arts, M Shelley room)

Emily Martha Sorensen; Megan Lloyd; Peter Orullian; L. Palmer; Amy Michelle Carpenter (M); Jared Garrett; Stephen Gashler

What *Blade Runner 2049* Can Teach Us about Christ

This paper examines K and Dr. Ana Stelline as Christ figures as well as the symbolic nature of other relevant characters. It also shows how sf and religious studies can be intertwined. (Academics, A McCaffrey room)

Kassandra Schreiber

Your Favorite Author Recommends

Have you ever wondered what books your favorite authors are reading? Come find out their recommendations and learn what inspires the works you love. (Books, U LeGuin room)

Charlie N. Holmberg; Sarah E. Seeley; M. Todd Gallowglas; Jessica Day George; Holli Anderson (M); Alaya Dawn Johnson

7:00 PM (Fri.)

The Author-Entrepreneur

Come learn about the business side of being a creator! (Professional Development, O Butler room)

Mariah K. Porter

Editing Poetry

Poetry, like all writing, can benefit from feedback, but would you edit it like you would a novel? Come learn and practice the basics of editing poetry. (Editing, A McCaffrey room)

Michael D. Young; M. Todd Gallowglas; L. Palmer (M); Daniel Cureton

Miner Concerns: The Art of Extracting Resources from Rock

Mining has been fundamental for centuries for getting the fuel and materials needed to

build cities and equip armies. When did mining start, and how have mines evolved over the centuries with the discovery of new materials? (Worldbuilding, JRR Tolkien room)

Scott E. Tarbet (M); Sarah E. Seeley; Shannon Babb

Movies from Herbert to Heinlein (and More)

Come join a discussion about the many great movies (and some not so great) made from best-selling books. Discuss the various spin-offs, from *Dune* (and the *Dune 2020* reboot) to *Starship Troopers*, and *A Quiet Place to Zero Dark Thirty*. (Theatre & Media Arts, M Shelley room)

Eric Swedin (M); Jessica Day George; Robert Starling

Reading for Your Health

Reading fiction can be a rewarding and fulfilling experience. It can help us come to terms with things in our life as we go through the world. What books can most help with this? What strategies can we use when we are reading for our health? (Books, U LeGuin room)

Jared Garrett

8:00 PM (Fri.)

Cracking the Amazon Algorithm

Amazon's Kindle platform is the dominant ebook store in the United States. Leveraging features such as keywords and the proper cover for your work can help ensure that the arcane Amazon Algorithm puts your book in the recommendations for folk likely to buy it. Come learn what tools you have at your disposal to successfully publish on the Kindle platform. (Professional Development, O Butler room)

David J. West

Game Demo: Tattered Tales

Tattered Tales is a game that requires players to compete as teams to create stories using a collection of random items to solve a problem. Join to play with the designers on Tabletopia. There will be three concurrent sessions, limited to eight players each. (Gaming, J Verne room)

Kyle Pierson, Bryce Pierson, Darin Pierson

Macrame Me to Heaven

Artistic hobbies that can bring you back to earth when your muse needs to rest. (Art, J Christensen room)

Robison Wells; Ariadne Kane (M); Jessica Day George; Beth Buck

Quicksand Writing

Life has a way of coming at us hard and with the most unexpected things. It creates a quicksand sensation—can't seem to move,

In Memoriam

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



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

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

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



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

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

overwhelmed by everything going on, even a sense of panic over what needs to happen in our lives, not to mention our writing careers. Learn the things I have used to create clarity in the midst of emergency surgery of children, cancer in a parent, waiting for a child to get a heart transplant, having a school call the police on your 2nd grade son for tipping over a desk and more. (Writing, CS Lewis room)

Jared Quan

Worldweaving: Integrating Worldbuilding in Your Story

Have your passages ever been dubbed "info dumps"? Learn what makes an info dump and explore strategies for avoiding or fixing them. Discover how to introduce your world smoothly and naturally. (Editing, A McCaffrey room)

Max Florschutz; M. K. Hutchins; Devri Walls; Laya V. Smith (M)

Writing and Performing Filk and Fun Music with Dave Butler

Join us for some fun music and filking with D. J. Butler. (Theatre & Media Arts, M Shelley room)

D. J. Butler

9:00 PM (Fri.)

Filking

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

Saturday, February 13, 2021

9:00 AM (Sat.)

An Advanced Guide to Self-Publishing

(2 hours)

Geared toward those who have already begun their self-publishing journey and want to progress to the next level. (Professional Development, O Butler room)

Michaelbrent Collings

Conflict, Tension, and Opposition:

The String That Keeps the Kite Flying

Every hero needs strong opponents (whether human, natural, or mechanical) as a source of challenge and testing. Discuss how opposition differs in written and visual fiction. (Theatre & Media Arts, M Shelley room)

Lani Forbes; L. Palmer (M); Amy White

Creator Chat with Troy Lambert

An informal chat with one of our Special Guests. A small group of people will have an intimate discussion about whatever topics you want to discuss. All sessions will be held in a private chat room this year. Sign ups will be posted the morning of the chat. Space is limited to twelve; first come, first served. (Special event, J Verne room)

Troy Lambert

Hairspray: Hair in Art, Film & Literature

Hair through the ages. How and why we wore it the way we did, and what hair can say about a character. (Art, J Christensen room)

Nancy Frye

Intercultural Literacy

All cultures and civilizations exist to solve the problems of Maslow's Hierarchy, but they approach those problems in different ways. (Writing, CS Lewis room)

Max Florschutz; C. H. Hung; Amanda G.; Analise Rodriguez; Alaya Dawn Johnson

Knight and Day: Examining Myths, Misconceptions, and Mistakes of Medieval and Renaissance Weapons and Armor

A revealing look at some of the more common myths, mistakes and misconceptions regarding weapons and armor in the Medieval and Renaissance time period. (Worldbuilding, JRR Tolkien room)

Allen Johnson

Switching Hats: Techniques for Moving between Creator Mode and Editor Mode

Tips and tricks for editing your own work. (Editing, A McCaffrey room)

C. M. Adler; M. A. Nichols; Els Curtis; Rosalyn Eves; Kris Atkins (M)

Watching Movies To Make You a Better Writer

How to watch movies in order to become a better writer. (Books, U LeGuin room)

Bryan Young

10:00 AM (Sat.)

Beyond Podcasting: VidCasting for Creators and Creating Your Own Channel

Why do a vidcast instead of a podcast? What are the benefits? What are the challenges?

How will it help you grow your audience and publicize your “product”? Why not have your own channel? (Theatre & Media Arts, M Shelley room)

Jared Quan; Ravyn Evermore; Stephen Gashler (M)

Dressed to Kill: Women’s Clothing in Combat Scenarios

Women’s clothing in combat scenarios—how to use it in a story, how to dress your female characters who are involved in combat, how practical considerations affect costume design, and historical/real-world examples of women in combat. (Worldbuilding, JRR Tolkien room)

Emma Preston

The Evolution of Science Fiction

Where did science fiction begin and how has it evolved to get to this point? Science fiction has a great past and a wonderful future. Come explore what it is and what it will become. (Books, U LeGuin room)

Johnny Worthen (M); Eric Swedin; Brad R. Torgersen; Sarah E. Seeley; Beth Buck

How to Be an Alpha or Beta Reader and Not Alienate Friends

In this panel, learn how to become a helpful alpha or beta reader and avoid reader pitfalls and no-nos. (Editing, A McCaffrey room)

M. A. Nichols; C. H. Hung (M); Kenny Baldwin; Benjamin K. Hewett; Laya V. Smith

Not Your Sassy Gay Friend: How to Write Queer Characters beyond Stereotypes

Representation matters. More importantly *good* representation matters, while bad representation can be incredibly harmful and damaging to an already marginalized audience. From the “sassy gay friend” to “the tragic gay doomed to forever be alone,” the media has been full of harmful LGBTQ+ stereotypes that are incredibly harmful to queer and straight audiences alike. This presentation will un-box the do’s and don’ts when it comes to queer representation (including whether you should use the word “queer” when you yourself aren’t) and point to ways of better, more nuanced LGBTQ+ representation in fiction and media. (Writing, CS Lewis room)

Alex Harrow

Religion in Brandon Sanderson’s Works

Religion often plays a major role in the Cosmere books and motivates how characters live. Join us for a discussion about how Brandon treats religion and how it affects his stories. (Books, U LeGuin room)

Stan Crowe; Michael D. Young; Christine Tyler; Brittany Passmore; Dylan Parker (M)

Why People Play Games: The Psychology of Fun and Play.

Whether rough-and-tumble play-fighting or playing house, or tossing dice and playing cards, or simulating combat on boards and in computers, people like to play games. But why? How do games develop our minds and refine our thoughts? (Gaming, G Gyax room)

J.R. Johansson; Stanley Wheeler; Scarlett Doc; Heather B. Monson (M)

11:00 AM (Sat.)

Building Multidimensional Characters Using Talents/Strengths (2 hours)

Building characters with dimensions based on understanding natural talents and strengths. Looking at thirty-four different categories of viewpoints and how they manifest in different personalities, we will build character sheets and find resources for how these Talents can be researched at any time in the future if you are needing inspiration for a new character. Taught by a certified Strengths Coach. (Writing workshop, CS Lewis room)

Donna Milakovic

Dangerous “Child’s Play” in Successful Movies

Why do the war games in Maze Runner, Hunger Games, Ender’s Game, and such have so much appeal? How can putting your characters in great peril benefit your script or story? (Theatre & Media Arts, M Shelley room)

Allie May; L. Palmer (M); Blake Casselman; Jared Garrett; Morgan Steinagel

Developmental Editors

What they do, how to find them, and when to use them. (Editing, A McCaffrey room)

Kristy S. Gilbert; Emma Heggem; Amy Michelle Carpenter; Brittany Passmore (M); Nic Nelson

Guest of Honor Interview: Kaitlund Zupanic

(Special event, J Christensen room)

Kaitlund Zupanic; Renae Kingsley (M)

On-screen: Finding Community Online

The world has become increasingly connected via the internet. This last year saw the tools we use to connect proliferate and improve, out of necessity. While face-to-face collaboration is still the preference for many, tools such as Discord, Zoom, and Hangouts have allowed creators to come together from across countries and continents. Learn about how creators have leveraged these tools to find community and collaboration online. (Professional Development, O Butler room)

Brennen Hankins; Shannon Babb; Heike Westendorf; David Afsharirad (M)

The Paradox of Water and Diamonds: Why Rare Things are Valuable

Ah, the classic economics paradox: water is necessary for survival, and diamonds are merely pretty, yet water is cheap and diamonds are expensive. The idea of “marginal utility” has been developed to explain this disparity. What is marginal utility, and how does understanding it help to create better worlds? (Worldbuilding, JRR Tolkien room)

Jason Fuesting; Art Scheel; Scott R. Parkin; Analise Rodriguez; L. E. Modesitt Jr. (M)

What the Ice Wizard Taught Me

What I learned about storytelling when an unknown person hacked into a normal Minecraft server and threw us into the middle of an epic narrative of gods, power, and loss. (Gaming, G Gyax room)

Quiana Chase

Noon (Sat.)

Editing vs. Rewriting

Do you paint over your problems or start over? What options do you have for editing? Discover the differences between editing and rewriting and why you might do either. (Editing, A McCaffrey room)

C. H. Hung; Scott R. Parkin; Rosalyn Eves (M); Julie Wright; Nic Nelson; David Afsharirad

Gaming Remotely: Roll20, Video Conferencing, and More

Playing RPGs using virtual tabletops is an effective way of playing with your group or finding a new group to play with. However, the process can have a steep learning curve. Learn tips to help accelerate the learning curve and get to better gaming faster. (Gaming, G Gyax room)

Mari Murdock; Ravyn Evermore; James Eck; Ben Pistorius (M)

Interesting Magic Systems

Some magic systems are straightforward and simple. Others have a complex system that runs on music or metal. Join us as we discuss the magic systems that have made the largest impact on fantasy. (Books, U LeGuin room)

Quiana Chase; M. K. Hutchins; Peter Orulian; Brennan “Talonos” Smith (M)

Mother Knows Best: Structures of Matriarchal Societies

While many societies are organized around fathers, a few have rallied behind mothers. What are differences between matriarchies and patriarchies, besides who leads them? What are examples of historical and modern matriarchal societies? How would having a matriarchy affect gender stereotypes and roles? (Worldbuilding, JRR Tolkien room)

Acknowledgments

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Kaitlund Zupanic (cover art)

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Jeremiah Clark and the rest of the Marriott Hotel staff

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

Our guests, panelists, and volunteers

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

Ariadne Kane; Keith Haus; L. Palmer (M)

Networking in the Time of COVID

In a time where we need to keep our distance to keep each other safe, how do we make the vital connections needed to survive as creatives and to build our businesses? Join our panelists as they discuss what they have found that works in this strange new world. (Professional Development, O Butler room)

Jared Quan; Troy Lambert (M); Kuta Marler; Russell Nohelty

Writers and Illustrators of the Future: Short Fiction and Winning the Contests

How do you become one of the 12 writer/illustrator winners to be published in the annual anthology? Writers & Illustrators of the Future judges discuss the contests, tips on writing short fiction, and illustration. Then enjoy Q&A with the contest director, Joni Labaqui, and judges. Attend this panel and learn how it can help you. (Writing, D Adams room)

Joni Labaqui (M); Kevin J. Anderson; Echo Chernik; David Farland; Todd McCaffrey; Larry Niven

You Can Judge a Book by Its Cover

Why do some books look more appealing than others and how can I change mine? The unconventional art of using your book cover to enthrall potential readers and make more money. (Art, J Christensen room)

Joe Monson (M); Scott E. Tarbet; Kristy S. Gilbert; Dan Haring

1:00 PM (Sat.)

Clothing Makes the Character

Using fashion in storytelling: the ins and outs of using clothing to successfully convey age, race, genre, and alignment in your art. (Art, J Christensen room)

Nancy Frye; Shannon Babb (M)

Domesticity in Fantastic Settings

Establishing “normal” in an unreal setting. (Writing, CS Lewis room)

C. R. Rowenson; Sarah E. Seeley; Keith Haus; Emma Preston; Drea Gryphon (M); James Jakins

Exploring the Unseen World of Ideas: The Philosophies and History of Mathematics

A discussion of the history and philosophy of math, and how it “colors” our understanding of the universe (particularly through physics and what it means to be “logical”). (World-building, JRR Tolkien room)

Alpheus Madsen

The Freelance Editor and You: About the Freelancer-Author Relationship

Find out what it's like to hire an editor yourself. What is the relationship like, what are things to know, and what are things to watch out for? (Editing, A McCaffrey room)

Kristy S. Gilbert (M); Christine Nielson (CMAlder); Barbara Lund; M. A. Nichols; Nic Nelson

Horror for the Sensitive Soul

Many associate horror with hard-hitting scares, gore, and other things. However, there are plenty of horror stories that can still be read by those with a sensitive soul. (Books, U LeGuin room)

C. Rae D'Arc (M); L.S. Johnson; Miranda Renae; Stephen Gashler

Literary Translations: Working with a Translator

Heike Westendorf has worked on professional German translations for both SF and fantasy, in addition to corporate translation work and publishing short stories in the German market. Come learn how to successfully collaborate with your translator, how to ensure that the translation is the best version of your story,

and how to translate humor across linguistic and cultural lines! (Professional Development, O Butler room)

Heike Westendorf

Performing Is Healthy: The Physiological and Mental Benefits of Getting in Front of an Audience

Overcoming stage fright can provide health benefits. Dancing, singing, any physical action on stage or for film can also give a healthy rush of endorphins. Join us for ideas to overcome your stage fright and learn about other health benefits of performing. (Theatre & Media Arts, M Shelley room)

Kaylee Casutt; Ann Gimpel; Scarlett Doc; Jared Garrett (M); Ben Pistorius

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 miracle plots; or cat-saving beats. An average novel has around 40 to 70 scenes. If you're like me, those abstract plot structures spark an idea or three, then dump you in front of a blank wall. So where in the heck do all the other scenes come from? Well, a whole heap of them stand up and present themselves when you use these 3 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. Come learn the 3 little secrets that make plotting so much easier. (Writing, G Gyax room)

John D. Brown

2:00 PM (Sat.)

“Words That Weep and Tears That Speak” (The Prophet Abraham Cowley)

Come hear from our guest of honor! (Special event, D Adams room)

Melinda M. Snodgrass

Early 2022 Membership Special

Get ready for next year! Purchase your membership for 2022 now for the best price!

Early Bird Registration (ends April 30, 2021): \$50

Online Preregistration (ends January 31, 2022): \$75

At-the-Door Registration: \$90

Student Online Preregistration

(ends January 31, 2022): \$5

Student At-the-Door Registration: \$15

3:00 PM (Sat.)

A Beginner's Guide to Self-Publishing

A primer on how to enter the self-publishing space, including an overview of platforms and tools you need know before you hit "publish." (Professional Development, O Butler room)

David J. West

Chinese Mythologies

An introduction to Chinese mythologies, their influence on culture, and how they can be used for story inspiration. (Worldbuilding, JRR Tolkien room)

Emily Martha Sorensen; Dr. John K. Lundwall; Keith Haus; Stephen Gashler (M)

Creating a Profit with Greenlighting Analysis for Your Movie

Industry experts Traci Hainsworth and John Lee teach you how to analyze your movie for the highest possible Return on your investment. (Theatre & Media Arts, M Shelley room)

Traci Hainsworth; John Lee

Creating Religions

Religion is important to many real-life cultures and regions in the world and can greatly increase the believability of a world. When creating a religion for your game world, it is often easier to base your religion on real-world examples. But if done poorly, this can create many difficulties, including offensive stereotypes. How do you create a religion while avoiding these possible pitfalls? (Gaming, G Gyax room)

G. Scott Huggins; Ben Pistorius (M); Alaya Dawn Johnson

Creator Chat with Jessica Day George

An informal chat with one of our Special Guests. A small group of people will have an intimate discussion about whatever topics you want to discuss. All sessions will be held in a private chat room this year. Sign ups will be posted the morning of the chat. Space

is limited to twelve; first come, first served. (Special event, J Verne room)

Jessica Day George

How You Can Protect Your Art on the Web

Learn from a professional artist what any individual should do to protect their art on the web. (Art, J Christensen room)

Bobbie Berendson W.

Mechanics of Micro-revision

Revision is the key to writing an engaging story. Come learn how to spot filter words, passive sentences, and repetitive structures, and how to use small changes within your sentences to make a big difference in your story. (Editing, A McCaffrey room)

KayLynn Flanders

Sometimes the Future Isn't All That Great, but It's Not a Dystopia Either

The future doesn't have to be either a dystopia or a utopia. But it does need to feel real. (Writing, CS Lewis room)

Michaelbrent Collings; Scott R. Parkin (M); Natalie Brianne; Chris Jones; J. Anne Campanile

Strong Women as Protagonists

More and more, we are seeing diverse protagonists. Come celebrate the strong women who have led our stories, as we talk about what makes them great characters. (Books, U LeGuin room)

Kaela Rivera; Quiana Chase; C. H. Hung; Ariadne Kane (M); Rosalyn Eves

4:00 PM (Sat.)

Forgiveness Is Divine, but Trust Is Earned: Regaining Trust after Betrayal

In too many stories, forgiveness is quickly granted by deeply offended parties. How do you realistically rebuild trust after a romantic relationship, a business deal, or a military alliance goes sour? Under what conditions will trust never be earned again? (Worldbuilding, JRR Tolkien room)

Quiana Chase; Peter Orullian (M); Julie Wright; Mongo

Guest of Honor Interview:

Melinda M. Snodgrass

(Special event, D Adams room)

Tom Durham (M); Melinda M. Snodgrass

I Sense Something: Adding the Senses

An editing pass may include focusing on adding descriptions of sight, sound, taste, smell, and more. Learn how to incorporate those descriptions to create vivid experiences in your writing. (Editing, A McCaffrey room)

Kristy S. Gilbert; Michaelbrent Collings; Charlie Pulsipher; Jessica Guernsey; Stephen Gashler (M)

Paid Advertisements: Book Booster or Budget Buster?

We will examine the efficacy of paid advertisements in publishing, from algorithms to targeting to ad spent. (Professional Development, O Butler room)

Troy Lambert

Producing and Distributing Your Movie

John Lee and Traci Hainsworth teach industry tried and true methods professionally produce and distribute your movie. (Theatre & Media Arts, M Shelley room)

Traci Hainsworth; John Lee

Romance and Horror: Two Sides of the Same Coin

Romance and horror seem to manipulate a lot of the same emotions and depend on many of the same stakes. Some books exemplify this connection better than others. Join us as we discuss the themes, emotions, and stakes that link these two amazing genres. (Books, U LeGuin room)

Sarah E. Seeley; Courtney Alameda; Elizabeth Suggs (M); Laya V. Smith; Miranda Renae

Story vs. Gameplay

Story and gameplay can each independently make a game great; however, the truly great games have both halves of the equation. What are the things to look at when designing a game to ensure the story and game play match and are equally engaging? (Gaming, G Gyga room)

Cavan Helps (M); Keith Haus; Tracy Hickman; Heather B. Monson; Dan Haring

Writing to Audience vs. Writing to Market

What's the difference and why does it matter? (Writing, CS Lewis room)

Emily Martha Sorensen; Allison K. Hymas; Johnny Worthen (M); M. Todd Gallowglas; Jared Garrett

5:00 PM (Sat.)

Creator Chat with Julie Wright

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Julie Wright

Disability Literacy

Daily life for the physically disabled and neurodivergent is different. They have to be aware of things that some people take for granted or ignore completely. (Writing, CS Lewis room)

Robin Glassey; Robison Wells (M); Jay Boyce; G. Scott Huggins; Shannon Babb

Ergonomics for the Creator

How to take care of the one tool you can't replace: you! Learn ergonomics and exercises to increase the longevity of your work day and strengthen your eyes, hands, and back. (Art, J Christensen room)

Emily Martha Sorensen; Allie May; Troy Lambert; Mike Lovins (M)

Eve in a Cape: The Evolution of Female Characters in Modern Superhero Movies

The superhero genre has long been criticized for its underrepresentation of female characters. This work examines the difference in portrayals of various female superheroes, comparing and contrasting them with the treatment of their male counterparts, and views them critically through multiple lenses. (Academics, A McCaffrey room)

Lisa Christensen

Filmmaking 101—For Newbies

Learn the basics for taking your stories from "script to screen" from a Hollywood veteran film and TV Producer. (Theatre & Media Arts, M Shelley room)

Robert Starling

Jane Austen's Romance Archetypes

Though she published over two hundred years ago, Jane Austen's work continues to influence romance writers and readers and provides the basic building blocks for swoon-worthy stories. In this class, we'll examine Austen's archetypal plots and how they can be used to enhance your plots, increase the tension, and engage your readers. (Books, U LeGuin room)

M. A. Nichols

Merging Technology and Magic

Too often, magic and machinery are treated like oil and water: societies strong in magic aren't expected to have a strong industry. What considerations should be made when creating a world that has both a strong magical tradition and advanced technological innovation? (Worldbuilding, JRR Tolkien room)

Mike Thayer; Michaelbrent Collings (M); Drea Gryphon; Natalie Brianne

Round Table: The Good, the Bad, and the Ugly of Self-Publishing

A discussion on the ups and downs of self-publishing. (Professional Development, O Butler room)

Barbara Lund; Brad R. Torgersen (M); M. Todd Gallowglas; Kate Baray; Chris Jones

RPGs: How System Affects Table Dynamics

Different RPG systems create different player cultures through the mechanisms in the game. This is an often-overlooked yet important part of RPG system design. Learn how to create the table culture you desire within the system. (Gaming, G Gyga room)

Cavan Helps; Ravyn Evermore; James Eck; Daniel R. Yocom (M)

6:00 PM (Sat.)

Creator Chat with Melinda M. Snodgrass

An informal chat with one of our Guests of Honor. A small group of people will have an intimate discussion about whatever topics you want to discuss. All sessions will be held in a private chat room this year. Sign ups will be posted the morning of the chat. Space is limited to twelve; first come, first served. (Special event, J Verne room)

Melinda M. Snodgrass

Finding and Keeping an Audience

In an age where things have become increasingly digital, how do we find those that connect with our art? How do we keep them around once we have found them? Our panelists discuss what has and has not worked for them in the digital world. (Professional Development, O Butler room)

Brad R. Torgersen

Humor in the Fantastic

Fantasy sometimes has unexpected magic and consequences that can lead to humor. Many books have used this to great advantage. Let's discuss how authors have found humor in the fantastic. (Books, U LeGuin room)

Michael D. Young (M); Allison K. Hymas; Heidi Voss; G. Scott Huggins; Benjamin K. Hewett; Natalie Brianne

Let No Man Despise Thy Youth: Realistic Social Dynamics When Teenagers are in Charge

Whether your teenagers are stuck ruling the kingdom or rallying their district to revolt, they're going to be in intense leadership positions. Only one problem: What does that actually look like? How do adults respond when teens are in charge? What are common problems that teens encounter while leading? (Worldbuilding, JRR Tolkien room)

Quiana Chase

Mormons, Movies, and Mormon Movies—Take 3

A 2020 update on "Mormons" in the movie industry, what they have created in cinema, and how they've been portrayed on the silver screen for a hundred years. (Theatre & Media Arts, M Shelley room)

Robert Starling

Myth to Reality

Create fantastical art in this demo and work along! (Art workshop, J Christensen room)

Kaitlund Zupanic

The Unexpected That Comes Unseen: Comparing Bilbo Baggins to the Celestial Mariner Earendel

Academic paper. (Academics, A McCaffrey room)

Cindy Smith

What Platform Should I Build My Game For? PC, Console, VR, etc.

Different video-game platforms have different strengths and weaknesses. You should consider these when developing your video game. What is the most efficient way to research

which platform is right for your game? (Gaming, G Gyax room)

Art Scheel; Keith Haus; Brennan “Talonos” Smith; L. Palmer (M)

Writing Life Efficiency Tips & Tools

Since few of us are able to write full time, we need to be as efficient as possible with our time. We will review helpful tips and tools to do that. (Writing, CS Lewis room)

Henry Herz

7:00 PM (Sat.)

Am I Doing Something Stupid?

Questions to ask when rereading your story. (Writing, CS Lewis room)

Mike Thayer; M. A. Nichols; Els Curtis; Jessica Guernsey (M)

Art Therapy—Can Anyone Can Be an Artist?

Art therapy: a calming form of self-expression manifested through the creation of art in films, books, paintings, etc. Come learn how to use art therapy in your craft and in your daily life to improve your self-esteem, reduce anxiety, and manage emotional conflicts. (Art, J Christensen room)

Michaelbrent Collings; L. Palmer; Beth Buck (M); Rowan North

Creator Chat with Alaya Dawn Johnson

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Alaya Dawn Johnson

Finding Authenticity and Sensitivity Readers

Learn about authenticity and sensitivity readers: what they are, how to find them, and how they'll help you. (Editing, A McCaffrey room)

Allie May; Ravyn Evermore; Alex Harrow; Rosalyn Eves (M)

Horses in War

How horses have been used in war. (World-building, JRR Tolkien room)

Gordon E. Frye

Indie Publishing 101

The indie authors who are succeeding and selling their books to thousands of readers know five things, and they're not what you expect. Learn what those things are and what you need to focus on to increase your odds of success. You can delight thousands of readers with your tales, you just need to focus on what matters and get to work. If you're thinking about indie publishing, now's your chance to get the inside scoop. Don't miss this class. (Professional Development, O Butler room)

John D. Brown

Intro to Tabletop RPGs

Playing tabletop RPGs can be a rewarding and fun experience. They can, however, be a daunting genre to begin. This is due to the abundance of game choices, the complexity of the rules systems, and the amount of time required to play them. Come learn tips on how to learn the complex rulesets, as well as how to decide which game system is right for you. (Gaming, G Gyax room)

C. R. Rowenson (M); James Eck; Daniel R. Yocom; Dylan Parker

Understanding and Appreciating Anime from Around the World

Where did anime originate? Why has it become so popular? What do you need to understand to “be in the know,” which are the best series to watch, and where can you find them? (Theatre & Media Arts, M Shelley room)

Emily Martha Sorensen

8:00 PM (Sat.)

Closing Ceremony

Thank you for another wonderful year at Life, the Universe, and Everything! Come help us wrap up LTUE 39 as the co-chairs pass the gavel to our new chair for LTUE 40. You can use the stream chat to say your farewells for the week. See you next year (hopefully in person)! (Special event, D Adams room)

9:00 PM (Sat.)

Filking

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

It's only one year away!

Life, the Universe, & Everything 40!

Come join in the fun! Anyone can be part of the committee. Watch the Discord server for the meeting on February 24, 10 am.