

**BUBONICON 47**

**AUGUST 3.2 "FINAL"**

**FRIDAY, AUGUST 28, 2015**

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Carlsbad	Santa Fe
3:00 pm	Registration & Flea Market open				
3:30 pm	Artist Check-In open				
4:00 pm	Panel # 1 – WHITHER GHOST? DANCING WITH THE DEFINITELY DEAD M.R. Kowal, B. James, D. Jones, D.L. Summers. MOD: Sarena Ulibarri				
5:00 pm	Panel # 2 – 50 YEARS OF <i>DUNE</i> B. Bova, J. Lindskold, J.M. Roberts. MOD: Walter Jon Williams	55 MINUTES WITH Carrie Vaughn	55 MINUTES WITH John Barnes	55 MINUTES WITH Christine MacKenzie	<i>CON SUITE, ART SHOW AND GAMING OPEN</i>
6:00 pm	OPENING CEREMONIES Your Co-Chairs & Toastmaster				
6:30 pm	SCIENCE TALK: "SLAYING THE VAMPIRE: SOLVING THE CHUPACABRA MYSTERY" <b>Benjamin Radford</b>	55 MINUTES WITH Melinda Snodgrass	Panel # 3 – COMICS 101: MAKING SENSE OF COMICS A Campbell, S Phillips, N. Rackley, D.L. Smith. MOD: John Myers	55 MINUTES WITH Yvonne Coats	<b>Fan Game Show</b> <i>A GAME OF MUSICAL THRONES</i> <b>Hosts: Kevin &amp; Randi Hewett</b>
7:00 pm					
7:30 pm	Panel # 4 – WARRIOR WOMEN IN COMBAT: FIGHTING FEMALES J. Kennedy, P. Nagle, T. Pierce, SM Stirling. MOD: Livia Blackburne	Panel # 5 – A POST-SCARCITY WORLD: HOW? J. Barnes, C. Butler, S. Gould, W.J. Williams. MOD: M.T. Reiten	55 MINUTES WITH Jane Lindskold	55 MINUTES WITH Ben Bova	<b>Book Formatting Workshop</b>  <i>"FORMATTING/MARKETING"</i> <b>Emily Mah</b>
8:30 pm	Panel # 6 – WORST TROPES EVER: 10 WE'D LIKE TO SEE BANNED S.M. Charnas, D. Hallmark, J. Sorenson, C.M. Valente. MOD: John Maddox Roberts	Panel # 7 – MAGIC AS ARTS & CRAFTS: SPELLS MADE SOLID Y. Coats, S. Gwylan, J.J. Miller, S. Phillips. MOD: Mary Robinette Kowal	55 MINUTES WITH Darynda Jones	<b>Fan Game Show</b> <i>SF NAME THAT TUNE</i> <b>Host: Tim Simpson</b>	<b>ends at 8:40 pm</b>
8:45 pm					<b>8:45 PM</b> 40 MINUTES WITH David Lee Summers
9:30 pm	Panel # 8 – WHO CAN IT BE NOW: CHARACTERS WITH FLAWS B. Bova, C. Spector, D.L. Summers, W.J. Williams. MOD: S.M. Stirling	55 MINUTES WITH Livia Blackburne	Panel # 9 – FOR THE LOVE OF CHEESE: VENGEANCE OF THE CHEESE MAGNET A.J. Brown, C. Butler, S. Gould, V. Milan, G. Gerstner-Miller, S. Phillips, S. Ulibarri. Moderator: John Jos. Miller	<b>Fan Game Show</b> <i>DOCTOR WHO APPLES TO APPLES</i> <b>Host: Ann Sasahara</b>	<b>Fan Presentation</b> <i>"BROWNCOAT CELEBRATIONS AND SHORTS INCLUDING DOCTOR HORRIBLE"</i> <b>ABQ Browncoats</b>
10:30 pm	LATE NIGHT CHARITY AUCTION Benefiting ENMU Williamson Library & Roadrunner Food Bank <b>Auctioneers: Craig C, Patricia R, Geneva S.</b> Plus Jessica C, Mandy P, Caitlin O & More				
11:00 pm			<b>ENDS BY 11:20 PM</b>	<b>ENDS BY 11:20 PM</b>	<b>ENDS BY 11:20 PM</b>

FRIDAY: Registration Hours 3:00-8:30 pm

Art Show Hours 5:00-9:00

Flea Market Hours 3:00-8:30

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Carlsbad	Santa Fe
9:00 am	KAFFEEKLATSCH IN CON SUITE Various Tidy Breakfast Items, Fruit & Hot Coffee				
10:00 am	Panel # 10 – RED OR GREEN: N.M. AS A MARS ANALOG L. Crumpler, Z. Gallegos, L. Hall, C. MacKenzie, D.L. Summers. MOD: Catherine S. Plesko	Panel # 11 – STRONG FEMALE CHARACTERS NEED STRONG MALES S. Krinard, J. Lindsfold, P. Noskin, C. Vaughn. MOD: Tamora Pierce	55 MINUTES WITH Catherynne M. Valente	<b>Fan Panel</b> <i>SO, YOU WANNA ENTER THE COSTUME CONTEST</i> <b>Moderators: Randi Hewett and Jessica Coyle</b>	<b>Fan Panel</b> <i>"THE HONORVERSE: WHAT'S IN IT FOR YOU?"</i> <b>Royal Manticoran Navy (MOD: John Roberts)</b>
10:30 am				<b>10:30 AM Fan Presentation</b> <i>AFFORDABLE COSTUMING 101</i>	
11:00 am	Panel # 12 – THE INESCAPABLE ROMANCE SUBPLOT: PASSING THE BECHDEL TEST? D. Durgin, J. Kennedy, D. Jones, M. Snodgrass. MOD: Carrie Vaughn	80 MINUTES WITH James S.A. Corey (Daniel Abraham and Ty Franck)	<b>SOLO PRESENTATION</b> <i>"PUPPETRY AND ME"</i> <b>Mary Robinette Kowal</b>	<b>Charles &amp; Tauni Orndorff with Randi Hewett</b>	<b>11:00 AM</b> 40 MINUTES WITH Caroline Spector
11:45 am					<b>11:45 AM</b> 40 MINUTES WITH Betsy James
12 Noon	Panel # 13 – DOWNFALL & REBIRTH: THE CHANGE ANTHOLOGY J. Lindsfold, E. Mah, V. Milan, J.J. Miller, M.T. Reiten, L. Teffeau, W.J. Williams. MOD: S.M. Stirling	<i>ENDS BY 12:20 PM</i>	<b>12 NOON Solo Chat</b> <i>"TEA &amp; MILLINERY: SHARING TIPS FOR SPIFFING UP YOUR TEA HAT"</i> <b>Pati Nagle</b>	<b>12 NOON</b> 55 MINUTES WITH Jeffe Kennedy	<b>12:30 PM Solo Talk</b> <i>"ALEXANDER LIVES! WHAT IF ALEXANDER THE GREAT HAD NOT DIED IN 323 BC?"</i> <b>Prof. Richard Berthold</b>
12:30 pm		<b>12:30 PM</b> 80 MINUTES WITH George RR Martin			
1:00 pm	Panel # 14 – DON'T QUIT YOUR DAY JOB: WRITERS PAYING THE BILLS T.J. King, P. Noskin, D.L. Smith, R. Vardeman. MOD: Mary Robinette Kowal	<i>ENDS BY 1:50 PM</i>	<b>SOLO PRESENTATION</b> <i>"LOTERIA! (MEXICAN BINGO)"</i> <b>Game Show Host: John Picacio</b>	Kids Program Set-Up	
1:15 pm				<b>1:15 PM</b> <i>FUN FOR KIDS – CHILDREN'S SCIENCE &amp; CRAFTS</i> <b>Jessica Coyle with other helpers</b> - Accompanying parent required -	<b>1:30 PM</b> <b>Fan Presentation</b> <i>KLINGON COSTUMING</i> <b>Klingon Assault Group (MOD: John Halvorson)</b>
1:30 pm					
2:00 pm	Panel # 15 – CURSE OF THE STRONG FEMALE: PITFALLS & CLICHES D. Abraham, L. Blackburne, S. Krinard, L. Teffeau. MOD: Catherynne M. Valente	Panel # 16 – FOR LOVE OR MONEY: CREATING ART A. Campbell, D. Hallmark, J. Sanchez, R. Sanderson. MOD: Emily Mah	<i>ENDS BY 2:20 PM</i>		
2:30 pm			<b>2:30 PM</b> 55 MINUTES WITH Mary Robinette Kowal	<b>2:45 PM</b> Kids Program Clean Up	<b>2:30 PM</b> <b>Fan Program</b> <i>DROID HUNT FOR KIDS</i>
2:45 pm					
3:00 pm	Panel # 17 – IS HOLLYWOOD EATING SCI-FI ALIVE? J. Barnes, C. Butler, J. Picacio, C. Spector. MOD: Melinda Snodgrass	Panel # 18 – THREE WISHES: BUYER BEWARE Y. Coats, J. Gentry, S. Gwylan, G. Stevens. MOD: Jane Lindsfold	<b>3:30 PM</b> Game Show Set-Up	<b>3:00 PM</b> <b>Fan Panel</b> <i>"HOW TO CREATE YOUR OWN WEB-COMIC"</i> <b>Typo'd Mary (MOD: Jennifer Myers)</b>	<b>501<sup>st</sup> Dewback Ridge Garrison</b>
3:30 pm					

**BUBONICON 47**

**AUGUST 3.2 "FINAL"**

**SATURDAY, AUGUST 30, 2015 CONT**

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Carlsbad	Santa Fe
4:00 pm	Panel # 19 – 101 WAYS TO KILL MAN: MURDER & MAYHEM T.J. King, P. Noskin, T. Pierce, J.M. Roberts. MOD: Yvonne Coats	55 MINUTES WITH Steven Gould on “The Japanese Sword: How They Really Work” <i>Iaido Demonstration</i>	<b>Fan Game Show</b> <i>SCI-FI FEUD</i> <b>Charles &amp; Tauni</b> <b>Orndorff</b> <b>MC: Cat M. Valente</b>	ARTIST GUEST SLIDE SHOW <b>Ruth Sanderson</b>	<i>DROID HUNT FINISHES</i>
4:30 pm					<b>4:30-5:20 PM</b> 50 MINUTES WITH Robert Vardeman
5:00 pm	<b>5:00-5:25 PM</b> OPEN AIRWALL (Room Closed)		<b>5:10 PM</b> Game Show Teardown	<i>ENDS 5:15 PM AT LATEST</i>	
5:25 pm	<b>5:25-6:40 PM</b>				
5:30 pm	MASS AUTOGRAPHING SESSION – 75 MINUTES Bubonicon Guests Sign Their Wares				
6:00 pm	<u><i>GENERAL POLICY: 3 signatures from an author at a time, please. And then you can get back in their line for up to 3 more, etc...</i></u> <u><i>GRR MARTIN POLICY: 1 signature per person, no inscriptions...</i></u>				
6:40 pm	COSTUME PREP TIME (Room Emptied & Closed – Reset Stage)				<b>6:40 PM</b> 45 MINUTES WITH Sally Gwylan
7:00 pm				<b>7:00 PM</b> COSTUME GREEN ROOM AND STAGING	<b>7:00 PM</b> REGISTRATION, ART SHOW AND FLEA MARKET CLOSE
7:35 pm	<b>Approximately 7:35 PM</b> DOORS OPENED FOR AUDIENCE SEATING			<u><b>Costumers Only!</b></u> <b>Randi Hewett, Kevin Hewett, Julian Wolf, Jessica Coyle, Mandy Pietruszewski and Michelle Foley</b>	<b>8:00 PM</b>
8:00 pm	COSTUME CONTEST <b>Master of Ceremonies: Victor Milan</b> Organizers: Randi & Kevin Hewett, Jessica Coyle & Julian Wolf <b>Judges: Adam J. Brown, Mary Robinette Kowal, Ruth Sanderson</b>				<b>9:00 PM</b>
8:30 pm					
9:05 pm?	<b>Half-Time Entertainment</b> 2015 GREEN SLIME AWARDS <b>Hosted by Jessica L. Coyle with the Slime Time Players</b>				
10:00 pm?	COSTUME CONTEST WINNERS ANNOUNCED				
10:15 pm	<b>Master of Ceremonies: Victor Milan</b> <b>Judges: Adam J. Brown, Mary Robinette Kowal, Ruth Sanderson</b>			<b>10:15 PM Or So...</b> COSTUME PHOTOGRAPHY	
10:30 pm			<b>Adam J. Brown presents</b> SATURDAY-NITE CINEMA THEATRE “MINING MOON” directed by Brian Morelan (2015, 30 mins), “HAPPY BIRTHDAY TO ME” directed by Mikel- Jon West (2015, 10 mins) Plus Short Bits & More  <i>For Mature Audiences Only!</i> <i>Not-Rated...</i>	Costumers pose for photos against backdrop	<b>10:30 PM</b>
11:00 pm				<b>Ends by 11:15 PM</b> <b>11:15 PM</b> <b>Room Closed For Day</b>	
Midnight					

SATURDAY: Registration Hours 9:30-7:00

Art Show Hours 9:30-7:00

Flea Market Hours 9:30-7:00

Time	Main Room – Salon E	Salons A-D	Cimarron/Las Cruces	Carlsbad	Santa Fe
9:00 am	<i>GRANOLA BARS IN CON SUITE</i>				
10:00 am	Panel # 20 – IT’S ALIVE: SCIENTISTS IN SCIENCE FICTION D Abraham, J. Gentry, J Kennedy, C.S. Plesko, M.T. Reiten. MOD: David Lee Summers	<b>Fan Presentation</b> <i>FENCING DEMONSTRATION</i>  <b>Duke City Fencing</b> <i>(Coach Tobey Tolley)</i>	55 MINUTES WITH Steven Gould	<b>Fan Panel</b> <i>“ROLEPLAYING GAMES PAST, PRESENT &amp; FUTURE”</i>  <b>Moderator: Craig Fox</b>	<b>Fan Panel</b> <i>“WHY THE FEDERATION SUCKS!”</i>  <b>Klingon Assault Group</b> <i>(MOD: John Halvorson)</i>
10:30 am					
11:00 am	CO-GUESTS OF HONOR PRESENTATION  <b>Tamora Pierce &amp; Catherynne M. Valente</b>  <b>Hosted &amp; Interviewed by Mary Robinette Kowal, Toastmistress</b>  <i>ENDS BY 12:15...</i>		12:15-12:40 PM AUCTION PREPARATIONS  <b>(Room Closed, Please – No Entry Before 12:40)</b>	11:30 AM – 1:00 PM <b>Fan Workshop</b>  <i>HOW TO COMICS: CREATE ONE OF YOUR OWN</i>  <b>7000 BC</b> <i>(MOD: Bram Meehan)</i>	10:30 AM CON SUITE CLOSES!  12:30 PM SUNDAY AFTERNOON TEA: 45-MINUTE GROUPINGS IN 16 <sup>TH</sup> FLOOR SUITE <i>(Sign-Up Required)</i> Coordinated by the Afternoon Tea Society
11:30 am					
12:20 pm					
12:30 pm	Panel # 21 – PARANORMAL POLITICS: TALK ABOUT STRANGE BEDFELLOWS S.M. Charnas, J. Kennedy, M. Snodgrass, C. Vaughn. MOD: Gabi Stevens	55 MINUTES WITH Victor Milan	12:40 PM AUCTION ITEMS ACCEPTED	1:00 PM 55 MINUTES WITH John Maddox Roberts	12:30 PM 55 MINUTES WITH Walter Jon Williams
12:40 pm					
1:00 pm	Panel # 22 – WRITING DIFFERENT GENERS: YOUR POINT OF VIEW L. Blackburne, S. Gould, S.M. Stirling, S. Ulibarri. MOD: John Barnes	55 MINUTES WITH Tamora Pierce	1:00-3:30 PM FUN AND CON AUCTION  <b>Auctioneers: Robert Vardeman, Patricia Rogers &amp; Dennis Virzi</b> <b>Money Takers: Craig C, Mandy P, Caitlin O, Geneva S, Jessica C.</b>  <i>Want to use a credit card? \$10.00 minimum +3% fee</i> (Items benefit Bubonicon and Individuals)	2:00 PM <b>Solo Talk</b> <i>“GETTING MEN TO THE MOON: BEHIND-THE- SCENES STORIES”</i> <b>Loretta Hall</b>	1:30 PM 55 MINUTES WITH M.T. Reiten
1:30 pm					
2:00 pm	Panel # 23 – IF I KNEW THEN WHAT I KNOW NOW: LESSONS B. Bova, D. Durgin, E. Mah, J. Sorenson. MOD: Ruth Sanderson	55 MINUTES WITH S.M. Stirling		3:00 PM <b>Solo Talk</b> <i>“PARANORMAL ENCOUNTERS: REAL OR FAKE?”</i> <b>Pari Noskin</b>	2:30 PM
2:30 pm					
3:00 pm	Panel # 24 (Final of 2015) – FOREVER YOUNG: YOUNG ADULT VS GROWN-UP FICTION S. Gould, B. James, D. Jones, C.M. Valente. MOD: Tamora Pierce	<b>(Room Closed)</b>	CLEAN UP FROM AUCTION		<b>(Room Closed)</b>
3:30 pm					
4:00 pm	CLOSING CEREMONIES <b>Chairs Caci C &amp; Craig C plus the 2015 Con-Com</b>				
4:30 pm					
5:05 pm?	<b>B47 IS OVER! Clean up hotel, pack up cars...</b>				

## ***BUBONICON 47 PANEL DESCRIPTIONS***

### **1. WHITHER GHOST? DANCING WITH THE DEFINITELY DEAD**

Zombies are hot (which must startle them), but let's not abandon ectoplasm. What roles do true ghosts play in the metaphoric dance of SF/F? What archetypes do they carry? Or are they just devices, good for a frisson? How do ghosts in a story affect time and space? The forms ghosts take vary from culture; what are some wonderful ones we may be unfamiliar with?

### **2. 50 YEARS OF *DUNE***

Frank Herbert's "*Dune*" was released 50 years ago in 1965, and won the Hugo Award, and the inaugural Nebula Award for Best Novel. "*Dune*" is the world's best-selling science fiction novel, having sold more than 12 million copies. Is it truly the first "environmental" SF novel? How has it influenced SF in the last 50 years? Is the rest of the saga worth reading? What about the prequels? How has it created a whole empire of book publishing? What are your memories of reading it, and what impact did it have on you?

### **3. COMICS 101: MAKING SENSE OF THE WORLD OF COMICS**

Just getting into comics but not sure where to start? Loving all the new comic-based movies and TV shows, but don't know which series ties in best? Local comic book and fannish artists discuss how they started reading comics, their favorite series and characters, what's disappointed them, and what's popular and awesome in the world of comics today.

### **4. WARRIOR WOMEN IN COMBAT: FIGHTING FEMALES**

Warrior women are a mainstay of fantasy and science fiction. How do different writers approach fight scenes with female characters? Are they simply male fighters with less chest hair, or should physical differences like size and upper body strength come into play? What fighting styles are more suited to women? Is violence as a plot element perceived differently when female characters are involved? Do female characters win/lose more fights than their male counterparts? And what's up with the chainmail bras?

### **5. A POST-SCARCITY WORLD: HOW & THE POSSIBILITY**

Some people have postulated that technological innovation may "soon" produce a world where people don't have to deal with poverty and other scarcity problems. Is this achievable? Even if the technology exists, will political and social factors prevent it? What problems might humans create for themselves in such a world? What about the return of diseases and other natural disasters? How has such a world been explored in SF fiction (Scott Westerfield's *Uglies*, *Star Trek*, etc)?

### **6. WORST TROPES EVER: 10 WE'D LIKE TO SEE BANNED**

Tropes were originally rhetorical devices but have come to often stand for overworked plot devices, clichés and other storytelling shorthands. Are they useful at all? When are they infuriating? Which would we most like to see die and disappear? Do variations on a theme count?

### **7. MAGIC AS ARTS & CRAFTS: SPELLS MADE SOLID**

Various Fantasy novels have used magical foci such as painting, calligraphy, metalwork, music, glass-making and pottery instead of verbal magic spells. Is any particular magic system better than others? Why should that be? Why so many different possibilities? Are the writers just being clever or can the style of magic affect the fictional world? What effects should the Fantasy writer think about? Is magic all around us? And what about systems where the rules are different for men and women? How does gendered magic work?

### **8. WHO CAN IT BE NOW: CHARACTERS WITH FLAWS**

Is a flawed character, hero or villain, necessary in today's fiction? Are the days of the white and black hats over, or can today's readers tolerate a purely good or evil character without inner or outer flaws of morality, ethics and motivations? Were there ever such characters at all? Conversely, how much anti-hero and sympathetic villain nature can be tolerated by readers before they are turned off? Which flawed characters work best?

### **9. FOR THE LOVE OF CHEESE: VENGEANCE OF THE CHEESE MAGNET**

What is the appeal of cheesy or schlocky movies? What are some of the panelists' favorites? Any from the past year since last Bubonicon? What worked in them? What didn't? What is the fine line between entertaining cheese and just plain horrible?

### **10. RED OR GREEN? NEW MEXICO AS A MARS ANALOG**

Does New Mexico share common features with Mars? Does the Red Planet have special appeal to NM scientists, readers and writers? How are the two similar? Is NM a great training grounds for a manned Mars mission? NM is lucky enough to have Larry Crumpler on the Mars Rover team, and Zachary Gallegos as one of the 100 finalists for the proposed Mars One mission. What other NM scientists are doing Mars research? What does the appeal of *New York Times* bestseller "*The Martian*" by Andy Weir mean for present and future Mars interest and projects?

### **11. STRONG FEMALE CHARACTERS NEED STRONG MALE CHARACTERS**

Lots has been said about how landmark characters like Tamora's Pierce's Alanna, David Weber's Honor Harrington, Jennifer Roberson's Del, Jacqueline Carey's Phedre, and others made "strong female characters" an important part of SF/F. However, this doesn't mean the guys now take the role of princesses waiting to be rescued. In the best of these universes, there are strong male characters as well. Where would Alanna be without George? Where would Kitty be without Ben? Del without Tiger? And Phedre without Joscelin?

### **12. THE INESCAPABLE ROMANCE SUBPLOT: PASSING THE BECHDEL TEST?**

Romance is the most popular subplot in fiction, so how does it affect the overall plot? Can it strengthen the overall story? Does the "inescapability" of such a subplot limit the sorts of stories we're allowed to tell? Can stories with romance pass the Bechdel Test? It's a simple test, but one that many stories fail. How does this Test limit a female character when she has no other female characters with which to interact? And is it possible to tell a story about women without romance?

**13. DOWNFALL AND REBIRTH: THE CHANGE ANTHOLOGY**

How do themes of downfall and rebirth factor into the contributors' stories to the recent Change anthology? Do they reflect Stirling's Universe more broadly? What is it about post-apocalyptic literature that makes it fertile territory for investigating these themes? How did the contributors add their own twist to the subject matter? What's it like playing in someone else's sandbox? Is Stirling's sandbox fun or scary?

**14. DON'T QUIT YOUR DAY JOB: WRITERS PAYING THE BILLS**

Many new writers dream of the day they can quit their day job and pursue writing full-time. But even when writing proves successful, is it always a good idea? Are there advantages to having a day job other than a steady income? Do those advantages outweigh a writer having more time to write? Can you pay the bills on one novel a year?

**15. CURSE OF THE STRONG FEMALE CHARACTER: PITFALLS & CLICHES**

How do authors avoid pitfalls in writing female characters? Too perfect, the result is a Mary Sue. But too flawed and you get an unlikable protagonist. Is the answer is to create a "strong female character"? And what does this mean in practice? What happens when she becomes a cliché in her strength? How can a writer create a believable female character and not fall victim to various problems?

**16. FOR LOVE OR MONEY: CREATING ART**

If an artist is paid for his or her work, does that mean it's not personal? Some people say that the creation of art is a very personal thing, but does it always have to be this way? Is it possible for a project to be for both love and money? Does that have to equal "sell-out"?

**17. IS HOLLYWOOD EATING SCI-FI ALIVE? WHAT THEY DON'T UNDERSTAND**

Every year, Hollywood produces science fiction/fantasy movies, several of which are mediocre or okay at best (thus the Green Slime Awards). Others are ambitious, but ultimately fail at some level. Why don't studio executives and producers "get it"? Why are the cool, amazing sci-fi flicks so far and few between? Do "our" movies just get churned out, or is that a false perception? What about summer blockbusters? Can they be more than just lightweight entertainment? Are sci-fi ideas difficult to put in a visual medium for the masses? What could Hollywood do to produce better and more intelligent genre movies that still make money?

**18. THREE WISHES: BUYER BEWARE**

There are stories of deals with the devil, tricky leprechauns, and crabby genies. And then there's the classic cautionary tale of the Monkey's Paw. Is it really "be careful what you wish for"? Must the buyer always beware? Why are wishes universally attractive? Why are they often dangerous in folklore and literature? What kind of wish-fulfillment stories work best? What would you wish for?

**19. 101 WAYS TO KILL MAN: MURDER & MAYHEM**

What ways exist to creatively commit mayhem and murder in thrillers and genre fiction? What about a fatal chimera virus, hybridized bio-engineered parasites, murderous microchips, lethal electric stimuli, or a death strike via satellite targeting? How many ways can you kill a character? Is there an art to delivering deadly thrills? When is it justified and when is it just gratuitous? How can you tell when you've gone too far?

**20. IT'S ALIVE: SCIENTISTS IN SCIENCE FICTION**

In Hollywood, everyone "knows" that scientists are typically treated as supervillains or antisocial nerds. But more and more, it appears that scientist characters are playing the hero. Have scientists truly escaped the old stereotypes? If so, what's with the change of heart? What caused the stereotypes in the first place – the Atomic Age or maybe "messing in God's domain"?

**21. PARANORMAL POLITICS: TALK ABOUT STRANGE BEDFELLOWS**

What are the new political dynamics being set up in many paranormal/urban fantasy tales? Would vampires always grab for power, and just look at the "long game"? Are werewolves always the muscle and the soldiers? Where do witches, demons and zombie-ish beings fit in? How do writers figure out these ambitions?

**22. WRITING DIFFERENT GENDERS: YOUR POINT OF VIEW**

How does a writer write a point-of-view character of the opposite sex or different sexual orientation? Is it simply a matter of switching the sex of the love interest, or do psychological differences extend to other ways in which the character views and interacts with the world? How does a writer create realistic gender differences without succumbing to stereotype? Does the gender of the intended audience affect the writing approach?

**23. IF I KNEW THEN WHAT I KNOW NOW: LESSONS TO MYSELF (Writers/Artists)**

If you could go back in time, what would you tell yourself as you were writing your first novel or preparing your first art portfolio? Writing/Drawing are talents, but just like basketball, practice is needed. What have you learned over time and from practicing? Would it be good to give your past self advice? Would you listen, or did you need to learn each step on your own? Would going back with advice or re-working your first novel/painting be the beginning of a dangerous, slippery slope to insanity?

**24. FOREVER YOUNG: YOUNG ADULT VS GROWN-UP FICTION**

What is the relationship, if any, between YA fiction and adult fiction? Does one drive and stimulate changes in the other? How has the YA novel changed over the last 50 years? When did YA become a specific marketing tactic? How has that affected authors, protagonists and story? Are there fundamental differences in story, writing styles and reader demands between YA and adult fiction? How much crossover is there in reader demographics? And do today's YA readers become tomorrow's Adult readers?