

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Carlsbad	Santa Fe (has screen)
2:30 pm	Artist Check-In open		SCREEN up All Weekend		
3:00 pm	Registration & Flea Market open				
4:00 pm	Panel # 1 – JURASSIC SPARK: DINO APPEAL C.J. Cherryh, Steven Gould, Emily Mah, Joan Saberhagen, David Lee Summers MOD: Victor Milan				<i>ART SHOW OPEN</i>
5:00 pm	Panel # 2 – IS THE STAND-ALONE NOVEL DEAD? SOLO VS. TRILOGY B. Drake, Jane Lindskold, Susan R. Matthews, R.E. Vardeman MOD: Corie Weaver	55 MINUTES WITH Sage Walker		CON SUITE AND GAMING OPEN	55 MINUTES WITH Daniel Abraham
5:30 pm			5:30 PM 25 MINUTES WITH Caroline Spector		
6:00 pm	OPENING CEREMONIES Your Co-Chairs & Toastmaster				
6:30 pm	SCIENCE TALK: “SOLAR SYSTEM EVOLUTION”	Panel # 3 – MALEVOLENT MONSTERS: LOVE ‘EM, HATE ‘EM Aaron Campbell, Josh Gentry, A. Kuhn, Jon Sanchez MOD: Yvonne Coats	55 MINUTES WITH John Jos. Miller	Fan Workshop <i>“LIGHTEN UP! USING LIGHT IN DESIGNS”</i> Hosted by Alice & Patrick Shriver \$30.00 Fee (includes electronic & craft materials) Make a lighted choker or an arm/wrist band! <i>ROOM CLEAR BY 8:26 PM</i>	Fan Panel <i>“PARTNERS IN SPACE AND TIME”</i> Eric Klammer, Mark Gillespie & Lori Jansen 7:30 PM Solo Presentation <i>“NM UFO CONSPIRACIES”</i> Benjamin Radford
7:00 pm	DR. KATHLEEN KITTS Science team member of the NASA Discovery Mission Genesis		55 MINUTES WITH Weston Ochse		
7:30 pm		Panel # 4 – FACTS BEHIND THE FANTASY: RESEARCH IMPACT Sally Gwylan, M.T. Reiten, L. Teffeau, S. Walker. MOD: Jane Lindskold	7:30 PM DOCENT TOUR IN ART SHOW WITH ELIZABETH LEGGETT		
8:00 pm	Panel # 5 – SAVING THE TITANIC & SHOOTING HITLER: TIME TRAVEL TARGETS D. Gabaldon, J.M. Roberts, C. Spector, S.M. Stirling MOD: Craig A. Butler	Panel # 6 – LEARNING TO LOVE THE DEADLINE: PAPERS DUE P. Charlifu, Y. Navarro, S. Ulibarri, R.E. Vardeman. MOD: Darynda Jones	8:30 PM BROWNCOATS SET UP	8:30 PM 55 MINUTES WITH Susan R. Matthews	<i>ENDS BY 8:45 PM</i>
8:30 pm					15-Minute Break
8:45 pm			9:00 PM Fan Program <i>“DR. HORRIBLE’S SING-A-LONG BLOG”</i> Film, Raffles, Prizes! <u>CSTS Charity Event</u> Suggested Donation \$2-5	9:30 PM Solo Presentation <i>“PREPARING ART FOR AN ART SHOW”</i> Peri Charlifu	9:00 PM Panel # 8 – FOR THE LOVE OF CHEESE: GLORY OF THE CHEESE MAGNET’S SON Adam Jarmon Brown, Craig A. Butler, Gail Gerstner-Miller, Victor Milan, Scott Phillips, Jon Sanchez, Walton “Bud” Simons. MOD: John Jos. Miller
9:00 pm	Panel # 7 – REBEL SCUM: OPPOSING THE EMPIRE Daniel Abraham, Sherwood Smith, Jim Sorenson, Lauren Teffeau MOD: Elizabeth Leggett	Panel # 9 – COZY DISASTER: POST-APOCALYPTIC TALES D. Jones, T. Jackson King, SM Stirling, Ursula Vernon. MOD: Weston Ochse			
10:05 pm	AUCTION SET UP <i>(Room closed 20 minutes, please)</i>				
10:25 pm to 12:40 am (or later)	LATE NIGHT CHARITY AUCTION <i>“MYSTERY SCIENCE AUCTION 3000”</i> Benefiting ENMU Williamson Library & Roadrunner Food Bank Auctioneers: Craig C, Patricia R, Geneva S. Plus Jessica C, Mandy S, Caitlin O & More		Presented by Albuquerque Browncoats <i>ENDS BY 11:15 PM</i>		<i>ENDS BY 11:15 PM</i>

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

Art Show Hours 4:00-9:00

Flea Market Hours 3:00-8:30

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Carlsbad	Santa Fe (has screen)
9:00 am	KAFFEEKLATSCH IN CON SUITE Various Tidy Breakfast Items, Fruit & Hot Coffee				
10:00 am	Panel # 10 – FELINES & FELINE ALIENS IN SF/F: THE CAT’S MEOW C.J. Cherryh, Jane Lindskold, Pati Nagle, Ursula Vernon MOD: Steven Gould	Panel # 11 – FANCY PANTS: IDEA STRATEGY Brenda Drake, Betsy James, Susan R. Matthews, David Lee Summers. MOD: Robert E. Vardeman	70 MINUTES WITH Sherwood Smith <i>ENDS BY 11:10 AM</i>	Fan Panel <i>SO, YOU WANNA ENTER THE COSTUME CONTEST</i> MOD: Rebecca Hewett	Fan Panel <i>“ANIME 101: WHAT IS IT, ANYWAY?”</i>
10:30 am				10:30 AM Fan Presentation <i>“WORKING WITH PLASTICS”</i>	The Eldorado Anime Club (MOD: Will Schult)
11:00 am	Panel # 12 – HEY, YOU GOT YOUR SCIENCE IN MY FICTION Daniel Abraham, Kathleen Kitts, Weston Ochse, Cathy S. Plesko, Lauren Teffeau. MOD: Loretta Hall	75 MINUTES WITH Stephen R. Donaldson <i>ENDS BY 12:20 PM</i>	Break 11:10-11:30 AM	Charles & Tauni Orndorff with Rebecca Hewett	11:00 AM Writing Workshop <i>“SELF-PUBLISHING AND FORMATTING”</i> Emily Mah
11:30 am			11:30 AM Fan Program <i>“YOUR CAPTAIN IS WORSE THAN MY CAPTAIN”</i>		
12 Noon	Panel # 13 – WORLDBUILDING: CREATION FROM NOTHING C.J. Cherryh, Yvonne Coats, Darynda Jones, Susan R. Matthews. MOD: Sage Walker	75 MINUTES WITH Diana Gabaldon <i>ENDS BY 1:45 PM</i>	Albuquerque Browncoats HMS Anasazi (Host: C.J. Jury-Kiser) <i>ENDS BY 1:05 PM</i>	12 NOON 55 MINUTES WITH Robert E. Vardeman	12 NOON 55 MINUTES WITH S.M. Stirling
12:30 pm					
1:00 pm	Panel # 14 – KILL YOUR LIT’L DARLINGS: REVISION AGONIES & PLEASURES Jeffe Kennedy, Yvonne Navarro, Caroline Spector, Sarena Ulibarri. MOD: Pari L. Noskin			1:00 PM Writing Workshop <i>“WRITING FIGHT SCENES”</i> Brenda Drake	1 pm Kids Program Set-Up
1:15 pm			1:15 PM 55 MINUTES WITH Jane Lindskold		1:15 PM FUN FOR KIDS – CHILDREN’S SCIENCE & CRAFTS Jessica Coyle with assistance from Hilary E, Mandy S, and Caitlin O
2:00 pm	Panel # 15 – EXO-PLANETS: WHAT WE’VE LEARNED Larry Crumpler, Loretta Hall, Kathleen Kitts, Cathy S. Plesko. MOD: David Lee Summers	Panel # 16 – ART AND COMIC BOOK ART: FUTURE CLASSICS Aaron Campbell, Andy Kuhn, John Jos. Miller, Paul Ziomek MOD: Elizabeth Leggett		<i>ENDS BY 2:10 PM</i>	- Accompanying parent required -
2:15 pm			2:15 PM 70 MINUTES WITH C.J. Cherryh	2:15 PM 501st SET UP	
2:30 pm				2:30 PM Fan Program <i>DROID HUNT FOR KIDS</i>	2:45 PM Kids Program Clean Up
2:45 pm					
3:00 pm	Panel # 17 – THE PAST IS ANOTHER WORLD: HISTORIC FICTIONS FOR SF FANS Diana Gabaldon, Betsy James, John M. Roberts, S.M. Stirling. MOD: Sherwood Smith	Panel # 18 – SNACKWRITES: WRITING EXERCISES Jane Lindskold, M.T. Reiten, Robert E. Vardeman. MOD: Josh Gentry	<i>ENDS BY 3:25 PM</i>	501st Dewback Ridge Garrison <i>ROOM EMPTIED BY 4:10 PM</i>	3:00 PM 55 MINUTES WITH Ursula Vernon
3:30 pm			3:30 PM Game Show Set-Up		

SATURDAY: Registration Hours 9:30-7:00

Art Show Hours 9:30-7:00

Flea Market Hours 9:30-7:00

BUBONICON 49

AUGUST F.5 – “FINAL”

SATURDAY, AUGUST 26, 2017 CONT

Time	Main Room – Salon E	Salon A-D	Cimarron/Las Cruces	Carlsbad	Santa Fe (has screen)		
4:00 pm	Panel # 19 – SF AS A STEALTH DELIVERY PLATFORM: TEACHING AID Kathleen Kitts, Pari L. Noskin, David Lee Summers, Corie Weaver. MOD: Emily Mah	55 MINUTES WITH Jeffe Kennedy	Fan Game Show <i>CHAPA 'AI OF FORTUNE</i> Charles & Tauni Orndorff MC: Kevin Sonney	<i>DROID HUNT ENDS 4:10 PM</i>	ARTIST GUEST SLIDE SHOW Elizabeth Leggett		
4:15 pm				5:00-5:25 PM OPEN AIRWALL (Room Closed)		5:10 PM Game Show Teardown	4:15-5:10 PM Fan Panel “ROAD TO FANDOM: THE FAMILY THAT COSPLAYS TOGETHER...” MODs: C.J. Jury-Kiser & Phil Dillard
4:30 pm							
5:00 pm	5:25-6:40 PM MASS AUTOGRAPHING SESSION – 75 MINUTES Bubonicon Guests Sign Their Wares <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>			5:10 PM Room Clear	<i>ENDS 5:15 PM AT LATEST</i>		
5:25 pm							
5:30 pm							
6:00 pm							
6:40 pm	COSTUME PREP TIME (Room Emptied & Closed – Reset Stage)						
7:00 pm							
7:35 pm	Approximately 7:35 PM DOORS OPENED FOR AUDIENCE SEATING		-- 7:15 PM -- <i>CON SUITE CLOSES FOR DAY</i>	7:00 PM COSTUME GREEN ROOM AND STAGING	7:00 PM REGISTRATION, ART SHOW AND FLEA MARKET CLOSE		
8:00 pm	COSTUME CONTEST Master of Ceremonies: Victor Milan Organizers: Rebecca & Kevin Hewett, and Julian Wolf 3 Judges To Be Announced			Costumers Only! Rebecca Hewett, Kevin Hewett, Julian Wolf, Jessica Coyle, and other assigned volunteers...	8:00 PM		
8:30 pm							
9:05 pm?	Half-Time Entertainment 2017 GREEN SLIME AWARDS Hosted by Jessica L. Coyle with the Slime Time Players				9:00 PM		
10:00 pm?	COSTUME CONTEST WINNERS ANNOUNCED Master of Ceremonies: Victor Milan 3 Judges To Be Announced						
10:15 pm				10:15 PM Or So... COSTUME PHOTOGRAPHY	10:00 PM		
10:30 pm	10:45 PM Room Closed For Day		Adam J. Brown presents SATURDAY-NITE CINEMA “WE ARE STRANGERS” directed by Sean Weiner (2014, 73 mins), Plus Short Bits & More <i>[For Mature Audiences Only! Not-Rated...]</i>	Costumers pose for photos against backdrop Ends by 11:15 PM			
11:00 pm				11:15 PM Room Closed For Day			
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 (has screen)
8:00 am	<i>GRANOLA BARS IN CON SUITE</i>				
10:00 am	Panel # 20 – PROS WHO GAME: GAMEMASTERING & WRITING Craig A. Butler, Jane Lindskold, M.T. Reiten, Caroline Spector MOD: Aaron Campbell	55 MINUTES WITH John Maddox Roberts	55 MINUTES WITH Betsy James 10:00 AM <i>CON SUITE CLOSES!</i>	55 MINUTES WITH David Lee Summers	Solo Presentation <i>“20 YEARS UNDER JURISDICTION: THE LIFE AND HARD TIMES OF ‘UNCLE’ ANDREJ KOSCUISKO, WHO IS NOT A NICE MAN”</i> Susan R. Matthews
10:30 am					
11:00 am	CO-GUESTS OF HONOR PRESENTATION C.J. Cherryh & Sherwood Smith Introduced by Ursula Vernon, Toastmaster <i>ENDS BY 12:20...</i>			11:00 AM – 12:25 PM Fan Workshop <i>“MECHANICS OF TIME IN COMICS”</i> 7000 BC <i>(MODs: Michael Ellis and Nathan Rackley)</i>	11:30 AM Solo Presentation <i>“BRAIN STORMING, BRAIN RESEARCH”</i> Pari L. Noskin
11:30 am					
12:15 pm					
12:30 pm	Panel # 21 – COLOSSUS, SKYNET OR THE HUMANOIDS: DO ALL ROBOTS GO BAD Craig A. Butler, T.Jackson King, M.T. Reiten, Jim Sorenson. MOD: Josh Gentry	55 MINUTES WITH Victor Milan -+--+--+--+--+ 1:00 PM SUNDAY TEA UPSTAIRS: 60-MINUTE GROUPINGS (<i>Sign-Up</i>) Coordinated by the Afternoon Tea Society	12:15-12:40 PM AUCTION PREPARATIONS (Room Closed, Please – NO ENTRY Before 12:40)	12:30 PM 55 MINUTES WITH Corie Weaver	12:30 PM Solo Presentation <i>“HISTORICAL PERSPECTIVES ON FRONTIERS IN IMAGINATION”</i> Loretta Hall
12:40 pm					
1:00 pm					
1:30 pm	Panel # 22 – YE OLDE WANT OF TEKNOLOGIE: FANTASY DEFINED Yvonne Coats, Brenda Drake, Diana Gabaldon, S.M. Stirling. MOD: Jeffe Kennedy	55 MINUTES WITH M.T. Reiten	12:40 PM AUCTION ITEMS ACCEPTED 1:00-3:40 PM FUN AND CON AUCTION Auctioneers: Robert Vardeman, Patricia Rogers & Dennis Virzi. Money Takers: Craig C, Mandy S, Caitlin O, Geneva S, Jessica C. <i>Want to use a credit card?</i> <i>\$10.00 minimum +3% fee</i> (Items benefit Bubonicon and Individuals)	1:30 PM Fan Game Show <i>“FICTIONARY”</i> Host: Craig “Bucky” Fox	1:30-3:00 PM Solo Presentation <i>“EDITORIAL CARTOONS: WHAT & HOW TO DRAW, AND HOW THEIR MESSAGE IS BEING KILLED”</i> Keith Lewis
2:00 pm					
2:30 pm	Panel # 23 – WATCH OUT FOR THAT BUTTERFLY: THE LURE OF LITERARY TIME TRAVEL Stephen R. Donaldson, John .Jos. Miller, Scott Phillips, John M. Roberts. MOD: S.M. Stirling			2:30-3:45 PM Fan Game Show <i>“WHOPARDY”</i> Host: Lori Jansen	(Room Closed at 3:00)
3:00 pm					
3:30 pm	Panel # 24 – WHEN WE WERE YOUNG: EARLY FAVES C.J. Cherryh, Elizabeth Leggett, Ursula Vernon, Corie Weaver. MOD: Sherwood Smith	(Room Closed at 3:30)		(Room Closed at 3:45)	
3:45 pm					
4:00 pm					
4:30 pm	CLOSING CEREMONIES Co-Chairs + the 2017 Con-Com				
5:05 pm?	B49 IS OVER! Clean up hotel, pack up cars...				

BUBONICON 49 PANELS

1. JURASSIC SPARK: DINO APPEAL

Not just kids love dinosaurs. They've fascinated people of all ages for almost 200 years. Why? What is the enduring appeal of dinosaurs in the popular imagination? Dreaming about dinosaurs constitutes mental time travel. Usually. Does this fascination explain the appeal of Godzilla, Rodan, etc?

2. IS THE STAND-ALONE NOVEL DEAD? SOLO VS TRILOGY

With the success of sagas by such folks as George RR Martin and Terry Goodkind, and almost everyone else writing at least a trilogy to maximize earnings and market, can an author sell a stand-alone novel today? Why are publishers focused on trilogies? Do readers want stand-alones, or do they want more of what they know? What are the advantages/disadvantages of the solo novel as opposed to a trilogy or long series?

3. MALEVOLENT MONSTERS: LOVE 'EM, HATE 'EM

What would the story of Beowulf be like without Grendel? Or Moria without its Balrog? What monsters from SF & Fantasy send shivers up your spine and make you leave the lights on at night? And just what is it that makes these critters so scary and horrifying? If you had to put together a nightmare team of monsters, who or what would make your list. And finally what tips would you give a new writer about creating monsters?

4. THE FACTS BEHIND THE FANTASY: RESEARCH IMPACT

Authors discuss the impact of research on their work, and reveal the sources that helped them bring their stories to life. What resources do local libraries offer for writers researching the past? How much research do you do for novels set in a fictional/alternate past? What sources do you consult? How does research fit into your writing process (before drafting, in revisions, etc)? How do you know when to stop researching and start writing? What historical events inspire(d) you?

5. SAVING THE TITANIC AND SHOOTING HITLER: TIME TRAVEL TARGETS

Why are some historical events more popular than others as settings for time travel and alternate history fiction? (This might be a good panel for historians/social scientists.) Why do we return again and again to certain events and time periods (in fiction)? Which stories/authors get the closest to historical fact? If you could go back in time and save any one person, who would you save? If you could avert one tragedy, what tragedy would you avert?

6. LEARNING TO LOVE THE DEADLINE: PAPERS DUE

Deadlines: love 'em or hate 'em? Are they different depending on the length of your project? Are they different depending on whether you're writing fiction or non-fiction? Can the deadline make you a more dedicated writer? Is deadline pressure really helpful for some? Why? Does a deadline force a writer or artist to reach a finish?

7. REBEL SCUM: OPPOSING THE EMPIRE

In SF, there seem to be a lot of rebels or freedom fighters facing galactic empires and dystopias. For example, there are the Alliance rebels of Star Wars, the Browncoats of Firefly, the Bajorans of Star Trek, the underground movements of 1984 and Fahrenheit 451, etc. What is the appeal of the rebel? How do empires get defeated or fail? SF often has had subversive elements. Do feelings of being "an outsider" tie into that? And how does resistance in fiction tie into the current political climate? Look at the renewed popularity of *Brave New World*, *Animal Farm*, *It Can't Happen Here*, 1984 and *The Handmaid's Tale*.

8. FOR THE LOVE OF CHEESE: GLORY OF THE CHEESE MAGNET'S SON

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

9. COZY DISASTER: POST-APOCALYPTIC TALES

Why are there so many post-apocalyptic stories in SF? What is the appeal? There are survivors, so are these positive tales in disguise? Are they the silver lining in the grey cloud (someone survived)? Can a tale of end-of-the-world survival be anything besides negative? Is it really the "end of the world as we know it, and I feel fine"?

10. FELINES AND FELINE ALIENS IN SF/F: THE CAT'S MEOW

Why are feline aliens so popular? In addition to GoH C.J. Cherryh's Hani (*Chanur* novels), there are Larry Niven's Kzinti, *Star Trek's* Caitans (Lt. M'Ress), David Weber's treecats, the *Thundercats*, and many others. Many space RPGs feature feline aliens. SF cats walk through walls. Like Schrodinger's cat they're dead and alive at the same time. Why do felines seem to be more popular than canines, ursines, or other aliens derived from Earth animals as the model for alien races? Do you have a favorite?

11. FANCY PANTS: IDEA STRATEGY

Are you a pantser? An outliner? How do you get at your material? The most common question asked of SF writers is "Where do you get your ideas?" and we're all interested. Do you keep 'em in your pants? Should we rephrase that? Where do you find them? What are your ideation strategies? Is that an idea in your pants, or are you just happy to see me?

12. HEY, YOU GOT YOUR SCIENCE IN MY FICTION

The best science fiction comes from a kernel of truth, something that makes readers think, "Wait...could this actually happen?" From technology to medicine to space travel, panelists discuss how they create believable sci-fi stories and just how much fact there truly is in their fiction.

13. WORLDBUILDING: CREATION FROM NOTHING

In the beginning – No, this panel won't have to go back quite that far... Panelists will talk about some of the factors they think are important in building a world for their fiction. Building a believable world with believable geography, culture and rules is important in both SF and Fantasy. What are some of the most unique places panelists have written about or read about?

14. KILL YOUR LIT'L DARLINGS: REVISION AGONIES & PLEASURES

Do you enjoy it? How do you go about it? Does the beginning writer have a different attitude toward revision than the accomplished author? James Barrie said, "Cut it down by half, leaving nothing out." The machete as editing tool: how do you know what to cut?

15. EXO-PLANETS: WHAT WE'VE LEARNED

Astronomers have discovered several planets in orbit around far stars. What have we learned? Are there any in reach? Are any *really* habitable, or is it just that some could be habitable if all the conditions are just right?

16. ART AND COMIC BOOK ART: FUTURE CLASSICS

As art historians look back on the great Renaissance masters of the human figure like Michelangelo, Leonardo da Vinci and Raphael, so too will art historians of the future look back on the great masters of the human figure of our time. Will this include Jack Kirby, Neal Adams and Carmine Infantino, to name a few? Is it true that fine art and academic circles still consider it crass to compare/contrast the two groups of artists and their various styles? Who among this era will stand the test of time?

17. THE PAST IS ANOTHER WORLD: HISTORIC FICTION FOR SF FANS

One attraction of SF is its glimpses of alien worlds and cultures. Our past can be a similar alien culture. What historical works do a good job of capturing the past and conveying the unfamiliar amidst the familiar? Just how different (or alien) is historical fiction from SF?

18. SNACKWRITES: WRITING EXERCISES

This year SnackReads launched SnackWrites, to help people whom life gives little time, to be able to learn some writing craft and keep the dream alive. The moderator and participants will lead attendees through some of the writing exercises, and offer suggestions for time-constrained writing.

19. SF AS A STEALTH DELIVERY PLATFORM: TEACHING AID

Everybody knows that SF has inspired legions of young people to grow up and become scientists; half of NASA was weaned on *Star Trek*. But does SF's influence with these people end with their choice of career? Might SF actually serve as a legitimate means of transmitting scientific ideas between working scientists in different disciplines? Might it, in certain circumstances, be more effective than usual technical publications?

20. PROS WHO GAME: GAMEMASTERING & WRITING

Take your game to the next level with advice from writing professionals who game. Panelists discuss writing and running a better roleplaying game. And how has gaming influenced various writers? What novels or stories started as games? What games have sprouted from a writer's world-building for a story or novel?

21. COLOSSUS, SKYNET OR THE HUMANOIDS: DO ALL ROBOTS GO BAD?

If robots are neither good nor evil in themselves would they be as quick to serve the forces of evil as well as good? If and when our AI masters arrive, how will they come about? Will they spring spontaneously from the Internet or be deliberately built by men? Will they rule us, destroy us, or partner with us? Or even take too-good care of us like Williamson's Humanoids? And based on a computer beating a master at Go, how long do we have? Can we expect to see more evil robots in SF stories? Can truly evil robots ever compete with human villains?

22. YE OLDE WANT OF TEKNOLOGIE: FANTASY DEFINED

Shows like *Outlander* win awards in the fantasy category, but is a time-travel element enough to make what is otherwise a historical drama an actual fantasy? What elements define fantasy? Most fantasy stories seem to take place in a pre-technological society, often with a feeling of being back in time. Even the first *Star Wars* film began with "Long, long ago..." Why is this? Is technology the opposite of magic, as posited by many Urban Fantasy worlds? What makes *Game of Thrones* a fantasy? What about *Dragonriders of Pern*?

23. WATCH OUT FOR THAT BUTTERFLY: THE LURE OF LITERARY TIME TRAVEL

Where would you go, if you had a time machine? Ancient Egypt? Tang Dynasty China? The Globe Theater, in 1599? Or maybe to the 25th century, because who knows, Buck Rogers might actually be there. Sadly, no one's likely to invent a working time machine any time soon. But that hasn't stopped the legions of writers who've been exploring time travel ever since H. G. Wells described his first Morlock. Slips and drops and nets and projections and paradoxes — writers have thought up a hundred ways to travel backwards and forwards in time. And that's one of the great things about literary time travel: the way every writer seems to invent the mechanism all over again, every time they put pen to paper. Connie Willis told NPR that the best thing about time travel is no one's invented it yet — so it can be whatever you want. Is that true? What are some literary examples? What is the appeal?

24. WHEN WE WERE YOUNG: EARLY FAVES

Panelists share their favorite books from when they were teens, tweens & children. Find out what books inspired them, which ones hooked them on SF/Fantasy, and which ones made them want to try their own hand at creating stories. Are these books still inspiring today's young minds? Which of today's books might be tomorrow's great memories? What got you started in speculative fiction? Was it delight, geekiness, escape from weird parents, escape from – or camaraderie with – weird peers?