

NINE WORLDS



GEEKFEST 2013

PROGRAMME
and
SCHEDULE

Hello, hello, and a huge welcome to the very first Nine Worlds Geekfest!

Nine Worlds is a great big amusement park of geeky interests. From science fiction and fantasy literature, to films and TV, to gaming, science, crafts, comics and much more, we've brought together as much awesome stuff as we can fit into two conference hotels over a weekend. We're rocking over 400 sessions from 25 content tracks, with over 250 speakers, including discussions, workshops, panels, talks, as well as parties, fan meet-ups and evening entertainments, so there are dozens of different things to choose from at any one time.

In ten months, we've gone from wondering, 'why doesn't London have an annual fan-run multi-genre sci-fi convention?' to writing the welcoming message to one. We've grown to a staff of fifty volunteers, many of whom have given weeks and months of their time to make this happen, as well as dozens of extra helpers, who are invaluable during the course of the weekend.

We've been absolutely overwhelmed by the enthusiasm and support that we've received from fans and fandom communities since we decided to Kickstart the idea back in February, and we're thrilled to be putting on an event for so many fabulous people (we're expecting around four times the number of people that's standard for a first-year event.) A special shout-out of thanks goes to the people who supported our Kickstarter and got the ball rolling!

This is our first year, and there'll inevitably be bumps along the way. Please be patient, and remember everyone involved is a volunteer. We're in this for the long haul, and will be looking to get bigger and better year after year - we'd love it if you got involved to help make the event even more awesome!

No one is being paid for their efforts in making Nine Worlds happen, and all proceeds are going to our charity partner, English PEN, who campaign on behalf of persecuted writers around the world.

We hope you have a brilliant time at Nine Worlds - we wholeheartedly encourage you to jump in, to dress up, to join conversations and debates, to dance and make friends and learn cool stuff and volunteer and have a whole lot of fun.

This programme will be your guide to everything awesome that's going on this weekend, and also contains a bunch of information on practicalities.

Be excellent to each other, and party on!

Ludi, Dan, Erich, Sarah, Simon, Jenni H., Suraya, Jenni G., Elena, Kate, Jaime, Keith, Lindsey, Carrie, Andy, Misha, John M., Tori, Hannah, Matt J., Tanya, Siân, Tim, Tinker, Emma, James T., Kath, Elsie, Paul, Steph, Eva, Ollie, Sasha, Matt V., Paul, Deborah, Samir, Devon, John D., Graeme and many others!



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WHAT'S ON

Welcome! There's a huge amount scheduled over the weekend. You can check out the main goings-on via this programme, which will give you a schedule of our 400+ sessions, with details about the topics and who'll be speaking. Most of our content is organised into themed tracks, and most tracks are running the majority of their content in home rooms. Some have made their own, smaller schedules, focusing on their own content and other content they recommend, while for others, you can check out the track pages on the main Nine Worlds website (www.nineworlds.co.uk/track), or their tags on Lanyrd, our scheduling app: <http://lanyrd.com/2013/nineworlds/>

We're running in two hotels. The Radisson Edwardian (*called 'the Rad' here*) has the majority of our gaming content, as well as panel items on video games culture, our Geek Studies academic conference, and quite a few evening ents. The Renaissance (*or 'the Ren'*) has the majority of our discussion sessions, mostly hosted in individual track rooms.

There'll be panels, discussions, workshops and social events scheduled in most of the convention rooms during the event, and anyone's welcome to take part in these. The bars are also open all day for informal socialising, and we've scheduled a few fan meetups in the Renaissance bar. The sofas and Starbucks in the Renaissance lobby are also open for socialising, and we'll be running our cosplay contest here around midday on Saturday and Sunday. The Radisson has loads of gaming going on all day, every day, which all attendees are welcome to drop in and out of. In the evenings, there are more talks, as well as parties, music, games and other cool goings-on.

Check out the schedule in this booklet, or download the Lanyrd app for a full overview.

WHERE TO FIND HELP

If you're having any trouble, or you'd like to report an incident, come to the **SAFETY DESK** in the main lobby of the Renaissance. There, one of our staff will be able to help you out, and assist you in taking a report further if that's what you'd like to do. They'll also have local emergency phone numbers, and can sort out calling and liaising with the local police if necessary. *(If you need to call the police, please do come here first - the Renaissance have a good relationship with the local police, so we'll have a smoother time if we go via them.)*

You can also come and talk to our **LISTENING DESK** (*next door to the safety desk*), where a volunteer will be around to take you aside for a cup of tea and a chat if you're having any problems and you'd just like to talk. Bear in mind that these are volunteers without any counselling training - they're here for informal emotional support only. You can use the listening desk in combination with a visit to the safety desk (*if there's action you'd like us to take*) or just as-is (*if you're only looking to talk*.)



WHERE TO FIND INFORMATION

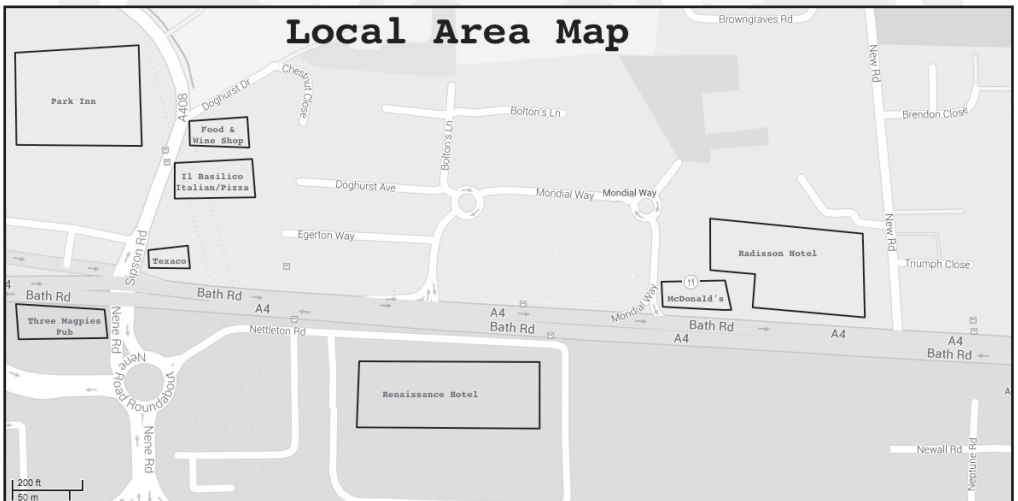
If you're lost, or looking for a certain session, the maps or schedule in this guide should be able to help you out. You can also check the main convention FAQ (www.nineworlds.co.uk/faq), read the individual track pages (www.nineworlds.co.uk/track) or download the Lanyrd app at <http://lanyrd.com/2013/nineworlds/> for the full schedule and list of speakers.

Each hotel will have an information desk in the main lobby - head on over, and our charming volunteers should be able to help out with any other issues. You can also ask a steward - there'll be a few on each floor, marked out with hi-vis vests.

You can tweet us @**London_Geekfest** with questions, or tweet at individual tracks (the full list is on page 7). We're using the hashtag **#nineworlds**.

THE HOTELS & THE LOCAL AREA

We're running in two hotels, five minutes' walk apart: the Radisson has gaming, video games culture, and our academic conference, and the Renaissance has the majority of our discussion sessions. Both have a full host of evening entertainments and lots going on.



There'll be food options at both hotels (*see next page*) and for full accessibility information, see the access section (*see page 8 & 9*).



ABOUT FOOD

At The Hotels

Breakfast:

If you've booked a hotel room via our hotel booking link, breakfast is included! If you haven't used our link, check the hotel's arrangements for guest breakfasts. The Three Magpies also does breakfast.

Lunch & Dinner:

Both hotels have light lunch options and full dinner options (but the restaurant at the Renaissance is going to be well over full, and we'd suggest looking elsewhere for food).

The Radisson has an a la carte restaurant, with all-day dining available from 6.30am to 10.30pm.

The Marriot and the Sheraton (beside the Rad) also have restaurants, as does the Park Inn.

Cafes & Bars

The Starbucks cafe in the Ren lobby is open until 11pm every day. There's another one in the Marriot (beside the Rad).

Both hotels have full bars that are open til late, and there will be a special evening convention bar just for us in the Marlborough room of the Ren, open til 1am.

Outside The Hotels

There are a few food options close to hotels:

- 24-hour McDonald's between the hotels
the Three Magpies - pub food, open 11am-11pm every day
- Il Basilico - Italian restaurant, 627 Sipson Road (*5 mins from the Renaissance*). Open 5.30pm-10pm Friday, and 5pm-10pm Saturday and Sunday.
- Pheasant Inn (South Asian food) 98 W End Ln. Open 11am-2am (not on map but just on the end of New Rd behind the Rad)

There's also a food and wine shop next to Il Basilico, and a Texaco service station shop on the corner opposite the Ren.

In addition, the tube station for Heathrow 1,2 and 3 is a five-minute free bus ride away - take the 105, 111, 140 or 285, and say you're going to Heathrow. (*To get back, take any of those buses from stand 19 or 20 in the bus station.*) There's a Cafe Nero inside the station, and many more cafes, restaurants and an M&S Simply Food within the airport.



ABOUT THE SCHEDULE

We've organised sessions by time and room, and you can find the rooms on the maps at the back. Rooms in the Radisson are prefaced with 'Rad', everything else is in the Renaissance. Most full-time tracks have their own track rooms, which will be labelled on the screens around the hotels.

Sessions begin at the start time stated unless they say otherwise in the title or description, and the vast majority last 75 minutes, with 30 minute breaks in between. Participants are welcome to come in and out at any time, but please be quiet and respectful while doing so.

All sessions are child-and-teenager-friendly unless it's stated they're 16+ or 18+ only in the titles. Information on our particularly child-friendly sessions can be found in the 'Kid-Friendly' section of this guide.

The schedule grids are followed by descriptions of each session, organised chronologically. You may find it more useful to look up a particular track's home page (via www.nineworlds.co.uk/track) or use Lanyrd. Biographies for our ~250 speakers can also be found on Lanyrd.

Most of our content is being hosted by tracks, many of whom have their own Twitter accounts. Do follow tracks of interest for updates and to chat!

List of track Twitter accounts:

@London_Geekfest - main Nine Worlds twitter account

@booksnineworlds - All Of The Books

@NineWorldsFilm - film festival

@NineWorldsGOT - Game of Thrones

@Geek_Feminism - geek feminism

@NineWorldsQueer - queer fandom

@9Worlds_fanfic - fanfic

@9W_VGCulture - video game culture

@NineWorldsVamps - vampires

@9WorldsWriting - creative writing



ACCESS INFORMATION

We are founded on the belief that geekdom should not be restricted by class, age, gender, sexuality, disability, ethnicity, or the ability to cite Wookieepedia in arguments, and as such, we're operating a strong anti-harassment policy, which all ticket purchasers have agreed to abide by, and we're doing our best to create an accessible space. Please let us know if there's anything else we can do to make Nine Worlds more accessible for you: at the event, you can reach us via one of the information desks, or via twitter [@London_Geekfest](https://twitter.com/London_Geekfest), or you can send us feedback via the anonymous feedback box on the safety desk, or after the event to feedback@nineworlds.co.uk.

In Summary:

We're running in two hotels, 5+ minutes' walk apart. We have step-free access, accessible toilets, gender neutral toilets, designated quiet space, car parking, kid-friendly content, a minority of clearly marked 18+ only content, and space for feeding and changing infants. We're running as 75- minute sessions with 30-minute breaks, and attendees can enter and leave sessions as they like.

Hotel Locations:

Most of the convention will be running at the Renaissance, and much of the gaming content will be at the Radisson. Both hotels have car parks.

We're using all the available space at the Renaissance, and at the Radisson, we'll be using the Royal ballroom for large events and the following rooms for gaming and gaming-related events: 11, 12, 15, 16, 17, 18, 19, 30, 31, 32, 35, 36, 37, 38, 41 and 42.

The hotels are across a dual carriageway from each other, and there is a pedestrian crossing between them. Google Maps puts the walk at five minutes.

Our programme is running as 75-minute sessions with 30-minute breaks. Attendees are welcome to come in and out of sessions at any time, though we ask they be quiet and respectful whilst doing so.

Hotel Layout And Lifts:

There is step-free access to the convention rooms throughout the con.

Everyone is welcome to use the lifts, though we anticipate that things will get crowded, and we ask attendees to prioritise con-goers for whom lift use is essential, by allowing wheelchair users, and people with pushchairs and mobility aids in first. Please bear in mind that not all impairments are visible: be mindful of your own use of the lifts, and don't question others' use. Thanks!

Please leave plenty of space in doorways for wheelchair users and people with pushchairs to get through - if your path is blocked, feel free to call over a steward to help out.



Parents:

Infants: Parents are very welcome to breastfeed anywhere at the convention: this is in accordance with UK laws, and we will not tolerate the harassment of breastfeeding parents. We also have some small rooms set aside to create space for breastfeeding (*if parents would prefer privacy*), and for changing (*please limit changing infants to bathrooms and private spaces.*) These rooms are STANSTED and JETSTAR, at either end of the long corridor on the first floor of the Renaissance.

Older kids: All sessions welcome children and teenagers unless they're specifically marked as 18+ in the schedule. We also have sessions aimed especially at families: check out the list in the 'Kid- Friendly' section of this guide, or the 'Kid-Friendly' tag on Lanyrd.

Also:

Attendees are welcome to come in and out of sessions as they like, we just ask that they be quiet and respectful whilst doing so. We're also not enforcing rules on mobile phones as we know lots of our attendees are parents who may need to be called away - we just ask that attendees are respectful of this by only using phones if necessary and answering them outside the room where possible.

There'll be a daily parents' meet-and-greet in the Renaissance. This will be in the Renaissance bar at 3.15pm on Friday, and at 9am on Saturday and Sunday, with an additional meetup in Nimrod Room on Friday at 8.30pm.

Quiet Spaces:

Quiet spaces are available in the Renaissance, in rooms GATWICK and LEARJET, each end of the long first-floor corridor. Anyone is welcome to make use of these, and the intention is that people can use these spaces as a place where no-one else will interact with them - so multiple people are most welcome in quiet spaces, as long as they maintain that. These spaces may not be made private, and please don't use them for socialising!

Toilets:

Gender-neutral, individual toilets are available on the first floor of the Renaissance, and gendered toilets are available on the ground floor and lower ground floor. Accessible toilets will be signposted.

We're not able to gender-neutralise toilets in the Radisson as we don't have exclusive use of the space. Accessible, gendered toilets are available on the ground floor.



CODE OF CONDUCT

We'd like Nine Worlds to be an awesome, fun and safe space for everyone involved, so we've asked all ticket holders to agree to abide by this code of conduct as a condition of their attending the convention.

We're taking this very seriously - please do read it thoroughly. You can come to the safety desk in the Renaissance lobby for help at any time during the convention. Be excellent to each other, and party on.

Rules, & Stuff To Note

1. *Please wear your badge at all times, in plain sight. You need it to access convention spaces.*
2. *Bear in mind that we're a family-friendly event: there'll be kids around. Keep it PG-13.*
3. *We're not responsible for lost, stolen or damaged property, or for injuries sustained during the convention. We can offer sympathy though.*
4. *We reserve the right to ask attendees to leave the convention without refund if they are behaving inappropriately.*
5. *Events and guests are subject to change and cancellation. We'll do our best to warn you of changes via our website, Twitter, and Lanyrd app, but sometimes changes will happen without notice.*
6. *No camping in convention spaces - people found sleeping in public spaces will be asked to move on to their hotel rooms, or offsite.*
7. *We love photos, but please ask your subjects for their permission first - it's only polite. Some people will be wearing bright yellow no-photo lanyards - do ensure you don't photograph them, even if they're in the background.*
8. *Under-16s must be accompanied by their adult at all times (sorry, teens!). We've put together a series of family-friendly sessions for families to enjoy together: they are emphatically not a creche. Please leave your phone number with your kid in case they get lost (we don't have an intercom), and bring lost kids to the safety desk in the Renaissance lobby.*

Anti-Harassment Policy

Nine Worlds is dedicated to providing a great convention experience for everyone, whatever their gender, sexuality, disability, physical appearance, body size, race or religion. For this reason, we will not tolerate any form of harassment of convention participants. Con participants found to be engaging in harassment may be sanctioned or expelled from the con without refund.

Harassment can include:

- *offensive verbal comments about gender, sexuality, impairment, physical appearance, body size, race or religion*
- *showing sexual imagery in public spaces*
- *intimidation, stalking or following*
- *photographing or recording someone without their permission -sustained disruption of talks or other events*
- *uninvited physical contact*
- *uninvited sexual attention*



We'd also particularly like to draw attention to some forms of racist harassment that non-white attendees of geek events have spoken about, including:

- white people critiquing their cosplay choices without being asked
- being expected to be an authority on non-white characters in various shows or comics
- being talked down to or assumed to be less knowledgeable about topics being discussed.

What should I do if I am being harassed?

In some cases you may find the harassment stops if you clearly say 'no' or 'please leave me alone', or simply walk away. We would appreciate it if the safety desk was still informed to help us identify any repeat offenders.

If you continue to be harassed or notice someone else being harassed, please visit the safety desk in the Renaissance lobby, or contact a convention volunteer. Staff can help participants contact venue security or law enforcement (if that's what they'd like to do), provide a listener, or otherwise assist those experiencing harassment to feel safe during the con.

Costumes and Weapons Policy

We love costumes at Nine Worlds, and are very much looking forward to seeing all your amazing cosplays! Here are the cosplay rules to help keep things fun and safe for everyone.

1. All costumes must abide by our anti-harassment policy - they must not be offensive on the grounds of gender, sexuality, disability, physical appearance, body size, race or religion. This includes t-shirt slogans. We decide what's offensive: please don't debate with staff.
2. We're a family-friendly event. Keep it PG-13: no nudity, and please don't dress in overtly sexualised costumes.
3. All weapons must be non-functional (they can't actually hurt anyone), and must look fake from at least three metres away. If they look like they could possibly be dangerous in any way, weapons must be peace-bonded at registration.
4. No weapons that look like real guns are allowed. We're at Heathrow! The police will take these things very seriously. On that: the more costumed-up you are, the more forgiving hotel security will be regarding fake firearms. Stormtroopers with blasters - awesome! Street clothes with a black plastic toy pistol - problem. Arguing that you're cosplaying Joe Chill will not help.
5. No firing of loaded functioning projectile weapons outside of event-organised weapon-play sessions - this includes NERF guns, water pistols, silly-string guns, ping-pong pistols and more.
6. Please don't aim weapons at people without their consent. If you're posing for a photo, try aiming them skywards.
7. No metal bladed weapons. Non-metal bladed weapons should be blunt.
8. Absolutely no explosives - including, but not limited to, smoke powder, sparklers, and fireworks.
9. No play-fighting with prop weapons outside of event organised weapon-play sessions.
10. There will be kids at the event - please don't run around deliberately scaring them.



EVENING ENTERTAINMENTS

In addition to dozens of evening talky sessions run by many of the fandom tracks, great science lectures, lots of gaming going on, and non-stop movies until late with the film festival, we've also got these great items.

Friday

- **Steampunk Fashion Show** at 18:45 - 20:30 in Windsor
- **Sci-Fi Film Quiz** at 18:45 - 20:30 in Comet
- **Welcome Party** at 20:30 - 01:00 in Marlborough
- **Fantasy Novel Launch Party** at 20:30 - 21:45 (*for Swords of Good Men by Snorri Kristjansson & the Glass Republic by Tom Pollock*) in George I
- **Paul Cornell's Just a Minute** at 20:30 - 21:45 in Rad Royal A+B
- **Rock Club** at 21:00 - 01:00 (*Rock Band karaoke hosted by Rock Club London*) in George II
- **Phonogram Disco** at 22:00 - 23:00 in Somerset
- **"It Is Rocket Science" Stand-Up Comedy with Helen Keen** at 22:15 - 23:30 in Marlborough
- **Late-Night Fan Vidding** at 22:15 - 23:30 in Trident
- **All-Cheese Disco** at 23:00 - 01:00 in Somerset
- **Sci-fi Film Festival** 17:00 - 00:00 in Comet
- **Evening & Late Night Gaming** in Rad 11 + 38
- **Cigarette Burns presents: Midnight Madness Films** 00:00 - 02:00 in Comet

Saturday

- **Steampunk Gin Appreciation** at 18:45 - 20:30 in Windsor (*prebooking essential!!*)
- **Sci-Fi Pub Quiz** at 20:30 - 21:45 (*hosted by Emma and Gaspode*) in Rad Royal A+B
- **Bifröst Queer Cabaret & Disco** at 20:30 - 01:00 in Somerset
- **The Nine Worlds Party** at 20:30 - 01:00 in Marlborough
- **Once More with Feeling Sing-along** (*with David Merriman on the piano*) at 20:30 - 21:45 in the Ren Bar
- **Rock Club** at 21:00 - 01:00 (*Rock Band karaoke hosted by Rock Club London*) in George II
- **Vogon Poetry Slam** at 22:15 - 23:30 in George I
- **Sci-fi Film Festival** 17:00 - 00:00 in Comet
- **Evening & Late Night Gaming** in Rad 11 + 38
- **Cigarette Burns presents: Midnight Madness Films** 00:00 - 02:00 in Comet

Sunday

- **Awards Ceremony** 18:45 - 20:30 (*with the Gemmell awards shortlist and the Nine Worlds awards*) in Marlborough
- **After World Party** 20:30 - 21:45 in Marlborough
- **Sci-fi Classics & Sing-along** (*with David Merriman on the piano*) at 20:30 - 21:45 in Ren Bar
- **Evening & Late Night Gaming** in Ren Bar.



Literature

Friday

- 5pm - 6pm Anne Lyle (**Forbidden Planet Table, Dealer's Room**)
- 8.30pm - 9.45pm Tom Pollock & Snorri Kristjansson Launch Party & Signing, The Glass City & Swords of Good Men (**George lobby, Ren**)

Saturday - Take place in Vendors/Wessex at the Forbidden Planet Table unless otherwise indicated

- 10am - 11am Paul Cornell, Kieron Gillen
- 11:15 - 12pm Kate Griffin, Benedict Jacka, Stan Nicholls
- 12noon - 1pm Adrian Tchaikovsky, Emma Newman, Adam Christopher
- 1pm-1.20pm Roz Kaveney, Kari Sperring, Penny Armstrong (**Somerset, moving on to the Bar - Ren**)
- 1pm - 2pm David Tallerman
- 1pm - 1.30pm Cory Doctorow Signing & Launch Party (**Main Bar - Ren**)
- 3pm - 4pm Jaine Fenn
- 5pm - 6pm Ben Aaronovitch, Lou Morgan

Sunday - All take place in Vendors/Wessex at the Forbidden Planet Table

- 10am - 11am Danie Ware, James Swallow
- 11:15 - 12pm Ian Whates
- 12noon - 1pm Charles Stross
- 1pm - 2pm Stephanie Saulter, Jonathan Green
- 3pm - 4pm Kim Newman, Will Hill, Tom Pollock
- 5pm - 6pm Den Patrick, Francis Knight

Film & TV - All take place in the Main Bar signing area unless indicated

- Miltos Yerole mou Friday 8pm - 9:30pm & Sunday 3pm - 4:45pm
- Chris Barrie Saturday 3pm - 5pm
- Kate Madison Friday 6:30pm - 7:45pm
- Kai Owen Saturday 3:15pm - 4:45pm & Sunday 1:30pm - 3pm (**George Lobby**)
- Simon Fisher-Becker Saturday 11:45am - 1:15pm & 5pm - 6:30pm (**George Lobby**)
- Matthew Waterhouse Saturday 1:30pm - 3pm & 3:15pm - 4:45pm (**George Lobby**)



KID-FRIENDLY CONTENT

Full descriptions of these sessions are available at: nineworlds.co.uk/kids or via the 'Kid-Friendly' tag on Lanyrd.

Friday

3.15pm	Mod My Nerf - Steampunk track, Windsor Room
5pm	Sigil Designing Workshop - Game of Thrones track, Viscount Room
6.45pm	Blood & Guts 101 (<i>for gore lovers</i>) - creating basic stage wounds, Vanguard Room

3.15pm	Parents' Meetups - Renaissance Bar
8.30pm	Parents' Meetups - Nimrod Room

Saturday

10am	What Happens Next? Fanfic workshop for pre-teens - Fanfic track, Trident Room
10am	Fangzines: A vampire-created media workshop - Vampires track, Vanguard Room
10am - 1pm	Muggle Quidditch (<i>drop-in</i>), Marlborough room
11.30am - 1pm	Steampunk Kids' Craft Zone - Steampunk track, Windsor Room
1.15pm - 2pm	Cosplay Contest - Renaissance Lobby
1.30pm	Tea Duelling! - Steampunk track, Windsor Room
5pm	Geek Feminism for Pre-Teens - Geek Feminism track, Lancaster Room

Sunday

10am - 11.15am	Kids' Craft Session - hosted by the Video Games Culture track, Lancaster Room
11.30am - 12noon	Cosplay Contest - Renaissance Lobby
11.30am - 1pm	Steampunk Kids' Craft Zone - Steampunk track, Windsor Room
11.45am - 1pm	Blood & Guts 201 (<i>for gore lovers</i>) - creating basic stage wounds, Vanguard Room
1.30pm	Tea Duelling! - Steampunk track, Windsor Room



So many shiny things! Come check out our totally awesome vendors hall, in the Renaissance's Wessex Ballroom. We're open 3 – 6pm Friday, and 9 – 6pm Saturday and Sunday.

Shiny things include...

- Comics – original design, genre and 9 worlds style
- New and second-hand books and DVDs
- Action figures
- Board games, card games, collectable card games, all kinds of games
- BIG comics! SMALL PRESS comics!
- Funky geeky waistcoats
- Cloaks and costumes
- Knitted Cthulhus!
- Knitting generally!
- We DO NEED no stinking badges!
- Funky messenger bags
- Magnets!
- All the custom My Little Pony things you crave
- Posters
- Baseball caps
- Movie collectibles
- Shoes!
- All kinds of funky accessories
- Custom jewellery – modern style, pagan style, 16 bit (yes really!), all kinds of styles, many one off original pieces you won't find in mainstream shops.

In addition, on Saturday and Sunday we'll be running 2-hour pop-up markets from 3pm til 5pm for you to meet (*and get things signed by!*) some of the awesome artists and authors on our programme. Be sure to check the information point (*the flipchart*) in the vendors hall to find out who will be around and when!

There'll also be other convention organisers around to tell you about other great SF cons coming soon - do drop by and say hello!

If you're interested in trading next year, do email **vendors@nineworlds.co.uk**, or give your details to Emma (*the one in the hi-vis jacket in the vendors' hall.*)



	Marlborough Room	Lobby Room	Windsor Room	Somerset Room	York Cinema
9am					
10am					
11am					
12pm					
1pm					
2pm					
3pm					
4pm	3:15pm - Social Gaming with the Haberdashery Collective (16+)	3:15pm - The Psychology of Ghosts and Hauntings	3:15pm - Pimp My Nerf: Nerf guns and their place in steampunk	3:15pm - Lady Geek: Making Technology More Accessible to Women	3:15pm - In Conversation with Robert Llewellyn
5pm	Water Dancing with Syrio Forel. Just so. (prebooking essential!)	The Nightingale Collaboration: regulating Internet advertising	Steampunk 101: an introduction and Q&A	Indie Comics: four generations of male creators discuss comics	The Boy Who Lives: why study the Potterverse?
6pm					
7pm	6:45pm - Water Dancing with Syrio Forel. Just so. (prebooking essential!)	6:45pm - Robert Llewellyn: Electric Cars and News from Gardenia	6:45pm - Steampunk Fashion Show	6:45pm - The Hogwarts High Table: meet the Harry Potter academics	6:45pm - Legal Regulation Of Robots
8pm					
9pm	8:30pm - Welcome Party!	8:30pm - Future Sex		8:30pm - Indie Comics: four generations of female creators on comics	
10pm					
11pm	10:15pm - It Is Rocket Science: comedy with stand-up scientist Helen Keen	10:15pm - New Voices Slam Session: Friday Edition		10:15pm - Dancing! Phonogram Disco 10-11pm / All-Cheese Disco 11pm-1am	
12am					



	George 1	Rad 11 (Roleplay HQ)	Britannia	Caravelle	Concorde
9am					
10am					
11am					
12pm					
1pm					
2pm					
3pm					
4pm		3:15pm - How To Publish Your Game	3:15pm - Queer High Tea		
5pm	Cake or Death? Plot, Pacing & Character Death. With Cake.			The Big Geeky Feminist Drop-In	Authenticity: natural dyes and fabrics for Tolkien cosplayers
6pm					
7pm	6:45pm - How To Help Your Book Find An Agent		6:45pm - Telling Our Own Stories		6:45pm - Born Of Hope director Q&A with Kate Madison
8pm		Free Gaming with Arion Games			
9pm	8:30pm - Launch Party: 'Swords Of Good Men' & 'The Glass Republic'		8:30pm - Electric Spectra: a queer poetry gathering (18+)		8:30pm - A Pirate History of Hollywood
10pm					
11pm					10:15pm - Can Blue Gods Sing the Whites? 100 years of Hindi cinema
12am					



	Comet	Trident	Viscount	Friendship	Harrier	Lancaster
9am						
10am						
11am						
12pm						
1pm						
2pm						
3pm						
4pm		3:15pm - Let's Do the Show Right Here: Setting up the fanfic room				
5pm						
6pm	Born Of Hope (Dir. Kate Madison 2009)	Tea and Consequences: Welcome tea party and fandom moot	Sigil Designing Workshop	Brony Meet & Greet	Working The Time Machine: Writing Time Travel So It Makes Sense	
7pm	6:45pm - The Nine Worlds Film Fest Film Quiz	6:45pm - Fandom 101: Nine Myths About Fanfic	6:45pm - Don't Fight For Honour, Don't Fight For Glory	6:45pm - Brony Q&A	6:45pm - From Idea to Story: Putting It Together	6:45pm - Indie Comics: is sexism still an issue? How do we get past it?
8pm						
9pm	8:30pm - 'What's Up Roger Corman?' Pt 1	8:30pm - Fanvidding 101	8:30pm - Game of Fun!	8:30pm - Party	8:30pm - Writing Alien Perspectives	
10pm						
11pm	10:15pm - 'What's Up Roger Corman?' Pt. 2	10:15pm - Late Night Vidding			10:15pm - Writing Fantastic London	
12am	Cigarette Burns Presents: Midnight Madness					



	Nimrod	Vanguard	Wellington	George II & III	Rad 38 (Board Games)	Radisson 31, 32, 35
9am						
10am						
11am						
12pm						
1pm						
2pm						
3pm						3:15pm - Free Gaming
4pm						
5pm				Queers Dig Time Lords Roundtable		
6pm						
7pm		6:45pm - Blood and Guts 101	6:45pm - Nine Worlds Stitch n Bitch	6:45pm - The Power Of Blogging		
8pm						
9pm	8:30pm - Parents' Meetup	8:30pm - Fictional Vampires; Real World Problems		8:30pm - Rock Band - with Rock Club London (16+)		
10pm						
11pm		10:15pm - Erotic Writing: A How-To (18+)				
12am						



	Ren Bar	Ren Lobby	Rad 15 (RPGs)	Rad 16 (RPGs)	Rad 17 (RPGs: D&D)	Rad 19 (RPGs)
9am						
10am						
11am						
12pm						
1pm						
2pm						
3pm						
4pm	3:15pm - Parents' Meetup		3:15pm - Still Lost (The Quiet Years)	3:15pm - Call Of Cthulhu	3:15pm - Plain Of Stone Spiders - Dungeons and Dragons 4th Edition	3:15pm - Demonstrations - from the Steve Jackson Games demo team
5pm						
6pm						
7pm						
8pm						
9pm			Troops (Fiasco)			Discworld RPG 2nd Edition preview, and Gurps Horror
10pm						
11pm						
12am						



	Rad 37 (RPGs)	Rad 41 (Indie RPGs)	Rad Royal A & B	Rad Royal C & D	Wessex	Wessex: Anteroom
9am						
10am						
11am						
12pm						
1pm						
2pm						
3pm						
4pm	3:15pm - 13th Age (Arthurian RPG), Squadron UK (Superhero RPG)	3:15pm - Indie RPGs and Storygasm			3:15pm - Vendors (3pm - 6pm)	
5pm			Non-Genre Genre Shows			
6pm						
7pm			6:45pm - Comic Book Heroes On The Small Screen			
8pm	Squadron UK (Superhero RPG)					
9pm			8:30pm - Just A Minute: the fast- talking game, with Paul Cornell			
10pm						
11pm						
12am						



	Marlborough Room	Lobby Room	Windsor Room	Somerset Room	York Cinema
9am					Feedback Session
10am	Live Action Muggle Quidditch	Sleep Paralysis	Steampunk Makers Masterclass	The Future Of Technology and Society	Four Houses or One? The importance of Sorting
11am					
12pm	11:45am - Live Action Muggle Quidditch	11:45am - Alien Mummies, Monsters and Mermaids	11:45am - Steampunk Authors: book readings and signings session	11:45am - A Very Peculiar Practice: Fanfic and Professional Writing	11:45am - Keynote: The current state of gaming culture
1pm					
2pm	1:30pm - Crowdfunding the Future - getting the crowd to fund your vision	1:30pm - Love and Death in the Potterverse	1:30pm - Tea Duelling!	1:30pm - Gender In Gaming	1:30pm - In Conversation with Chris Barrie
3pm					
4pm	3:15pm - The Infected - Diseases of the Cultural Body	3:15pm - The Psychology of Conspiracy Theories	3:15pm - Steampunk in Fiction	3:15pm - Star Trek Writers Panel	3:15pm - Owning the Servers: OTW and AO3 in a post-'50 Shades' world
5pm	Cyberpunk: The Dystopian Prism/ Prison.	Fact-hunters - truth about facts, wives-tales and common truths	Steampunk Across The Globe	Games For Us: The Rise Of LGBT and Feminist Gaming	Magic is Might - Prejudice in the Potterverse
6pm					
7pm	6:45pm - The Nine Worlds Party!	6:45pm - Could Saturn's moons support life?	6:45pm - Gin Appreciation	6:45pm - Social Gaming with the Haberdashery Collective (16+)	6:45pm - The Philosophy of Red Dwarf
8pm		8:30pm - Diffusion Of The Dead: Mathematically Modelling Zombies		8:30pm - Biffröst: the Nine Worlds Queer Cabaret & Disco	
9pm					
10pm					
11pm		10:15pm - New Voices Slam Session: Saturday Edition			
12am					

	George 1	Rad 11 (Roleplay HQ)	Britannia	Caravelle	Concorde
9am					
10am	Heroes vs. Villains: The Debate	Collaborate To Create: why creation needn't be a solo activity	Queer Comics Show and Tell	What the FRAK is Geek Feminism?	Social Gaming with the Haberdashery Collective (16+)
11am					
12pm	11:45am - The Publishing Panel: Q&A with Editors and Agents		11:45am - Why Is The Future So Binary?	11:45am - Take Back the Net: The Future of Online Feminism	11:45am - Tolkien Roleplay
1pm					
2pm	1:30pm - Debate: is our Future Utopian or Dystopian? SF Authors Decide		1:30pm - New Goggles: Diversity in Steampunk	1:30pm - The Technical Stuff: robotics and cosplay	1:30pm - Tolkien and Translation
3pm					
4pm	3:15pm - New House, Old Ghosts: Reinventing Mythology & the Supernatural	3:15pm - Game Design Seminar with Monte Cook	3:15pm - We Are The Media: short talks	3:15pm - Big Damn Heroines: Feminism In The Whedonverse	3:15pm - (Nearly) Sixty Years of Reading The Lord of the Rings
5pm	Life Beyond Westeros: what Game of Thrones means for Fantasy		Rhapsody of Blood book reading and Q&A - with Roz Kaveney	Women's Worlds: Feminist Utopias in Literature	Tolkien track: Open Discussion
6pm					
7pm	6:45pm - Science Fiction Double Feature: Gender & Sexuality in SFF			6:45pm - From Space Invader to Starfleet: Inclusiveness in Geek Spaces	6:45pm - Making Weaponry - cosplay swords, spears and more
8pm		Free Gaming with Arion Games			
9pm	8:30pm - Teenage Kicks: Writing for Young Adult Audiences				
10pm					
11pm	10:15pm - Vogon Poetry Slam (hosted by the Creative Writing track)				
12am					

	Comet	Trident	Viscount	Friendship	Harrier	Lancaster
9am		Don't Keep it a Secret: Reccing and Reviewing Roundtable		Introduction to BUCK		
10am	Judge Minty (Dir. Steven Sterlacchini 2013)	What Happens Next? Fanfic workshop for pre-teens	Maiden, Mother, Crone	Brony Meet & Greet	On Fear and Writing	Indie Comics: Dan Boulton in conversation
11am						
12pm	11:45am - Making Fanfilms, Genre Films & Low Budget Films	11:45am - Star Wars Costuming	11:45am - Some Place Even Renly Never Found	11:45am - Acoustic Brony Music Session	11:45am - Writing Basics	11:45am - Hermione Granger: Feminist Icon?
1pm						
2pm	1:30pm - The Wild Hunt (Dir. Alexandre Franchi, 2009)	1:30pm - It's Not Just Pretty White Boys: Problematic Issues in Fanfic	1:30pm - Beneath The Heart Tree or In The Sept	1:30pm - BUCK Q&A	1:30pm - T-Party Writing Workshop with Author Feedback	1:30pm - Indie Comics: 'Comics', not 'Comics!' - humour in comics
3pm						
4pm		3:15pm - Disney Princess: making a cosplay princess dress on a budget	3:15pm - Why That Character Isn't As Bad As You Think			3:15pm - The Quest for the Holy Horcrux
5pm	The Duke Mitchell Film Club Presents: Sci Fi Night Pt.1	Mary/Sue: Writing female characters (original and canon)	Bristling With Weapons! Costuming and weaponry	Pipsqueak Music Session	T-Party Writing Workshop with Author Feedback	Geek Feminism for Pre-Teens
6pm						
7pm	6:45pm - The Duke Mitchell Film Club Presents: Sci Fi Night Pt. 2	6:45pm - Queer All The Things!	6:45pm - Tears Aren't A Woman's Only Weapon	6:45pm - Fandom War		6:45pm - Indie Comics: who'd work in comics?
8pm						
9pm	8:30pm - Wonder Women! The Untold Story Of American Superheroines	8:30pm - Anderson and the Dinosaurs? Fanon and Cross Fandom Phenomena	8:30pm - Knowledge Is Power	8:30pm - Pipsqueak Comedy Routine	8:30pm - How to Write Vagon Poetry	8:30pm - Indie Comics: Rian Hughes in conversation
10pm						
11pm	10:15pm - Wonder Women! Second Showing (added due to popular demand)	10:15pm - The Joy of Writing Sex		10:15pm - Speedcore Dave Music Session	10:15pm - Geek Love - erotic fiction reading and discussion (18+)	
12am	Cigarette Burns Presents: Midnight Madness					

	Nimrod	Vanguard	Wellington	George II & III	Rad 38 (Board Games)	Radisson 31, 32, 35
9am					Playtesting: All Day at Board Gaming HQ (10am - 6pm)	
10am	Indie Comics: The Men who Laughed in conversation	Fangzines: a vampire-created media workshop	Charting in Excel	Writing Doctor Who and Torchwood	Euro Classics	Free Gaming
11am						
12pm	11:45am - Hogwarts to Hobbiton: A Musical Journey of Love and Friendship	11:45am - Advanced Gore	11:45am - Knitting with Repurposed Items	11:45am - Doctor Who: Matthew Waterhouse - Adric	11:45am - Friends and Traitors	
1pm						
2pm	1:30pm - Indie Comics: Glenn Fabry in conversation	1:30pm - Firefly, the Tarot and spirituality	1:30pm - Yarnbombing: talk on knitting as graffiti from Lauren O'Farrell	1:30pm - Interview with Kai Owen - Torchwood's Rhys Williams	1:30pm - A Fistful of Cards	
3pm						
4pm	3:15pm - Hermione Granger: Feminist Icon?	3:15pm - Kickstarting Creative Projects	3:15pm - Social Gaming with the Haberdashery Collective (16+)	3:15pm - Doctor Who: Simon Fisher-Becker - Dorium Maldovar	3:15pm - Deck-Builders	
5pm	Indie Comics: Comic Book Babylon	Blood Is Fluid: Queerness in vampire literature and film	Knitting as Fanart Masterclass	Doctor Who: RTD vs Moffatt	Hand-Eye: Dexterity and Spatial Games	
6pm						
7pm	6:45pm - Scarring and Branding in the Potterverse	6:45pm - Reunification: Star Trek vs Star Wars		6:45pm - Big Finish: The Audio Series		
8pm						
9pm	8:30pm - Indie Comics: Crowd Source Funding	8:30pm - Fangtasia: A multi-interest, freeform vampire roleplay session		8:30pm - Rock Band - with Rock Club London (16+)		
10pm						
11pm						
12am						

	Ren Bar	Ren Lobby	Rad 15 (RPGs)	Rad 16 (RPGs)	Rad 17 (RPGs: D&D)	Rad 19 (RPGs)
9am	Parents' Meetup					
10am						
11am			Marvel Avengers (SAGA system)	Call Of Cthulhu	Dragon Above, Desert Below - Dungeons and Dragons 4th Edition	Demonstrations - from the Steve Jackson Games demo team
12pm		11:15am - Cosplay Contest (11.30-12noon)				
1pm	Launch Party for Cory Doctorow's 'Homeland', with Titan Books					
2pm						
3pm						
4pm	1:30pm - Blake's 7: Infernal Meetup		3:15pm - Sun- nydale High (Monsterhearts)	3:15pm - Call Of Cthulhu	3:15pm - Twisted Rune - Dungeons and Dragons 4th Edition	3:15pm - Demonstrations - from the Steve Jackson Games demo team
5pm	Red Dwarf: Infernal Meetup					
6pm						
7pm						
8pm					Betrayal at Altaruk - Dungeons and Dragons 4th Edition	Gurps Horror and Gurps Space
9pm	8:30pm - Once More With Feeling Sing-A- Long					
10pm						
11pm						
12am						

	Rad 37 (RPGs)	Rad 41 (Indie RPGs)	Rad Royal A & B	Rad Royal C & D	Wessex	Wessex: Anteroom
9am						
10am	Lady Blackbird, Squadron UK (Superhero RPG)	Indie RPGs and Storygasm	Foundations LARP (10am - 2pm)	Hel Gurney / Meriel Patrick	Vendors (9am - 6pm)	
11am						
12pm				11:45am - Ashton Spacey / Sasha McKenna / Mat- thew Pocock		
1pm				1:30pm - Jutta Weldes and Christina Rowley	Vendors (9am - 6pm)	
2pm						
3pm						
4pm	3:15pm - Cthulhu Dark, Squadron UK		3:15pm - Curating Indie Games	3:15pm - Andrew Crome / Tara Isabella Burton		3:15pm - Pop-Up Artists' and Authors' Market (3pm - 5pm)
5pm				Martin Arnold	4:30pm - Vendors (9am - 6pm)	
6pm						
7pm			6:45pm - Getting Into the Industry (Video Games Culture)	6:45pm - Marion Gibson		
8pm	13th Age, Squadron UK					
9pm			8:30pm - Emma and Gaspode's Sci-Fi Pub Quiz	8:30pm - Script Writing For Games (Video Games Culture)		
10pm						
11pm				10:15pm - Community Micro-Talks (Video Games Culture)		
12am						

	Marlborough Room	Lobby Room	Windsor Room	Somerset Room	York Cinema
9am					Feedback Session
10am	Water Dancing with Syrio Forel. Just so. (prebooking essential!)	Cults	Steampunk as Subculture	Writing For Marvel	Harry Potter and Britishness
11am					
12pm	11:45am - Water Dancing with Syrio Forel. Just so. (prebooking essential!)	11:45am - Interview With A Vampire Expert	11:45am - Steampunk Authors: book readings and signings session	11:45am - Cyberpunk 2077 - Night City Lives, Live! (18+)	11:45am - Laurie Penny: Cybersexism
1pm					
2pm	1:30pm - In Conversation with Miltos Yerolemou	1:30pm - Infrared Astronomy, and the Herschel Space Observatory	1:30pm - Tea Duelling!		1:30pm - Forgiveness, Atonement and Redemption
3pm					
4pm	3:15pm - Social Gaming with the Haberdashery Collective (16+)	3:15pm - The Simpsons and Their Mathematical Secrets	3:15pm - Steampunk in the Media	3:15pm - I've Been On Trial My Whole Life: disability in Game of Thrones	
5pm	There Are No True Knights	The Pod Delusion - live podcast	The Great Steampunk Quiz	Final Thoughts: closing plenary with the Harry Potter academics	In Conversation with Laurie Penny and Roz Kaveney
6pm					
7pm	6:45pm - Announcement of the David Gemmell Awards For Fantasy shortlist!	6:45pm - Science Fact or Science Fiction?	6:45pm - Steampunk Social		
8pm		8:30pm - Spring-Heeled Jack and the Wireless Theatre Company			
9pm					
10pm					
11pm					
12am					

	George 1	Rad 11 (Roleplay HQ)	Britannia	Caravelle	Concorde
9am	What Makes a Fandom?				
10am	Can't Take The Sky From Me: Science Fiction & Space Travel	Game Design Workshop with Monte Cook	Better History = Better Fantasy: Writing Outside the Binary	Geek Chic: Beauty is (Science) Fiction	Tolkien Roleplay
11am					
12pm	11:45am - Racefail 101		11:45am - Putting The Fem in Slash: Queer Female Visibility In Fanfic	11:45am - Tight Costume, Tight Budget: a cosplay catsuit on the cheap!	11:45am - Tolkien's Monstrosity and Historical Ignition
1pm					
2pm	1:30pm - Nightmare Fuel: How to Scare your Audience for Fun and Profit		1:30pm - Kinda Gay: LGBT Representation in Genre TV	1:30pm - Industrial Light and Ladies: The Women of VFX	1:30pm - The Hobbits and the Critics: Heroes in Beowulf and The Hobbit
3pm					
4pm	3:15pm - My First Time: Debut Novelists Dish the Dirt	3:15pm - Free Gaming with Arion Games	3:15pm - Writing the Other	3:15pm - Can't Stop The Signal: A Geeky, Feminist Advocacy Workshop	3:15pm - The Evolution of Blake's 7
5pm					
6pm			Library hour	GEEKED Magazine: Feminist Adventures in Media Creation	
7pm			6:45pm - Queer End-of-Con Drinks	6:45pm - Queens, Tomboys and Whores: The Women of Westeros	6:45pm - Guilty Pleasures
8pm					
9pm					
10pm					
11pm					
12am					

	Comet	Trident	Viscount	Friendship	Harrier	Lancaster
9am		"Hush, I'm Reading a Great Fic." Fandom's Effect On Real Life	You Will Train Them Yourselfs	Introduction to BUCK	Co-Writing Ideas	
10am	The Haberdashery's House of Broken Games (16+)	The Detective, the Werewolf and the Superhero: Fanfic Crossovers		Meet & Greet	Making Monsters	Kids' Craft Session - hosted by the Video Games Culture track
11am						
12pm	11:45am - 24 (ish) Hour Film Making Competition: Screenings and Results	11:45am - Making Your First Video Game	11:45am - Warrior Women And The Armour of Courtesy	11:45am - Acoustic Brony Music Session		11:45am - Hogwarts to Hobbiton: A Musical Journey of Love and Friendship
1pm						
2pm	1:30pm - Night of The Trailers Presents: Afternoon Of The Trailers	1:30pm - Fanfic reading group		1:30pm - Brony Q&A		1:30pm - Infosec 101: Pseudonymity, security, and risk on the internet
3pm						
4pm	3:15pm - Screening and Q&A: Mirage Men (Dir. John Lundberg 2013)	3:15pm - It's Not Fanfic, it's Literature	3:15pm - The Future Of Creativity		3:15pm - Putting the Science in Science Fiction	3:15pm - Harmione, Romione, Dramione: fanfic and het shipping
5pm		About That Bar... Fanfic workshop on Crossovers and AUs	The Armoury: making cosplay armour	Pipsqueak Music Session	Writing Feedback Among Friends	
6pm						
7pm	6:45pm - Night Of The Trailers Presents: Early Evening Of The Trailers	6:45pm - Alternate Media: Non-Text Fanworks	6:45pm - The Tilt: three shorter discussions	6:45pm - Musicians Q&A		
8pm						
9pm			8:30pm - Your Ship Isn't My Ship, But That's Okay	8:30pm - Speedcore Dave Music Session		
10pm						
11pm				10:15pm - Chill Time		
12am						

	Nimrod	Vanguard	Wellington	George II & III	Rad 38 (Board Games)	Radisson 31, 32, 35
9am					Playtesting: All Day at Board Gaming HQ (10am - 6pm)	
10am	Howdy, Pardner: SF Westerns			Chicks Unravel Time	Stranger Than Fiction	
11am			Introduction to Designing and Selling Patterns			
12pm	11:45am - The Quest for the Holy Horcrux	11:45am - Blood and Guts 201		11:45am - Doctor Who: The Ones You Love To Hate		11:45am - Justify Your Opinion: the worst games in the world (32)
1pm						
2pm		1:30pm - Vampires Author Session	1:30pm - Make Your Own Zombie Jumper	1:30pm - Is Doctor Who "Thunderingly Racist"?	1:30pm - Racing in Space	
3pm						
4pm	3:15pm - Scarring and Branding in the Potterverse	3:15pm - Advanced Gore 2	3:15pm - Brain of Knit-ain: A Knitting-Oriented Pub Quiz	3:15pm - Torchwood: Doctor Who Goes Sexy	3:15pm - Doing Business	
5pm		Pair Of Fangs: age and family within the vampire myths		The Sarah Jane Adventures: Spinoff Success	Party like it's 2013	
6pm				6:45pm - Doctor Who: My Best Friend		
7pm						
8pm						
9pm						
10pm						
11pm						
12am						

	Ren Bar	Ren Lobby	Rad 15 (RPGs)	Rad 16 (RPGs)	Rad 17 (RPGs: D&D)	Rad 19 (RPGs)
9am	Parents' Meetup					
10am						
11am			Marvel Avengers (SAGA system)	Call Of Cthulhu	The Shard of Salaxzar - Dungeons and Dragons 4th Edition	Demonstrations - from the Steve Jackson Games demo team
12pm						
1pm		Cosplay Contest (1.15pm-2pm)				
2pm						
3pm						
4pm	3:15pm - Sherlock: Infernal Meetup				3:15pm - Ilisyltra - Dungeons and Dragons 4th Edition	3:15pm - Demonstrations - from the Steve Jackson Games demo team
5pm						
6pm						
7pm						
8pm						
9pm	8:30pm - Sci-Fi Sing-A-Long					
10pm						
11pm						
12am						



	Rad 37 (RPGs)	Rad 41 (Indie RPGs)	Rad Royal A & B	Rad Royal C & D	Wessex	Wessex: Anteroom
9am						
10am	13th Age	Indie RPGs and Storygasm	Harry Potter LARP (prebooking required!) 9am - 1pm	Maria Costello / Antony Keen / Philip Gaydon	Vendors (9am - 6pm)	
11am						
12pm				11:45am - Ian Stewart		
1pm						
2pm			1:30pm - Indie War Stories	1:30pm - Jack Cohen	Vendors (9am - 6pm)	
3pm						
4pm			3:15pm - Disability In Games	3:15pm - Edmund Weiner		3:15pm - Pop-Up Artists' and Authors' Market (3pm - 5pm)
5pm			Difficulty In Games: is challenge creating a barrier to art?	Jonathan Key / Ewan Kirkland	4:30pm - Vendors (9am - 6pm)	
6pm						
7pm			6:45pm - Race In Games	6:45pm - Chase Leipert / Gareth Brown and Nic Beuret		
8pm						
9pm			8:30pm - By The Fireside with Cara and Rhianna			
10pm						
11pm						
12am						



Social Gaming with the Haberdashery Collective (16+)

Come play games with the Haberdashers and other attendees! These are games that will get you talking to each other, moving around, strategizing with and against other players, assassinating monarchs, building towers, Nerf guns, some silliness, blindfolds, pillaging villages, smuggling opium, and much more! Age suitability: 16 and over, as this is a play space for adults - see the Social Gaming track page for more information.

3:15pm-4:30pm. Marlborough Room**The Psychology of Ghosts and Hauntings**

Opinion polls repeatedly show relatively high levels of belief in ghosts even in modern Western societies. Furthermore, a sizeable minority of the population claim to have personally encountered a ghost. This talk will consider a number of factors that may lead people to claim that they have experienced a ghost even though they may not in fact have done so. Topics covered will include hoaxes, sincere misinterpretation of natural phenomena, hallucinatory experiences and pareidolia (*seeing things that are not there*), the fallibility of eyewitness testimony, the possible role of complex electromagnetic fields and infrasound, photographic evidence, EVP, and the role of the media. Chris French.

3:15pm-4:30pm. Lobby Room**Pimp My Nerf: Nerf guns and their place in steampunk****3:15pm-4:30pm. Windsor Room****Lady Geek: Making Technology More Accessible to Women**

Four out of 10 gadgets purchased in the UK are bought by women, but only 1% of women feel that tech companies have them in mind when designing products. Lucie Sarif, Head of Strategy and Planning at Lady Geek, will be discussing the story behind the campaigning agency that is transforming the way tech companies speak to women, including the 5 myths of selling to women and examples of brands that are doing it well. Lucie Sarif.

3:15pm-4:30pm. Somerset Room**In Conversation with Robert Llewellyn - Jane Killick & Robert Llewellyn.****3:15pm-4:30pm. York Cinema****How To Publish Your Game + free gaming with Arion Games. Graham Walmsley****3:15pm-6:15pm. Rad 11****Queer High Tea**

Come and find out what the Queer Fandom stream's all about, meet others interested in things geeky and queer, and discuss what's on over tea and cake.

3:15pm-4:30pm. Britannia**Let's Do the Show Right Here: Setting up the fanfic room**

Come and meet the fanfic team, and help us decorate the room. Bring any fanart you would like to display (*please get permission from the artist if it's not your own work*). Family-friendly art only please. Tanya Brown, Antony Keen & Kate Keen.

3:15pm-4:30pm. Trident**Free Gaming**

Come along, see what's being played, bring your own games, or borrow one from Board Games HQ at Radisson 38. We'll provide the space for quiet or noisy games in Radisson 31, 32 and 35 - join us from 3pm to midnight on Friday, and from 10am to midnight on Saturday and Sunday, to play any board games you like.

3:15pm onwards. Radisson 31, 32, 35**Parents' Meetup****3:15pm-4:30pm. Ren Bar****Still Lost (The Quiet Years)****3:15pm-6:15pm. Rad 15 (RPGs)****Call Of Cthulhu****3:15pm-6:15pm. Rad 16 (RPGs)****Plain Of Stone Spiders - Dungeons and Dragons 4th Edition**

CALI4-1 Plain of Stone Spiders - Dungeons and Dragons 4th Ed (*Living Forgotten Realms Game*).

3:15pm-6:15pm. Rad 17 (RPGs: D&D)**Demonstrations - from the Steve Jackson Games demo team****3:15pm-6:15pm. Rad 19 (RPGs)****13th Age (Arthurian RPG), Squadron UK (Superhero RPG)**

13th Age is the new fantasy roleplaying game from D&D designers Jonathan Tweet and Rob Heinsoo. Bring ideas for a 'unique thing' to add to your character and find out how relationships with the movers and shakers of the Dragon Empire affect the stories we'll create. (www.13thage.com)

3:15pm-6:15pm. Rad 37 (RPGs)**Indie RPGs and Storygasm - Six tables, various games, all welcome!****3:15pm-6:15pm. Rad 41 (Indie RPGs)****Vendors (3pm - 6pm) - Check out our fab, fun and geeky shopping nirvana!****3:15pm-6:15pm. Wessex****Water Dancing with Syrio Forel. Just so (prebooking essential!)****5pm-6:15pm. Marlborough Room****The Nightingale Collaboration: regulating Internet advertising**

It's been 18 months since the Advertising Standards Authority started to regulate marketing claims made on the Internet. In that time, the Nightingale Collaboration (of which Alan Henness is director) has given the ASA possibly

5pm-6:15pm. Lobby Room

their most serious challenge yet: curbing the misleading claims made on CAM websites. Many practitioners have realised their responsibilities and taken down long lists of 'what homeopathy can help with...', etc. But much more needs to be done and we can't rely on the ASA to do everything, so we've been using other regulators as well, particularly the medicines regulator, the MHRA. Find out more about who we are, what we've been up to and what our future plans are. Maria Henness & Alan Henness.

Steampunk 101: an introduction and Q&A

5pm-6:15pm. Windsor Room

Indie Comics: four generations of male creators discuss comics

5pm-6:15pm. Somerset Room

Geoff Banyard, Dan Boulwood, David Leach, Alan Mitchell, Grant Perkins, Jonny Riordan and Mark Stafford.

The Boy Who Lives: why study the Pottermore?

5pm-6:15pm. York Cinema

An overview of the themes suggested by studying the Harry Potter series and the wider Pottermore. The series raises a number of really big issues, some of which will be dealt with over the next couple of days and form the basis of the lecture and seminar sessions. Dr Martin Richardson.

Cake or Death? Plot, Pacing & Character Death. With Cake

5pm-6:15pm. George I

Some authors want to be nice to their characters, some don't. And some just murder them all. Come celebrate the opening of the Nine Worlds Books track with tea and cake, and a discussion on writing conflict, danger and character death with some of science fiction and fantasy's finest authors. Zen Cho, Paul Cornell, Marcus Gipps, Liz de Jager & Charles Stross.

The Big Geeky Feminist Drop-In

5pm-8pm. Caravelle

Come, gather and be merry. This open session is an opportunity to come chat to the organisers, and meet other like-minded Geeky Feminists. Share ideas, book and blog recommendations, and promote campaigns. Siân Fever.

Authenticity: natural dyes and fabrics for Tolkien cosplayers

5pm-6:15pm. Concorde

How to make natural dyes and choose the right fabrics for your cosplay: a talk on how to make your own dyes from ordinary (and extraordinary!) everyday sources that have historical precedence, and which fabrics would be appropriate for a Tolkien cosplay. Have your notebooks ready! Cosplay UK.

Born Of Hope (Dir. Kate Madison 2009)

5pm-6:15pm. Comet

'Born Of Hope' is the wildly popular Lord Of The Rings fan film that tells the tragic, romantic tale of the Dúnedain and the birth of Aragorn. The Director will also be giving a talk on fan- and genre- film making on the Saturday morning. Kate Madison.

Tea and Consequences: Welcome tea party and fandom moot

5pm-6:15pm. Trident

Come and share tea and snacks, meet others in your fandoms, discuss the programme and plan which items you'll attend. Sign up to our fandom notice board to let people know you're here. Participation in a game of fanfic consequences is optional. We will also have a board to host your memories of any fans no longer with us. Tanya Brown & Kate Keen.

Sigil Designing Workshop

5pm-6:15pm. Viscount

We all love our favourite houses, but what if we could design our own? Come along and design your own sigil and house words to decorate the walls of our dedicated Game of Thrones space at NineWorlds! Art supplies available, or bring your own! Unlike the rest of the track, this workshop is child friendly. Jaime Starr.

Brony Meet & Greet

5pm-6:15pm. Friendship

Come and meet the Bronies - we'll be hanging out in our room to chat about both the Brony fandom and anything else that comes up. It's a great chance to talk to both our staff and a few of our guests in an informal and unstructured atmosphere!

Working The Time Machine: Writing Time Travel So It Makes Sense

5pm-6:15pm. Harrier

From Back to the Future and Looper to The Time Traveller's Wife, this talk looks at the problems and opportunities faced when writing time travel. Ignoring any pretence of "realism", we focus on creating internally consistent time travel logic. We'll ask what actually happens if you go back in time and kill your grandfather, and how to decide where to start telling your story when the end of the story is what causes the beginning. Meanwhile we'll be looking at the different "rules" of time travel- from the impossibility of changing history, to divergent timelines, causal loops and magic fading photographs. Chris Farnell.

Nine Worlds Stitch n Bitch

6.45pm-8pm. Wellington

Socialise with other knitters and find out more about the knitting track. If you've never knit before, feel free to come along and we can show you the ropes. More experienced knitters can learn new tricks, swap unwanted yarn or

simply hang out and knit. All stitchers welcome, so bring along whatever crafts you have! Sasha McKenna & Sy Parker.

Queers Dig Time Lords Roundtable

5pm-6:15pm. George II & III

Queers Dig Time Lords: A Celebration of Doctor Who By The LGBTQ Fans Who Love It! brings together essays by award-winning writers to celebrate the phenomenon that is Doctor Who. Come and meet the authors, get the book signed, and discuss the importance of Doctor Who for queer fans over a glass of wine. Tell us what Doctor Who means to you for a chance to win a copy of the book and its sister anthology 'Chicks Dig Time Lords!' Neil Chester, Hal Duncan, Sarah Groenewegen, David Llewellyn, Gary Russell & Martin Warren.

Non-Genre Genre Shows

5pm-6:15pm. Royal A & B

Some shows that aren't strictly SFF in genre seem to have transcended their boundaries and become big hits with fans of more traditionally styled SFF shows. Veronica Mars has recently been kickstarted into a movie and Person of Interest's second season finale was described by some critics as one of the best pieces of true Science Fiction on television. Discuss these shows and more here. Nickey Barnard, Adam Christopher, Lesley McIntee, David A. McIntee & John Medany.

Water Dancing with Syrio Forel. Just so. (prebooking essential!)

6:45pm-8pm. Marlborough Room

Robert Llewellyn: Electric Cars and News from Gardenia

6:45pm-8pm. Lobby Room

Robert Llewellyn is best known for being Kryten in the very long running sci-fi comedy Red Dwarf, but he also writes books. Quite a few: he's about to publish his 15th. He will be discussing his latest science fiction trilogy, starting with News from Gardenia and the 2nd in the series, published in September 2013, News from the Squares. The books are set 200 years in the future, not in some autocratic vegetarian utopia, but in a world where, after thousands of years of failure, the human race gets it right. Where nothing is burned to make anything else, where failing economies have stopped failing because they no longer exist, where the only way to experience war is to study history. Robert Llewellyn.

Steampunk Fashion Show

6:45pm-8pm. Windsor Room

The Hogwarts High Table: meet the Harry Potter academics

6:45pm-8pm. Somerset Room

A forum with the team of Harry Potter academics from Durham University, who will be presenting lectures and seminars over the weekend. The team and attendees can meet and discuss their interest in all things Potter. Samantha Leach, Anna Llewellyn, Dr Martin Richardson, Sarah Spikesley & Kate Symes-Thompson.

Legal Regulation Of Robots

6:45pm-8pm. York Cinema

Robots are emerging from the pages of science fiction and screenshots of Hollywood movies into a world where they are already commonplace in industry, and will soon be equally so on the battlefield and in domestic and public environments like homes, hospitals, schools and shops; where driverless cars already roam Nevada albeit under human escort; and Japanese children, adults and elderly are comforted by robot seals, tele-avatars of their children and sexbots (as appropriate). Hard legal questions are emerging which need answers soon or better still, now, such as : Who is responsible for a robot? What happens to our privacy when robots share our homes? What do we when a robot kills or destroys property? Should robots fight our wars for us? Do we need Asimov's Three Laws in real life? Lillian Edwards.

How To Help Your Book Find An Agent

6:45pm-8pm. George I

Agent Juliet Mushens and Gollancz author Den Patrick talk you through the publishing process from both sides. Den will share his writing tips, suggestions for preparing to submit to agents, and insights into the process from finishing your book to publication. Juliet will explain what she looks for in submissions, how to catch an agent's attention, and how her role continues far beyond when the deal is inked. Juliet Mushens & Den Patrick.

Telling Our Own Stories

6:45pm-8pm. Britannia

Expressing our identities and communicating our experiences in writing can be difficult in a world filled with heteronormative, gender essentialist media. Come and explore these issues and ways of overcoming them in a workshop dedicated to writing from queer perspectives, led by queer writer Tori Truslow. Bring pen & paper!

Born Of Hope director Q&A with Kate Madison

6:45pm-8pm. Concorde

The Nine Worlds Film Fest Film Quiz

6:45pm-8pm. Comet

Involving as little actual knowledge as possible and as many prizes as feasible, this Quiz is basically an excuse to start the party early. Come! Includes Movieko. Bring your best Christian Bale Batvoice.

Fandom 101: Nine Myths About Fanfic

"It's all about sex." "It's written by teenagers / middle-aged housewives / cats." "It's badly written." And more! Nine myths, nine fast-talking panellists, nine critical examinations. Emily (Writcraft), Tanya Brown, Antony Keen, Kate Keen, Pennypaperbrain, Hazel Robinson, Iona Sharma & Berlynn Wohl.

6:45pm-8pm. Trident

Don't Fight For Honour, Don't Fight For Glory

A lively debate on our favourite houses, to get us in the mood for the weekend! Everyone welcome from the Last Hearth to The Arbor and everywhere in between! Whether you're a Tyrell or a Tully, a Baratheon or a Bolton, come and tell us why you love your favourite house. Suitable for both book and show fans. Jaime Starr.

6:45pm-8pm. Viscount

Brony Q&A

You don't need to go far into That Weird Part Of The Internet to see something Pony related, but even still a lot of people don't understand bronies. What's the deal with young men liking a show for little girls? Why get so involved with it? What does the Brony fandom do? We'll answer all your questions and solve the deepest riddles of such an unlikely fanbase.

6:45pm-8pm. Friendship

From Idea to Story: Putting It Together

Author, creative writing teacher and psychotherapist Anne Gay teaches you some nuts and bolts of the process from a good idea to a strong plot with complex and believable character. Anne Gay.

6:45pm-8pm. Harrier

Indie Comics: is sexism still an issue? How do we get past it?

6:45pm-8pm. Lancaster.

Blood and Guts 101

Fancy recreating the special effects from your favourite scary movies? Learn bruises and superficial cuts in this workshop - after a short demo explaining the theory, everyone can have a go, with advice along the way on bringing realism to your work. We'll round off the session with a more advanced effect you might want to bring out for your next Halloween costume: a deep, realistic vampire bite. Age suitability: PG - children are welcome but be advised this is a wound workshop. There will be (fake) blood. Eleanor Grieveson & Fabienne Styles.

6:45pm-8pm. Vanguard

The Power Of Blogging - Meg Barker, Zoe Margolis & Laurie Penny.

6:45pm-8pm. George II & III

Comic Book Heroes On The Small Screen

From Adam West's Batman to the 21st Century Arrow, how do our heroes fare on the small screen? It's a different medium to both comic and film and in a lot of ways less forgiving. Where has it been done right, and where does it go wrong? Come and discuss the Original Batman, the 70s' Spiderman and Hulk, the 80s' The Flash, and more recently, Smallville, Heroes and Arrow. Adam Christopher, Paul Cornell, Roz Kaveney & John Medany.

6:45pm-8pm. Royal A & B

Free Gaming with Arion Games

8pm-11pm. Rad 11 (Roleplay HQ)

Troops (Fiasco)

8pm-11pm. Rad 15 (RPGs)

Discworld RPG 2nd Edition preview, and Gurps Horror

8pm-11pm. Rad 19 (RPGs)

Squadron UK (Superhero RPG)

8pm-11pm. Rad 37 (RPGs)

Welcome Party!

8:30pm-9:45pm. Marlborough Room

Future Sex

8:30pm-9:45pm. Lobby Room

In this presentation, sex researcher and sex therapist Dr. Meg Barker considers four common current cultural understandings about sex: that it is vital to our identities and relationships that we are sexual; that our sexuality is all about our gender (man/woman) and the gender that we are attracted to (man/woman); that 'proper' sex is penis-in-vagina penetration leading to orgasm; and that it is very important to be sexually 'normal' and 'functional'. Meg locates many of the anxieties and difficulties that people currently have around sex in these assumptions, and suggests that much can be learnt - in each area - from people who are doing 'it' differently. The presentation explores what future sex might look like which didn't regard sex as compulsory; which located sexuality in aspects other than gender; which was open to a diversity of sexual practices; and which drew lines around consent or pleasure rather than around normality. In each area Meg draws on the writings of members of online sexual communities as well as examples from sci-fi and fantasy fiction to offer potential expansions to our erotic imaginations. The presentation concludes by considering what asking these questions about sex might have to offer us on a much wider personal/political level, in terms of how we treat ourselves and other people. Dr. Meg Barker is author of the 'Rewriting the Rules' book and blog (www.rewriting-the-rules.com) and a committed activist, therapist, writer and academic. Meg has published extensively on sexual communities including bisexual, polyamorous and kink communities, as

well as authors of slash fiction and non-binary gender communities. They are the lead author of The Bisexuality Report (www.biuk.org), which informs UK policy and practice around bisexuality, editor of the journal Psychology & Sexuality, and co-organiser of the Critical Sexology seminar series (www.criticalsexology.org.uk). Meg's work brings together psychological, sociological and therapeutic theories with Buddhist mindfulness and existential philosophy, but in a way that aims to be accessible to all. This presentation offers a preview of work which will be published as a book titled 'Re-Thinking Sex' next year. Meg Barker.

Indie Comics: four generations of female creators on comics

8:30pm-9:45pm. Somerset Room

Kerensa Bryant, Jessica Kemp, Jessica Martin & Jessica Station

Launch Party: 'Swords Of Good Men' & 'The Glass Republic'

8:30pm-9:45pm. George I

With mead! Snorri Kristjansson and Tom Pollock launch their fantasy novels *Swords of Good Men* and *The Glass Republic* at Nine Worlds. *Swords of Good Men* is a rousing historical fantasy novel (with Vikings!), about two young men caught in the middle of the clash between opposing gods. It is the debut novel from author, stand-up comedian and teacher Snorri Kristjansson. *The Glass Republic* is the second in the *Skyscraper Throne* series from Tom Pollock, which brings a hidden London to vivid life. Both books are out in hardback on 1st August 2013. Tom and Snorri invite all Nine Worlders to join them at the launch for merriment, mead (why not?), and a celebration of the fantastic fantasy literature coming from Jo Fletcher Books in August. Snorri Kristjansson & Tom Pollock.

Electric Spectra: a queer poetry gathering (18+)

8:30pm-9:45pm. Britannia

A friendly poetry session in our cosy Queer Library. Grab a pint, bring some friends, and share some poems!

A Pirate History of Hollywood

8:30pm-9:45pm. Concorde

Illustrated with clips from pirate films, a talk and discussion with Tim Concannon. In the Eighteenth Century, Britannia ruled the waves. Big profits led to big problems. Two institutions - corporations and corsairs - emerged in London from the chaos of a collapse in economic confidence, then they went on to change the world. The talk explores briefly their shared and secret history of profit and plunder, which gave rise to copyright and international laws. In this respect the Golden Age of Piracy has clear parallels with today, following the 2008 banking crisis. One of the most successful Kickstarters so far has raised \$3.1 million so that film auteur Zach Braff can make a follow-up to *Garden State*. Social media was supposed to make it possible for new and struggling artists to realise their wildest dreams. Instead, new models for crowd-funding seem to be benefiting celebrities and established businesses. The future of financing films - and of culture generally - in the era of crowd-sourced funding will be determined not only by how the history of the last five years is reckoned with, but also the history of the last two centuries from which we've inherited our trading laws, institutions and world order. A discussion will start with the question: could there be a new Golden Age of professional piracy? Tim Concannon.

'What's Up Roger Corman?' Pt 1

8:30pm-9:45pm. Comet

International Improv troupe, MakeShift, will create, live for us at Nine Worlds, an entirely new story and soundtrack for the Roger Corman's infamous 1963 film *The Terror*, starring Jack Nicholson and Boris Karloff. With deleted scenes, Sound FX, ability to change the film if you get bored, a chance to take the starring role yourself, prizes, surprises and more, this will be an hilarious session of improvised movie making. MakeShift.

Fanvidding 101

8:30pm-9:45pm. Trident

Come and learn about the history of fan-made videos, from VCR-made projects in the 1970s to the present day. From fanvids to AMVs to political remix videos, we'll look at some different schools of editing and show some stand-out examples from different genres. Hosted by one of the brains behind Vidukon, an all-vidding convention. Amy (such heights).

Game of Fun!

8:30pm-9:45pm. Viscount

End the day with sessions of the *Game of Thrones* board game or play the card game. If you have your own sets, the organisers would appreciate you bringing them with so more people can join in.

Party

8:30pm-9:45pm. Friendship

We thought we'd throw a little warm-up party for the Friday Night Entertainments- this is our little miniaturised version of BUCK 2013, so if you want to know how the Bronies groove, here's a tiny tiny little taste! Music and good times will ensue, along with inflatable objects and possibly cupcakes! The party will run until whenever we're good and done- so come and party Pinkie Pie style!

Writing Alien Perspectives

8:30pm-9:45pm. Harrier

"Intelligences Greater Than Man's and Yet as Mortal as His Own": How to Make Your Aliens Alien Creating a truly alien culture is perhaps the biggest challenge a sci-fi writer faces. There's no end of ways to do it wrong, from "proud

warrior races" to the planet of scantily-clad women who just want to understand this human concept called "love". We will look at why these don't work, while also looking for useful starting points to create better aliens. Primarily this talk will be about trying to write points of view outside our own, and get away from the idea that Western, 21st century, human values and perspectives are the default. Chris Farnell.

Parents' Meetup

8:30pm-9:45pm. Nimrod

Fictional Vampires; Real World Problems

8:30pm-9:45pm. Vanguard

Taking vampires from the gothic and into the mundane. A short talk on the evolution of the vampire mythos, followed by a discussion where we will puzzle out the ethical and practical quandries vampires (and their fans, authors and roleplayers) face in modern, realistic settings. Fandoms: *Wod: Requiem*, *Anita Blake*, *True Blood*, *Let me in*, *Buffy*, *Anne Rice* etc. Bring your own! Age suitability: Moderate (PG). Vampires are vampires, but this is aiming toward the lighthearted. Triggers: Mild discussions of fictional blood and blood drinking, and possibly some discussions of fictional violence. Ollie Starr.

Rock Band - with Rock Club London (16+)

8:30pm-11:30pm. George II & III

Come play Rock Band! It's like Guitar Hero, with a four-piece band. It's awesome. All welcome!

Just A Minute: the fast-talking game, with Paul Cornell

8:30pm-9:45pm. Royal A & B

It Is Rocket Science: comedy with stand-up scientist Helen Keen

10:15pm-11:30pm. Marlborough Room

New Voices Slam Session: Friday Edition

10:15pm-11:30pm. Lobby Room

Come listen to short readings from nine of science fiction and fantasy's most promising new authors. Bring your drinks, bring your friends, you might find your next literary addiction. Get to know these guys before they sell out! Adam Christopher, Hannah Eiseman-Renyard, Liz de Jager, Rochita Loenen-Ruiz, Lou Morgan, Emma Newman, Barry Nugent, Stephanie Saulter, Danie Ware & Jennifer Williams.

Dancing! Phonogram Disco

10-11pm. Somerset Room

Dancing! All-Cheese Disco - DJ Jo Bunny

11pm-1am. 10:15pm onwards. Somerset Room

Can Blue Gods Sing the Whites? 100 years of Hindi cinema.

10:15pm-11:30pm. Concorde

Shruti Narayanswamy gives a short talk illustrated by film clips, with a discussion after. Karma punks assemble! One hundred years of Indian cinema has given the world much more than Bollywood musicals and art films. Hindi films belong to India and to the world. The Hindu pantheon alone has 330 million gods, it's impossible for India to only make a few kinds of films. However, the challenges of film preservation and curation are mind-blowing in a country where the law of the land places cinema on the same level as vices like gambling and smoking. The Indian subcontinent has produced and inspired strange horror films like the Ramsay brothers' *Veerana* - featuring an Indian *Dracula* and Hindi-speaking werewolves - gothic supernatural masterpiece *Mahal*, frenetic slapstick action comedies, like the super hero/spy classic *Mr India*. Spaghetti-western homage. Sholay is more than a film: in India it's a national institution, akin to the Wizard of Oz or Star Wars. Hindi film's cinema century has also given the world karmapunk space operas based on the mythological battles between gods and demons such as the *Mahabharat*; and a kaleidoscope of kitsch, hallucinogenic and visually arresting spectacles. *Mughal e Azam* is pages from an illustrated Urdu epic poem come to life. *Utsav* is an erotic neorealist biopic of the writer of the *Karma Sutra*, the first scripture on the arts which places sexuality alongside dance, illustration, costume and jewellery-making. *Khoun Bhari Maang* is a garish Eighties' exploitation revenge drama, full of power dressing incarnations of the goddess Kali hellbent on revenge against evil men. *Hari Rama Hari Krishna* is a psychedelic trip into the mind of the decadent West. South Asian culture has also inspired new and revolutionary work in the last few years: *Nina Paley's Sita Sings the Blues* is an animated love letter to India based on the *Ramayana* and set to the ragtime jazz songs of *Annette Hanshaw*. In its conception on a scale with *Yellow Submarine*, *Sita Sings the Blues* was crowd-funded, made entirely on a laptop and is available for free on *Nina Paley's* website. East is meeting West online, with unpredictable and startling results. Shruti Swamy.

'What's Up Roger Corman?' Pt. 2

10:15pm-11:30pm. Comet

The second half MakeShift's attempt to completely redub *The Terror*. As it is strongly shaped by the audience, this session could pretty much involve anything - including performing a musical, or challenging the *Bronies* to cricket. MakeShift.

Late Night Vidding

10:15pm-11:30pm. Trident

Join us for a late night showing of our favourite fanvids. Amy (such heights).

Writing Fantastic London

From Gothic novels of the nineteenth century onwards, literature of the fantastic has engaged with the city of London, from supernatural horror to science fiction to fantasy. In this workshop, Tony Keen introduces the subject, recommends some key works, and then gives participants the opportunity to write a short piece about London. Antony Keen.

10:15pm-11:30pm. Harrier

Erotic Writing: A How-To (18+) - Shanna Germain & Zoe Margolis.

10:15pm-11:30pm. Vanguard

Cigarette Burns Presents: Midnight Madness

12am onwards. Comet

The first night of the weird, the wonderful, the unknown and the inadvisable Midnight Madness; Cigarette Burns Cinema curates a secret programme of the very best in cult film-making that will run right through the night. What madness lies on the other side of midnight? There's only one way to find out... The programme is highly likely to contain all sorts of graphic content, so minors will not be allowed. Cigarette Burns Cinema.

SATURDAY

DESCRIPTIONS

Feedback Session

9am-9:15am. York Cinema

Don't Keep it a Secret: Reccing and Reviewing Roundtable

9am-9:45am. Trident

A chance for the avid readers and reccers among us to discuss how to effectively communicate about our favourite fics, without spoilers. How do readers feel about recs lists? How do you decide who to trust? Emily (Writcraft) & Kate Keen.

Introduction to BUCK

9am-9:45am. Friendship

Since its reboot in 2010, "My Little Pony: Friendship is Magic" has sparked a cultural phenomenon on the Internet of young male fans that follow both the show and the huge fandom that gathered around it. What started as an internet meme now encompasses all demographics, creating vast amounts of music, art, writing, and crafts- not just based on the show, but also original work. BUCK is the largest european convention dedicated to the fandom, and they'll be at Nine Worlds to tell you all about it, and share some of the creativity, charity, and fun, that defines the term 'Brony'.

Playtesting: All Day at Board Gaming HQ (10am - 6pm)

9am-9:45am. Rad 38 (Board Games)

Try out new game prototypes from up and coming boardgame designers, or bring your own design along. Have your say about what you like or don't like. (10am - 6.15pm)

Parents' Meetup

9am-9:45am. Ren Bar

Vendors (9am - 6pm) - Check out our fab, fun and geeky shopping nirvana!

9am-12pm. Wessex

Live Action Muggle Quidditch

10am-11:15am. Marlborough Room

The sport of Muggle Quidditch first originated back in 2005 at Middlebury College in the US, when a group of students decided to don capes, mount broomsticks and create an adapted version of the fictional wizarding sport for those of us who didn't get Hogwarts letters. Attendees at Nine Worlds will get the opportunity to learn about the sport from our experienced players during either of the two sessions on the Saturday. Once you've learnt the basics of the game, you'll be given a broom, assigned a team position (whether that is Chaser, Keeper, Beater or Seeker) and will get to play a Quidditch match with your fellow convention attendees. Even if you don't wish to join in with the games, our QuidditchUK volunteers will be available to answer any questions you might have, from "Can you actually fly?" to "Is there a quidditch team where I live?". Quidditch UK.

Sleep Paralysis

10am-11:15am. Lobby Room

Sleep Paralysis is a condition of Rapid Eye Movement (REM) sleep in which one becomes conscious of their surroundings during the night, but is unable to move. These experiences are often accompanied by a wide range of bizarre and often terrifying hallucinations. Throughout history, many ostensibly paranormal experiences may be explained as episodes of sleep paralysis, including: middle-age accounts of attacks by sex crazed demons, supposed 'evidence' used to prosecute witches, and more recently, claims of alien abduction. Dan Denis & Carla McKinnon.

Steampunk Makers Masterclass

10am-11:15am. Windsor Room

The Future Of Technology and Society

Our panelists, Charles Stoss, Cory Doctorow, and Dr Lillian Edwards speculate on where they see the future of technology and society going. Hosted by science comedienne Helen Keen. Co-presented with CREATE, create.ac.uk Cory Doctorow, Lillian Edwards, Helen Keen & Charles Stoss.

10am-11:15am. Somerset Room

Four Houses or One? The importance of Sorting

Lecture: How many times have you been sorted - at home, at school, at work, with your friends? How important is the Sorting Ceremony at Hogwarts? Is it the student who makes the house or the house that makes the student? Dr Martin Richardson.

10am-11:15am. York Cinema

Heroes vs. Villains: The Debate

We kick off Saturday with the ultimate showdown: heroes vs. villains! Two authors argue that villains are the best, two argue for heroes, the audience decides once and for all. Who will it be? Katniss or Catwoman? Frodo or Darth Vader? Starks or Lannisters? There will be room for audience members to speak on the floor, so come prepared to shout, argue and scream for your favourite side. Zen Cho, Kate Griffin, Stan Nicholls, Anne Perry & Adrian Tchaikovsky.

10am-11:15am. George I

Collaborate To Create: why creation needn't be a solo activity

Plus free gaming with Arion Games. Richard Williams.

10am-1pm. Rad 11 (Roleplay HQ)

Queer Comics Show and Tell

This session is a chance to flick through, and discuss, queer comics of all varieties. We'll look at a collection of comics from the early kink comics of Eric Stanton and the kink themes in DC's Wonder Woman, through the lesbian and gay comics of the 1980s and 90s (e.g. Leonard and Larry, and Dykes to Watch Out For), to bi, trans* and queer themes in Strangers in Paradise, Love & Rockets, and the Sandman series, to today's queer comic writers both online and offline. Bring along your favourite examples to share. Tell us why they are important to you. Discuss what you're looking for in representations of LGBT&Q in comics. Find out about new comics from others who are passionate about them. Explore the possibilities for producing your own queer comics. Meg Barker & Rebecca Hobbs.

10am-11:15am. Britannia

What the FRAK is Geek Feminism?

Welcome to the Geek Feminism track! Come in. That's right, pull up a chair. Wait, what do you mean, you're not sure what Geek Feminism is? Not a problem. Grab yourself a cuppa, and I'll tell you all about it. Siân Fever.

10am-11:15am. Caravelle

Social Gaming with the Haberdashery Collective (16+)

Come play games with the Haberdashers and other attendees! These are games that will get you talking to each other, moving around, strategizing with and against other players, assassinating monarchs, building towers, Nerf guns, some silliness, blindfolds, pillaging villages, smuggling opium, and much more! Age suitability: 16 and over, as this is a play space for adults - see the Social Gaming track page for more information.

10am-11:15am. Concorde

Judge Minty (Dir. Steven Sterlacchini 2013)

'Judge Minty' is the incredible new Judge Dredd fanfilm that's a whole lot more Dredd-y than last year's 'Dredd'. With amazing fx, set design and action, the film tells the story of the aging Judge Minty and his choice to take the long walk from Megacity and into the wasteland. DoP and FX supervisor Stephen Green will be in attendance. Film contains violence, and minors will not be allowed. Stephen Green.

10am-11:15am. Comet

What Happens Next? Fanfic workshop for pre-teens

Are you a pre-teen, and enthusiastic about books, films and/or television? Or a parent of one? Find out how to release that creativity by coming along to this workshop on fanfic for children. All you need is a favourite character - we'll help you do the rest! We'll also discuss how children can safely engage with fanfic on the internet. Children must bring a responsible adult. Tanya Brown & Hazel Robinson.

10am-11:15am. Trident

Maiden, Mother, Crone

From Arya to Yara and back again, Game of Thrones has a host of unique and varied female characters - something of a rarity in fantasy TV shows! This will be a discussion on the women of Westeros and the Free Cities, with guest panellist Laure Eve. Suitable for show watchers (spoilers to the end of Season 3). If the topic of violence towards women comes up, there will be sufficient content warning for people to leave if necessary. Laure Eve & Jaime Starr.

10am-11:15am. Viscount

Brony Meet & Greet

Come and meet the Bronies - we'll be hanging out in our room to chat about both the Brony fandom and anything else that comes up. It's a great chance to talk to both our staff and a few of our guests in an informal and unstructured atmosphere!

10am-11:15am. Friendship

On Fear and Writing

Are you struggling to write the first draft of your novel? Are you researching endlessly but not actually writing the book? Have you had a book in your head for years but been unable to start it? Do you have a drawer full of unfinished stories and manuscripts? If so, I might be able to help. I'm running a workshop designed to help you explore the reasons why you're not getting that book written with practical tasks designed to help you start and finish that manuscript lurking at the back of your mind. <http://www.ewman.co.uk/writing/the-writers-rutter/when-just-write-is-not-enough>. Emma Newman.

10am-11:15am. Harrier

Indie Comics: Dan Boulwood in conversation

10am-11:15am. Lancaster: Dan Boulwood

Indie Comics: The Men who Laughed in conversation

10am-11:15am. Nimrod. David Hine and Mark Stafford

Fangzines: a vampire-created media workshop

10am-11:15am. Vanguard

A creative space for making pieces of media from a world where vampires exist. Think bloody menus, anti-vampire warning posters, news articles or guides for baby vamps amongst other things. Let your imagination run wild and create something with bite! Fandoms: Anything vampire related. Bring your own. Age suitability: Moderate (PG). Vampires are vampires, but this is aiming toward the lighthearted. Triggers: Mild discussions of fictional blood and blood drinking, and possibly some discussions of fictional violence. Ollie Starr.

Charting in Excel

10am-11:15am. Wellington

Bring your own laptop and learn how to create intarsia, fair isle & lace charts using MS Excel. Sasha McKenna.

Writing Doctor Who and Torchwood

10am-11:15am. George II & III

Kicking off our GeekFest weekend in style, Messrs Lidster, Moran and Russell talk us through the joys and challenges of writing for Doctor Who (past and present), Torchwood and The Sarah Jane Adventures - for the show, novels and audiobooks. Joseph Lidster, James Moran & Gary Russell.

Euro Classics

10am-11:15am. Rad 38 (Board Games)

Where modern boardgaming began, simple but clever games where the next move may be obvious but the winning move may not be. Take part, be taught or watch demonstrations of several modern classics: Carcassonne, Ticket to Ride, Settlers of Catan, Kingdom Builder, Tigris & Euphrates, Ra and more.

Free Gaming

10am onwards. Radisson 31, 32, 35

Come along, see what's being played, bring your own games, or borrow one from Board Games HQ at Radisson 38. We'll provide the space for quiet or noisy games in Radisson 31, 32 and 35 - join us from 3pm to midnight on Friday, and from 10am to midnight on Saturday and Sunday, to play any board games you like.

Marvel Avengers (SAGA system)

10am-1pm. Rad 15 (RPGs)

Call Of Cthulhu

10am-1pm. Rad 16 (RPGs)

Dragon Above, Desert Below - Dungeons and Dragons 4th Edition

10am-1pm. Rad 17 (RPGs: D&D)

CALI4-2 Dragon Above, Desert Below - Dungeons and Dragons 4th Ed (Living Forgotten Realms Game).

Demonstrations - from the Steve Jackson Games demo team

10am-1pm. Rad 19 (RPGs)

Lady Blackbird, Squadron UK (Superhero RPG)

10am-1pm. Rad 37 (RPGs)

Indie RPGs and Storygasm - Six tables, various games, all welcome!

10am onwards. Rad 41 (Indie RPGs)

Foundations LARP (10am - 2pm)

10am-1pm. Royal A & B

In the year 2253, a wave of asteroids hit the Earth, bringing devastation and chaos in its wake. In the ensuing years, humanity began picking up the pieces, slowly rebuilding itself. Gradually, five nations emerged from the chaos: the theocratic state of Greatland, the bureaucratic European Federation, the corporate Ashkaran Prevelates, the nomadic Floating City, and the barbaric Cyrillic Clans. But this was just the beginning. Analysis of the wave showed it to be made up of fragments from a moon in a nearby solar system, whose orbit had decayed, sending it crashing into its own planet, obliterating both bodies. A second wave was to follow; a wave composed of fragments of the planet itself, which would hit the Earth in just over a hundred years' time. The year is now 2362. The PCs are members of five newly-completed space stations constructed in the Earth's solar system as part of an uneasy alliance between the nations. The stations - known as 'Foundations' - have been equipped with the best tech available, and it is up to their occupants to find a way to defend the Earth, and to balance their own divided loyalties. Science fantasy; not entirely serious; has lots of things going on.

Hel Gurney / Meriel Patrick

10.00 - 10.30, Hel Gurney SFF before SFF: Margaret Cavendish's fantastical world Interplanetary travel, pocket universes, a world of zealous scientists? Sounds like sci-fi. Half-human half-animal people, immaterial spirits, magical powers? Sounds like fantasy. In fact, it's 'The Blazing-World' - a genre-bending tale written in 1666 by Margaret Cavendish, the Duchess of Newcastle. This paper examines the ways in which 'The Blazing-World' anticipates modern SFF, and why it is still of interest today. 10.45 - 11.15, Meriel Patrick Making myths: the theology and science fiction of C. S. Lewis C. S. Lewis's theology and fiction writings are closely intertwined and a closer acquaintance with one can often help to shed new light on the other. This is particularly true of the idea of myth. Lewis understood myths as stories that embody universal principles: bridging the gap between thought and experience. This paper uses the concept of myth as a starting point for discussion of Lewis's fiction and argues that much of it can be viewed as mythical in the sense that he understood the term.

10am-11:15am. Royal C & D

Cosplay Contest (11.30-12noon)

Come and enter the Nine Worlds cosplay contest! Join the queue to be photographed in your cosplay, leave your contact details, and our judges will do the rest! Categories for adults, kids and most original/standout - winners announced Sunday evening.

11:15am-12pm. Ren Lobby

Live Action Muggle Quidditch

The sport of Muggle Quidditch first originated back in 2005 at Middlebury College in the US, when a group of students decided to don capes, mount broomsticks and create an adapted version of the fictional wizarding sport for those of us who didn't get Hogwarts letters. Attendees at Nine Worlds will get the opportunity to learn about the sport from our experienced players during either of the two sessions on the Saturday. Once you've learnt the basics of the game, you'll be given a broom, assigned a team position (whether that is Chaser, Keeper, Beater or Seeker) and will get to play a Quidditch match with your fellow convention attendees. Even if you don't wish to join in with the games, our QuidditchUK volunteers will be available to answer any questions you might have, from "Can you actually fly?" to "Is there a quidditch team where I live?". Quidditch UK.

11:45am-1pm. Marlborough Room

Alien Mummies, Monsters and Mermaids

From mummified aliens in deserts and monsters washed up on beaches to mermaids and holy fish, there is an interest in the unusual that can whip up a storm of speculation and spectacle. But cutting through hype, assumptions and misinformation is essential when you're trying to uncover the truth. Join Paolo Viscardi in exploring some weird objects from the past and present - using scientific methods and museum collections to get beneath the surface of aliens, monsters, mermaids and the hype they have inspired. Paolo Viscardi.

11:45am-1pm. Lobby Room

Steampunk Authors: book readings and signings session

11:45am-1pm. Windsor Room

A Very Peculiar Practice: Fanfic and Professional Writing

Some writers begin by writing fanfic, and go on to become professional authors. Do they still write, or want to write, fanfic? Is Neil Gaiman's comment about fanfic being 'training' accurate? Do all fanfic authors want to write professionally? Roz Kaveney, Una McCormack, Pennypaperbrain & Kari Sperring.

11:45am-1pm. Somerset Room

Keynote: The current state of gaming culture

Leigh Alexander, a gaming and social media journalist, talks about the current state of video game culture. Ever since its humble origins, gaming has developed in ways no-one might have expected. From games featuring just two lines and a circle, all the way up to harrowing tales of war, tragedies of the highest order and moments of sheer heart warming goodness, gaming culture has thrived alongside the technological developments of recent years. But this culture isn't without it's issues. Expect a look at what gaming was, what gaming is - and, most importantly, what gaming could be! Leigh Alexander.

11:45am-1pm. York Cinema

The Publishing Panel: Q&A with Editors and Agents

Publishing: what's that all about? How does it work, what does it take to put out a book, how can you improve your chances of being picked up by a major publisher, and what are the pros hoping to find in the slush pile? We talk to seasoned editors and agents from the science fiction and fantasy scene. Stefan Fergus, Marcus Gipps, Anna Gregson, Juliet Mushens & Jared Shurin.

11:45am-1pm. George I

Why Is The Future So Binary?

With the endless potential for reimagining the world that science fiction offers, why do so many imagined futures stick to heteronormative, binary conceptions of sexuality and gender? Come and discuss the implications of futuristic technology for queer, trans* and genderfluid characters, and share recommendations for work exploring these possibilities. Rochita Loenen-Ruiz, Alex Dally MacFarlane, Jude Roberts & Tori Truslow.

11:45am-1pm. Britannia

Take Back the Net: The Future of Online Feminism

In the last 12 months, a geek dad hacked the gender roles in Donkey Kong so his daughter could save Mario, hacktivist network Anonymous came to the aid of rape survivors, a Chrome plugin was developed to gender-swap your view of the web, and tens of thousands of people tweeted #FBrape and made Facebook listen. How can we use the internet and technology to further the cause, support each other, and affect change in creative and thought-provoking ways, bringing that important discussion into the mainstream? Thom Brooks, Lili Evans, Tracy Hawkes, Phillippa Hibbs & Katherine Sladden.

11:45am-1pm. Caravelle

Tolkien Roleplay - Yair Samban

11:45am-1pm. Concorde

Making Fanfilms, Genre Films & Low Budget Films

Fanfilm makers Kate Madison and Stephen Green share their experiences and give their advice on making fanfilms, genre films and low budget films. This session is also the official start of the 24 (ish) Hr Film Making Challenge, so come along and get involved. Stephen Green & Kate Madison.

11:45am-1pm. Comet

Star Wars Costuming - The Galactic Knights

11:45am-1pm. Trident

Some Place Even Renly Never Found

A discussion about sexuality in the ASOIAF books, the good, the bad and the problematic. This talk will be aimed at people who have read all of the currently published novels in the ASOIAF series, and there will be spoilers as far as the end of A Dance With Dragons. Jaime Starr.

11:45am-1pm. Viscount

Acoustic Brony Music Session

We've got three acts from the fandom and performing at BUCK 2013 - brony rapper Pipsqueak, Speedcore Dave! and the mellow duo of Acoustic Brony. They'll each be doing sets across Saturday and Sunday, so drop in for a taste of the multi-genre sounds of Brony Music!

11:45am-1pm. Friendship

Writing Basics

Ever wanted to write but not been sure where to start? Or perhaps you're a seasoned writer looking for a way around the writer's block? This workshop is a mixture of exercises to get your creative juices flowing, methods on growing fully-formed characters, and tips on editing. Plenty to get on with during the day, and some good take-home tips and hand-outs which will serve you well for years to come. Hannah Eiseman-Renyard.

11:45am-1pm. Harrier

Hermione Granger: Feminist Icon?

Seminar: How can some people view Hermione as a mere enabler, someone who just does what the boys want so that they can get all the glory, whilst others see her as one of the strongest characters in the whole series? Which is nearer the truth - weak-willed go-gooder and swot or female heroine and rôle model - surely she can't be both? Anna Llewellyn.

11:45am-1pm. Lancaster

Hogwarts to Hobbiton: A Musical Journey of Love and Friendship

Seminar: Although the main focus will be on Harry and his adventures, there will be time to explore similar musical themes in Middle Earth. What happens to our feelings when we watch a familiar scene and then change the music? Just how much are we manipulated by the music? Samantha Leach.

11:45am-1pm. Nimrod

Advanced Gore

Advanced burns and bruises - after a short demo explaining the theory, everyone can have a go, with advice along the way on bringing realism to your work. We'll round off the session with a more advanced effect; a gruesome flesh wound sure to horrify your friends this Halloween. Age suitability: 15 - the effects we're demonstrating in this session may be a little gory for those who are younger or are easily disturbed. Eleanor Grieveson & Fabienne Styles.

11:45am-1pm. Vanguard

Knitting with Repurposed Items

Sy Parker talks on recycling and repurposing old or second-hand items to make unique yarns. Sy Parker.

11:45am-1pm. Wellington

Doctor Who: Matthew Waterhouse - Adric

From Doctor Who fan to Doctor Who star, Matthew Waterhouse was launched in to the public eye in 1980 as boy genius Adric, the youngest companion on the series and at a time of notable turmoil and tension between the cast and crew. Matthew will discuss his experiences and his recent book 'Blue Box Boy' with Robert Dick. Robert Dick & Matthew Waterhouse.

11:45am-1pm. George II & III

Friends and Traitors

We can all be winners, if we all work together. Easier said than done, when you colleagues can't be trusted. Take part, be taught or watch demonstrations of these games of trust & betrayal: Battlestar Galactica, Hanabi, The Resistance, Werewolf, Room 25 and more

11:45am-1pm. Rad 38 (Board Games)

Ashton Spacey / Sasha McKenna / Matthew Pocock

11:45am-1pm. Royal C & D

11.45 - 12.10, Ashton Spacey Gayle Rubin, Gay Wizards and Denying a Paradigm In her 1984 essay "Thinking Sex", Gayle Rubin questioned a hierarchical sexual value system and suggests that Western cultures often perpetuate sex negativity. As genres, Fantasy and Sci-Fi are often accused of perpetuating this singular sexual paradigm, rather than exploring their limitless potential for alternate sexual structures. Whilst it's possible that stories depicting non-normative sexual paradigms don't sell in the contemporary market this paper argues that Sci-Fi and Fantasy fan-fiction (with a focus on Harry Potter) often displays far more subversive, exploratory potential than canon works. 12.15 - 12.40, Sasha McKenna Understanding Ethical Intuitions Through Superheroes This paper will look at the wide cultural context of superheroes within comic books - 'golden age' reflections of 'upstanding citizens' and patriotism moving to more morally ambiguous/relativist modern graphic novels to draw parallels with contemporary ethical and moral concerns, as well as how much we feel that superheroes have a moral obligation to use their powers for good (and actively do so) and what that says about moral obligations and responsibility. It will also compare the moral positions taken by the two industry leads, DC and Marvel. 12.45 - 1.10, Matthew Pocock Synthetic Biology: A Convergence of Fact and Fiction Synthetic biology sits at the intersection of science fiction and scientific reality, seeking to reliably engineering living things. It's treatment in sci-fi is distinct from that of genetics. The portrayal of chimeric monsters in "The Island of Dr Moreau" set the tempo and has become a staple, in various forms, since then. While this trope taps into primal fears, it has little basis in science. The state of the art in syn-bio is still a long way from its portrayal in sci-fi, but this paper looks at how this gap is closing.

Launch Party for Cory Doctorow's 'Homeland', with Titan Books

1pm-1:30pm. Ren Bar

Vendors (9am - 6pm) - Check out our fab, fun and geeky shopping nirvana!

1pm-4pm. Wessex

Crowdfunding the Future - getting the crowd to fund your vision

1:30pm-2:45pm. Marlborough Room

Do you have an amazing idea for a game, novel, film or comic? Crowd funding has become a huge phenomena in recent years as creators bypass the traditional gamekeepers of funding such as publishers, and ask the audience directly to support their vision. From hardware projects like Oyua and Occulus Rift to cultural explorations such as Video Game Tropes vs Women; this new way on access support is no guaranteed nor easy route to funding. Join a select few who make this platform work for them to find out more about what works and what doesn't. Panel supported by The Wellcome Trust. Alex Harvey, Tomas Rawlings & Jan Wagner.

Tea Duelling!

1:30pm-2:45pm. Windsor Room

Gender In Gaming

1:30pm-2:45pm. Somerset Room

"Women don't play games", "Harassment is just part of the culture", "They're only playing it to get a man". These are just a few of the absurd misconceptions which still surround women who play games and work in the games industry, and it's about time they stopped. Some of these women will be discussing their #1reasonwhy we need feminism in the games industry, their #1reasonstobe part of this creative and evolving medium and ways we might be able to open the industry up to a wider creative viewpoint. Cara Ellison, Rhianna Pratchett & John Walker.

In Conversation with Chris Barrie - Chris Barrie & Jane Killick.

1:30pm-2:45pm. York Cinema

Love and Death in the Potterverse

1:30pm-2:45pm. Lobby Room

Lecture: These twin themes dominate the whole series. It seems that death is on every page - and it is one death in particular that changes everything for us both as readers and views. Whilst there is the little matter of the room in the Department of Mysteries that is kept locked at all times - for in the end love proves to be the most powerful magic. Dr Martin Richardson.

Debate: is our Future Utopian or Dystopian? SF Authors Decide

1:30pm-2:45pm. George I

Starts at 13.45. Science fiction writers present the evidence and debate our future - where are we heading, utopia or dystopia? Galaxy spanning empire or barren wasteland? Where are the signs, and what do we deserve? Who better to decide than four authors who spend so much time thinking about the future? And who better to vote on the winning team than you, the audience? Cory Doctorow, Jaine Fenn, Tom Hunter, Charles Stross & Tricia Sullivan.

New Goggles: Diversity in Steampunk

1:30pm-2:45pm. Britannia

'Anachrotech' genres like Steampunk give writers, makers, and musicians a chance to tinker with the past, resulting in, at best, a way to reclaim and subvert popular historical narratives and tropes; at worst, a nostalgia that uncritically repeats those tropes. Let's trade in those rose-tinted monocles for new goggles, and discuss the importance of queering and diversifying the genre. Zen Cho, Sam Kelly & Maki Yamazaki.

The Technical Stuff: robotics and cosplay with Cosplay UK

Lee will show how he built and programmed a fully functional robotic hand from scratch, and how you can too!

1:30pm-2:45pm. Caravelle

Tolkien and Translation - Dr Beth Tovey.

1:30pm-2:45pm. Concorde

The Wild Hunt (Dir: Alexandre Franchi, 2009)

1:30pm-4:30pm. Comet

'The Wild Hunt' is the exceptional 2009 Canadian film about the LARPing scene. Depicting the incredible community of the scene, and also the tragic dangers of taking a fandom too far, 'The Wild Hunt' tells the tragic story of an outsider who crashes one LARPing weekend in order to try and win back his girlfriend. The film will run over into the next session. Film contains violence and sexual threat, and minors will not be allowed.

It's Not Just Pretty White Boys: Problematic Issues in Fanfic

1:30pm-2:45pm. Trident

Fanfic is not all about sparkly rainbows (or dancing boys). We have Issues, people, and we need to talk about them with a view to change. Come along to our roundtable discussing issues including race, language, culture and fetishising gay sex in fanfiction. Sarah (HazyJayne), Neth Dugan, FayJay, Kate Keen and Misha Sumra.

Beneath The Heart Tree or In The Sept

1:30pm-2:45pm. Viscount

A light-hearted look at vows and the people who make them and break them, with opportunities to swear allegiance to the Nights Watch, the Kingsguard, or your favourite house, in the presence of the Hand of the King! (Followers of R'hllor the Red God are also welcome!) Jaime Starr.

BUCK Q&A

1:30pm-2:45pm. Friendship

We are a small taste of the awesomeness that is BUCK- the biggest Brony convention in Europe. In this Q & A session, you'll be able to get more information about BUCK, Brony conventions, and running a convention itself, from the guests, the staff, and the management.

T-Party Writing Workshop with Author Feedback

1:30pm-4:30pm. Harrier

Members of London's specialist SF/F/H writing group The T-Party will critique pre-submitted manuscripts with a focus on what is needed to achieve professional publication. T-Party is a London-based writing group specialising in SF/F/H. They run a free writers workshop at Eastercon where the first members of the con to submit work (up to 5k words) have their work critiqued by 2 or more T-Party members who will discuss the work. Each piece of writing will get a detailed analysis with tips and pointers. Members of the T-Party include published authors (Gaie Sebold, Francis Knight, Tom Pollock) and agented authors. <http://www.t-party.org.uk/> Gary Couzens, Caroline Hooton & Sara Jayne Townsend.

Indie Comics: 'Comics', not 'Comics!' - humour in comics - David Leach.

1:30pm-2:45pm. Lancaster

Indie Comics: Glenn Fabry in conversation

1:30pm-2:45pm. Nimrod

Firefly, the Tarot and spirituality - Philippa Chapman.

1:30pm-2:45pm. Vanguard

Yarnbombing: talk on knitting as graffiti from Lauren O'Farrell

1:30pm-2:45pm. Wellington

Lauren O'Farrell, head of Stitch London, gives a talk on knitting as graffiti (yarnbombing). Lauren O'Farrell.

Interview with Kai Owen - Torchwood's Rhys Williams

1:30pm-2:45pm. George II & III

Kai Owen achieved global fame with his portrayal of Rhys Williams in Torchwood in 2006 with the character elevated to star billing for the third series in 2009 reflecting his growing role. More recently Owen has appeared in the BBC's Being Human and the Syndicate. There'll be time for autographs afterwards. Interviewed by Joseph Lidster Joseph Lidster & Kai Owen.

A Fistful of Cards

1:30pm-2:45pm. Rad 38 (Board Games)

Let's take it right back to the basics: a deck of cards. What could be simpler? It turns out there's a lot of things that can be done with a deck of cards. Take part, be taught or watch demonstrations of these stripped back games: Karkalaken Poker, Coup, Love Letter, Hanabi and more.

Blake's 7: Infernal Meetup - Jane Killick & John Medany.

3:15pm-4:30pm. Ren Bar

Jutta Weldes and Christina Rowley

1:30pm-2:45pm. Royal C & D

1.30 - 2.45, Jutta and Christina The Politics of Violence and Security in the Whedonverse In this discussion, Jutta Weldes and Christina Rowley from the University of Bristol explore how Joss Whedon explores identity with a focus on self security and insecurity, particularly focusing on the characters in Buffy and Angel, and the way fans relate to the characters when thinking about our own in/securities surrounding our identity. This session is very much intended to have audience participation from fans of any or all Joss Whedon shows!

The Infected - Diseases of the Cultural Body

Disease scars us. Retro-viral infections write their existence into our DNA just as The Black Death has written its history into our nursery rhymes. The concept of our species being dragged to the precipice of existence - or indeed pulled over it - by disease is a common meme found in games, films and novels. But why this fascination in our own extinction at the hands of organisms we can see with the naked eye? Join some of the best creators playing with our demise to talk about why we're all infected with the idea of infections. Panel supported by The Wellcome Trust. Dr Julia Gog, Helen Keen, Will Porter & James Vaughan.

3:15pm-4:30pm. Marlborough Room

The Psychology of Conspiracy Theories

Why do some people believe unproven and implausible conspiracy theories? What's the harm if they do? And just what is a conspiracy theory, anyway? Rob Brotherton provides a psychological perspective on the peculiar phenomenon of conspiracy theorising. Rob Brotherton.

3:15pm-4:30pm. Lobby Room

Steampunk in Fiction

3:15pm-4:30pm. Windsor Room

Star Trek Writers Panel

Una McCormack, David A. McIntee, John Medany and James Swallow.

3:15pm-4:30pm. Somerset Room

Owning the Servers: OTW and A03 in a post-'50 Shades' world

The Organisation for Transformative Works (OTW) was launched in 2007 with a vision of a world in which the fans could "Own the goddamn servers." In the six years since, fandom has become ever more visible in the mainstream media, and the Archive of Our Own has grown to a site of over 156,000 members. How does the OTW negotiate the changing conversation about fandom? How has it coped with the challenges of running a rapidly growing, panfannish site? Lucy Pearson, who has volunteered with OTW since 2007, talks about how things have changed over the past five years. Lucy Pearson.

3:15pm-4:30pm. York Cinema

New House, Old Ghosts: Reinventing Mythology & the Supernatural

Monster-making and mythbreaking: a panel discussing how and why we use myths, legends and folklore to tell stories about ourselves today. Ben Aaronovitch, Jo Fletcher, Kate Griffin, Lou Morgan & Barry Nugent.

3:15pm-4:30pm. George I

Game Design Seminar with Monte Cook

Plus free gaming from Arion Games Monte Cook.

3:15pm-6:15pm. Rad 11 (Roleplay HQ)

We Are The Media: short talks

A double-bill of talks by Queer Fandom guests on topics close to their hearts: Hal Duncan on the dangers of media segregation and Ruth Pearce & Kirsty Lohman on Riot Grrrl and its legacy. Hal Duncan (3:15-3:55); Ruth Pearce and Kirsty Lohman (4:00-4:40) Hal Duncan, Kirsty Lohman & Ruth Pearce.

3:15pm-4:30pm. Britannia

Big Damn Heroines: Feminism In The Whedonverse

Joss Whedon, the creator of Buffy The Vampire Slayer, Firefly, Dollhouse and writer/director of Marvel's Avengers Assemble is a strong feminist voice in television and film. We take this opportunity to uncover his feminist creative approaches, discuss the limitations of Whedon-Feminism and to salute his incredibly valued work and groundbreaking characters. Dr Jenny Alexander, Meg Barker, Tracy Hawkes, Roz Kaveney & Antony Keen.

3:15pm-4:30pm. Caravelle

(Nearly) Sixty Years of Reading The Lord of the Rings - Dr Anna Caughey.

3:15pm-4:30pm. Concorde

Disney Princess: making a cosplay princess dress on a budget

Everyone's encouraged to join this demonstration suitable for even beginner stitchers on how to make a Disney Princess style dress. Easy peasy! Cosplay UK.

3:15pm-4:30pm. Trident

Why That Character Isn't As Bad As You Think

The Starks are great and the Lannisters are evil, right? But the Starks held Theon hostage for ten years, and Tyrion gave Bran the chance to ride after his 'accident'. Just who are the bad guys in these books? This session gives us a chance to discuss the challenge of POV narration in a morally grey universe, and offers an opportunity for fans of misunderstood characters to talk about their favourites. Lively debate welcome. This discussion will be aimed at the book readers amongst us, with spoilers as far as A Dance With Dragons. Jaime Starr.

3:15pm-4:30pm. Viscount

The Quest for the Holy Horcrux

Seminar: Harry Potter as a modern epic - links with King Arthur and the Age of Chivalry to include a gallop through Dumbledore's Office, the Divination, Charms and DADA classrooms before ending up with Transfiguration and a look at Hogwarts as the Great School of Morals. Kate Symes-Thompson.

3:15pm-4:30pm. Lancaster

Hermione Granger: Feminist Icon?

Seminar: How can some people view Hermione as a mere enabler, someone who just does what the boys want so that they can get all the glory, whilst others see her as one of the strongest characters in the whole series? Which is nearer the truth - weak-willed go-gooder and swot or female heroine and rôle model - surely she can't be both? Anna Llewellyn.

3:15pm-4:30pm. Nimrod

Kickstarting Creative Projects - Shanna Germain, Kate Madison & Erich Schultz

3:15pm-4:30pm. Vanguard

Social Gaming with the Haberdashery Collective (16+)

3:15pm-4:30pm. Wellington

Come play games with the Haberdashers and other attendees! These are games that will get you talking to each other, moving around, strategizing with and against other players, assassinating monarchs, building towers, Nerf guns, some silliness, blindfolds, pillaging villages, smuggling opium, and much more! Age suitability: 16 and over, as this is a play space for adults - see the Social Gaming track page for more information.

Doctor Who: Simon Fisher-Becker - Dorium Maldovar

3:15pm-4:30pm. George II & III

Perhaps one of the most popular and larger than life characters from the recent years of Doctor Who, Simon Fisher-Becker appeared as the blue-skinned oracle Dorium Maldovar in series 5 and 6. He is also famous for his work on Harry Potter and the Doctor Who Big Finish Audio dramas. Simon Fisher-Becker.

Deck-Builders

3:15pm-4:30pm. Rad 38 (Board Games)

A common game idiom: you play with a deck of cards. A novel twist: you construct your deck as you play the game. Take part, be taught or watch demonstrations of these games where planning is rewarded: Dominion, Legendary, DC heroes, Sentinels, Marvel and more.

Sunnydale High (Monsterhearts)

3:15pm-6:15pm. Rad 15 (RPGs)

Call Of Cthulhu

3:15pm-6:15pm. Rad 16 (RPGs)

Twisted Rune - Dungeons and Dragons 4th Edition

3:15pm-6:15pm. Rad 17 (RPGs: D&D)

CAL14-3 Twisted Rune - Dungeons and Dragons 4th Ed (Living Forgotten Realms Game).

Demonstrations - from the Steve Jackson Games demo team

3:15pm-6:15pm. Rad 19 (RPGs)

Cthulhu Dark, Squadron UK

3:15pm-6:15pm. Rad 37 (RPGs)

Curating Indie Games

3:15pm-4:30pm. Royal A & B

Well, you've made a game and it's out there in the ever expanding market place. Everyone thinks it's a great game, but how do you get more people playing it? Unfortunately, this is a question still being asked by many other indie developers and they're still looking for an answer. Steam Greenlight was meant to be that answer but it's had plenty of criticism since starting and it highlights the problem: the industry lacks infrastructure for good indie games to rise to the top. What's the solution to this? Should successful indie developers be promoting up and coming games? Does this put too much responsibility on them? George Buckenham, Esther MacCallam-Stewart & Tom Vian.

Andrew Crome / Tara Isabella Burton

3:15pm-4:30pm. Royal C & D

3.15 - 3.45, Dr Andrew Crome Discussing Religion and Doctor Who: Faith, Science Fiction and Academic Research Over Doctor Who's long history religion and religious themes have consistently been a subject of interest. Recently, the show has attracted attention from the CoE to Dawkins. But what is the value of using a science fiction show such as Doctor Who to examine religion? Is there a danger of turning it into a tool for evangelism? This paper argues that science fiction can serve as a valuable tool for scholars of religion, examining shifting understandings of faith, the reception of religious concepts, and the idea of belief itself. 3.55 - 4.30, Tara Isabella Burton Hadaly: The First Android Before steampunk, before Blade Runner, before "I Robot," there was Hadaly. The titular character of Villiers d'Isle-Adam's 1886 novel Tomorrow's Eve, Hadaly is the brainchild of no less an inventor than Thomas Edison, who bets a friend he can create the "perfect woman": sparking the first "Pygmalion" story in modern science fiction. This paper explores Tomorrow's Eve against the technological developments of the late nineteenth-century obsession with "creating reality" alongside popular contemporary "robot Pygmalion" stories - such as Warren's "Buffy-Bot" on Buffy the Vampire Slayer.

Pop-Up Artists' and Authors' Market (3pm - 5pm)

3:15pm-4:30pm. Wessex Anteroom

A chance to meet some of our attending artists and authors and buy signed copies of their latest work - check board in vendors for details!

Vendors (9am - 6pm) - Check out our fab, fun and geeky shopping nirvana!

4:30pm-5:45pm. Wessex

Cyberpunk: The Dystopian Prism/Prison

Technology is advancing at a huge rate and with it are the moral and social questions it brings. Is Cyberpunk culture's immune response to this advancement, engulfing the issues within stories, films and games to flag these issues in advance or has it become a self-fulfilling prophecy with the inevitable end where we'll be reading a DRM-locked copy Neuromancer in Google Glass as the irony passes us by. Join us and some of the top creators in this field to talk, cyber, punk, tech, specs and crashes together. Panel supported by The Wellcome Trust. Cory Doctorow, Kieron Gillen, Dr. Demis Hassabis, Helen Keen, Rafal Praszczalek, Charles Stross, Antoni Strzalkowski & Jan Wagner.

5pm-6:15pm. Marlborough Room

Fact-hunters - truth about facts, wives-tales and common truths

A short guide to why almost everything you think is true is probably false. Can sucking on two pence piece get you past a breathalyser test? Are there really gigantic worms in the Mongolian desert that can fire lightning-bolts out of their bum? Did Isaac Newton really get hit on the head with an apple? How many facts that we hear on a daily basis are true, and how do myths and misunderstandings in knowledge happen? We talk to expert fact-hunters, researchers and curators who will shed light on how to separate fact from fiction and reveal that not everything we hear should be taken for granted. Sid Rogriguez and the QI Elves.

5pm-6:15pm. Lobby Room

Steampunk Across The Globe

5pm-6:15pm. Windsor Room

Games For Us: The Rise Of LGBT and Feminist Gaming

5pm-6:15pm. Somerset Room

Video games offer the potential to create and explore an infinite range of worlds, stories and characters - so where's the representation of diverse genders and sexualities? While the mainstream is grappling with growing demand for diversity, independent developers are taking advantage of increasingly accessible technology to present games that challenge assumptions. Are you looking for games that speak to your experience, or is there a game you love and think other queer and feminist fans should know about? Come and hear from the people who make and play games that deal with gender and sexuality, and bring your questions and recommendations to share with the audience. Laura Kate Dale, Cara Ellison, Peter Silk, Gemma Thompson & Maki Yamazaki.

Magic is Might - Prejudice in the Potterverse

5pm-6:15pm. York Cinema

Lecture: The whole Harry Potter series can be seen as a warning against the evils of prejudice. Yet are we not all prejudiced in some way - why do we forgive good old Arthur Weasley and not Lucius Malfoy? 'It all comes down to blood, as I was saying the other day. Bad blood will out.' Now who said that? Dr Martin Richardson.

Life Beyond Westeros: what Game of Thrones means for Fantasy

5pm-6:15pm. George I

HBO's Games of Thrones series has thrust fantasy into the mainstream - there's no denying it. But what does that mean for the genre? Epic fantasy authors discuss the current state of fantasy fiction, George R. R. Martin's influence on the genre and where to get your next fix of dragons, sorcery and blokes with cloaks. Francis Knight, Anne Lyle, Stan Nicholls & Adrian Tchaikovsky.

Rhapsody of Blood book reading and Q&A - with Roz Kaveney

5pm-6:15pm. Britannia

Women's Worlds: Feminist Utopias in Literature

5pm-6:15pm. Caravelle

A panel discussion about feminist utopias throughout literature. How have they changed as feminism has developed, how do we imagine what we do not have, and how close are we to that reality? Rochita Loenen-Ruiz, Alex Dally MacFarlane, Alison Morton, Tricia Sullivan & Cel West.

Tolkien track: Open Discussion

5pm-6:15pm. Concorde

The Duke Mitchell Film Club Presents: Sci Fi Night Pt.1

5pm-6:15pm. Comet

London's infamous The Duke Mitchell Film Club brings you the most outrageous, over-the-top and rarely seen science fiction musical of all time: 'Strangers in Paradise'. Mind-control, Nazis, small-town Americana, the earliest use of internet on screen for nefarious purposes and more feature in this madcap musical masterpiece - trust us when we say you've seen nothing like it until you've seen Jonathan Sage sing his final song! There'll also be their usual mix of trailers, adverts and other dug-up treasures. Come and find out why The Duke Mitchell Film Club has been called the best film club in London! The Duke Mitchell Film Club.

Mary/Sue: Writing female characters (original and canon)

5pm-6:15pm. Trident

Why are readers and writers so wary of female characters in M/M-centric fic? We discuss the role of authorial self-insertion and how to write (and read) female characters, original or canon, free from the shadow of the Sue. Emily (Writcraft), Tanya Brown, Neth Dugan & FayJay.

Geek Feminism for Pre-Teens - Tracy Hawkes.

5pm-6:15pm. Lancaster

Bristling With Weapons! Costuming and weaponry

5pm-6:15pm. Viscount

A talk on all things weapons, from Selene's handguns seen in Underworld, to Jim Raynor's 5 foot long gauze rifle from Starcraft 2! Cosplay UK.

Pipsqueak Music Session

5pm-6:15pm. Friendship

We've got three acts from the fandom and performing at BUCK 2013 - brony rapper Pipsqueak, Speedcore Dave! and the mellow duo of Acoustic Brony. They'll each be doing sets across Saturday and Sunday, so drop in for a taste of the multi-genre sounds of Brony Music!

T-Party Writing Workshop with Author Feedback

5pm-8pm. Harrier

Members of London's specialist SF/F/H writing group The T-Party will critique pre-submitted manuscripts with a focus on what is needed to achieve professional publication. T-Party is a London-based writing group specialising in SF/F/H. They run a free writers workshop at Eastercon where the first members of the con to submit work (up to 5k words) have their work critiqued by 2 or more T-Party members. Each piece of writing will get a detailed analysis with tips and pointers. Members of the T-Party include published authors Gaie Sebold, Francis Knight & Tom Pollock and agented authors Gary Couzens, Caroline Hooton & Sara Jayne Townsend. www.t-party.org.uk

Indie Comics: Comic Book Babylon

5pm-6:15pm. Nimrod

Tim Plicher discusses his up coming publication and how it came to be.

Blood Is Fluid: Queerness in vampire literature and film

5pm-6:15pm. Vanguard

A talk on the representations of queerness and subversion of gender roles within the vampire mythos. Age Suitability: Discussions of sex and violence as well as sexuality. Not child friendly. Triggers: Discussion of fictional Sex, blood, violence, force, and pseudo-incest (Possibly others, TBC closer to the time). Ollie Starr.

Knitting as Fanart Masterclass

5pm-8pm. Wellington

Sasha McKenna and Sy Parker take you through knitting as a form of fan art, focusing particularly on knitting in cult TV and film. Includes 'knitting with the scoobies' - taking you through original knitting patterns inspired by Buffy the Vampire Slayer. Sasha McKenna & Sy Parker.

Doctor Who: RTD vs Moffatt

5pm-6:15pm. George II & III

Some people still miss Russell T Davies as showrunner on Doctor Who. Others think the show's never been better since Steven Moffat took over. Who's right? There's only one way to find out... Debate! Paul Condon, David A. McIntee & Matt Nixon.

Hand-Eye: Dexterity and Spatial Games

5pm-6:15pm. Rad 38 (Board Games)

Wind down the day with with games in which you stack things, balance things on top of other things and flick things along tracks. Take part, be taught or watch demonstrations of games where a steady hand and good eye are invaluable: The Climbers, Villa Paletti, Animal Upon Animal and more.

Red Dwarf: Infernal Meetup - Jane Killick & John Medany.

5pm-6:15pm. Ren Bar

Martin Arnold

5pm-6:15pm. Royal C & D

5 .00 - 6.15, Dr Martin Arnold Thor: the god of new technologies? This paper will look at myths about Thor, including the creation of his hammer, his battles with monsters, and his role at Ragnarök. They will be considered alongside Thor's depiction on archaeological finds, which, this paper argues suggest that Thor was initially the god of evolving technologies. It will conclude with a look at how this idea persisted in modern times; for example, in the Nazis' belief that Norse mythological super-technology was recoverable, and in the belief by some enthusiasts that Thor's mastery of the elements was indebted to contact with extra-terrestrials.

The Nine Worlds Party!

6:45pm-9:45pm. Marlborough Room

Could Saturn's moons support life?

6:45pm-8pm. Lobby Room

The sixth planet in our solar system, the gas giant Saturn, has more than 60 moons. Most of them are cratered and rocky like our Moon. However, two of them, Titan and Enceladus, have more in common with the Earth than you might expect. The Cassini spacecraft, which orbits Saturn, has been used to explore the features of these moons. Data from the spacecraft can be used to examine properties that life as we know it might need to survive in these moons' environments. Magnetic fields are everywhere in our solar system, and are vital for protecting life on Earth. Distortions to magnetic fields can be detected at extremely low levels. Observing magnetic fields in space, therefore, can often produce results when other observations don't show significant changes. Significant discoveries at Saturn by Cassini have been made through measurement of the magnetic field. I talk about this in the context of assessing the habitability of Saturn's Moons. Leah-Nani Alconcel.

Gin Appreciation

6:45pm-8pm. Windsor Room

Social Gaming with the Haberdashery Collective (16+)

6:45pm-8pm. Somerset Room

Come play games with the Haberdashers and other attendees! These are games that will get you talking to each other, moving around, strategizing with and against other players, assassinating monarchs, building towers, Nerf guns, some silliness, blindfolds, pillaging villages, smuggling opium, and much more! Age suitability: 16 and over, as this is a play space for adults - see the Social Gaming track page for more information.

Science Fiction Double Feature: Gender & Sexuality in SFF

6:45pm-8pm. George I

Panelists discuss the treatment of gender and sexuality in science fiction and fantasy literature. Are issues of representation getting better, or worse, and how can we improve? Roz Kaveney, Rochita Loenen-Ruiz, Tricia Sullivan and Jon Weir.

From Space Invader to Starfleet: Inclusiveness in Geek Spaces

6:45pm-8pm. Caravelle

Being a geek is awesome, but sometimes... our spaces really aren't. Women are being more vocal than ever about feeling marginalised, harassed and threatened in geek spaces, both online and offline. Join us to discuss how to tackle the challenges our community faces - from online sexist abuse and in-game harassment to panel parity and fake geek girl accusations - to help shape a more inclusive geekdom for everyone. Paul Cornell, Laurie Penny & John Walker.

Making Weaponry - cosplay swords, spears and more

6:45pm-8pm. Concorde

A demonstration of the different stages of making a sword and other weapons from a block of foam to the finished article. Cosplay UK.

The Duke Mitchell Film Club Presents: Sci Fi Night Pt. 2

6:45pm-8pm. Comet

Concluding Duke Mitchell's takeover of the Nine Worlds Film Festival, we'll have a prize-filled quiz and the second half of the most outrageous, over-the-top and rarely seen science fiction musical of all time: 'Strangers in Paradise'. The Duke Mitchell Film Club.

Queer All The Things!

6:45pm-8pm. Trident

Fandom offers fans from across the queer spectrum a way to reclaim popular narratives. Here we'll discuss the role of fanworks in representing marginalised sexualities and gender identities, and to what extent this contributes to the queering of mainstream pop culture. Emily (Writcraft), Neth Dugan, Sarah Groenewegen & Ollie Starr.

Tears Aren't A Woman's Only Weapon

6:45pm-8pm. Viscount

A talk and discussion on sex work in Westeros. This session will focus on Ros, Shae, Satin, Chataya and Alayaya (two of the characters from the book who were amalgamated to create Ros), making the session suitable for both book and show viewers, with Spoilers to A Storm of Swords/Season 3. Trigger warnings for coercion. Jaime Starr.

Fandom War

6:45pm-8pm. Friendship

It's a well known fact that My Little Pony is the best fandom there is. We challenge you to come and prove another fandom's superiority! Possible special guests include other Nine Worlds guests, and will be moderated by a completely unbiased judge of our own choosing. This will undoubtedly be an hour of silliness - serious chat will not be tolerated. Anyone caught being serious will be countered with a Best Pony argument.

Indie Comics: who'd work in comics?

6:45pm-8pm. Lancaster

Scarring and Branding in the Potterverse

6:45pm-8pm. Nimrod

So much has been made of that scar that we often overlook the many other wounds Rowling inflicts on her most beloved characters. What do these physiognomic features suggest about identity? What scars have been inherited from other literary legends? Most crucially, is branding physical defamation, defection or perfection? Sarah Spikesley.

Reunification: Star Trek vs Star Wars

6:45pm-8pm. Vanguard

There has been friendly rivalry between Star Wars and Star Trek fans for decades - now the franchises seem to be united under one General (JJ Abrams). Could this be the saviour of both, or the final nail in the coffin for one or the other? David A. McIntee, John Medany & James Swallow.

Big Finish: The Audio Series

6:45pm-8pm. George II & III

Big Finish's Doctor Who audio plays have enjoyed a huge success over the past 15 years, showcasing the talents of a fantastic range of new writers. We discuss the strengths and limitations of the audio format, and talk about their other ranges of drama - including Blake's 7, Dark Shadows, Sapphire and Steel. Abigail Brady, Joseph Lidster, Una McCormack & Gary Russell.

Getting into the Industry (Video Games Culture)

6:45pm-8pm. Royal A & B

So you've made a game. Or, maybe you want to make part of a game with someone else. Or maybe you just want to write or talk about all the great things gaming is and could be. If you're a bit stuck about where to go from here, come listen to our panellists talk about the routes they took to get into the games industry. Laura Kate Dale, Esther MacCallam-Stewart & Gemma Thompson.

Marion Gibson

6:45pm-8pm. Royal C & D

6.45 - 7.25, Professor Marion Gibson Wicker Men, Straw Dogs and Fireflies: Celts and Others in 70s Cinema and 'Safe' The paper looks at some of the controversial ancestors of the witch-burning scene in Firefly's episode 'Safe', focusing on how certain groups (ethnic ones such as Celts, religious factions, national stereotypes and so on) are portrayed as different and mutually antagonistic. How do texts such as films and novels demonise certain groups? How long is the history of certain stereotypes? How far do competing stereotypes merge into each other? And, in each text, how do we decide which side we are on?

Free Gaming with Arion Games

8pm-11pm. Rad 11 (Roleplay HQ)

Betrayal at Altaruk - Dungeons and Dragons 4th Edition

8pm-11pm. Rad 17 (RPGs: D&D)

Betrayal at Altaruk - Dungeons and Dragons 4th Ed. (Dark Sun Setting)

Curps Horror and Curps Space

8pm-11pm. Rad 19 (RPGs)

13th Age, Squadron UK

8pm-11pm. Rad 37 (RPGs)

13th Age is the new fantasy roleplaying game from D&D designers Jonathan Tweet and Rob Heinsoo. Bring ideas for a 'unique thing' to add to your character and find out how relationships with the movers and shakers of the Dragon Empire affect the stories we'll create. (www.13thage.com)

Diffusion Of The Dead: Mathematically Modelling Zombies

8:30pm-9:45pm. Lobby Room

Knowing how long we have before we interact with a zombie could mean the difference between life, death and zombification. Here, we use diffusion to model the zombie population shuffling randomly over a one-dimensional domain. This mathematical formulation allows us to derive exact and approximate interaction times, leading to conclusions on how best to delay the inevitable meeting. Interaction kinetics are added to the system and we consider under what conditions the system displays an infection wave. Using these conditions, we then develop strategies which allow the human race to survive their impending doom. Thomas Woolley.

Bifröst: the Nine Worlds Queer Cabaret & Disco

8:30pm-11:30pm. Somerset Room

A night of geektastic fabulosity, kicking off with the Nine Worlds Queer Cabaret headlined by Lashings of Ginger Beer Time, followed by an queer rock disco. In honour of Bifröst, the shimmering, burning rainbow sky-bridge of Norse legend, rocking hard and wearing glitter are both highly encouraged. Hel Gurney, Roz Kaveney, Jo Oldham, Ruth Pearce, Elaine Scattermoon and Lashings Of Ginger Beer Time.

Teenage Kicks: Writing for Young Adult Audiences

8:30pm-9:45pm. George I

Authors and editors of young adult fiction discuss writing for teenagers: how is it different from adult fiction? What are the current trends? Most importantly, how long can the panellists go without mentioning Twilight? Catherine Banner, Cory Doctorow, Liz de Jager, Tom Pollock & Amanda Rutter.

Wonder Women! The Untold Story Of American Superheroines

8:30pm-9:45pm. Comet

From the birth of the comic book superheroine in the 1940s to the blockbusters of today, 'Wonder Women!' looks at how popular representations of powerful women in pop culture often reflect society's anxieties about women's liberation. In partnership with the Geek Feminism track we present the English premiere of this incredible documentary which has been played to full houses & rapturous reviews in festivals across the world.

Anderson and the Dinosaurs? Fanon and Cross-Fandom Phenomena

8:30pm-9:45pm. Trident

Does Anderson really like dinosaurs? Is Q's cat really white, long-haired and unfriendly? We'll discuss our favourite fanon and try to establish where the heck it came from. And then there's Wingfic. And the Omegaverse. What's all that about then? Over-18s only Sarah (Hazyjayne), Kate Keen, Hazel Robinson, Misha Sumra & Berlynn Wohl.

Pipsqueak Comedy Routine

8:30pm-9:45pm. Friendship

Brace yourself for a round of stand-up from our resident comedian, Pipsqueak! Fans of Russell Howard will certainly find the puns, sarcasm, and slice-of-life comedy style familiar!

Knowledge Is Power

8:30pm-9:45pm. Viscount

Able to quote every one of Tyrion's witticisms by heart? Certain you know the names of Dany's dragons? Then end

the day with a pub quiz style trivia session on the Game of Thrones TV show. The prize isn't quite the Iron Throne, but it's still worth fighting for! Jaime Starr.

How to Write Vagon Poetry

An anti-workshop. These days Slam Poet Hannah Eiseman-Renyard is a pretty good poet - with feature slots and festival bookings to prove it. But one of the ways she got good was by getting all the terrible stuff out of her system for many, many years. A light and funny writing workshop/seminar where you'll learn what not to do, and how to avoid some of the common mistakes when writing poetry. Also an excellent place to prepare some truly terrible rhymes for the Vagon Poetry Slam.

8:30pm-9:45pm. Harrier

Indie Comics: Rian Hughes in conversation

8:30pm-9:45pm. Lancaster. Rian Hughes

Indie Comics: Crowd Source Funding

8:30pm-9:45pm. Nimrod. Tim Pilcher

Fangtasia: A multi-interest, freeform vampire roleplay session

Come one and all to Fangtasia, a modern set bar for all undead types, and those who want to mingle with them! Interested in trying out roleplaying, but not familiar with any particular system? Not a problem... there isn't one! There are only three rules to remember: 1)Remember that there are real people behind the characters, and don't let in-character rudeness become out-of-character harassment. If in doubt then take a minute to break character to ask! 2)If you want to step out of character then just put your finger up in the air so that people can tell. 3) If it looks like combat is going to break out then fetch a clearly marked moderator to mediate it so that the session remains contact-free. If you'd like to reserve a popular or well known character to play then there will be a sign-up sheet running from now until the session itself, with established characters on offer to whoever makes themselves known first to counter the 'Ten Lestat' problem, but if you're happy to take your chances or play a character of your own devising then just show up on the day! Costume is encouraged, but nothing that looks like any sort of real weapon, please! Age Suitability: Teens and above due to vampireyness and possible bad language. Ollie Starr.

8:30pm-11:30pm. Vanguard

Rock Band - with Rock Club London (16+)

Come play Rock Band! It's like Guitar Hero with a four-piece band. It's awesome. All welcome!

8:30pm-11:30pm. George II & III

Once More With Feeling Sing-A-Long - All welcome! David Merriman.

8:30pm-9:45pm. Ren Bar

Emma and Gaspode's Sci-Fi Pub Quiz

8:30pm-9:45pm. Royal A & B

Script Writing For Games (Video Games Culture)

Writing in any form is an art, but script writing is something different - especially when it comes to games! Unlike other formats, gaming involves a relationship with the player, and a script has to allow for this additional 'character'. James Swallow, one of the writers for Deus Ex: Human Revolution, is joined by Rhianna Pratchett, writer of the recent Tomb Raider remake, to discuss the unique format and challenges of script writing for games. Rhianna Pratchett & James Swallow.

8:30pm-9:45pm. Royal C & D

New Voices Slam Session: Saturday Edition

Your chance listen to short readings from nine more of science fiction and fantasy's most promising new authors. Bring your drinks, bring your friends, contrast and compare these authors to Friday's authors, but not too loudly. Catherine Banner, Zen Cho, Paul Cornell, Laure Eve, Benedict Jacka, Francis Knight, Snorri Krisjansson, Den Patrick, Tom Pollock & Tade Thompson.

10:15pm-11:30pm. Lobby Room

Vogon Poetry Slam (hosted by the Creative Writing track)

Calling all hoopy froods! The Vogons wrote the third worst poetry in the galaxy, and used it as a torture technique. Here, the editor of the Whippersnapper Press will be running the UK's fourth ever Vagon Poetry Slam (the past 3 have been for Towel Day). It's an open mic slam - sign up on the door. There are two categories: nerdcore (poetry about anything nerdy!) and so-bad-it's-good. There will be prizes. There will be agonised writhing. There will be an unnecessarily bureaucratic voting system. There will be plenty of in-jokes. Be there, be square and have a whale of a time. RESISTANCE IS USELESS. Hannah Eiseman-Renyard.

10:15pm-11:30pm. George I

Wonder Women! Second Showing (added due to popular demand)

10:15pm-11:30pm. Comet

The Joy of Writing Sex

Panel with some of our favourite authors, about writing sex scenes in fanfiction. Over 18s only. Emily (Writcraft), Pennypaperbrain and Berlynn Wohl.

10:15pm-11:30pm. Trident

Speedcore Dave Music Session

We've got three acts from the fandom and performing at BUCK 2013 - brony rapper Pipsqueak, Speedcore Dave!

10:15pm-11:30pm. Friendship

and the mellow duo of Acoustic Brony. They'll each be doing sets across Saturday and Sunday, so drop in for a taste of the multi-genre sounds of Brony Music!

Geek Love - erotic fiction reading and discussion (18+) - Shanna Germain.

10:15pm-11:30pm. Harrier

Community Micro-Talks (Video Games Culture)

10:15pm-11:30pm. Royal C & D

You've seen all the topics that we wanted to talk about, but what about you? Borrowing the idea of micro-talks (presentations of 20 slides, 16 seconds each) you'll get to see what you, the community, thought important, interesting, and informative. Prepare to concentrate and expect the fastest talking you'll see all weekend.

Cigarette Burns Presents: Midnight Madness

12am onwards. Comet

The second night of the weird, the wonderful, the unknown and the inadvisable Midnight Madness; Cigarette Burns Cinema curates a secret programme of the very best in cult film-making that will run right through the night. What madness lies on the other side of midnight? There's only one way to find out... The programme is highly likely to contain all sorts of graphic content, so minors will not be allowed. Cigarette Burns Cinema.

SUNDAY

DESCRIPTIONS

Feedback Session

9am-9:15am. York Cinema.

What Makes a Fandom?

9am-9:45am. George I

Some books have that spark, that skyrocket factor that launches them into the spotlight, that gets the TV deal, the film series and the readers who collect every action figure and make their own fanworks. Some books don't. What does it take to make a fandom? Our panel decides. Iona Sharma, James Swallow, Adrian Tchaikovsky, Danie Ware and Paul Wiseall.

"Hush, I'm Reading a Great Fic." Fandom's Effect On Real Life

9am-9:45am. Trident

We've all been there. The cat wants feeding, you're feeling faint with hunger and dehydration, you definitely need a shower, and you should probably do some work at some point in your life. But this fic is just too good to put down. We'll share our best anecdotes and coping strategies. And maybe our hangovers too. Sarah (Hazyjayne) and Kate Keen.

You Will Train Them Yourselves

9am-9:45am. Viscount

A light-hearted chat about the animals we love, whether its That Bear or Dany's dragons. Suitable for everyone! Jaime Starr.

Introduction to BUCK

9am-9:45am. Friendship

Since its reboot in 2010, "My Little Pony: Friendship is Magic" has sparked a cultural phenomenon on the Internet of young male fans that follow both the show and the huge fandom that gathered around it. What started as an internet meme now encompasses all demographics, creating vast amounts of music, art, writing, and crafts - not just based on the show, but also original work. BUCK is the largest european convention dedicated to the fandom, and they'll be at Nine Worlds to tell you all about it, and share some of the creativity, charity, and fun, that defines the term 'Brony'.

Co-Writing Ideas

9am-9:45am. Harrier

Are you a writer needing some inspiration? Or are you an ideas person who just can't quite get your ideas down on paper? Come along and get paired-up: writers and ideas people (and people who are somewhere in-between). With some techniques (for everyone) on how to plot ideas and sketch realistic characters. Hannah Eiseman-Renyard.

Playtesting: All Day at Board Gaming HQ (10am - 6pm)

9am-9:30am. Rad 38 (Board Games)

Try out new game prototypes from up and coming boardgame designers, or bring your own design along. Have your say about what you like or don't like. (10am - 6.15pm)

Parents' Meetup

9am-9:45am. Ren Bar.

Harry Potter LARP (prebooking required!)

9am - 1pm. 9am-12pm. Royal A & B

Almost twenty years since Harry Potter defeated Lord Voldemort, and a new generation is attending Hogwarts. It's the end of term, halfway through the school year, and the school is holding its annual ball. Players play the staff and students in this game of intrigue, adventure, and teenage angst, set in the world of Harry Potter. Will history repeat itself, or will the students find brand new sources of trouble and confusion? Will the school fall afoul of the ever-

paranoid Ministry of Magic? Which house will win the House Cup, and who will get a place in the Quidditch Team? Will you get a date for the now-traditional Yule Ball, and are you ever going to get that arithmancy essay finished on time? In a chaotic world of wands and wizardry, discover who your friends really are, and where your destiny, and that of the wizarding world, truly lies...

Vendors (9am - 6pm) - Check out our fab, fun and geeky shopping nirvana!

9am-12pm. Wessex

Water Dancing with Syrio Forel. Just so. (prebooking essential!)

10am-11:15am. Marlborough Room

Cults

10am-11:15am. Lobby Room

For 27 years Alice Herron was a devotee of the Indian guru Sri Chinmoy. In this talk she describes what it was like to belong to a group that grew progressively more cult-like, the positives and negatives of membership of such a group, why she left and what she discovered after she left. Alice Herron.

Steampunk as Subculture

10am-11:15am. Windsor Room

Writing For Marvel - Kieron Gillen

10am-11:15am. Somerset Room

Harry Potter and Britishness

10am-11:15am. York Cinema

Lecture: 'I hope you're pleased with yourselves. We could all have been killed - or worse, expelled. Now, if you don't mind, I'm going to bed.' Fabulous, and so British - yes? Of the films JK Rowling said, 'Got to be British, got to be British.' Well are they; and if so, what Britain do they represent? Dr Martin Richardson.

Can't Take The Sky From Me: Science Fiction & Space Travel

10am-11:15am. George I

It's over fifty years since we sent the first humans into space. Are we still as excited about going to the stars? How have real-world concerns about the reality and practicality of space travel affected the genre? Adam Christopher, Jaine Fenn, Stephanie Saulter, Gavin Smith, Charles Stross & Ian Whates.

Game Design Workshop with Monte Cook + free gaming from Arion Games

10am-1pm. Rad 11 (Roleplay HQ)

Better History = Better Fantasy: Writing Outside the Binary

10am-11:15am. Britannia

Fantasy worlds based on historical periods often lack gay, trans and other queer characters. Blaming this on our own world's history is a mistake: history is full of people living outside normative sexualities and gender roles! Sappho (and the queer women who wrote about her), sworn virgins, monks and nuns, Two Spirit people, shamans, the Chevalier d'Eon & many more! Come and discuss queer people in history - and how to research them to make your fantasy worlds better. Rochita Loenen-Ruiz, Alex Dally MacFarlane & Koel Mukherjee.

Geek Chic: Beauty is (Science) Fiction

10am-11:15am. Caravelle

An interactive session about laughing in the face of the beauty industry, the media and society at large. Why are we trying - and failing - to look like sci-fi babes? Learn the true art of geek chic: how to feel comfortable in your own skin. Charlee Cheverton.

Tolkien Roleplay

10am-11:15am. Concorde. Yair Samban

The Haberdashery's House of Broken Games (16+)

10am-11:15am. Comet

Peek behind the curtain at a few of the Haberdashers' less-polished (and perhaps even downright broken!) games. Come playtest with us, suggest refinements, and maybe come up with entirely new games! Intended for game designers, those interested in game design, or those who are interested in playtesting potentially broken games. Age suitability: 16 and over, as this is a play space for adults - see the Social Gaming track page for more information.

The Detective, the Werewolf and the Superhero: Fanfic Crossovers

10am-11:15am. Trident

Some fandoms go together like love and marriage. Others need wrangling before their characters can meet up in a meaningful way. What makes a successful crossover? Are AUs just crossovers in disguise? And what *did* Captain Peacock (Are you being served?) do in the war against the Mysterons? Sarah (Hazyjayne), FayJay, Marcus Rowland & Misha Sumra.

Meet & Greet

10am-11:15am. Friendship

Come and meet the Bronies - we'll be hanging out in our room to chat about both the Brony fandom and anything else that comes up. It's a great chance to talk to both our staff and a few of our guests in an informal and unstructured atmosphere!

Making Monsters

10am-11:15am. Harrier

Thought Victor Frankenstein had THE BEST JOB EVER? Thought Vampires and werewolves are all very well, but the world of monsters needs new blood? Then come along to this workshop to create your own mythical monstrosity,

no concept to weird, no execution too terrifying. Gleefully Igored by urban fantasy author Tom Pollock, inventor of the Barbed Wire parasite, the voice-eating telephone spider, and other suchlike delights.

Kids' Craft Session - hosted by the Video Games Culture track

10am-11:15am. Lancaster

Let's face it, who doesn't love making things? This session is child-friendly, and will feature a bunch of crafty activities for you to enjoy. Ideally suited for 3+, there's no maximum age limit, so if you fancy coming doing some colouring in, sticking and gluing, do come along - children or no!

Howdy, Pardner: SF Westerns

10am-11:15am. Nimrod

With Defiance taking a big leaf out of Firefly's book in its look and feel, how do we feel about our SF - do we want more SF westerns, do we want Shiny Spaceships a la 70's Galactica, or do we want dark and grimy a la 21stC. Galactica? Was Firefly the perfect balance? John Medany.

Introduction to Designing and Selling Patterns

10am-1pm. Wellington

A three-hour session teaching you the basics of knitting pattern design, as well as some tips on where and how to sell them. Sasha McKenna.

Chicks Unravel Time

10am-11:15am. George II & III

Discussions and readings from the book of the same name in which our favourite series is reviewed and analysed by a host of award-winning female writers, media professionals and scientists Jenni Hughes, Una McCormack & Iona Sharma.

Stranger Than Fiction

10am-11:15am. Rad 38 (Board Games)

From the big screen (or the small one) to the table top. Take part, be taught or watch demonstrations of games where the script has been translated into a game: Battlestar Galactica, Game of Thrones, XWing and more.

Free Gaming

10am onwards. Radisson 31, 32, 35

Come along, see what's being played, bring your own games, or borrow one from Board Games HQ at Radisson 38. We'll provide the space for quiet or noisy games in Radisson 31, 32 and 35 - join us from 3pm to midnight on Friday, and from 10am to midnight on Saturday and Sunday, to play any board games you like.

Marvel Avengers (SAGA system)

10am-1pm. Rad 15 (RPGs)

Call Of Cthulhu. 10am-1pm. Rad 16 (RPGs).

The Shard of Salaxzar - Dungeons and Dragons 4th Edition

10am-1pm. Rad 17 (RPGs: D&D)

The Shard of Salaxzar - Dungeons and Dragons 4th Ed (Eberron setting)

Demonstrations - from the Steve Jackson Games demo team

10am-1pm. Rad 19 (RPGs)

13th Age

10am-1pm. Rad 37 (RPGs)

13th Age is the new fantasy roleplaying game from D&D designers Jonathan Tweet and Rob Heinsoo. Bring ideas for a 'unique thing' to add to your character and find out how relationships with the movers and shakers of the Dragon Empire affect the stories we'll create. (www.13thage.com)

Indie RPGs and Storygasm - Six tables, various games, all welcome!

10am onwards. Rad 41 (Indie RPGs)

Maria Costello / Antony Keen / Philip Gaydon

10am-11:15am. Royal C & D

10.00 - 10.25, Maria Costello The 48k ZX Spectrum: Material culture and early home computer game history in Britain. The 48k Sinclair ZX Spectrum was among the first and most popular home computers available in Britain. From its release in 1982 through to the early 1990s it played a major part in home gaming culture. Gameplay for most gamers in 1980s Britain was a physical and creative act. By taking a close look at the material culture of these games we can gain a better understanding of our gaming history. 10.30 - 10.55, Antony Keen Genre Sensibility in the First Three Novels of Iain Banks This paper examines fantastic elements in Iain Banks' first three novels, The Wasp Factory (1984), Walking on Glass (1985) and The Bridge (1986) and argues for treating the first three novels as the beginning of both the non-'M.' and the 'M.' series, rather than only the former, and representing a type of novel that Banks has rarely written since 1987. 11.00 - 11.25, Philip Gaydon ("Real Adventures for Real Heroes": Does Dungeons and Dragons Deliver What it Promises? What kind of reality does D&D promise? If we buy into the idea that whilst playing D&D we are engaging in something more than the mere entertaining of involvement in a particular adventure, more fool us. However, the questions of what exactly we can learn from D&D, what real-world impacts it can have, what knowledge we can gain from it, and how it can improve us as persons existing and acting in the world, need to be looked at more carefully before we dismiss D&D as having no impact upon reality whatsoever.

Water Dancing with Syrio Forel. Just so. (prebooking essential!)

11:45am-1pm. Marlborough Room

Interview With A Vampire Expert

Human beings have a habit of believing in gods and kind spirits, but they have also believed in powerful and predatory supernatural creatures. We will go over the European folklore of the werewolf and vampire to find a unique perspective on ourselves. Deborah Hyde.

11:45am-1pm. Lobby Room

Steampunk Authors: book readings and signings session

11:45am-1pm. Windsor Room

Cyberpunk 2077 - Night City Lives, Live! (18+)

11:45am-1pm. Somerset Room

The trailer from CD Projekt Red's Cyberpunk 2077 has created huge anticipation for this new titled based on the classic RPG by the developers who've also spawned the much admired The Witcher series. In this session game designer Tomas Rawlings will be quizzing Rafal Praszczalek (Writer) and Antoni Strzalkowski (Producer) from Cyberpunk 2077 on how the game is going, their artistic vision for the title and what gamers can look forward too from their unique take on a dystopian vision of the future. Panel supported by The Wellcome Trust. Rafal Praszczalek, Tomas Rawlings & Antoni Strzalkowski.

Laurie Penny: Cybersexism

11:45am-1pm. York Cinema

The Internet is changing the rules of sex and power, but just as gender takes new forms online, so does misogyny, rape culture and sexual violence. A talk on the structure of sexism online, and how women are fighting back. Talk followed by Q&A and book signing. Laurie Penny.

Racefail 101

11:45am-1pm. George I

Our panellists discuss colonialism, xenophobia and racism in sci-fi and fantasy, recommending the best works discussing these issues as well as discussing the problems we face in writing and reading SFF, and what we can do about them. Zen Cho, Rochita Loenen-Ruiz, Anne Perry, Stephanie Sauter and Tade Thompson.

Putting The Fem in Slash: Queer Female Visibility In Fanfic

11:45am-1pm. Britannia

Queer women make up a large subset of fanfic readers and writers, but face difficulties finding representation in fandoms focused on cis males. How can we increase queer female visibility? Cleo, Roz Kaveney, Tori Truslow & Amy (such heights).

Tight Costume, Tight Budget: a cosplay catsuit on the cheap!

11:45am-1pm. Caravelle

A catsuit-making workshop, demonstrating how you can make a one piece slinky catsuit for less than £15 - all you need is fabric, a zip, a sewing machine and common sense! Cosplay UK.

Tolkien's Monstrosity and Historical Ignition

11:45am-1pm. Concorde. Christina Fawcett.

24 (ish) Hour Film Making Competition: Screenings and Results

11:45am-1pm. Comet

We screen all the submitted short films and our international team of judges will give out prizes to the best ones. Actually we'll give out prizes to basically everyone who enters, but don't tell anyone that.

Making Your First Video Game

11:45am-1pm. Trident

So you've been hearing about all the interesting places game culture is set to go the entire weekend and you want to do your bit to guide it, but where do you start? Thankfully, there are plenty of tools available for game making and we'll give you a run-down, no matter what your skill level. Meg Jayanth & Quinn.

Warrior Women And The Armour of Courtesy

11:45am-1pm. Viscount

Arya, Asha and Brienne, Cersei, Sansa and Dany - each have different ways of negotiating the world GRRM has written for them. Let's explore the women of the books in all their glory! This session is aimed at book readers, and there will be spoilers to A Dance With Dragons. Susan Bartholomew & Jaime Starr.

Acoustic Brony Music Session

11:45am-1pm. Friendship

We've got three acts from the fandom and performing at BUCK 2013 - brony rapper Pipsqueak, Speedcore Dave! and the mellow duo of Acoustic Brony. They'll each be doing sets across Saturday and Sunday, so drop in for a taste of the multi-genre sounds of Brony Music!

Hogwarts to Hobbiton: A Musical Journey of Love and Friendship

11:45am-1pm. Lancaster

Seminar: Although the main focus will be on Harry and his adventures, there will be time to explore similar musical themes in Middle Earth. What happens to our feelings when we watch a familiar scene and then change the music? Just how much are we manipulated by the music? Samantha Leach.

Blood and Guts 201

11:45am-1pm. Vanguard

Burns and bruises - after a short demo explaining the theory, everyone can have a go, with advice along the way on bringing realism to your work. We'll round off the session with a more advanced effect; this time we're doing an

infected knife wound. Age suitability: PG - children are welcome but be advised this is a wound workshop. There will be (fake) blood. Eleanor Grieveson & Fabienne Styles.

The Quest for the Holy Horcrux

11:45am-1pm. Nimrod

Seminar: Harry Potter as a modern epic - links with King Arthur and the Age of Chivalry to include a gallop through Dumbledore's Office, the Divination, Charms and DADA classrooms before ending up with Transfiguration and a look at Hogwarts as the Great School of Morals. Kate Symes-Thompson.

Doctor Who: The Ones You Love To Hate

11:45am-1pm. George II & III

Nothing's more fun than a really hissable villain, and Doctor Who's had more than its fair share of dastardly dudes and dames over the years. What makes a perfect villain? Is it the megalomaniac schemes? A catchphrase? Or just a natty line in sinister clothes? We talk all about the nastiest people in history. Ben Aaronovitch, Adam Christopher, Jonathan L Howard & David A. McIntee.

Justify Your Opinion: the worst games in the world (Radisson 32)

11:45am-1pm. Rad 32 (Board Games)

What are your least favourite or most hated games? What makes a game bad? What even makes it a game? Let's settle this once and for all in an all opinions allowed debate which anyone can take part in.

Ian Stewart

11:45am-1pm. Royal C & D

11.45 - 1.00, Professor Ian Stewart The Deterministic Monkey Theorem or Chaos in L-Space The Infinite Monkey Theorem states that if a monkey keeps typing at random, it will write the complete works of Shakespeare; indeed, every conceivable text. This will, however, take a very, very long time. But what if the monkey's choices are predetermined by a chaotic dynamical system? The talk, nontechnical and highly illustrated, will examine this question, and related issues, by invoking the Discworld concept of L-space: the space of all libraries that ever have existed, or ever will.

Cosplay Contest (1.15pm-2pm)

1pm-1:45pm. Ren Lobby

Come and enter the Nine Worlds cosplay contest! Join the queue to be photographed in your cosplay, leave your contact details, and our judges will do the rest! Categories for adults, kids and most original/standout - winners announced Sunday evening. Cosplay UK.

Vendors (9am - 6pm) - Check out our fab, fun and geeky shopping nirvana!

1pm-4pm. Wessex

In Conversation with Miltos Yerolemou

1:30pm-2:45pm. Marlborough Room

Interviewed by ASOIAF track head Jaime Starr. Jaime Starr and Miltos Yerolemou.

Infrared Astronomy, and the Herschel Space Observatory

1:30pm-2:45pm. Lobby Room

Two shorter talks from Dave Clements, astronomer at Imperial College London. Seeing the Heat: An Introduction to Infrared Astronomy We see different things when we observe the universe, and the everyday world, at different wavelengths. Using data from new generations of telescopes, including some of the largest on the ground and in space, as well as live demonstrations with a thermal imaging camera, Dave Clements will introduce the field, and highlight some successes and potential for the future. The Herschel Space Observatory: The Largest Telescope in Space The ESA Herschel Space Observatory is the largest astronomical telescope ever launched into space. It works in the far-infrared, which is a largely unexplored part of the electromagnetic spectrum, and has thus brought radical new insights into objects from our own solar system to the furthest depths of the universe. This talk will discuss the mission and present some of Herschel's greatest hits so far. Dave Clements.

Tea Duelling!

1:30pm-2:45pm. Windsor Room.

Forgiveness, Atonement and Redemption

1:30pm-2:45pm. York Cinema

This final lecture will look at how these three powerful and inter-related themes impact on the lives of three characters - Albus Dumbledore, Severus Snape and Harry himself. 'Because deep down you know that you deserve to be punished. Don't you Mr. Potter?' Dr Martin Richardson.

Nightmare Fuel: How to Scare your Audience for Fun and Profit

1:30pm-2:45pm. George I

We invite you to 'enter freely and of your own free will' and find out how these authors manage to terrify readers without the benefit of CGI and buckets of red corn syrup. Ben Aaronovitch, Will Hill, Kim Newman & Jonathan Oliver.

Kinda Gay: LGBT Representation in Genre TV

1:30pm-2:45pm. Britannia

Pansexual time travellers, teen lesbian witches, and gay Battlestar lieutenants: genre television has featured some high profile queer characters in the last few decades. Join a panel of TV writers, critics and fans to discuss how successful these portrayals are, and what the future might hold for LGBT representation on our screens. Cleo, Alex Fitch, Roz Kaveney and Gary Russell.

Industrial Light and Ladies: The Women of VFX

Visual Effects is the fastest growing area of the UK film industry, but one where women are firmly in the minority. These groundbreaking artists will talk about their work, their careers and how they got into their extraordinary field. Talk to be followed by a Q&A. Marie-Josée Auclair, Karen Halliwell & Eugénie von Tunzelmann.

1:30pm-2:45pm. Caravelle

The Hobbits and the Critics: Heroes in Beowulf and The Hobbit - Matthew Voice

1:30pm-2:45pm. Concorde

Night of The Trailers Presents: Afternoon Of The Trailers

Night Of The Trailers brings you part one of a collection of the rarest, weirdest and most awesome Sci Fi and Fantasy trailers ever shown on the same screen. This session is guaranteed to contain delights you have never even heard of, let alone seen. It is also guaranteed to have some trailers from the 'odder' corners of the film world, so viewer discretion is advised. Night Of The Trailers.

1:30pm-2:45pm. Comet

Fanfic reading group

We'll be discussing Neil Gaiman's story A Study in Emerald (<http://bit.ly/19ACZV>), and The Case of the Unwelcome Owl by Fayjay (<http://bit.ly/gDRDCG>). Tanya Brown & FayJay.

1:30pm-2:45pm. Trident

Brony Q&A

You don't need to go far into That Weird Part Of The Internet to see something Pony related, but even still a lot of people don't understand bronies. What's the deal with young men liking a show for little girls? Why get so involved with it? What does the Brony fandom do? We'll answer all your questions and solve the deepest riddles of such an unlikely fanbase.

1:30pm-2:45pm. Friendship

Infosec 101: Pseudonymity, security, and risk on the internet

Humans are terrible at evaluating risk, especially when we rely on subjective 'gut' feelings, or pay too much attention to certain parts of the press. With the recent allegations of Snowden, hackers breaking into commonly used websites, and a slew of security issues on smartphones and computers - how afraid should you be, and is there anything you can do? In this presentation, Ian Peters will introduce some of the key concepts of Infosec (crypt, threat modelling, using your brain), explain how they can be used to think about what technical risk one has, and introduce assorted tools to allow users to reduce this risk to an acceptable level. Ian Peters.

1:30pm-2:45pm. Lancaster

Vampires Author Session

Discussing the rise in popularity of the vampire romance genre. Grace Black & Abigail Gibbs.

1:30pm-2:45pm. Vanguard

Make Your Own Zombie Jumper

Sy Parker takes us through the process of creating deconstructed knitted fabric with instructions on how to make your own zombie jumper. Sy Parker.

1:30pm-2:45pm. Wellington

Is Doctor Who "Thunderingly Racist"?

A recent academic study of DW makes a bold claim that the show is "thunderingly racist". Is this true? No non-white actors have ever played the Doctor, and the absence of non-white people from the line-up of companions throughout the whole of the Classic Series is notable. Abigail Brady, Adam Christopher, Una McCormack & Iona Sharma.

1:30pm-2:45pm. George II & III

Racing in Space

There's a lot of it. Little surprise there's a lot of games set there. Take part, be taught or watch demonstrations of games where you fly, shoot, blast and explore the final frontier: Xwing, Space Alert, Galaxy Trucker & more.

1:30pm-2:45pm. Rad 38 (Board Games)

Indie War Stories

War is hell. And so is making games, depending on who you ask. But does it have to be? Join our indie developers to hear some of the do's and don't's for making a game and staying sane whilst doing so! Adrian Hon & Alexis Kennedy.

1:30pm-2:45pm. Royal A & B

Jack Cohen

1.30 - 2.45, Dr Jack Cohen The Design of Alien Ecologies: The Invention of Reality-Based Aliens Jack Cohen has been involved with invention of many fictional life forms. Here, he talks on how we should remain true to real biology, to invent a new series of peculiarities which could replace our human lot whilst retaining the "universal" evolutionary solutions. The real difficulty is artistic, not primarily biological; it is to lose the anthropomorphism without losing communication with the audience.

1:30pm-2:45pm. Royal C & D

Social Gaming with the Haberdashery Collective (16+)

Come play games with the Haberdashers and other attendees! These are games that will get you talking to each other, moving around, strategizing with and against other players, assassinating monarchs, building towers, Nerf guns, some silliness, blindfolds, pillaging villages, smuggling opium, and much more! Age suitability: 16 and over, as this is a play space for adults - see the Social Gaming track page for more information.

3:15pm-4:30pm. Marlborough Room

The Simpsons and Their Mathematical Secrets

Simon Singh, bestselling author of 'Fermat's Last Theorem' and 'The Code Book', will discuss his forthcoming book 'The Simpsons and Their Mathematical Secrets'. He will explain how a team of mathematically gifted writers have covered everything from calculus to geometry, from pi to game theory, and from infinitesimals to infinity in various episodes of The Simpsons. Singh will also discuss how the writers of Futurama have similarly made it their mission to smuggle deep mathematical ideas into the series. Simon Singh.

3:15pm-4:30pm. Lobby Room

Steampunk in the Media

3:15pm-4:30pm. Windsor Room.

I've Been On Trial My Whole Life: disability in Game of Thrones

3:15pm-4:30pm. Somerset Room

It won't escape the notice of even the most casual reader or viewer that Game of Thrones and ASOIAF have a very high count of characters with disabilities - amputees, characters with mobility impairments, mental health problems and dwarfism all feature prominently. This will be a panel discussion of both character and fan attitudes to these characters, focusing on portrayals in the books and the show. Kiruna Stamell & Jaime Starr.

My First Time: Debut Novelists Dish the Dirt

3:15pm-4:30pm. George I

What's it really like getting your first novel out there? First time novelists share their highs and lows, and the advice they'd give to authors who are just starting out. Benedict Jacka, Francis Knight, Emma Newman, Den Patrick & David Tallerman.

Free Gaming with Arion Games

3:15pm-6:15pm. Rad 11 (Roleplay HQ)

Writing the Other

3:15pm-4:30pm. Britannia

How do you write 'the Other' without falling into common traps, harmful tropes, and clichés? Join writers Rochita Loenen-Ruiz and Stephanie Sauter for a workshop exploring this issue, with exercises, discussion and a Q & A. (Limited spaces, attendees must sign up in advance.) Rochita Loenen-Ruiz & Stephanie Sauter.

Can't Stop The Signal: A Geeky, Feminist Advocacy Workshop

3:15pm-4:30pm. Caravelle

Have an idea for a campaign but don't know where to start? Want to be part of the solution but not sure how? Have an amazing strategy for change and want to share it with other like-minded individuals? Come join us for an informal session of mind-mapping and developing our problems into our solutions. Tracy Hawkes.

The Evolution of Blake's 7

3:15pm-4:30pm. Concorde

Over the last 30 years, Blake's 7 has had a fan renaissance with an audio reboot, a possible Sky series and now a SyFy channel. Two of the writers of the audio reboot (which featured Colin Salmon and Derek Riddell in the iconic Avon and Blake roles) sit down with fans to discuss the series' past and what the future may hold for the show. Ben Aaronovitch, Alastair Lock, John Medany, Andrew Mark Sewell & James Swallow.

Screening and Q&A: Mirage Men (Dir. John Lundberg 2013)

3:15pm-6:15pm. Comet

'Mirage Men' is the brilliant new documentary from John Lundberg, Mark Pilkington, Roland Denning and Kypros Kyprianou. For over 60 years, teams within the US Air Force and Intelligence services exploited and manipulated beliefs about UFOs and ET visitations as part of their counterintelligence programmes. Now, for the first time, some of those behind these operations, and their victims, speak out, revealing a true story that is part 'Manchurian Candidate' and part 'Close Encounters of the Third Kind'. The screening will be followed by a Q&A with the Director and Writer. Due to the length of the movie, this session will run in to the next session. John Lundberg & Mark Pilkington.

It's Not Fanfic, it's Literature

3:15pm-4:30pm. Trident

So, fanfic's all about reusing other people's characters and settings. Like the Aeneid, and Bride and Prejudice, and Jack Maggs, and ... Our panellists confront the issue of why it's okay to reuse old canon if you call it Literary Fiction. Tanya Brown, FayJay, Antony Keen, Lesley McIntee & Iona Sharma.

The Future Of Creativity

3:15pm-4:30pm. Viscount

E-publishing, 3D printing, piracy... what's around the corner? Simon Bradshaw, Lilian Edwards & Roz Kaveney.

Harmione, Romione, Dramione: fanfic and het shipping

3:15pm-4:30pm. Lancaster

Seminar: This session will focus on fan fiction and heteronormative shipping in the wider Potterverse. If there's time we'll explore fan art and fan videos. Be prepared to come & discuss your favourites. Dr Martin Richardson.

Putting the Science in Science Fiction

3:15pm-4:30pm. Harrier

How important is science in science fiction? Does it matter if you get it right? And if you don't have a PhD in some obscure branch of quantum cryptography or reproductive biology, how can you go about getting it right? This panel

discussion with run by Dave Clements, will feature Charles Stross, Jack Cohen, Ian Stewart, Jaine Fenn and more guests TBC. Dave Clements, Jack Cohen, Jaine Fenn, Ian Stewart & Charles Stross.

Scarring and Branding in the Potterverse

3:15pm-4:30pm. Nimrod

So much has been made of that scar that we often overlook the many other wounds Rowling inflicts on her most beloved characters. What do these physiognomic features suggest about identity? What scars have been inherited from other literary legends? Most crucially, is branding physical defamation, defection or perfection? Sarah Spikesley.

Advanced Gore 2

3:15pm-4:30pm. Vanguard

Advanced bruises and deep cuts that look real - after a short demo explaining the theory, everyone can have a go, with advice along the way on bringing realism to your work. We'll round off our final session with a more advanced effect; we're not going to tell you what it is yet, let's just call it "Red Wedding"... Age suitability: 15 - the effects we're demonstrating today may be a little gory for those who are younger or are easily disturbed. Eleanor Grieveson & Fabienne Styles.

Brain of Knit-ain: A Knitting-Oriented Pub Quiz

3:15pm-4:30pm. Wellington

Pit your wits against brain teasers, puzzles and general nerdy knitting knowledge questions! A chance to both show off and win fabulous goodies - what knitter could resist? With prizes! Ria.

Torchwood: Doctor Who Goes Sexy

3:15pm-4:30pm. George II & III

Fans of Torchwood are every bit as dedicated as fans of its parent show Doctor Who (have you seen the lanto Shrine in Cardiff Bay?). We talk about why the series was such a hit, which season of the show worked best, whose death hurt the most, and what the future might hold for Captain Jack and Gwen. Joseph Lidster, Kai Owen & Gary Russell.

Doing Business

3:15pm-4:30pm. Rad 38 (Board Games)

Let's do a deal. I'll have my people talk to your people. Together we can beat the others. Take part, be taught or watch demonstrations of games where a good deal is where you find it: I'm the Boss, Cash & Guns and more.

Sherlock: Internal Meetup

3:15pm-4:30pm. Ren Bar. Kate Keen.

Illsyldra - Dungeons and Dragons 4th Edition

3:15pm-6:15pm. Rad 17 (RPGs: D&D)

DALE2-4 Illsyldra - Dungeons and Dragons 4th Ed (Living Forgotten Realms Game).

Demonstrations - from the Steve Jackson Games demo team

3:15pm-6:15pm. Rad 19 (RPGs)

Disability In Games

3:15pm-4:30pm. Royal A & B

The third session in our series of diversity panels, this session will look at disability in gaming. From the lack of representation (and a look at the few examples we can find!) through to making gaming more accessible, we'll take a look at all sides of this issue. Alex Macmillan, Shirley Procter, Quinn & Ben Shaw.

Edmund Weiner

3:15pm-4:30pm. Royal C & D

3.15 - 4.30, Edmund Weiner Tolkien and the English Language Edmund Weiner talks on Tolkien and his time working for the Oxford English Dictionary, his use of English, and the styles of language used. He will then wrap up with a tour through Tolkien's invented English, looking at the languages they were adapted from and what they became.

Pop-Up Artists' and Authors' Market (3pm - 5pm)

3:15pm-4:30pm. Wessex Anteroom

A chance to meet some of our attending artists and authors and buy signed copies of their latest work - check board in vendors for details!

Vendors (9am - 6pm) - Check out our fab, fun and geeky shopping nirvana!

4:30pm-5:45pm. Wessex

There Are No True Knights

5pm-6:15pm. Marlborough Room

A discussion of the men of Game of Thrones, from those who win wars with words to the ones who are very good at hitting things with swords, and the all the ones in between! The first half of this talk will be aimed at discussing the male characters on the show, and in the second half we'll be talking about the men in the books. Susan Bartholomew, Cristina Macia, Jaime Starr & Miltos Yerolemow.

The Pod Delusion - live podcast

5pm-6:15pm. Lobby Room

The Pod Delusion is a massively popular weekly podcast about "interesting things". The show, which typically runs for an hour, is broken into series of monologues and short interviews provided by the panel of amateur contributors who usually (though not exclusively) take a skeptical or humanist viewpoint. The show has featured interviews with well known individuals such as Ben Goldacre, Richard Herring, Richard Dawkins, and Mark Steel. The Pod Delusion is a partner of the British Humanist Association and has won a number of awards, including The Skeptic magazine's Ockham Award for Best Podcast in 2011 and the Editor's Choice Award the following year. The Pod Delusion.

The Great Steampunk Quiz

5pm-6:15pm. Windsor Room.

Final Thoughts: closing plenary with the Harry Potter academics

5pm-6:15pm. Somerset Room

A chance for everyone involved over the last three days to discuss what we've learnt, and what we should do next time! Samantha Leach, Anna Llewellyn, Dr Martin Richardson, Sarah Spikesley & Kate Symes-Thompson.

In Conversation with Laurie Penny & Roz Kaveney

5pm-6:15pm. York Cinema

Library hour

5pm-6:15pm. Britannia

Come and wind down in the Queer Library - a last chance to browse the collection, swap books, and share recommendations and resources.

GEEKED Magazine: Feminist Adventures in Media Creation

5pm-6:15pm. Caravelle

Creative women are literally all around. Women artists, writers, illustrators, film-makers and designers are marching all over the internets and throughout various forms of media, flashing their talents. And yet within big industries--like film or comics and graphic novels--women are still woefully under-represented. GEEKED Magazine began when Art Director Sofia Hericson realized that all around her -- amongst her friends, co-workers, and fellow artists -- there were brilliant minds cultivating their own inspiring projects. With the help of Editor Samantha Langsdale, the We Geeked This Blog blossomed into GEEKED Magazine and now a community exists (both in print and online) where creative women (and a few rad dudes) can exhibit their works. Join us to hear our story and for tips and helpful hints on how to create and grow your own feminist media. Sofia Hericson & Samantha Langsdale.

About That Bar... Fanfic workshop on Crossovers and AUs

5pm-6:15pm. Trident

Bring your own fandoms, or ask for a challenge, and write a flashfic crossover or an AU (assuming there's a difference!) -- then share your experience and maybe your words. Kate Keen and Misha Sumra.

The Armoury: making cosplay armour

5pm-6:15pm. Viscount

Sharing the secrets of making and wearing lightweight, affordable armour suitable for any armoured cosplay, from Norin to Iron Man! Cosplay UK.

Pipsqueak Music Session

5pm-6:15pm. Friendship

We've got three acts from the fandom and performing at BUCK 2013 - brony rapper Pipsqueak, Speedcore Dave! and the mellow duo of Acoustic Brony. They'll each be doing sets across Saturday and Sunday, so drop in for a taste of the multi-genre sounds of Brony Music!

Writing Feedback Among Friends

5pm-6:15pm. Harrier

Bring any writing you've been working on along for some informal feedback, bring freshly-hatched ideas for some ideas-bouncing, bring your best expertise, tips, and constructive criticism to help others. Marry up good ideas with good writers, swap tips, email addresses, and anything else you want. There will be some led feedback discussions and space to breakout and talk ideas and jot things down if you're feeling inspired. Hannah Eiseman-Renyard.

The Sarah Jane Adventures: Spinoff Success

5pm-6:15pm. George II & III

For some fans of the Classic Series of Who, the launch of The Sarah Jane Adventures brought a nostalgic glow. We talk about the success of this brilliant CBBC series and how the team behind the show are continuing to make children's sci-fi with Wizards Vs Aliens. Paul Condon, Joseph Lidster, Matt Nixon & Gary Russell.

Party like it's 2013

5pm-6:15pm. Rad 38 (Board Games)

Let's see the con out with noisy, stupid fun. Take part, be taught or watch demonstrations of the loud and raucous: Werewolf, Jungle Speed, Escape, King of Tokyo and more.

Pair Of Fangs: age and family within the vampire mythos

5pm-6:15pm. Vanguard

Two shorter sessions on the concepts of age and family within the vampire mythos. Child vampires and childish vampires: Does age bring wisdom? An interactive workshop exploring the concept age within the context of people physically (and in some cases mentally) incapable of change. How 'old' is Eli from Let The Right One in? Should Claudia be considered an adult? And why is it that when you put one century old vampire next to another one they end up bickering like children? Give your opinion on all these questions and more! Fandoms: Let the Right One in, Vampire Chronicles, Buffy The Vampire Slayer. Age: Content unsuitable for under fifteens due to source material Blood relations: Vampire Families. A talk on the portrayal of families within vampire literature, including the process and responsibility involved in the creation of vampire progeny, and the sex and power dynamics between vampires. Age Suitability: Discussions of sex as well as sexuality. Not child friendly. Fandoms: Anne Rice, Buffy, True Blood, Laurel K Hamilton, Carmilla, Lost boys. Triggers: Discussion of fictional Sex, blood, violence, force, and pseudo-incest. (Possibly others, will be finalised closer to the time). Ollie Starr.

Difficulty In Games: is challenge creating a barrier to art?

5pm-6:15pm. Royal A & B

Games are unique as an art form, in that then have a barrier to entry for the full experience. Sure, maybe not everyone will "get" a modern art piece, but they still have access to the full work. As games evolve, we're seeing more effort being put into story, character design and artwork but what good is that if a player gets frustrated with the challenge and gives up half way through? As the medium grows, what role should difficulty play in the gaming experience: should it be possible for anyone to see all of the game, regardless of skill, or is the challenge an inherent part of the experience? Tom Betts, Tom Kitchen, Shirley Procter & Alan Zucconi.

Jonathan Key / Ewan Kirkland

5pm-6:15pm. Royal C & D

5.00 - 5.30, Jonathan Key Virgin Territory: Seven of Nine and the Complex Negotiation of Female Cyborg Subjectivity on Star Trek: Voyager This paper looks at Seven of Nine from Star Trek: Voyager. Seven's hybridity is instrumental in negotiating the conflicting demands of her human and cy-Borg progenitors, who are each determined to manipulate her into bearing the mark of their ideologies: the liberal humanism/individualism of the Federation (which, in its celebration of the Western man, carries distinct masculine overtones) and the radical difference and collectivism of the Borg (who, by virtue of their cyborg Queen, hold the promise of a revalorization of the feminine). 5.40 - 6.15, Ewan Kirkland Monogamy, Heteronormativity and Compulsory Heterosexuality in Recent Science Fiction Cinema This paper explores constructions of heteronormativity in three science fiction films. These texts engage with myths of heterosexuality: as divined by fate, as founded on normative gender relationships, and as predicated on lifelong monogamous union. Developing existing arguments surrounding the films Eternal Sunshine of the Spotless Mind (2004) Timer (2009) and The Adjustment Bureau (2011) as presenting straight relations as the only viable sexual option, these films reinforce - while occasionally critiquing - dominant conceptions of heterosexuality.

Announcement of the David Gemmell Awards For Fantasy shortlist!

6:45pm-8pm. Marlborough Room

Followed by the Nine Worlds Awards and charity auction. Stan Nicholls.

Science Fact or Science Fiction?

6:45pm-8pm. Lobby Room

Is it possible to travel through the fourth dimension? Are aliens out there? What would really happen if you took off your helmet in space? The Royal Observatory Greenwich is here to help answer these questions and more through a mash up of the science behind the fiction in films including Back to the Future, War of the Worlds, Moon and much more! They'll be putting these Sci-Fi classics, old and new, through their paces and divulging the secrets of time travel, interstellar travel and surviving the vacuum of space. Brendan Owens.

Steampunk Social

6:45pm-8pm. Windsor Room.

Queer End-of-Con Drinks

6:45pm-8pm. Britannia

A final Queer Fandom get-together for drinks, chat, and a chance to tell the track crew what you thought of the programme and what you'd like to see next year, before heading to the After World party!

Queens, Tomboys and Whores: The Women of Westeros

6:45pm-8pm. Caravelle

George RR Martin created a misogynistic universe in A Song of Ice and Fire, but with accusations of unnecessary additional sexual violence, subjugation of its female characters, and "sexposition" is HBO's Game of Thrones sexist or merely reflecting the medieval attitudes of its source material? How does the show and its writers treat the female characters in the Seven Kingdoms and beyond, and can we ask for better? Dr Jenny Alexander, Siân Fever, Roz Kaveney & Laurie Penny.

Guilty Pleasures

6:45pm-8pm. Concorde

We talk about some of the guilty pleasures from our youth (or not-so-youth) with shows like Manimal, The Gemini Man or even Lexx - and why we love them. John Medany, Rita Medany & Emma Peel.

Night Of The Trailers Presents: Early Evening Of The Trailers

6:45pm-8pm. Comet

This is the second set of the rarest, weirdest and most awesome Sci Fi and Fantasy trailers ever shown on the same screen. It's the most perfect, lunatic, hilarious and possibly psychotically psychedelic way to end the film festival. Guaranteed to have some trailers from the 'odder' corners of the film world, so viewer discretion is advised.

Alternate Media: Non-Text Fanworks

6:45pm-8pm. Trident

Much of the fanwork we've discussed this weekend is text-based -- but there are other forms of fanwork, from art to earrings! Our panellists present executive summaries of their non-textual creations. Tanya Brown, FayJay & Berlynn Wohl.

The Tilt: three shorter discussions

6:45pm-8pm. Viscount

Three slightly smaller talks, each taking up roughly a third of the time of a full session. Come for one or all of them! The topics are: The Fat Lord - ever noticed that Sam Tarly, Lord Manderly and Magister Ilyrio's waistlines are

referenced in every other sentence? Wonder why Fat Walda is called Fat Walda, and Varys is referred to “plump”? We’ll be talking about size, villainy and effeminacy in George RR Martin’s characters. Dead Wrong/You Never Saw The Steel Underneath - the mischaracterisation of dead characters, with a focus on Joanna Lannister and Lyanna Stark. The Women Are The Wronged Ones Truly - exploring the treatment of Catelyn Stark and Cersei Lannister in their translation from page to show. Jaime Starr.

Musicians Q&A

6:45pm-8pm. Friendship

Here’s your chance to talk to our Brony Musicians about their music, how they create it, and how they contribute to both the fandom, and independant artists everywhere. A must for anyone interested in musical production.

Doctor Who: My Best Friend

6:45pm-8pm. George II & III

From Susan all the way through to Clara Oswald, the Doctor’s companion has been a fixture of the series for as long as it’s been on the air. But who’s been the greatest of them all? Jamie? Jo? Tegan? Rose? Donna? Or do you fly the flag for Dodo or Lady Christina? Jonathan L Howard, David A. McIntee & Matt Nixon.

Race In Games

6:45pm-8pm. Royal A & B

For the fourth and final session in our series of diversity panels, we’ll be taking a look at race in gaming - which games are good, which games aren’t, and what games can do to make things better! After all, for a medium where you can make anything, or be anyone, a lot of the industry seems fixed on just the one default narrative. By looking at what we can do to avoid this narrative, we can help make gaming a more inclusive place for everyone. Meg Jayanth & Mitu Khandaker.

Chase Leipert / Gareth Brown & Nic Beuret

6:45pm-8pm. Royal C & D

6.45 - 7.15, Chase Leipert War of the Realities: The Conflict of Perceptions in the Fantasies of Philip K. Dick The paper looks at the works of PK Dick and his ideas on “idios kosmos”, meaning our personal reality, and “koinos kosmos”, meaning the shared reality where our experiences overlap with those of others. It explores these concepts, and argues for the importance of the genre of Science Fiction as a whole - and why it was the genre that Philip K. Dick chose to use to develop his ideas - as a perfect avenue for understanding humanity, our psychology and our interactions with others. 7.25 - 8.00, Gareth Brown & Nic Beuret Dancing on the Grave: New Utopian Wastelands and Social Movements Against and Beyond Capital The ruin or wasteland is a constant trope of science fiction - almost so common as to be a permanent fixture of the genre. More often than not the wasteland signals a dystopian condition but in recent years the wasteland has taken on a different, almost neo-pastoral significance: wasteland as the condition of utopia. We contend that this shift reflects a transformed understanding of utopian thinking, one that starts not from a sense of progress but of salvage.

Spring-Heeled Jack and the Wireless Theatre Company

8:30pm-9:45pm. Lobby Room

Jack Bowman and Robert Valentine from The Wireless Theatre Company discuss their award-winning audio adventure series, The Springheel Saga, and explore the infamous Spring-Heeled Jack’s place in the popular consciousness, his numerous fictional interpretations and what those interpretations say about about us, from his beginnings in 1837 to the present day. The Wireless Theatre Company.

Your Ship Isn’t My Ship, But That’s Okay

8:30pm-9:45pm. Viscount

A discussion on shipping, ship-shaming and interesting pairings in the ASOIAF/Game of Thrones fandoms. Jaime Starr.

Speedcore Dave Music Session

8:30pm-9:45pm. Friendship

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Sci-Fi Sing-A-Long

8:30pm-9:45pm. Ren Bar. All welcome! David Merriman.

By The Fireside with Cara and Rhianna

8:30pm-9:45pm. Royal A & B

After a long weekend of game culture discourse, come and unwind by the fireplace as Cara and Rhianna talk about... whatever they want to, really. Hopefully remaining on the topic of games though. Cara Ellison and Rhianna Pratchett.

Chill Time

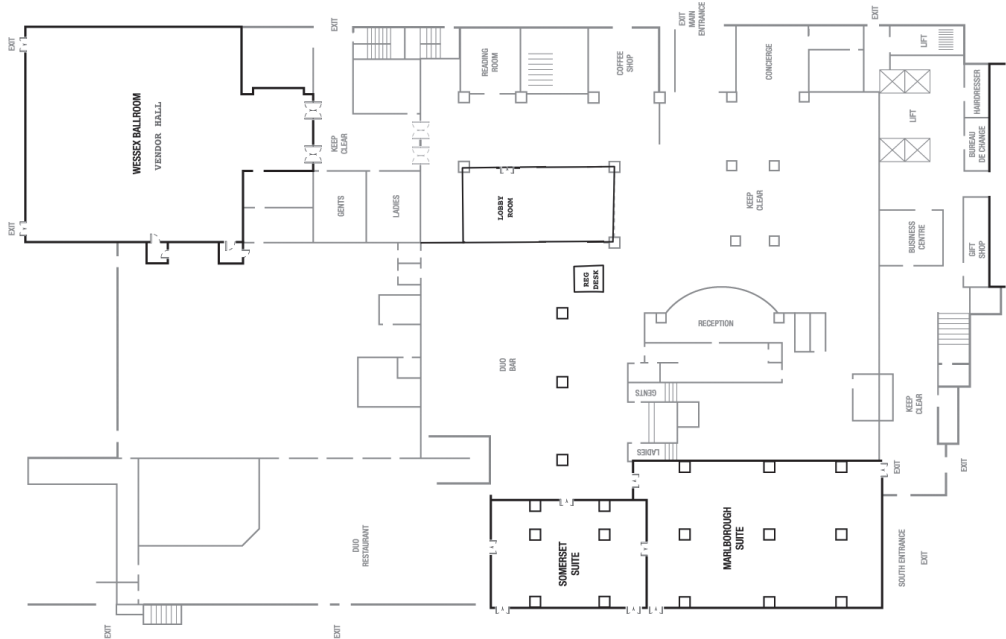
10:15pm-11:30pm. Friendship

Tired of running around the con? Come and kick back with us; chillin’ out, maxin’, relaxin’ all cool.

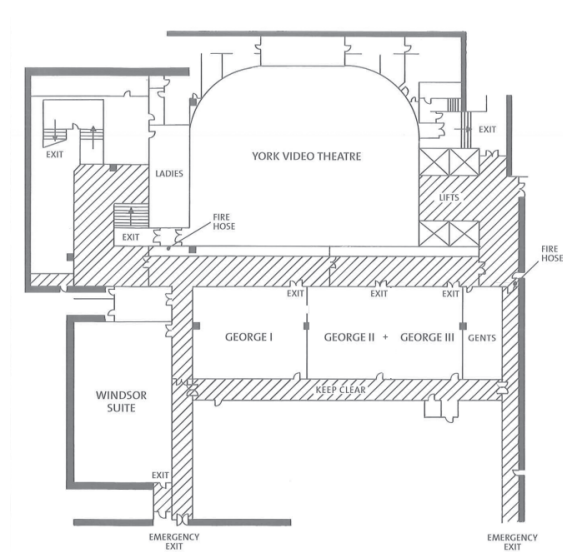


RENAISSANCE HOTEL FLOOR PLANS

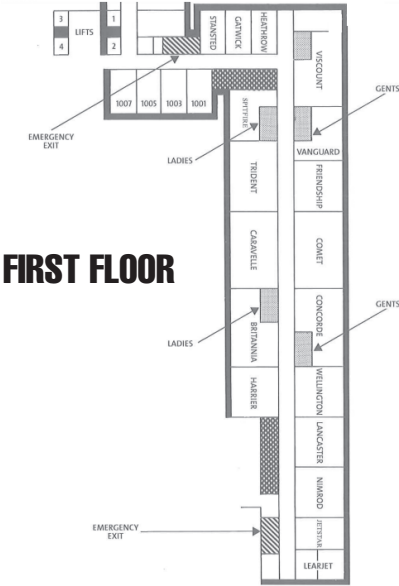
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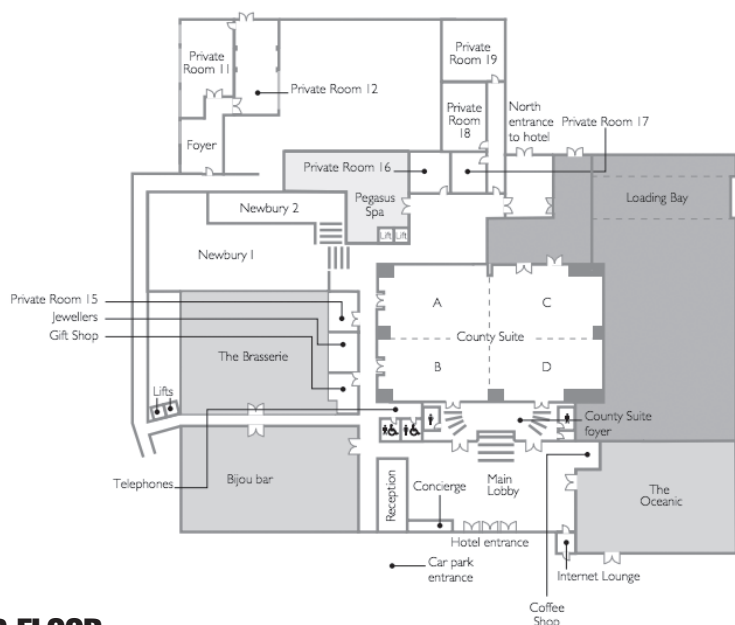


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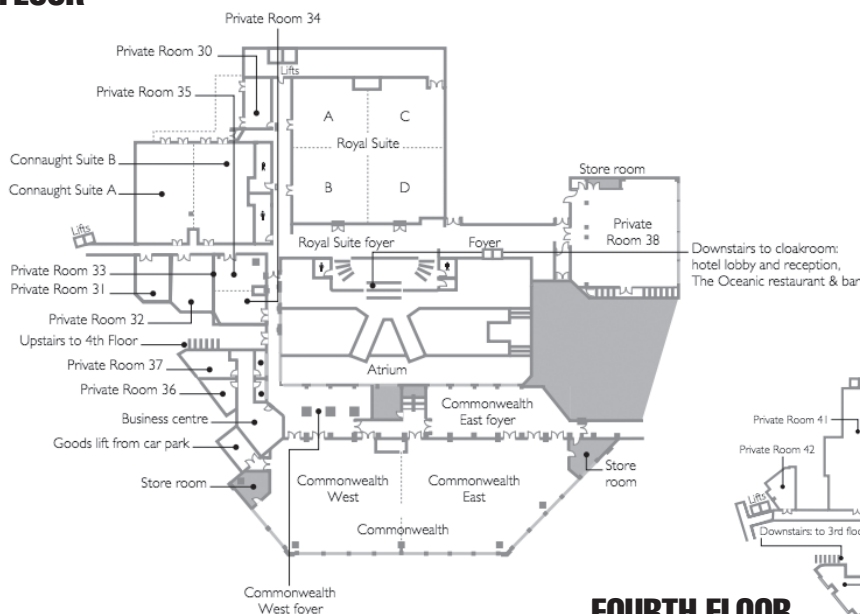


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GROUND FLOOR



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