

Satellite 4

The 65th Eastercon



Programme Book

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Vice-Chair:

Fran Dowd (Bringer of Wisdom)

Programme & Guest Liaison:

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Our Sponsors

Satellite 4 couldn't have happened without the help of our sponsors:

Jo Fletcher Books: Lanyards for our members' badges.

Starburst Magazine: Support with advertising for the convention.

Glasgow City Marketing Bureau: Hotel negotiations and booking process.

Glasgow City Council: A Civic Reception to officially open our convention and Art Show.

Genki Gear: Bankrolling the munchies for our Gopher Hole.

The University of Strathclyde: Our Monday Mini-Symposium.

Spider Online: Computing hardware for Newsletter and Games Room.

Web Glasgow: Web hosting and email services since the beginning of the Satellite series.

From the Chair

Hello, and welcome to Satellite 4, the 65th British National Science Fiction Convention. As we promised when our bid to host the 2014 Eastercon was presented, Satellite 4 has been planned very much in the Satellite convention tradition, with a strong focus on the interactions between science and science fiction and fantasy. We have tried to stay true to our motto of 'Science Fiction, Science Fact, Science Fun'.

I hope by the time you leave the convention, you have found an exciting new author to read; discovered something interesting you didn't know before; and, most of all, had a brilliant time.

If you are new to Eastercons, I appreciate how daunting they can appear. With that in mind I urge you to join in our Neo-programme – a support network to help you get the most out of your first (but hopefully not your last!) convention.

And to everyone, please remember that every convention relies on volunteers. So please consider signing up for a few hours in Ops, Green Room, or for general gophering.

Have a great weekend!

Michael Davidson

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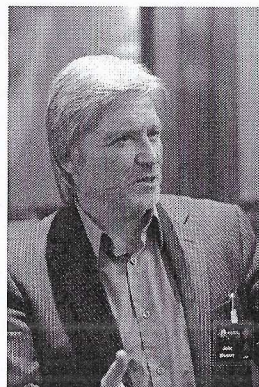
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John Meaney: Guest of Honour

John Meaney is irrepressibly, infectiously enthusiastic: about the books he writes, about the books he reads, about new ideas he's come across, about the philosophy and practical application of the martial art he practises personally, and about the training and motivation underpinning other combat traditions.

Crucially, John is open-minded. Superficially, it might seem he and I have little in common. He's a male computer scientist, shotokan karate student and author of far-future SF. I'm a female historian, aikido student and epic fantasy author. But that's precisely why he and I have always found so much to talk about, ever since we first met at Octocon 2001 in Dun Laoghaire. John always wants to hear about whatever's interesting me, to discover books and ideas which he might not otherwise encounter.



Our conversations on martial arts epitomise this. Karate engages force with force. Aikido evades such engagement, using diametrically opposed principles to counter aggression and take control of a combat. That fascinates John precisely because it's so different to the tradition he's followed. But he sees no need to insist Karate is superior or to prove that he can personally outfight me. Yes, he'll test my skills as far as he can, when we're in a dojo together, and that's absolutely as it should be. That's how we both learn more about our own martial arts and improve our technique. But how ever often he hits the mat (and he really is rubbish at break-falling) there's no hint of bruised male ego. There's never a suggestion of cocky crowing when he catches me with a leg sweep so I hit the floor with a thud. John simply doesn't see life as a zero-sum game, something I find refreshing in a man with such instinctive feeling for mathematics, among other scientific stuff.

I don't do scientific stuff. I'm interested in how the world works and I have the utmost respect for scientists, but I'm simply not wired with the untroubled comprehension for numbers, physics or chemistry which pursuing such studies requires. If any conversation strays towards 'quantum' my brain starts glazing over. As a result, my science fiction reading has always tended towards writers who weave stories which keep me guessing around compelling, convincing characters, and who at the same time, can present me with a future universe where the wonders of time and space inspired by high-level, cutting-edge science are nevertheless still conveyed comprehensibly to someone with 'O' Level Biology 1981 (I did get a Grade A).

John can do this, so I'm a fan of his books, from *To Hold Infinity* in 1998 through to *Resonance*, concluding the Ragnarok trilogy in 2013. He offers a future world, and indeed worlds, 800 years-plus from now, which is both intriguing and yet intelligible. There are truly alien aliens with unnervingly opaque motivations, and post-humans at home in the multi-dimensional complexities of mu-space. John has extrapolated technological development in any number of areas, from computer code to architecture with fascinating results. He also has a keen eye for the unintended consequences of such technology and for the debates such progress will inevitably provoke, in such areas as extending human life.

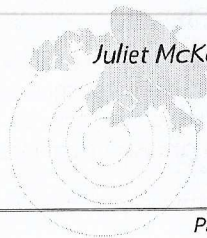
In the finest SF tradition, his work reflects on issues we're debating today, like the tension between the safety for society which comes with ubiquitous surveillance and the individual's right to privacy. He considers the pressures which arise from economic and political inequalities and fundamental rights to social justice. It's all good stuff. You should read it. There are jokes, because John has a great sense of humour. He has a deft touch with dialogue and description and a really good ear for coining neologisms. Incidentally, he also writes solidly strong female characters. Why aren't there more middle-aged, grey-haired women with a martial arts background in SF? Personally I think they're obvious protagonists and John's shown how well it can be done.

He can write really creepy stuff too. *Bone Song* and *Dark Blood* are a truly original blend of noir-influenced police procedural with gothic horror and science fiction. This eerie world runs on the power of necrofusion, where any line between technology and magic is lost in the ominous shadows. There are ghouls, wraiths and zombies, but not as you'll know them. You should get to know these books, for their compelling stories as well as to see our own world through this very different prism of John's imagination.

Got a taste for action-adventure? Then read his Thomas Blackthorne novels. These thrillers are written with the conviction that can only come from a thorough-going understanding of the interplay of violence and the male psyche. From a lesser writer, such books are too often exploitation. Here, we find exploration.

Time spent with John personally, and with his books, is always going to be rewarding.

Juliet McKenna



Juliet McKenna: Guest of Honour

Juliet is an aikidoka. Juliet is a St. Hilda's alumna. Juliet is a professional writer, with an emphasis on *professional*. To anyone in the know, each of these attributes resonates with meaning; in combination they're impressive and – I have to mention – occasionally terrifying. Particularly when she's got you stretched out in some bewildering, unnatural, airborne position with the ground somewhere beneath your head and the one thing you're aware of beyond shivering panic and the void below is that she's smiling. Or laughing.



Luckily, there's another thing: Juliet *cares* about people. Cares passionately. That includes minorities who are hard done by, whether bullied or simply ignored. So in the end you're (probably) safe in her hands. I mean, she did make Joe Abercrombie whimper when she twisted him in ways the human body isn't meant to go (he volunteered, poor lamb) but afterwards he could still walk. And the power of speech eventually returned.

It takes a tough person to be truly compassionate.

Tough and disciplined, big-hearted and grounded, always with a sparkle of humour. What happens when a classicist like that invents a world? You get cities that shine in some districts but elsewhere bear graffiti and crumble, forests whose trees you can hear rustling and inns where you feel at home (or not) and wharves and docks and sea voyages where you can smell the salt air. But tangible landscape is the least of it.

A sense of deep history, an entirely consistent alternate mediaeval Earth (alternate enough to have two moons) with layer upon layer of realised past events, metaphorically fractal in that the closer you look the more you see. A realistic multiplicity of cultures and religions and languages, with their own views of history and therefore with prejudices, re-examined when actual people mix. People in positions of high power, working professionals, the unconventional, the brave (who'd deny the description) travelling far and doing what they need to, the pompous or egotistical, the self-deprecating or shy, and the worst of them, the enemy, driven by impoverished, hard-scrabble backgrounds in harsh societies or by wild power, frightening because they're human.

You won't find clichéd quests, except in that world's own romances: a contrast deftly touched upon. Real travellers get soaked in the rain, suffer from the squits if they've eaten bad food, and face violation or torture. Loss of limb or death from infection are a threat, and never mind if there are

wizards or mages around, because that doesn't always help.

The constraints on their powers feel entirely natural, including the physical toll, along with the incompatibility and conflict between and within systems. There's no complete set of answers, no finished construct, but expanding knowledge (and sometimes loss of knowledge) arising from the shifting interactions between scholarship and application, of knowledge gained from hard intellectual work across the generations and the uses of knowledge, including destructive firepower (sometimes delivered by wizards watching from afar, using three-dimensional tactical images of the conflict zone); although most of the conflict is up close and personal.

Conflict that feels enjoyably real, and part of what catches you up in the story is the sense of being there, of three-dimensionality and tangibility and movement and the speed of violence. If you want immersion in a different world, Juliet is the writer you're looking for.

I still haven't got to the best bits, and I don't mean the scenes that are wickedly funny. A ferocious classicist doesn't just create a world with prior historical rulers and wars and snippets of older literature (plays and verses you'd rather like to read the rest of), at least this one doesn't: she creates towns and villages and cities and institutions that work, from the pastimes and games that people play to commerce and intrigue and people getting on with their lives. Little details you'll never find elsewhere, even in the names of things, a level of depth that it's easy to miss because the story flows so smoothly.

Always.

So much of what Juliet accomplishes seems effortless: a sense of pace that is simply unequalled, characters with genuinely different and genuinely interesting personalities co-existing seamlessly in the sense of being equally real, diverse viewpoints (including male first-person, perfectly done), and a sense of fearless forward movement that means you always want to know what happens next. In aikido there's a principle called *irimi*, normally translated as "entering", but really it means stepping into the heart of the whirlwind; and Juliet can take you there.

Inviting a thug from a different background into your dojo involves confidence, and in Juliet's case, courtesy and friendliness. A dojo without unnecessary ceremony yet entirely old-school in discipline and ability, and where everyone pronounces Japanese terms correctly: down to earth and full of class; the real deal.

That's Juliet McKenna.

John Meaney

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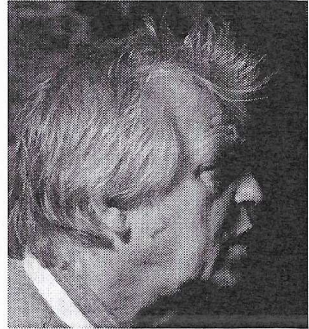
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Jim Burns: Guest of Honour

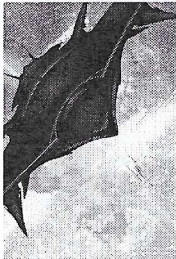
An Appreciation by Vincent Docherty

When the Satellite 4 team were considering their choices of Guests of Honour they asked me to offer some suggestions. Knowing that 2014 would be a Worldcon year and curious where it would lead, I looked at which living figures in the genre had not yet been an Eastercon GoH, but had been either a Worldcon Guest of Honour and/or won a Hugo award. I found that – amazingly –

Jim Burns, one of the most notable contributors to the genre, whose work is iconic and instantly recognizable, with three Hugo and 12 BSFA Award wins, and a GoH at the 1987 Worldcon in Brighton, had never been an Eastercon GoH. The committee agreed to invite him and I'm delighted that he will join us at Satellite 4.



Like many fans, I was and am initially attracted to many works of SF by the quality of their cover art. Jim's art has always been at the top end of the scale – brilliantly imagined, colourful, photo-realistic, lyrical, dynamic, whimsical, always appropriate to the story, and technically precise across all subjects, whether people, buildings, landscapes, or the 'furniture' of SF and Fantasy. Jim's preliminary sketches also demonstrate that precision, and I'd encourage you to seek them out both in the art show and in the books Jim has produced over the years. He also creates the most awesome spaceships!

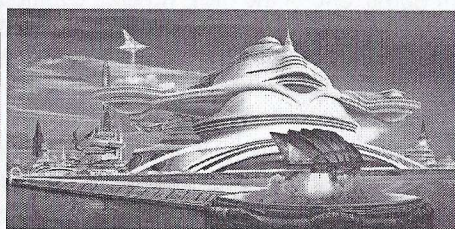
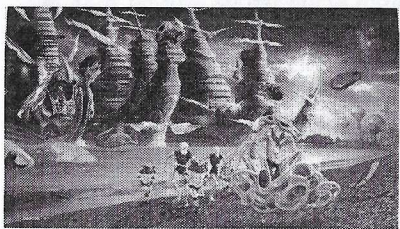


Jim describes his childhood in South Wales as a happy time. He loved and had a talent for drawing, which his parents supported and encouraged, though perhaps wondering whether his imagination would lead to something useful. Jim joined the RAF for a short time, then spent four years studying at Newport College of Art in South Wales and St. Martin's School of Art in London. After leaving Art School, and having already joined the agency he remains with, he sold his first commercial piece in 1972.

When asked about the origins of becoming a Science Fiction artist, Jim wrote in *Imago* (2005): *"I was creating in essence the same kind of science fiction-obsessed imagery that had preoccupied me since the mid-1950s when as a small child armed with paper and pencil I just started letting my imagination wander where it would and the early progenitors of my exotic beings, weird machinery and faraway worlds first started primitively to take form on the page before me. It was a common enough preoccupation with small boys at that time – probably fed by the scientific and technological marvels beamed*

out at us from the still-new miracle of TV - and of course, early productions on TV and radio with science fiction themes. Comics fed into the heady mix - the "Eagle" in my case and the character of "Dan Dare - Pilot of the Future" - who is to blame for a heck of a lot in my life! As the 50s wore on, real space stuff started happening... those first bleep-bleeps of Sputnik 1 and then Yuri himself orbiting the world above us, a real-life Dan Dare. Not an Englishman though - which was a bit of a let-down."

It's hard to pick out specific highlights from Jim's long career, given the huge numbers of covers, interior illustrations, private commissions and other work he has done. I'd personally pick out his covers for *The Fetch*, *Aristoi*, *Darwinia*, *The Naked God*, *Emergence* and *Majipoor Chronicles*. He also created the cover art for the 1987 Brighton and 2005 Glasgow Worldcons.



The latter, 'Spaceport Glasgow', was a major visual theme at the convention. (I'm very happy to own the originals for both those covers, which are planned to be on display at the Worldcon in London later this year.)

Jim is still very active in both digital and traditional illustration and his work remains very collectible. During 2013 he provided all the covers for the UK SF Magazine *Interzone*, and his recent work *Homuncularium* was the cover for *The Year's Best Science Fiction & Fantasy: Thirty-First Annual Collection*, edited by Gardner Dozois, one of the major annual SF&F collections.

Jim himself is an immensely open and approachable person. A regular at UK conventions over the years, he is often to be found socialising with fans and fellow professionals. If you do get the chance to talk to Jim, feel free to ask him about *Dan Dare* and working on *Blade Runner*! Most important is to meet Jim in the art show and to talk to him about his work – the love for what he does will shine through, and, like me, I'm sure you will want to own some of his work and look forward to the new book covers and other wonderful images he will create.

It seems appropriate to close with Jim's own words: "*Science fiction has been good to me. My brilliant agents, Alison Eldred and Alan Lynch have kept the work coming in my direction for nearly the whole of that time. I've met wonderful people from all over the world, artists and writers and of course the loyal fans of the genre.*"

Alice and Steve Lawson: Fan Guests of Honour

As I write this, Steve and Alice Lawson are celebrating their 25th wedding anniversary. So congratulations to them, but also to fandom, because that means we've had over 50 years of Lawson hard work and enthusiasm.

They started out in different spheres. Alice found fandom in Glasgow, via amateur dramatics. Steve has been a member of the Sheffield group for at least 30 years. Once they met, in some kind of fannish implosion at the 1987 Worldcon in Brighton, they became an unstoppable force. Their address in Sheffield became one of the best known in fandom, as Steve ran memberships for Novacons, Eastercons, and Worldcons. Alice managed Masquerades and other staged events, and after several committee roles, took her place in the hallowed ranks of "Women Who Have Chaired Eastercons" with Paragon in 2001. She is currently co-chair of Loncon3, the 2014 Worldcon. But you know all this, it's been in PRs and on the website.



It isn't just the public facing side that we wanted to honour at Satellite 4. Unusually for convention committee members, they have both, individually, won the Doc Weir Award. This is given by open voting at Eastercon, and is for the "Unsung Heroes", those people who go above and beyond. Past winners include technicians, green room managers, people with vans, people who cheerfully sit behind desks for hours on end. Alice has developed financial control systems for artshows, Steve pioneered the double-sided badge. They've run registration desks, provided quiz equipment from buzzer systems to Anne Robinson lookalikes, organised printing, provided emergency tech and office equipment, done beer runs. Steve is always willing to drive off on an errand, Alice is a trained first-aider and is superb in emergencies. And it's that side of things, their character and commitment, that I personally want to celebrate.

I first encountered Steve when I was living abroad, and came home on a vacation with my first husband. I wasn't too impressed, mainly because the two of them went off in a corner and talked about comics while playing video arcade games. It was the early 80s, I had yet to realise that I was in the presence of two of the great proto-geeks.

Back in Britain in 1989, and I'm at a fannish New Year's Eve party in Birmingham. Steve is there with his new wife Alice, whom I don't know. We are all quite, quite drunk. Steve wishes me a happy new decade, and I politely but firmly point out that he is in error. He knows I'm wrong, but he can't work out why. He has brought a pedant with him from Sheffield, and

brings John Dowd over to sort me out. Several hours later, Alice demands if we're "haa-aa-aa-py" and we have to say yes.

They made me welcome in Sheffield a few weeks later – and in the spring Steve videoed our wedding for us. Which was more difficult than it sounds, he'd borrowed a camera that looked like an outside broadcast unit from a Quatermass movie, and tripped over a lawn roller in the afternoon and hurt his ankle.

I'd known about fandom, and conventions, but hadn't really been involved before. Being with John meant going to Novacon, but not Eastercon as that was when we went sailing. Then there was the Sheffield group every Wednesday, and the early 90s provided really innovative smaller conventions – the Incon sequence being a prime example. And the Lawsons were always there. Not just doing the worthy organising and behind-the-scenes work, but visibly having Fun. Alice in a toga, taking Terry Pratchett to a kebab shop and being proposed to by Robert Rankin. Steve (after a beer tasting) climbing over the roof between two hotels to get into his bedroom window. Steve playing 15 to 1 half-naked, with cream pies in the face for the losers. Alice and I commandeering a hotel bar for a cocktail session – I wish I could remember the recipe for the one that tasted like Blackjack sweets. Both of them performing in plays and musicals, and always up to provide a team for a quiz. Back in Sheffield, playing games, trips out to theme parks, theatre, cinema, even D&D. Alice is one of the few people I know who has made a Dungeon Master run screaming in terror. Everyone else just runs in terror when Steve gets the fireworks out.

I finally got the conrunning bug at the 1995 Glasgow Worldcon, when Alice dragged me along to meet a load of women in the bar – women who also had the bug and were planning Intuition, the 1998 Eastercon. A couple stepped down during the next couple of years, and we did end up with two men on the committee, one of whom was Steve. I'm very proud of chairing that committee, and of all the Eastercons I've been involved with since.

Fran Dowd

Dame Jocelyn Bell Burnell: Guest of Honour

Mention Professor Dame (Susan) Jocelyn Bell Burnell and, if you know anything about astronomy, one thing invariably springs to mind – pulsars. For those who don't know the story, during her PhD at the University of Cambridge,

Dame Jocelyn was the first person to notice a small anomaly in the signal from the radio telescope which she had helped build and which, rather unusually for a physics experiment, worked as soon as it was turned on – a remarkable achievement in itself! This anomaly, initially dubbed “LGM” for “Little Green Men” because it seemed so unnatural, was at first assumed to be an error in the equipment but turned out to be the first detection of a pulsar; a swiftly rotating neutron star formed when a massive star goes supernova. Controversially, Dame Jocelyn was not included in the 1974 Nobel Prize for Physics which was awarded, in part, for that discovery, something which has upset a great many people over the years. She has said herself that she is not upset about it, however not least because it would be highly unusual to include a research student in a Nobel Prize, and also because, despite not officially sharing in the prize, her work had still contributed.



But, remarkable and important as that discovery undoubtedly was, there is a lot more to Dame Jocelyn's life and work than this single episode – certainly far more than can properly be done justice in a few hundred words.

Born in Belfast in 1943, Dame Jocelyn was raised in County Armagh. At the time the local school did not normally allow female students to study science, a practice to which she objected, and thus she moved to the class which studied physics, chemistry and biology rather than the “domestic” science of cookery and needlework. In those classes, and at home through reading, she developed an interest in astronomy and was soon top of her class despite having failed her 11+ exam only shortly before. She is quoted as saying that she followed a path in physics at least in part because “you don't have to learn lots and lots ... of facts; you just learn a few key things and ... then you can apply and develop and build from these”. As someone who struggles with committing things to memory this is one of the main things which drew me to physics more than any other subject, so I can very much relate to that feeling. She also credits both her parents and her school science teacher with encouraging both her love of learning and her love of physics and astronomy, again both factors which resonate strongly with me personally.

When Dame Jocelyn was in her teens her father, an architect, was working for the observatory in Armagh who were constructing a new planetarium. On hearing that his daughter was keen on astronomy the staff at the Observatory introduced her to telescopes and practical astronomy during her school holidays. The news that most astronomy involved staying up late at night was

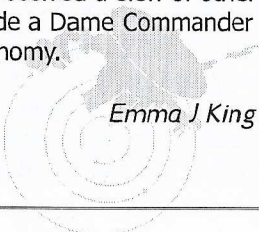
not music to Dame Jocelyn's ears – as someone who loved her sleep, she began to worry that a career in astronomy might not be for her after all. Soon after she discovered radio astronomy and decided that this was the path for her because, as well as being a new and exciting field at the time, it is also one of the few forms of astronomy which can be done during the day.

This decision made, Dame Jocelyn went on to study physics at the University of Glasgow, after which she wanted to do a PhD. She didn't believe she would get into Cambridge and considered moving to Australia to pursue her subject, but on account of the Australian academic year starting a few months after the British one she had a few months in hand so applied to Cambridge anyway, on the off chance. Much to her surprise, she was accepted, and thus followed the famous pulsar discovery.

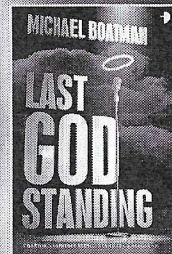
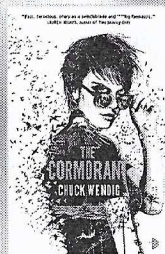
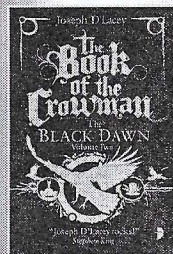
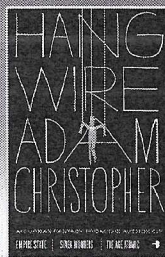
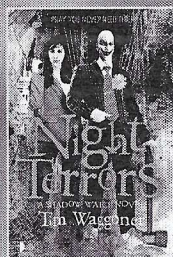
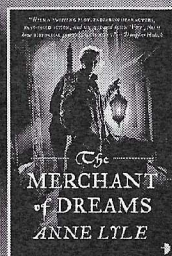
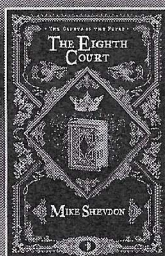
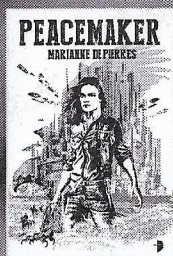
Dame Jocelyn obtained her PhD from Cambridge in 1969 and went on to work at the University of Southampton, University College London and the Royal Observatory in Edinburgh, before being made Professor of Physics at the Open University in 2001, an appointment which doubled the number of female Professors of Physics in the UK at the time. She held the position for 10 years, during which time she was instrumental in vastly expanding the research activities of the astronomy department. During her career she has worked in radio astronomy, gamma ray astronomy and x-ray astronomy – all areas of the discipline that can be done during the hours of daylight – and on such exciting projects as the Ariel V satellite. She has achieved all of this while juggling the difficulties of pursuing a career alongside family life, which meant a lot of moving around the country and changing jobs, and thus fields of study.

In 2004 she moved to the University of Bath where she was Dean of Science until her retirement in 2004, though "retirement" doesn't seem to have been particularly restful for Dame Jocelyn. She is currently Visiting Professor of Astrophysics at the University of Oxford, where she continues her research into neutron stars, micro quasars and gamma ray bursts. Having been President of the Royal Astronomical Society from 2002-2004, she was then President of the Institute of Physics from 2008-2011, and has this year been made President Elect of the Royal Society of Edinburgh, a position she will take up in October. In the latter two cases she is the first woman to hold the position.

Despite not winning a Nobel Prize, Dame Jocelyn has received a slew of other awards, including a CBE in 1999, and in 2007 was made a Dame Commander of the Order of the British Empire for services to astronomy.



Emma J King



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Programme – Friday

Loncon 3 business meeting

10:00 – 14:00 Boardroom

Moderators meeting

12:00 – 13:00 Castle 1 (Workshop)

Briefing meeting for those new to moderating, or new to moderating at a Satellite convention.

Christine Davidson (M)

Neos meeting

12:00 – 13:00 Shuna (Workshop)

A first chance for those new to conventions to meet up with experienced fans, who will be their mentors for the weekend.

Michael Davidson, Duncan MacGregor, Clare Boothby

Tech 101

13:00 – 14:00 Barra/Jura (Workshop)

Beginners tech training. If you've always wanted to know how to operate a sound-board but never dared ask, then this is for you!

John Stewart, Martin Hoare

Opening ceremony

14:00 – 14:30 Argyll 1 & 2 (Extravaganza)

In Search of Danny Dee

15:00 – 16:00 Castle 1 (Solo Talk)

An alternative history of how Britain might have become a space-faring country, had aspirations of the 1950's UK aeronautical firms been carried through.

ED Buckley

Possible Words

15:00 – 16:00 Argyll 2 (Solo Talk)

The Historical Thesaurus of English is the first resource in the world to offer a comprehensive semantic classification of the words forming the written record of any language. It covers thirteen centuries of development from Old English to the present day. See <http://historicalthesaurus.arts.gla.ac.uk/>

Marc Alexander, Jean Anderson

Desperately seeking SFF

15:00 – 16:00 Argyll 1 (Panel)

How to find new authors to read (and get hold of their books when you do)? The panel explores how changes in the retail book trade have impacted on readers and writers.

Gillian Redfearn (M), Juliet E McKenna, Kris Black, Ian Whates, Joshua Bilmes

Play read through

15:00 – 17:00 Boardroom

Ian Sorensen and company

Anime quiz

15:00 – 16:00 Barra/Jura (Game/Quiz)

Fancy testing your knowledge of anime series from the eighties, nineties, and noughties? See if you can put names to faces and music in this audio-visual pub-style quiz! Form a team or (if you're confident) compete by yourself – open to entrants of all ages. There's a small prize for the winners!

Mad Elf, Madrory, Lime Green

Knitting and crochet workshop

15:00 – 17:00 Shuna (Workshop)

This workshop is for knitters and crocheters of all abilities, including absolute beginners. The aim is for those with experience to share their knowledge. Some yarn and needles will be available for beginners, and a local shop, Yarn Cake, will be on hand with some essentials for sale.

Sha Dennett

I'm Sorry I Haven't A Cluedo

16:00 – 17:00 Castle 1 (Panel)

A deep and incisive exploration as to why, in this age of complex, sophisticated, interactive video games, some people still enjoy playing board games.

Nick Larter (M), Alice Lawson, Paws4thot, Michael Abbott, Gareth Kavanagh

The Voyager programme

16:00 – 17:00 Argyll 2 (Solo Talk)

This talk will include details of the spacecraft; some pictures from the encounters with Jupiter, Saturn, Uranus and Neptune; and information about the voyager interstellar message video LP.

Robert Law

Why is my smartphone not smart (yet)?

16:00 – 17:00 Argyll 1 (Panel)

The panel discusses current developments in artificial intelligence. Are computers smarter than we think? Is AI achievable? And what are the philosophic implications if it is?

Nik Whitehead (M), Louise Dennis, John Meaney, Tony N, Nile

Beginners' ceilidh workshop

16:00 – 17:00 Barra/Jura (Workshop)

Come and learn some basic moves so you can impress your friends at this evening's Ceilidh.

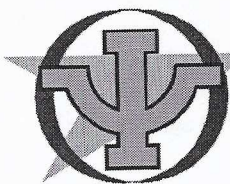
Black Knight

Writers' groups

17:00 – 18:00 Castle 1 (Panel)

Many types of writers' groups exist, from the formal Milford-style critique group to ad hoc meetings of friends in a pub. What is involved in these various types and what can a writer expect to get out of each?

Tony Ballantyne (M), Tina Anghelatos, Ruth E.J. Booth, Elaine Gallagher, Jacey Bedford



REDEMPTION '15

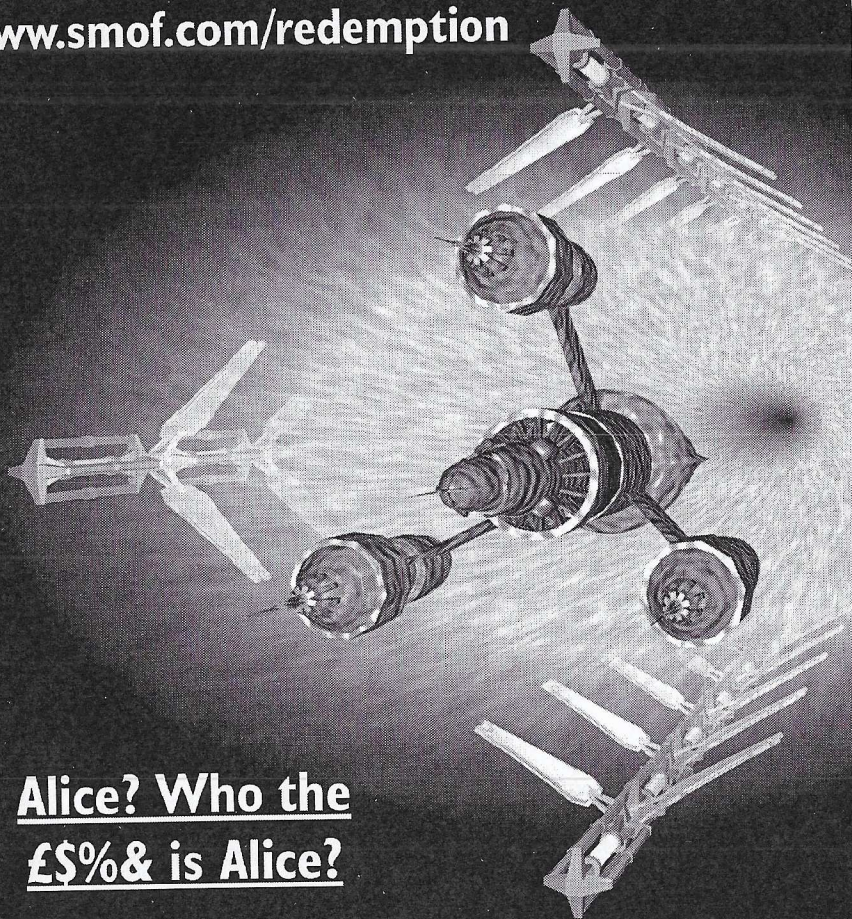
20 – 22 February 2015

Britannia Hotel, Coventry, UK

Science Fiction Convention

www.smof.com/redemption

Alice? Who the
£\$%& is Alice?



Medieval dragons

17:00 – 18:00 Argyll 2 (Solo Talk)

Tolkien's Smaug derives from the dragon in the Anglo-Saxon poem Beowulf. What other dragons can be found in the Middle Ages?

Edward James

Women in science and speculative fiction

17:00 – 18:00 Argyll 1 (Panel)

Both female scientists and female writers face gender-related challenges in their careers. Are some of the issues the same and can we learn from one another?

Christine Davidson (M), Clare Boothby, Juliet E McKenna, Dame Jocelyn Bell Burnell, Stephanie Sautler

Mask decorating workshop

17:00 – 19:00 Boardroom (Workshop; sign-up item)

An experienced mask-maker gives you hints and tips to personalise a blank mask. Why not show off your creations as part of your costume at the Ambassadors' Ball tomorrow evening? Suitable for adults and children.

La Femme Chocolat

Mars Attacks!

17:00 – 18:00 Barra/Jura (Game/Quiz)

Are you sick of Martians invading? Flying here in their stupid spaceships shouting "Ack Ack" or being defrosted out of ice to annoy David Warner? It is time to fight back by throwing things back at them. In this instance using cardboard and chocolate. Does not feature David Essex.

Munchkin

Diverse styles of fantasy writing

18:00 – 19:00 Castle 1 (Panel)

Fantasy comes in many forms, including historical, dark, epic, romantic and urban. The panel compares and contrasts!

Michelle Drew (M), Amanda Rutter, Mike Shevdon, Susan Bartholomew, Mark Alder/MD Lachlan

Ideal Holmes

18:00 – 19:00 Argyll 2 (Panel)

The panel discuss which of the many TV and film incarnations is the true inheritor of the Conan Doyle original.

Pat McMurray (M), Lilian Edwards, Steve Lawson, Fran Dowd, DC

Where's my Original?

18:00 – 19:00 Argyll 1 (Panel)

The answer is obvious for a traditional painting but, as digital art become more prevalent, is there ever an original in the conventional sense? If not, what does this mean for artists and collectors?

Nick Larter (M), Colin Harris, Andy Bigwood, Vincent Docherty, Jim Burns

New Con Press / PS Publishing Book Launch

18:00 – 19:00 Barra/Jura (Book launch): Ian Whates, Pete Crowther, Nicky Crowther

Volunteer briefing

18:00 – 19:00 Shuna (Workshop)

Come along and learn more about volunteering at-con.

Misha Sumra, Zoe Sumra

A renaissance of The Renaissance?

19:00 – 20:00 Castle 1 (Panel)

The panel discusses the fad for historical fantasy on screen lately. Are we seeing a renaissance of the Renaissance, or just the enduring appeal of big shirts and leather trousers on our swashbucklers?

Steve Rogerson (M), Lesley McIntee, Lexin, David McIntee, Tony Keen

Deface the Music

19:00 – 20:00 Barra/Jura (Game/Quiz)

The popular (?) and fun (??) Satellite SF music quiz returns for another outing. Test your knowledge of SF music as Michael and Christine put our teams through their paces (and yes, the audience is also a team).

Christine Davidson, Michael Davidson

Grand designs

20:00 – 21:00 Castle 1 (Panel)

How do you go about creating a world? And how do you make it rich... and complex... and multi-layered... and, above all, believable for your readers?

Mike Cobley (M), Chris Beckett, Simon Morden, Kim Lakin-Smith, John Meaney

Dr Whorrible's Singalong Blog

20:00 – 21:00 Argyll 1 & 2 (Extravaganza)

Fifty years of Dr Who, fifty years of the Beatles. Surely nobody will be able resist Dr Whorrible's invitation to Singalong? Even if you have a tin ear and no sense of rhythm you too can sing and dance in Time!

DougS, Ian Sorensen, Yvonne Rowse, Julia Daly, Sally Rowse

In my day, television was called books

20:00 – 21:00 Barra/Jura (Panel)

Visual media seem to have taken over from written science fiction and fantasy in the last few decades. Is there still a role for the novel, or should storytellers move on?

Ian Watson (M), Anne Lyle, Hannu Jaakko Rajaniemi, Den Patrick, Richard Morgan

LARP - Luna 1

20:00 – 22:00 Shuna (Game/Quiz)

Luna UK is now recruiting for our flagship project, Luna 1. Come join our professional team of technicians and miners in the only station on the moon dedicated to servicing the space mining industry.

Winter Hull, Stormlords

Gollancz SFF Quiz

21:00 – 22:00 *Castle 1 (Game/Quiz)*

With drinks and prizes!

Sophie Calder and a host of Gollancz writers

#tag by David Wake

21:00 – 22:00 *Barra/Jura (Book launch)*

If David Wake's new near-future SF novel makes it into the English Literature curriculum, it'll be compared and contrasted to *I, Phone*. A little reading, some questions and answers, and discussions on how science facts lead to science fiction.

David Wake

Horrorshow

22:00 – 23:30 *Castle 1 (Interview)*

A late night talk show hosted by Andrew J Wilson. Doubleplusgood newspeak prolefeed.

Andrew J. Wilson

Ceilidh with The Reel Fling

22:00 – "late" *Argyll 1 & 2 (Extravaganza)*

Entity and Entity

22:00 – 23:00 *Barra/Jura (Game/Quiz)*

A game loosely based around the old TV Show Mr&Mrs. Couples will answer questions about their partner and the one who get the most right will be the winners.

Dyllanne

Filk

22:00 – "late" *Shuna (Other)*

Filk to the wee hours with new and old songs.

The Satellite 4 magic lantern show

23:00 – "late" *Barra/Jura (Other)*

In the past fans used to sit together in the dark watching flickering images. A chance to revisit this experience. Keep an eye on the door for further details.

Our Convention Charity

Thank you to everyone for collecting stamps for our pre-con charity, the RSPB "Stamps for Albatrosses" appeal.

Satellite 4 is also proud to support Macmillan Cancer Support as our at-convention charity. This charity provides invaluable support to cancer sufferers and their families, as well as funding research into cancer treatments. We intend to make a donation from any profit generated by the convention.



Programme – Saturday

TV 2013 - How was it for you?

10:00 – 11:00 Castle 1 (Panel)

The panel look back at the year in genre TV.

Steve Rogerson (M), Rhionnach, David McIntee, Tianti, Misha Sumra

Timekeeping on Mars

10:00 – 11:00 Argyll 2 (Solo Talk)

When humanity eventually spreads to Mars they will need a human-friendly Mars-centric calendar. One solution is to create one based on Mars-centric astronomical phenomena.

Nik Whitehead

Consider Iain

10:00 – 11:00 Argyll 1 (Panel)

The panel explores the life and work of Iain M Banks and his many contributions to SF.

Andrew J. Wilson (M), David Haddock, John Meaney, Ken MacLeod, Charles Stross

Feedback session

10:00 – 11:00 Boardroom (Workshop)

Members of the committee will be available to receive your comments.

Using Visual References Part 1 - Character

10:00 – 12:00 Barra/Jura (Workshop; sign-up item)

A single picture can be worth a lot more than reading a thousand words of written research. Juliet McKenna presents a selection of source material and leads discussion on the uses writers can make of artists' and photographers' work.

Juliet E McKenna

Conrunner 101 - Making it happen

10:00 – 12:00 Shuna (Workshop)

This workshop will focus on what to look for in a venue, budgeting for a convention so you don't over or under spend, and the logistics of making it all happen.

Alice Lawson, Mark Meenan, Vincent Docherty

Following Voyager?

11:00 – 12:00 Castle 1 (Panel)

Voyager has left the heliosphere. Will humankind ever follow and, if so, when and how?

Angela Blackwell (M), Gareth L Powell, Phil Wellings, Colin McInnes, Andy Nimmo

Bigger on the inside... not just the TARDIS

11:00 – 12:00 Argyll 2 (Solo Talk)

If Dr Who appeared at a local faith community, would he see an enemy or a friend? Everything from his language to his meta-narrative speaks of something more than a comic book adventure in time and space. Might he join the rich seam of adventures in time and space that belong to all who have an eye to spirituality and religion (which are not the same things).

Roddy Hamilton

SFF's Not the Clarke Award

11:00 – 12:00 Argyll 1 (Panel)

Six shortlisted books. Five judges. One winner. But not until the 1st of May. Our panelists argue for what they think should be the winner of this year's Arthur C Clarke Award

Edward James (M), Phil Nanson, tamaranth

Neos meeting

11:00 – 12:00 Boardroom (Workshop)

Another chance to meet one another, ask questions, and plan your day

Clare Boothby, Duncan MacGregor

More than a million fanworks

12:00 – 13:00 Castle 1 (Panel)

Archiveofourown.org is now hosting well over one million fanworks. Asianfanfics.com has around 300,000, and there are many works in other archives. The panel explore the popularity and diversity of transformative works.

Kate Keen (M), Melissa Taylor, Marcus Rowland, Ludi Valentine, tamaranth

The Gemmell Awards shortlist announcement

12:00 – 13:00 Argyll 2 (Panel)

Nanosatellites, CubeSat constellations and the NewSpace Revolution

12:00 – 13:00 Argyll 1 (Solo Talk)

The disruptive potential of standardisation has made its way into the spacecraft hardware arena. Clyde Space, an influential company of the NewSpace revolution, are fundamentally changing the architecture of space missions and space based applications, right here in Glasgow.

Robin Sampson

Kaffeklatch - John Meaney

12:00 – 13:00 Boardroom (Kaffeklatch; sign-up item)

Oi! That's my Alien!

12:00 – 13:00 Barra/Jura (Game/Quiz)

Crumbling asteroids, aliens to rescue and opponents to beat. Cuddles and Throgg invite you to take part in their silly, live action game.

Cuddles, Throgg the Despicable

LARP - Luna 1

12:00 – 14:00 Shuna (Game/Quiz)

Winter Hull, Stormlords

Building better worlds

13:00 – 14:00 Castle 1 (Solo Talk)

Contemporary interest in climate geoengineering may ultimately set the scene for some genuinely impressive macro-engineering ventures in the far future – whether greening deserts or greening Mars. This talk will consider what it would take to engineer planetary bodies and speculate on the political and economic requirements to do so.

Colin McInnes

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The BSFA Lecture

13:00 – 14:00 Argyll 2 (Solo Talk)

Dr Sara-Patricia Wasson (Edinburgh Napier University) presents her talk on 'Trade in flesh and tears: some science fictions of organ harvest'. Introduced by Tony Keen.

Sara-Patricia Wasson, Tony Keen

Astronomy and poetry

13:00 – 14:00 Argyll 1 (Reading)

Dame Jocelyn and volunteers read some space-themed poems. Bring along favourites of your own to share.

Dame Jocelyn Bell Burnell

Kaffeklatch – Juliet E McKenna

13:00 – 14:00 Boardroom (Kaffeklatch; sign-up item)

Writing for different media

13:00 – 14:00 Barra/Jura (Panel)

The panel explores the challenges of writing for media other than the standard novel e.g. comics, short stories, games and performing arts.

Patricia Ash (M), Gareth L Powell, Piers Beckley, Simon Ings, Taj Hayer

Is it steampunk if it's real?

14:00 – 15:00 Castle 1 (Solo Talk)

The mid to late 19th and early 20th centuries saw many interesting developments in transport. Take a tour of some oddities that should really be steampunk fantasies. Will contain monorails.

Feorag NicBhríde

Young writers' fantasy workshop

14:00 – 16:00 Boardroom (Workshop; sign-up item)

You are cordially invited to try your hand at this fun, fast paced fantasy writing workshop. Francesca T. Barbini, author of the sci-fi children's series, "Tijaran Tales" will guide you through the ins and outs of starting to write your very first story. The workshop is aimed particularly at a young adult audience (10-15 year olds).

Francesca-Rinoa-Barbini

The Ancient Mariner

14:00 – 15:00 Barra/Jura (Reading)

An exploration of the fantasy elements of the classic poem, featuring Arthur Chappell and Al the convention mascot.

Arthur Chappell, Al the Albatross

Growing the Clute Garden

14:00 – 17:00 Shuna (Workshop)

The John Clute exhibit at Worldcon will be set in a garden, a garden of words. We'll be making "word flowers" from scraps of material, wood, silver foil, cloth – anything we can find. This is your chance to play with vastation or sculpt some equipoise.

Farah Mendlesohn

GoH Talk: Jim Burns - Blame it all on Dan Dare

14:30 – 16:00 Argyll 1 & 2 (*Solo Talk*)

Writing, submitting, and finding an agent

15:00 – 16:00 Castle 1 (*Panel*)

The panel discuss their experiences of the above, with advice for novice writers.

Tony Ballantyne (M), Martin Sketchley, John Meaney, Jacey Bedford, John Jarrold

Future representation

15:00 – 16:00 Barra/Jura (*Panel*)

The panel explores SF literature in the context of what stories actually are, or are not, being told. Who gets to be in the future; what happens to everyone else; and who gets to decide?

Fran Dowd (M), Ian Whates, Laura Lam, Donna Scott, Stephanie Saulter

Grumpy Old Fem

16:00 – 17:00 Castle 1 (*Panel*)

"Experienced" female fans demonstrate that it's not only the men who think fandom just ain't like it used to be!

Steve Lawson (M), Cuddles, Margaret Austin, Fran Dowd, Alice Lawson

GoH: Juliet E McKenna

16:00 – 17:30 Argyll 1 & 2 (*Interview*)

Interviewed by Kari Sperring.

Easter service planning meeting

16:00 – 17:00 Boardroom (*Workshop*)

Come along and help plan tomorrow's ecumenical Easter Service.

Morag O'Neill, DougS

Beginners' lindy hop workshop

16:00 – 17:00 Barra/Jura (*Workshop*)

Den Patrick and Juliet Mushens will show you the basics of Hollywood-style lindy hop. This beginners class will provide a taster for Saturday night's swing band.

Den Patrick, Juliet Mushens

Artistically challenged

17:00 – 18:00 Castle 1 (*Panel*)

Professional and amateur SF and fantasy artists discuss the challenges of building a career and making ends meet (with advice for newcomers).

Ian Whates (M), ED Buckley, Jim Burns, Chris Moore, Anne Sudworth

SF origami workshop

17:00 – 19:00 Boardroom (*Workshop*)

Join Markus in folding some topical origami models. No previous origami experience necessary (though if you've never folded a piece of paper into a plane or a boat before then you might find yourself on a steep learning curve!).

Markus Thierstein

Spin the Pulsar

17:00 – 18:00 Barra/Jura (Game/Quiz)

The Pulsar spins but can you answer its questions if it points at you? A silly quiz. Does not feature Little Green Men.

Munchkin

Fan Fund auction

17:00 – 18:00 Shuna (Other)

Spend some money for this important cause.

Jim Mowatt

The way things might have been

18:00 – 19:00 Castle 1 (Panel)

The panel discuss the sub-genre of Alternative History.

Patricia Ash (M), Martin Taylor, Dave Row, Mike Cobley, Mark Alder/MD Lachlan

Is this where I come for an argument?

18:00 – 19:00 Argyll 1 & 2 (Panel)

The Satellite 4 debate: This Convention believes that the human race should set its own house in order before moving off-world.

Christine Davidson (M), Alison Scott, Ian Sorensen, Yvonne Rowse, Caroline Mullan

African Writes

18:00 – 19:00 Barra/Jura (Solo Talk)

From Nnedi Okorafor to Helen Oyeyemi (White is for Witching) to Nii Parkes (A Tail of a Bluebird) to Nollywood movies of Yoruba foundation myths to comics modelled on superheroes or Tin Tin, African writing is touched by what SF fans might call fantasy – and Africans might not.

Geoff Ryman

LARP - Luna 1

18:00 – 20:00 Shuna (Game/Quiz)

Winter Hull, Stormlords

The Drake Equation revisited

19:00 – 20:00 Castle 1 (Panel)

Since the Drake Equation was formulated we've discovered exoplanets all over the place, and know much more about the evolution of intelligence. How is the equation looking now?

John Bray (M), Phil Wellings, Dr Bob, Nik Whitehead, Tom Womack

Room 101

19:00 – 20:00 Argyll 1 & 2 (Game/Quiz)

Three of our GoHs compete to consign their worst nightmares to oblivion, but can they convince the Chair?

Michael Davidson (M), Juliet E McKenna, John Meaney, Jim Burns

Beer tasting

19:00 – 20:00 Boardroom (Workshop; sign-up item)

Join Sha and Neil in a discussion of the brewing process and a sampling of some of the many styles of ales available. Over-18s only.

Neil McChrystal, Sha Dennett

Words and music

19:00 – 20:00 Barra/Jura (Reading)

Author and musician, Neil Williamson, explores techniques in combining story and music. Warning: contains piano, singing and hardware tools.

Neil Williamson

Is the internet made of cats?

20:00 – 21:00 Castle 1 (Solo Talk)

Alison and David present a detailed scientific investigation exploring the outer limits of internet video.

Alison McInnes, David Dryden

The Hugo Awards shortlist announcement

20:30 – 22:00 Barra/Jura/Shuna (Extravaganza)

Join the excitement as not one but two Hugo shortlists are revealed, The 2014 Hugo Awards and the 1939 Retro-Hugo Awards.

Dave McCarty, Vincent Docherty, Fran Dowd

Read for your life! Hosted by Stephanie Saulter and Mark Barrowcliffe

21:00 – 23:00 Castle 1 (Reading)

A series of short, sharp readings from writers known and unknown. Some works are newly published, others still in progress, all offered up for your evening's entertainment. Bring a drink and a friend, find your next favourite author! (Author sign-up in Ops.)

Stephanie Saulter, Mark Alder/MD Lachlan

The Ambassadors Ball with That Swing Sensation

21:00 – "late" Argyll 1 & 2 (Extravaganza)

We cordially invite members to attend dressed as dignitaries from planets and cultures, real or imaginary, across time and space; but everyone is welcome, whether in costume or not. Please inform Ops by 6 pm if you wish to have your costume announced or assessed.

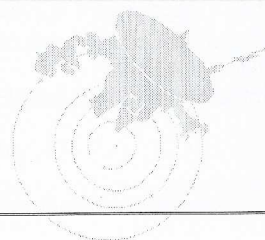
Filk

22:00 – "late" Shuna

The Satellite 4 magic lantern show

23:00 – "late" Barra/Jura

Check door for further details.



Programme – Sunday

Easter Service

09:00 – 10:30 Barra/Jura (Other)

An ecumenical celebration for Easter morning. All welcome.

Morag O'Neill, DougS

Quaker-style worship meeting

09:00 – 10:00 Shuna (Other)

A meeting for Worship for Quakers, open to everyone. The meeting is conducted in silence with some vocal ministry contributed by those inspired.

Farah Mendlesohn, Judi Hodgkin

Our Bee Factory

10:00 – 11:00 Castle 1 (Solo Talk)

What's it like to be a beekeeper? We have just 50 minutes to share our love of bees and beekeeping, enough time to scratch the surface at least. Come and learn and ask questions and get a feel for this most addictive way of life. May include honey and mead!

Serena Culfeather, John R Wilson

Feedback session

10:00 – 11:00 Boardroom (Other)

Members of the committee will be available to receive your comments.

Conrunner 102 - Making it enjoyable

10:00 – 12:00 Shuna (Workshop)

This second workshop will look at programming, social areas and reaching the correct audience with your marketing.

Caroline Mullan, Fran Dowd, Mark Meenan, Christine Davidson

Eastercon Bid Session

10:30 – 11:30 Argyll 1 & 2 (Other)

Presentation of bids to run future Eastercons

Michael Davidson (M)

Using Visual References Part 2 - Place

10:30 – 12:30 Barra/Jura (Workshop; sign-up item)

Part 2 of Juliet's workshop for writers (see Saturday for full description).

Juliet E McKenna

Changing climate - adapt, react or mitigate?

11:00 – 12:00 Castle 1 (Panel)

The recent unsettled weather in the UK highlights the effects of Global Climate Change. Should we continue to try to mitigate these effects, or simply accept that the world is changing and we need to adapt to survive?

John Bray (M), David L Clements, Yvonne Rowse, John Meaney, Steve Lawson

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Neos meeting

11:00 – 12:00 Boardroom (Workshop)

Sunday's chance to meet one another, ask questions, and plan your day.

Clare Boothby, Duncan MacGregor

Where science meets art

12:00 – 13:00 Castle 1 (Panel)

A discussion on the relationships between mathematics, nature and art.

Alligator Descartes (M), Nicholas Jackson, Smuzz, Vincent Docherty, Jim Burns

The Year of the Doctor

12:00 – 13:00 Argyll 2 (Panel)

The recent trinity of "Doctor" episodes celebrated the past, present and future of Doctor Who. Long-term fans discuss why some seem more memorable than others.

DougS (M), Piers Beckley, Steve Lawson, Paul F Cockburn, Tlanti

Poetic licence

12:00 – 13:00 Argyll 1 (Panel)

Does poetry allow exploration of challenging issues concerning gender, race and identity in ways that prose cannot?

Ian Hunter (M), Donna Scott, Jo Fletcher, Susan Bartholomew, Amal El-Mohtar

Kaffeklatch – Dame Jocelyn Bell Burnell

12:00 – 13:00 Boardroom (Kaffeklatch; sign-up item)

LARP - Luna 1

12:00 – 14:00 Shuna (Game/Quiz)

Winter Hull, Stormlords

It's good to be bad - do villains have more fun?

13:00 – 14:00 Castle 1 (Panel)

This informal panel doesn't set out to analyse the battle between good and evil... but intends to focus on the appeal of villains in comic books, movies and the like with one example being Loki's popularity in Avengers Assemble and the Thor movies.

Tlanti (M), Alice Lawson, Misha Sumra, Tony Keen, Ming Looi

The George Hay Lecture

13:00 – 14:00 Argyll 2 (Solo Talk)

Professor Andy Miah (University of the West of Scotland) presents his talk on "How to Make Your Own Superhero: Science, Morality, and the Politics of Human Enhancement". Introduced by Edward James.

Edward James (M), Andy Miah

Red planets

13:00 – 14:00 Argyll 1 (Panel)

The panel discuss politics in science fiction and fantasy.

Martin McGrath (M), Traci Whitehead, Juliet E McKenna, Ken MacLeod, Nicholas Whyte

Kaffeklatch – Jim Burns

13:00 – 14:00 Boardroom (*Kaffeklatch; sign-up item*)

Tribble Pursuit

13:00 – 14:00 Barra/Jura (*Game/Quiz*)

A fun-filled family game. You answer questions from six science and SF-related categories in order to collect tribbles. The winning team will be granted ownership of the much coveted Grand Supreme Tribble.

Tig (M)

Art auction

14:00 – 16:00 (or later) Castle 1 (*Other*)

Pat McMurray and helpers

The Great SF Scone Tasting

14:00 – 15:00 Boardroom (*Workshop; sign-up item*)

It's well-known that many fans are fond of the odd scone or two. Join this workshop to taste some of the scones on offer right now and compile a guide to the tastiest scones on the market. Feel free to bring your own beverage.

Morag O'Neill, Catriona Beel

Humans are weird

14:00 – 15:00 Barra/Jura (*Solo Talk*)

SF often assumes that humans are the default setting, so many aliens are just thinly disguised versions of us. But humans do things in all sorts of strange and bizarre ways. What aspects of human biology are bonkers and would have aliens scratching their heads in bemusement?

Dr Bob

Improvisation for Actors

14:00 – 16:00 Shuna (*Workshop; sign-up item*)

New & Improved Improv workshop! Your usual chance to make up silly scenes but Now! with added new games! Win! a chance to perform in David Wake's "Improvisation for Writers" talk tomorrow!

Dawn Abigail, David Wake

GoH Talk: John Meaney - Still two cultures?

14:30 – 16:00 Argyll 1 & 2 (*Solo Talk*)

Six decades after C.P.Snow's denunciation of the sciences-humanities split, does the educational divide remain? And what does the new "computational thinking" bring to the debate? What *is* computational thinking, anyhow?

John Meaney

Make your own sock puppet

15:00 – 17:00 Boardroom (*Workshop*)

Create your very own sock puppet to take home, or indeed to bring along to the Scottish Falsetto Sock Puppet Theatre performance this evening.

Eira Short



Eurocon 101

15:00 – 16:00 Barra/Jura (Panel)

A panel to raise awareness about Eurocons in general, and provide more information on Shamrockcon, the 2014 Eurocon in particular.

Carolina Gomez Lagerlof (M), Martin Hoare, Dave Lally, Bridget Wilkinson, Lost Car Park

GoH Talk: Dame Jocelyn Bell Burnell, Openings in astronomy - puzzles and opportunities

16:00 – 17:30 Argyll 1 & 2 (Solo Talk)

The Great British north-south divide discussion

16:00 – 17:00 Barra/Jura (Panel)

Would Eastercon continue in its present format if Scotland becomes an independent nation? What will happen north of Watford if 'Big Conventions' continue to favour London as a venue?

Kate Keen (M), KSimes, Dave Lally, Duncan MacGregor, Alice Lawson

A beginners' guide to self-publishing and print-on-demand

16:00 – 18:00 Shuna (Workshop)

If you are thinking of exploring the world of self-publishing, join this beginners tutorial with authors F. T. Barbini (<http://www.ftbarbini.com>) and D. Row (<http://www.astrodragon.co.uk>). From tax matters, e-publishing and PoD, to marketing ideas.

Dave Row, Francesca-Rinoa-Barbini

Pigeons of London

17:00 – 19:00 Boardroom (Workshop)

Can you thread a needle? If not we will do it for you. Can you sew an overstitch? If not we'll teach you how. Ever wanted to poison Pigeons in the Park? First you have to make them. Come along to the workshop and help us populate the Worldcon with London Pigeons.

Serena Culfeather

Loncon tea party

17:00 – 18:00 Barra/Jura (Extravaganza)

Join Loncon 3 for some afternoon tea.

Sir Terry Pratchett - a Celebration

17:30 – 19:00 Argyll 1 & 2 (Panel)

Archchancellor Jamescully leads some of our chief Wizards – Bursar Paul, Dean John, Senior Wrangler Steve and Juliet Weatherwax – in an appreciation of the works of our Special Guest. Oook!

Edward James (M), Paul van Oven, John Meaney, Juliet E McKenna, Steve Lawson

Yet more inadvisable rocket science

18:00 – 19:00 Castle 1 (Solo Talk)

Another instalment of concepts, tests and hardware that show that rocket science isn't as easy as many attempting it think. All of it was, at one time, thought to be a good idea. Nowadays though, not so much.

Phil Wellings

Good practice in editing and reviewing

18:00 – 19:00 Barra/Jura (Panel)

Experienced practitioners - both amateur and professional - discuss styles of editing and reviewing, and try to identify best practice.

Gillian Redfearn (M), Jack Deighton, Ruth E.J. Booth, Marcus Gipps, Michelle Drew

Werewolf

18:00 – 19:00 Shuna (Game/Quiz)

The village of Much Lynching is beset by werewolves! Using logic and deduction, discover who is cursed and save the innocent... or, wield rumour and false accusations to deflect suspicion and devour your prey! (And further your vendettas. Mustn't forget the vendettas...)

Lime Green

Redemption 2015 presents 'Man of Iron'

19:00 – 20:00 Castle 1 (Other)

'Man of Iron', a Blake's 7 script written by actor Paul Darrow, is a regular highlight of the Redemption programme. Not a dry leg in the house!

Stevie Carroll (M), Misha Sumra, Lesley McIntee, Heather Turnbull, Miri Moss, Lexin, Tianti, David Wake

The BSFA Award Ceremony/James White Award Ceremony

19:00 – 20:00 Argyll 1 & 2 (Extravaganza)

The annual BSFA Awards as voted for by members of the BSFA and Eastercon for Best Non-Fiction; Best Art; Best Short Fiction and Best Novel. Also, the James White Award: results of the competition to find the best short story by a non-professional writer for 2013.

Donna Scott (M), Martin McGrath (M), Farah Mendlesohn (M), Andrew J. Wilson, Alice Lawson, Jim Burns, Steve Lawson, Dame Jocelyn Bell Burnell, Stephanie Saulter

The weird stuff in cocktails

19:00 – 20:00 Boardroom (Workshop; sign-up item)

Cocktails traditionally have a dash of this and a splash of that - often weird and wonderful ingredients. Fran hosts an interactive tour of traditional and modern flavourings. Over-18s only.

Fran Dowd

How do they get out of that?

19:00 – 20:00 Barra/Jura (Game/Quiz)

Cinema Serials of the 30s, 40s and 50s were famous for their bizarre cliffhanger resolutions. Can you guess how Flash Gordon escapes the clutches of Ming or how John Wayne learns to act? Does feature the Orangapoid.

Munchkin

Planet Scotland

20:00 – 22:00 Castle 1 (Reading)

Live performances of the best new Scottish SF and fantasy featuring established and up-and-coming talent from the Word Dogs and Writers' Bloc spoken-word performance groups.

Andrew J. Wilson (M), Neil Williamson (M)

LARP - Luna 1

20:00 – 22:00 *Shuna (Game/Quiz)*

Winter Hull, Stormlords

Scottish Falsetto Sock Puppet Theatre

20:30 – 21:30 *Argyll 1 & 2 (Extravaganza)*

Earth's funniest footwear bring their 5-star sci-fi themed show to Satellite 4. WARNING May contain sweary words.

Kev F. Sutherland (M), Left Sock, Right Sock

Meet the Dysprosium committee

21:00 – 22:00 *Barra/Jura (Panel)*

Come and meet us, tell us what you'd like to have at YOUR con, volunteer to help, rave about how wonderful our guests are, eat cake, and most importantly, buy memberships!

Judi Hodgkin (M)

Improbable Truth

22:00 – 23:00 *Barra/Jura (Game/Quiz)*

Panelists seek to hide just one or two facts amidst a mass of misinformation.

Dave Ellis (M), Eve Harvey, DougS, Ian Sorensen, Tony Berry

Filk

22:00 – "late" *Shuna (Other)*

Disco - The Modern Prometheus

22:30 – "late" *Argyll 1 & 2 (Extravaganza)*

Our disco marks the 40th anniversary of 'Young Frankenstein', and is themed on The Modern Prometheus. Frau Blücher (neigh)!

Blake's 7 Wobblevision

23:00 – 00:00 *Boardroom (Workshop)*

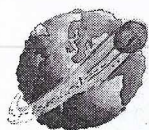
Help Steve re-create an episode of the classic TV series.

Steve Rogerson

The Satellite 4 magic lantern show

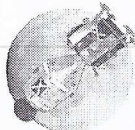
23:00 – "late" *Barra/Jura (Other)*

Check door for further details.



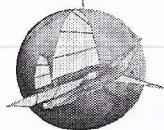
Satellite 1

October 2007



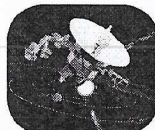
SATELLITE 2

JULY 2009



Satellite 3

February 2012



Satellite 4

Easter 2014



Satellite 5

February 2016

Programme – Monday

Science Fact meets Science Fiction

10:00 – 13:00 *Castle 1 (Solo Talk)*

University of Strathclyde mini-symposium. Talks by Dr Mark Haw on 'Frankenstein 2.0', Dr Daniel Oi on 'No Information Without Representation!', and Dr John Levine on 'Artificial Intelligence and Video Games'.

Was there really a Victorian internet?

10:00 – 11:00 *Argyll 2 (Solo Talk)*

The story of the 19th century visionaries who decided to span the Atlantic with an undersea telegraph cable, and how this evolved over the next 150 years into today's worldwide fibre optic communications network.

Bill Burns

Great Expectations, or Dealing with Unreasonable Fannish Demands

10:00 – 11:00 *Argyll 1 (Panel)*

Conrunners discuss the evolution of fannish expectations, from a time when it was appreciated that Cons were run by amateur volunteers, and a few logistical hiccups were accepted, to modern demands of essentially a professional conference level of service.

Michael Davidson (M), Gareth Kavanagh, Lesley McIntee, Alice Lawson, Steve Lawson

Feedback session

10:00 – 11:00 *Boardroom (Other)*

Members of the committee will be available to receive your comments.

The Great GoH Rumble

10:00 – 12:00 *Barra/Jura (Other)*

A demonstration featuring two very different martial arts - karate and aikido - by our GoH John and Juliet.

John Meaney, Juliet E McKenna

Space Birds

10:00 – 12:00 *Shuna (Workshop)*

Come along to our art workshop and splash some paint around. In honour of our albatross mascot, let your imagination go wild on the theme of 'space birds'. Prizes for adults and children.

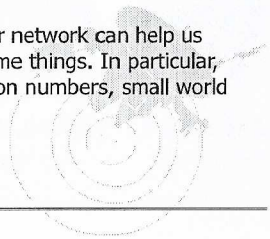
Alligator Descartes

Networks and small worlds

11:00 – 12:00 *Argyll 2 (Solo Talk)*

This talk looks at how the mathematical structure of a graph or network can help us understand the fundamental interconnectedness of at least some things. In particular, Nicholas will discuss the Bridges of Königsberg, Erdős and Bacon numbers, small world networks, and road traffic networks.

Nicholas Jackson

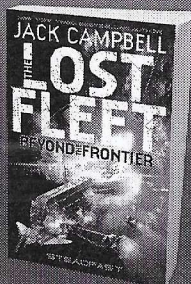


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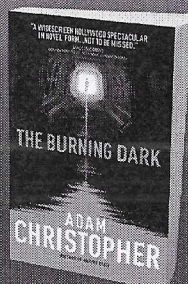
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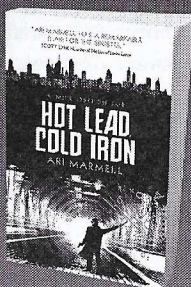
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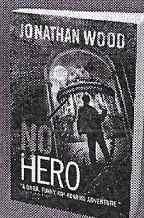
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Improvisation for writers. Planet Not: the secret of the formula

11:00 – 12:00 Argyll 1 (Solo Talk)

A chaotic look at writing story structure with improvisers providing insightful and directly relevant examples - hopefully. Traditionally the worlds of improv theatre and solitary fiction writing are opposed. This item will attempt to prove otherwise with entertainment and explanation.

David Wake, Dawn Abigail

Neos meeting

11:00 – 12:00 Boardroom (Workshop)

A final chance to meet one another, ask questions, and plan your day.

Clare Boothby, Duncan MacGregor

GoH Jim Burns

12:00 – 13:00 Argyll 2 (Interview)

Interviewed by Vincent Docherty.

The most successful space mission ever?

12:00 – 13:00 Argyll 1 (Panel)

Four panelists each try to convince the audience that their chosen space mission was the most successful ever, featuring the Apollo moon landings, the Herschel infrared telescope, the Soviet Luna 3 mission, and our very own convention Spacecraft of Honour, Voyager.

Clare Boothby (M), Colin Harris, Andrew Patton, David L Clements, Angela Blackwell

The road goes ever on-on!

12:00 – 13:00 Boardroom (Other)

The Hash House Harriers, sometimes described as 'a drinking club with a running problem', invite you to do some social running. Definitely non-competitive, short-cutting is allowed (and is sometimes encouraged) so that everyone finishes up at around the same time.

Rhionnach, Audrey

Finding Uranus

12:00 – 13:00 Barra/Jura (Game/Quiz)

It lives! The space trivia/blind man's buff game that wouldn't die! Yet another excuse to shout lots and bump into stuff, provided by Mad Elf and Co.!

Mad Elf

LARP - Luna 1

12:00 – 14:00 Shuna (Game/Quiz)

Winter Hull, Stormlords

Has steampunk gone off the boil?

13:00 – 14:00 Castle 1 (Panel)

The panel reviews the state of Steampunk. Is its popularity still growing, or is interest declining as it becomes more established as a genre?

Pat McMurray (M), Mr Peter Harrow, Jack Deighton, Amal El-Mohtar, Patricia Ash

Ration roulette: international ration pack dining.

13:00 – 14:00 Boardroom (Workshop; sign-up item)

Over the years, for various hobbies, Ming has had the opportunity to try a variety of ration packs from around the world and even amassed a small collection. If you've ever had a morbid curiosity about just what is in these things and want to actually try some, this is your chance!

Ming Looi

Universally Challenged

13:00 – 14:00 Barra/Jura (Game/Quiz)

Science, science fiction and fantasy version of the popular TV quiz show.

Christine Davidson

GoH Alice and Steve Lawson

13:30 – 15:00 Argyll 1 & 2 (Solo Talk)

Interviewed by Eve and John Harvey.

Women's Problems

14:00 – 15:00 Castle 1 (Solo Talk)

An exploration of obstetrics and gynaecology in science fiction, and lack of it, and a speculative look at the future to hopefully inspire some.

Sacha Haworth

Managing your on-line presence for Apocrypha

14:00 – 15:00 Barra/Jura (Panel)

Satellite conventions' traditional all-apocrypha panel this time looks at the task of managing one's on-line presence. Apocryphal members compare notes and consider strategies for ensuring one's minion(s) maintain one's prominence in electronic media.

Morag O'Neill (M), Roger<Beep> (M), Feorag NicBhríde, Lucas T Bear, Zoe Sumra, Zephyr Beeblebear, Batty Culfeather-Wilson, Serena Culfeather, Catriona Beel, Harold Beel, Fluff

Chaos modelling workshop

14:00 – 16:00 Shuna (Workshop)

Build an interstellar colony ship from odds and ends, and enter it in the race to the stars. Prize for the most 'rubbish' entry!

Alex Holden

Increasing the fannish gene pool

15:00 – 16:00 Castle 1 (Panel)

This panel discusses the challenges involved in increasing the pool of programme volunteers at conventions.

Michael Davidson (M), Steve Rogerson, Fran Dowd, Christine Davidson, Tim Kirk

Early science fiction writing

15:00 – 16:00 Barra/Jura (Panel)

You will all be familiar with HG Wells and Jules Verne, but have you read Lucian of Samosata? What about Bishop Francis Godwin? And you'll have heard of Cyrano De Bergerac - but did you know he was an SF writer? This panel traces the early progress of

Science Fiction from roots in Ancient Greece and Rome, through the Middle Ages and up to the nineteenth century.

Mark Meenan (M), Marcus Rowland, David Dryden, Heather Turnbull

Give us a Sci Fi clue

15:30 – 16:30 Argyll 2 (Solo Talk)

Interactive science show re-enacting memorable moments from your favourite Sci-Fi books and films.

Jon Davies

Exoplanets

16:00 – 17:00 Castle 1 (Solo Talk)

The planets of other stars have long been a staple of SF stories. But what's the reality?

Andrew Patton

Final feedback session

16:00 – 17:00 Barra/Jura (Workshop)

A chance to tell the incoming Eastercon committee what you particularly liked about Satellite 4, or suggest areas for improvement.

Tim Kirk

Still Game

16:00 – 17:00 Shuna (Game/Quiz)

Round off the convention with a trip back to your childhood, taking part in some silly party games.

Esmerelda

Closing Ceremony

17:00 – 18:00 Argyll 1 & 2 (Extravaganza)

Upcoming conventions

18:00 – 19:00 Barra/Jura (Panel)

So Satellite 4 is over, but come along and find out what future conventions are up to.

Dead Laika Party

20:00 – "late" Argyll Foyer (Extravaganza)

The convention winds down. Help us kick back, finish the real ale and start looking forward to Loncon 3.

The Satellite 4 magic lantern show

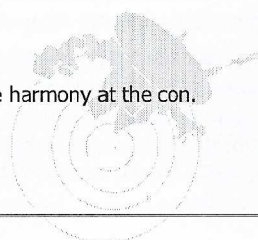
20:00 – "late" Barra/Jura (Other)

Check door for further details.

Filk - the Coda

21:00 – "late" Shuna (Other)

For those filkers with any voice left. A last chance to sow some harmony at the con.



A Newcomer's Guide to Eastercon

If you're new to Eastercons, you might find lots of unfamiliar words floating around. We've put together this guide to try to make things less confusing. Every Eastercon is slightly different; not all the events listed here will run at every Eastercon.

Clare and Duncan (Neo Mum & Neo Dad)

apocryphal membership – convention memberships for non-sentient beings, e.g. teddy bears

art show / art auction – a display of art by fans and SF/fantasy artists. If you want to go and see the art show, go early in the convention; it will close before the last day so that works can be sold. Usually most but not all of the works in the art show are for sale, most by auction but there may also be prints which you can buy on the spot. If you're interested in bidding on something that's up for auction, check the rules for bidding with the art show staff. You may need them to make you an account. You should write a bid on the bid sheet next to the artwork, and then consider going to the auction if you're keen. If you don't want to go to the auction, you will need to drop by the art show later to see if you won the auction. Ask the art show staff if you need help with any of this – they have will have a desk in the art show room.

badge name – the name you would like to be known as at the con, which is printed on your membership badge. It doesn't have to be your full real name, it could be a nickname or online name or just your first name, for instance. To avoid confusion it helps if it's something you do actually use as a name!

beebledbear – a two-headed, three-armed teddy bear named for Zaphod Beeblebrox in the *Hitchhiker's Guide to the Galaxy*.

Beyond Cyberdrome – a Robot Wars style battle between home-made robots.

bid – a proposal to run an Eastercon by a group of people who intend to form a con committee.

bid sheet – a piece of paper in the art show which allows you to bid to buy a work of art.

bid session – a slot in the programme for deciding who will run the next Eastercon (or at least, the next one that's not already been decided yet; usually they're decided on 2 years in advance). Groups of people interested in the job present their plans, and the audience can ask questions before voting on which group should run it.

BSFA – the British Science Fiction Association, a membership organisation for SF fans which (among other things) organises talks, publishes magazines, and runs the BSFA awards.

BSFA awards – annual awards run by the BSFA, for SF, art, and SF-related non-fiction. Nominees are suggested by and voted on by members of the BSFA and Eastercon attendees. Look for the voting form in your con bag.

BSFA lecture – an annual lecture organised by the BSFA which invites a working academic from the arts and humanities to give a talk on “a subject that is likely to be of interest to science fiction fans”. See also the George Hay lecture.

Chaos costuming – a drop-in-and-make-a-costume facility (and useful resource for costume finishing and repairs).

Clarke award – an annual juried award given for the best science fiction novel first published in the United Kingdom during the previous year. The shortlist is often announced just before Eastercon, and Eastercon runs a Not-the-Clarks panel where previous judges discuss the books in detail and try to decide which will win.

closing ceremony – the official closing of the convention, though programme items may well continue past this (for instance the dead dog party). Expect announcements, awards, and lots of thankyou.

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committee – the group of people in charge of running the convention. Like all the rest of the Eastercon staff and helpers, they're fan volunteers working in their spare time, not professional convention runners.

con – short for 'convention'.

con bag / con pack – a bag full of goodies given to you when you arrive at the convention. It will definitely include a ReadMe and may also include other useful information about the con, voting forms, hall tokens, freebies, flyers from publishers or societies, etc. etc.

con bar – a bar for convention attendees only. It usually has better prices than the hotel bar and a different range of drinks, including real ale and cider.

DCM – Duty Committee Member. At any given time, the convention will have someone (usually a committee member) on duty as officially in charge of the convention, in case any problems arise or official decisions need to be taken. The DCM will wear something obvious for ease of identification, often a garish sash but maybe a waistcoat, badge, rosette, hat... Usually, the ReadMe will tell you what to look out for.

dead dog party – a low-key party on the last night of the con, after it has officially closed, to wind down and help drink up any beer that might be left!

Dealers' room / dealer tables – stalls full of things to buy – books, comics, jewellery, art, T-shirts, and so on. You can also find out about societies and other conventions at the fan tables which are either in the dealers' room or nearby. See the ReadMe for opening times.

Doc Weir award – An award voted on by Eastercon members and given to a fan who is regarded as having contributed greatly to fandom without receiving sufficient recognition for their efforts. A sort of 'unsung hero' award.

Eastercon – the British national science fiction convention, held at Easter. Each Eastercon (or bid for an Eastercon) has a name of its own too, e.g. Satellite 4 (the 2014 Eastercon), Dysprosium (the bid for the 2015 Eastercon)

Eurocon – a convention which roams around Europe and is usually attached to a large convention in the host country. This year it is in Dublin. ESFS – the European Science Fiction Society. ESFS Awards – these are given every year at the Eurocon for categories including fiction, art, fanzines translation and best promoter of SF.

fan auction / fan funds auction – an auction of things, sensible and silly, in support of fan funds such as TAFF and GUFF.

fanfic / fan fiction – fiction about characters or worlds written by fans who are not the original authors of the setting. See also slash.

fan funds – organisations set up to fund fans travelling to other parts of the world, to promote exchange between fan cultures in different countries.

fan lounge – a space for sitting, reading, talking, and meeting people. It may have interesting fannish displays, for instance of fanzines or upcoming conventions, and some of the fan programme may be held in here.

fannish – of or relating to fans or fandom.

fan programme – a stream of programme items relating to fandom somehow. For instance, individual items might be about running or visiting conventions, writing fanzines or fanfic, reviewing books or TV series, the history of fandom, or just general fun and games.

fan tables – tables in or near the dealers' room where conventions and societies have stalls.

fanzine – a self-published magazine (paper or online) written by a fan or fans, containing reviews, convention reports, fiction, letters, etc. etc.

filk / filking – songs with SF/fantasy/fannish themes, sometimes original but often existing songs with new lyrics. (The word 'filk' comes from a misspelling of 'folk singing' many years ago.) Filking is the word for singing or performing filk songs. Filk gatherings usually happen in the evenings, and take the form of a circle of participants who take it in turns to sing songs. Spectators are usually welcome!

games room – a room full of board games. There may be some scheduled games which require people to sign up in advance, but otherwise just turn up and see who wants to play a game.

George Hay lecture – an annual lecture organised by the Science Fiction Foundation which invites a working academic to give a talk on a science-related theme. See also the BSFA lecture.

GoH – Guest of Honour, a guest of the convention, usually a writer, artist, editor, scientist, or fan, whose work the convention has chosen to celebrate.

gopher – a volunteer who is helping out the convention in some way, maybe fetching and carrying, rearranging rooms, helping the art show staff, stewarding, collecting drinks for programme participants, or any of the dozens of little jobs that help a convention run smoothly. If you'd like to help out, volunteer at the gopher hole or at one of the gopher briefings in the programme. Gophers are rewarded for their time with groats, vouchers that can be spent in the bar or the dealers' room.

gopher hole – a staff room for gophers.

gopher mum / gopher dad – the person or people in charge of recruiting gophers and giving them tasks. Traditionally gopher mums are male and gopher dads are female.

gopher reward token – see groat

green room – Programme participants gather in the green room before their items to meet their fellow participants. Green room staff are responsible for getting programme participants to where they need to be, on time and with a drink.

gripe session – a timetabled session for reporting small annoyances to the committee. If you have a large or urgent problem, don't wait for a gripe session, go and see ops instead.

groat / GRT / gopher reward token – vouchers given out by con staff as a thankyou to gophers and other volunteers. Groats can usually be spent in the bar or the dealers' room. Usually the longer you volunteer for the more groats you earn. Some conventions encourage volunteers to save up their groats towards exciting things like staff T-shirts.

GUFF – a fan fund for sending European fans to visit Australia and vice versa. GUFF either stands for the Get Up-and-over Fan Fund when northbound, or the Going Under Fan Fund when southbound.

hall costumes / hall costume tokens – costumes worn around the convention, rather than at the masquerade. On some of the days of the convention (see the ReadMe for when) there will be a competition running for best hall costume. You can vote by giving one of your hall costume tokens (look in your con bag for these) to people whose costumes you want to vote for.

Hugo awards – a set of annual awards for SF and fantasy works, voted on by members of Worldcon. The finalists for a given year are usually announced around Easter.

Kaffeeklatsch – a gathering where a small group of people meet a writer/artist/etc. for coffee and a chat. You can't just turn up to a Kaffeeklatsch, you need to sign up in advance. Consult the ReadMe for how to do this.

masquerade – a costume competition or presentation where fans present costumes they have made, either straightforwardly or as part of a skit or other performance.

moderator – the person in charge of a panel discussion, who introduces the participants, takes questions from the audience, and keeps the discussion running smoothly.

neo helpers – people who are happy to orient and answer questions from new members. See the ReadMe for how to identify them.

neo mum / neo dad – the person or people responsible for providing information, advice and an approachable first point of contact to new fans.

new members sessions – a place to ask questions and get assistance with working out how to get the most out of the convention.

newsletter – an irregular newsletter summarising news from around the convention and announcements from the committee.

not-the-Clarkes – a discussion of the Clarke award nominees by several past judges. A good source of book recommendations if you're short of something to read!

opening ceremony – the official opening of the convention, where the committee introduce the Guests of Honour and the themes of the convention, and highlight some of the exciting things there will be to do.

ops – operations, the organisational hub of the convention, in charge of keeping the con as a whole running. If you have a problem, go to ops. See the ReadMe for where to find it.

panel / panel discussion / panel item – the format for many of the items on the programme. Several people with an interest or experience in the panel's subject matter discuss a given topic. A moderator keeps everything running smoothly and gives the audience a chance to ask questions, usually at the end. You can just turn up to panel items, no need to book first.

pink sheets – a notice produced each morning by the at-con programme team showing what changes have had to be made to the day's programme. Sometimes printed on pink paper and referred to as a pink sheet.

pre-supporting membership – memberships sold by a bid, to raise money for promoting the bid and to allow fans to show their support.

programme – lots of exciting things organised by the committee for your entertainment. Most things you can just turn up to, but you may need to book in advance for workshops and Kaffeeklatsches and sometimes demonstrations. Also look out for the new members' sessions, your chance to come and ask questions. See the ReadMe for details. Keep an eye out for last-minute programme changes advertised in the newsletter and on notices around the con.

prozine – a professional fan magazine. See also fanzine.

ReadMe – a booklet explaining what's what at the con. It will include details of the programme, opening times for the art show and the dealers' room, where to find food and drink, how to book for bookable things, where to find a cash machine, what to do if you have a problem, what to do if you want to volunteer, and all sorts of other useful things.

registration – the front desk of a con, where you should go to when you first arrive in order to collect your membership badge and con bag.

room party – a small late night party in someone's hotel room.

Science Fiction Foundation – an organisation which aims to promote science fiction. Among other things, it publishes an academic journal, owns a literary collection at the university of Liverpool, organises conferences, and publishes books.

SF – abbreviation for 'science fiction'.

slash / slash fiction – a specific type of fan fiction, concentrating on same-sex romantic or sexual relationships between characters.

supporting membership – a type of convention membership for people who can't attend a particular con, or aren't sure they can, but still want to support the con. They can usually be upgraded to a full attending membership later if desired. Supporting members get copies of the con publications and (usually) voting rights. For instance, some people join Worldcon as supporting members so that they can vote on the Hugo awards.

TAFF – a fan fund, the Trans-Atlantic Fan Fund, for sending European fans to visit North America and vice versa.

tech / tech crew – the people who keep the audiovisual and computery parts of the convention running.

volunteering – helping out the convention in some way, maybe as a gopher or tech crew or in ops or the green room or art show or newsletter... There are many opportunities for helping; if you'd like to get involved then talk to one of the existing volunteers when they're not busy.

workshop – a general term for an interactive programme item with a small number of people. Usually you can't just turn up to these, but have to book in advance.

Worldcon – the annual World Science Fiction convention. The next Worldcon is in London in August (Loncon 3, 14-18 August 2014, www.loncon3.org). It only comes to the UK about once a decade so grab the chance while you can!

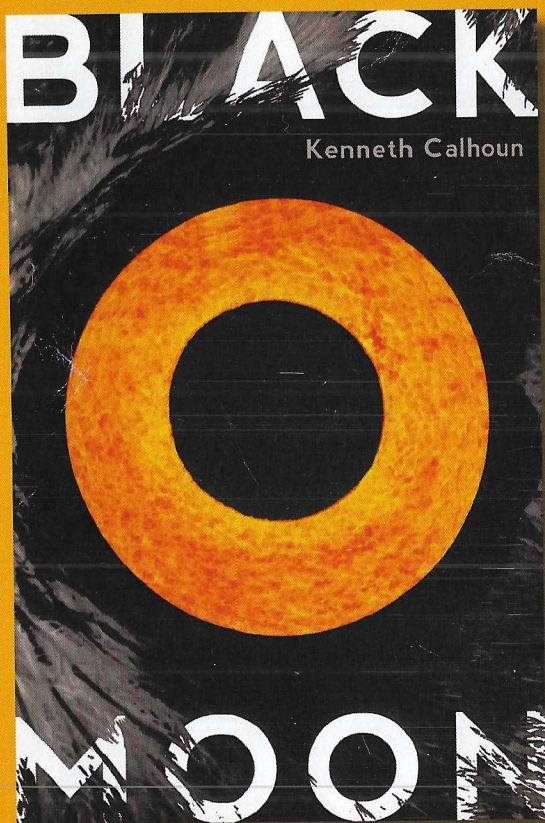
ZZ9 – ZZ9 Plural Z Alpha, a fan club for Douglas Adams' *The Hitchhikers Guide to the Galaxy*.

Written by Clare Boothby, with much-appreciated contributions from: the Satellite 4 committee (Eastercon 2014), Owen Dunn, Alex Holden, Ian Jackson, Duncan MacGregor, and Carrie Mowatt.

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**A WORLD DRIVEN TO
THE BRINK OF EXHAUSTION.**

A WAKING NIGHTMARE.



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