



## PROGRESS REPORT 4

# Table of Contents

CHAIR'S WELCOME .....	3
5-DAY, 1-DAY, AND ONLINE MEMBERSHIP RATES & TYPES .....	7
CURRENT MEMBERSHIP NUMBERS & PROJECTIONS .....	8
BADGE PICK-UP POLICY .....	9
COMMUNITY FUND DONATIONS .....	9
SPONSORSHIPS .....	10
ADVERTISING WITH GLASGOW 2024 .....	10
ADVERTISING RATES GLASGOW 2024 SOUVENIR BOOK .....	11
FAN FUNDS	
Sandra Bond .....	12
INTERVIEW WITH THE THREE BLACK HALFLINGS	
Ed Fortune .....	14
WHAT WE'RE UP TO (Division & Department Updates) .....	19
ARTSHOW, DEALERS & DISPLAYS .....	19
EVENTS .....	19
Glasgow 2024 Major Events & Performances .....	19
Opening, Closing, & Hugo Award Ceremonies .....	20
Masquerade, Costuming, & Cosplay .....	20
Music and Theatrical Performances .....	21
Nothing, Nowhere, Never Again .....	22
Dances & Discos .....	23
The Memorial Garden .....	24
Dartmoor Mythic Arts — by Terri Windling .....	26
FACILITIES .....	28
Map – Scottish Event Campus (SEC) Site Plan .....	28
Map – Hotels .....	29
LOGISTICS .....	30
MIMO .....	30
MEMBER & STAFF SERVICES .....	30
Accessibility Services .....	30
Childcare .....	30
Community Fund .....	31
Glasgow 2024 Listeners Team .....	31
Volunteers .....	32
PROGRAMME .....	33
PROMOTIONS .....	35
Con Presence .....	35
Merchandise .....	35
Social Media .....	36
Blog .....	36
Happy April Fools Day From Glasgow 2024 .....	37
BRITISH WORLDCONS: THE CAPITAL YEAR – LONDON IN 2014	
Claire Brialey and Mark Plummer .....	38
ABOUT THE COVER	
Chris Baker (Fangorn) .....	41
PHOTO AND ILLUSTRATION CREDITS .....	42

# Where to Find the Latest Info

See our policies online at:

<https://glasgow2024.org/about/policies/>

For getting a membership:

<https://glasgow2024.org/for-members/memberships-and-tickets/>

To upgrade your membership or see current membership pricing:

<https://registration.glasgow2024.org/login>

To advertise with us:

<https://glasgow2024.org/publications-press/publications/>

Want to volunteer?

<https://glasgow2024.org/for-members/volunteering/>

We have all the cool merch!

<https://glasgow2024.org/for-members/merchandise>

Where to find us online?

<https://glasgow2024.org/social-media/>

Have a specific question?

<https://glasgow2024.org/about/contact/>

**For general enquiries please  
email  
[info@glasgow2024.org](mailto:info@glasgow2024.org)**

## Art, Dealers, and Displays

Website:

<https://glasgow2024.org/whats-on/art-show-dealers-and-displays/>

Enquiries: [Exhibits@glasgow2024.org](mailto:Exhibits@glasgow2024.org)

Art Show: [Artshow@glasgow2024.org](mailto:Artshow@glasgow2024.org)

Dealers: [Dealers@glasgow2024.org](mailto:Dealers@glasgow2024.org)

Displays: [Displays@glasgow2024.org](mailto:Displays@glasgow2024.org)

General questions about Art Show, Dealers and Displays: [add@glasgow2024.org](mailto:add@glasgow2024.org)

## Other useful contacts

Member Services: [mss@glasgow2024.org](mailto:mss@glasgow2024.org)

Accessibility Team: [accessibility@glasgow2024.org](mailto:accessibility@glasgow2024.org)

Code of Conduct: [coc@glasgow2024.org](mailto:coc@glasgow2024.org)

Membership information: [Registration@glasgow2024.org](mailto:Registration@glasgow2024.org)

How to get involved with Programme:

To become a programme participant or make a programme suggestion, please send email to [programme@glasgow2024.org](mailto:programme@glasgow2024.org). Note that programme development is well underway and we cannot guarantee responses to requests submitted after April 15.

# Chair's Welcome



## Under six months to go!

Time moves ever on, as do our teams, and so does everyone's excitement! This is reflected in our membership numbers: we had a bumper number of new members sign up in January and then February continued to see membership exceed expectations and we look forward now to 7,000 members joining us. We are delighted that so many people want to join us at Worldcon in Glasgow. Now that we have announced day and weekend rates, we hope even more people will be able to attend, whether that's in-person or online - or both!

Our volunteers continue to work incredibly hard to build the best convention possible. I've already spent two long weekends in Glasgow; once to an in-person committee meeting, and once to take part in Programme's major working weekend, connecting with team members from around the world. There is an incredible amount of excitement

building. I was very impressed at the ideas, participants, and energy that our programme team gathered, most especially through the integration of our vision to be Imaginative, Inclusive and Caring into the programme ideas flying about around me! We can't wait to share the final results with you all.



Making decisions during the Programme meeting in February



The Armadillo auditorium



At the meeting in January

The committee meeting also went very well. I arrived a day early and was able to visit the free organ recital at the Kelvingrove Museum, as well as visiting the remains of a Roman bathhouse in Bearsden, a Glasgow suburb. I have wanted to see the recital for a while – it happens every day at 1pm and lasts half an hour. Seating is provided and two screens to either side of the massive organ (!) show the organists' feet and hands as they play. Pulling out all the stops indeed!



Brrrr! The ruined Frigidarium at the bath house in Bearsden

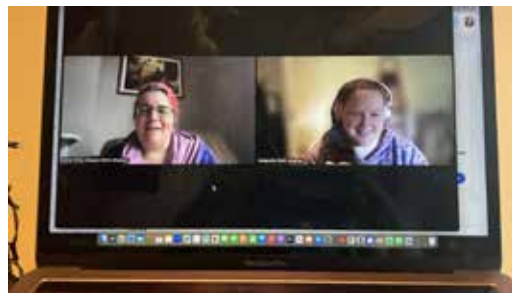


Kelvingrove Museum in the rain

But, back to the convention! The hard work of the committee and programme teams is matched by exciting work being undertaken by our Events team and the Art Show, Dealers and Displays team. We will have a plethora of things for you to experience throughout the convention, from things you expect to see to total surprises.



The Roman Baths at Bearsden (image by Nicholas Whyte)



The weekly Chair and Vice Chair meeting between myself and Marguerite Smith. Pyjamas essential!

In this PR we have a series of updates, and I hope that you like what we are doing. Here are highlights of what we've been working on since PR3 was released in January 2024.

### **Hugo, Astounding, and Lodestar Award Nominations**

As I'm sure many of you are aware, the Hugo Awards have not run smoothly recently, and it would be remiss of me not to address this. However, first the good news.

By the time you read this, we will have gathered all of the Hugo, Astounding and Lodestar nominations and will be busy working on tabulating the list of finalists. This Progress Report is due to come out right around when we make this announcement, so we might even have released the 2024 list. We will also make this announcement in person at this year's Eastercon. As stated below, we will also immediately publish the reasons for any disqualifications of potential finalists, and any withdrawals of potential finalists from the ballot. I am sure our Events team and WSFS team will work tirelessly to ensure we celebrate the amazing creators and works democratically, respectfully, and spectacularly.

Unfortunately we hit a snag with our awards nomination process when it first opened at the end of January, and this resulted in our closing nominations briefly. I am grateful for everyone's patience while we resolved this.

The Hugo nominating statistics from the 2023 Worldcon in Chengdu, China were released at the end of January, and there was much ensuing confusion and anger at decisions made by that team. At Glasgow 2024, we have no more knowledge than what's public, and have already made our statement about these events. However, I would like to repeat the pertinent parts of that statement here:

As Chair of Glasgow 2024, A Worldcon for Our Futures, I unreservedly apologise for the damage caused to nominees, finalists, the community, and the Hugo, Lodestar, and Astounding Awards.

I acknowledge the deep grief and anger of the community and I share this distress.

I, and Glasgow 2024, do not know how any of the eligibility decisions for the Hugo, Lodestar and Astounding Awards held at the 2023 Chengdu World Science Fiction Convention were reached. We know no more than is already in the public domain.

At Glasgow 2024 we are taking the following steps to ensure transparency and to attempt to redress the grievous loss of trust in the administration of the Awards.

The steps we are committing to are:

1. When our final ballot is published by Glasgow 2024, in late March or early April 2024, we will also publish the reasons for any disqualifications of potential finalists, and any withdrawals of potential finalists from the ballot.

2. Full voting results, nominating statistics and voting statistics will be published immediately after the Awards ceremony on 11th August 2024.
3. The Hugo administration subcommittee will also publish a log explaining the decisions that they have made in interpreting the WSFS Constitution immediately after the Awards ceremony on 11th August 2024. Glasgow 2024 will continue to address this matter as we go forward as a Worldcon.

Glasgow 2024 will continue to address this matter as we go forward as a Worldcon and we hope to make more steps to rebuild the integrity and transparency of this process.

## **Hotel bookings**

Our hotel booking system is now open to all members with at least a WSFS membership and an attending supplement. This is available in your member portal, which you can reach here:

*<https://registration.glasgow2024.org/login-participant>*

If you need help with your booking and made it through our system, please contact the Glasgow Convention Bureau at [accommodation@glasgowconventionbureau.com](mailto:accommodation@glasgowconventionbureau.com).

The GCB are handling our hotel bookings, changes, extensions, and other queries. If you booked directly with the hotel or with a different third party and are experiencing any issues, please contact them for help. If you are unable to get the nights you want in the hotel that you require, please check availability with them as this is the best way to book shoulder nights, and they will be able to help you with any available rooms in our block reservation.

If you need accessibility help, including around your hotel room and location, please contact our Accessibility Team on [accessibility@glasgow2024.org](mailto:accessibility@glasgow2024.org).

## **Volunteering**

We have over 700 volunteers who've offered their time and skills, and are incredibly grateful to each of them. Very seriously, this is a massive undertaking and all help is very welcome - every task you can do or hour you can contribute is one more task or hour that gets completed. Without your help, we cannot make this happen. If you would like to help out, please read more on our website.

*<https://glasgow2024.org/for-members/volunteering/>*

Remember, you don't necessarily need to be a member to volunteer for pre-convention work. You will need the appropriate physical or online attending supplement if you want to volunteer at those specific events, but there is loads yet to do between now and then which need more help.

## **Looking forward**

On May 25–26, we will have an All-Staff gathering in Glasgow and online where everyone volunteering – or thinking about volunteering – is welcome. We currently expect close to 150 people. This is where we begin the last major push to the convention, and it is always such a thrill to see people come in and get excited about what they've worked so hard to put together – or, if they're new, get excited about what they're going to help make happen in just a couple of months.

We expect to have over 1,000 things for you to choose from at Glasgow. We have more space than the previous iterations of the Worldcon in Glasgow, and are working hard to deliver quality items for all of our members. We're also working on new and exciting aspects beyond the traditional convention panels, like tours of local attractions, additional workshops and safer spaces, spectacular exhibits, and of course our fan spaces for gathering and camaraderie.

We continue to strive to do our best, enthusiastic volunteers, dedicated to celebrating the fantastic with you and sharing the vision of Glasgow 2024 as Caring, Imaginative, and Inclusive.

We will have one more Progress Report, which will be packed full of helpful information, and which we aim to release about four weeks before the convention itself.

Esther

Are you yearning for some fannish fun...  
and a warm up to Glasgow 2024?

Then come to:



## FunCon 1:

Space leopards (probably) won't eat your face

We would love to welcome you to our inaugural FunCon convention  
in the Buxton Palace Hotel on 31 May – 2 June 2024.

Come along for fun, science, and science fiction! There will be panels,  
talks, workshops, games, and a ceilidh of joy and wonder.

Help us save the endangered space leopards, hear how to become an  
astronaut, make your own cuddly mutant toy, and much more!

**Join us at [funcon.lol](https://funcon.lol)**

# 5-Day, 1-Day, and Online Membership Rates & Types

By the time you are reading this article our prices will have increased for the last time before we introduce our At-Convention/Door prices of July 1st.

Our membership types for adults (anyone over 25 years old) are:

- **5-Day Adult Attending** - £230
- **5-Day First Worldcon Attending** - £165
- **5-Day Historically Underrepresented** - £165
- **5-Day Scottish Local Attending** - £150

We also have rates for young adults (aged 16 to 25 years old) and teenagers (aged 11 to 15 years old), these are:

- **5-Day Young Adult** - £135
- **5-Day Scottish/Local Y.A.** - £95
- **5-Day Teenage Attending** - £90

We also have membership rates for folk not able to attend the convention in-person for all 5-days, these are:

- **5-Day Online Only Membership** - £80
- **WSFS Only Membership** - £45

These memberships all come with full WSFS rights to participate in the Hugo and Site Selection voting and. if they can attend the convention in-person, the Business Meeting.

We also some attendance tickets, that do not include membership,

- **5-Day Child Ticket (6 to 10 yo)** - £55
- **5-Day Infant Ticket (0 to 5yo)** - £5
- **5-Day Online Only Ticket** - £40

And going on-sale with the rate increase, we have two types of 1 and 2-day ticket

- **1-Day 16 Plus Ticket** - £50 for Thursday, £75 for Friday, Saturday, Sunday and £45 for Monday.
- **1-Day Under 16 Ticket** - £20 for Thursday, £25 for Friday, Saturday, Sunday and £15 for Monday.
- **2-Day (Weekend) 16 Plus Ticket** - £140 for the Saturday and Sunday combined.
- **2-Day (Weekend) Under 16 Ticket** - £45 for the Saturday and Sunday combined.

The 16 Plus tickets come with a bundled Online Only Ticket to experience the convention for the other 3 or 4 days and can be combined with a WSFS Only membership to participate in the Business Meeting on the days they can attend the convention in-person.

All these rates are good until June 30, after which our At-Con/Door rates will come into force. These will be considerably higher than our current rates, so if you have friends who want to join, doing so before these rates come into effect will be cheaper and allow for full participation in the Hugo Awards, which voting deadline will be around the same time.

# Current Membership Numbers & Projections

We have both our up-to-the-moment Membership List and Membership numbers available on our web site.

The Membership List can be found at

<https://registration.glasgow2024.org/memberships>

where you can use the search fields to find your membership. But please note, we only list members who have explicitly given us permission to do so, and our default is not to list someone. So, if you cannot find your membership, please email [registration@glasgow2024.org](mailto:registration@glasgow2024.org) and we will be happy to search for you. If you want to change your listing preference, you can do so by editing the supplement attached to your WSFS membership and saving the change.

Our Membership Numbers are at

<https://registration.glasgow2024.org/memberships/demographics>

where you can see up-to-the-minute numbers for each type of registrant, for each country, and a total for each type of registrant at the bottom. These numbers do not automatically refresh, but will update each time the page is visited or refreshed.

Our current projections are for between 6,500 and 8,000 purchased in-person registrant types (including 1- and 2-day tickets). This upper number, if everyone turns up, is probably above the maximum holding capacity for the site. So, there is a chance we may need to cap in-person attending registrant purchases, if we are not to get overcrowded. So, we are advising folk to join as early as possible to avoid this possibility effecting your enjoyment of the convention.

# NOVACON<sup>53</sup>

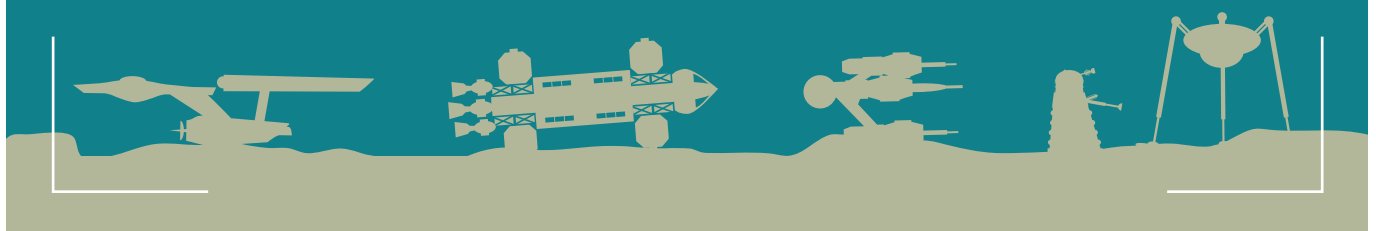
**Greets Glasgow in 2024 Worldcon**

[www.novacon.uk](http://www.novacon.uk)

Novacon is one of UK SFF Fandom's longest running conventions.  
Join us this year in Buxton, Derbyshire - an historic Victorian Spa town.

**Guest of Honour: SFF author, musician, academic & BSFA Chair Allen Stroud**

**8<sup>th</sup> - 10<sup>th</sup> November 2024**  
**Price: £53**



# Badge Pick-Up Policy

In common with past Worldcons, Glasgow 2024 will be requiring proof of identity when you pick up your membership badge at Registration. This has very practical reasoning, in that unlike at your local convention, it is unlikely that the volunteer behind the desk will recognise you, or anyone vouching for you. So given the value of the membership badges we cannot just give somebody a badge because they say “My name is”

Our preference is for a picture ID, but recognising not everybody has a photo ID we will accept other proofs of identity, such as an in-date Credit Card or similar. But we will then be checking this ID against the “First” and “Last” names in our database, to check that they match. The exception to this will be Teen, Child and Infant badges that can be collected along with the parent’s badges, so long as the parent collecting the badge matches the “Guardian” details in the database. And, where possible we ask that the Teen / Child be present when the badges are picked up.

It is therefore vital that the “First” and “Last” names in your registration record match the names on the ID you will be using to register. And if you have children that the “Guardian” details in their registration record also match your ID.

So, we ask that you please check your registration records. But note, this is the only use we make of the registration “First” and “Last” names, all other interaction will use your “Preferred First” and “Preferred Last” names, so if you are not generally known by your ID names, change these to be the name you are recognised by.

A full badge pick-up policy, including opening hours and the location of Registration, will be printed in PR5 along with our Lost Badge and other registration policies.

# Community Fund Donations

Glasgow 2024 is operating a community fund to help less advantaged fans attend the convention. This fund will be used in a variety of ways from simply helping members pay for mobility scooters and childcare up to helping with travel and accommodation costs.

So, we are asking folk to make donations to the fund that will provide the money needed to make this a reality, and we have already received several donations, from folk simply donating the value of duplicate memberships they purchased in error, to folk making direct contributions to the fund.

If you wish to help-out and make a direct contribution you can do it in two ways

- You can make a direct payment using a Credit/Debit Card, Apple Pay or Google Pay via STRIPE using the link below, this money will go directly into our Bursary Account and the donation is Tax Free and the only costs are those imposed by STRIPE.

***<https://buy.stripe.com/5kA28l6gFeaC3EQbIJ>***

- If you have a UK bank account, you can make a direct BACS transfer into the convention Bursary account, which has the advantage of being charge free. The account details are as follows:

Account Name:	Glasgow 2024 Ltd
Account Number:	25003362
Sort Code:	80-22-60

Either way your donation will be gratefully received.

# Sponsorships

## ***Could your company help us to make Glasgow 2024 even more awesome?***

We are looking for Sponsorship to enable us to bring the best Worldcon that we can to our members.

Glasgow 2024 is cramming as much as it possibly can into the membership in terms of events and programme items, exhibitions, and art shows: we will have an original opera, a symphony orchestra, and even more amazing events which are still to be announced.

As well as all the phenomenal programming, we are going to be providing member services that help support our attendees, including providing a level of subsidised support for mobility devices for those with accessibility needs and child care support.

We are doing all this while trying to keep the membership prices to attend as low as possible to make this Worldcon as accessible for as many people as possible. Without sponsorship it becomes incredibly hard to do these things.

By sponsoring us, you are supporting fandom, and helping us to put on a fantastic event that people will remember for decades. It also puts your brand in front of a loyal, well-educated audience of science fiction enthusiasts.

We recognise that any and all help that you can provide will help us and we have small packages specifically for those without larger budgets: all levels help us to provide the best membership experience we possibly can.

We are looking to form partnerships with sponsors who share our vision of an inclusive, imaginative and caring community at our event. If you would like to become a sponsor of Glasgow Worldcon, please email [sponsorship@glasgow2024.org](mailto:sponsorship@glasgow2024.org).

## Advertising With Glasgow 2024

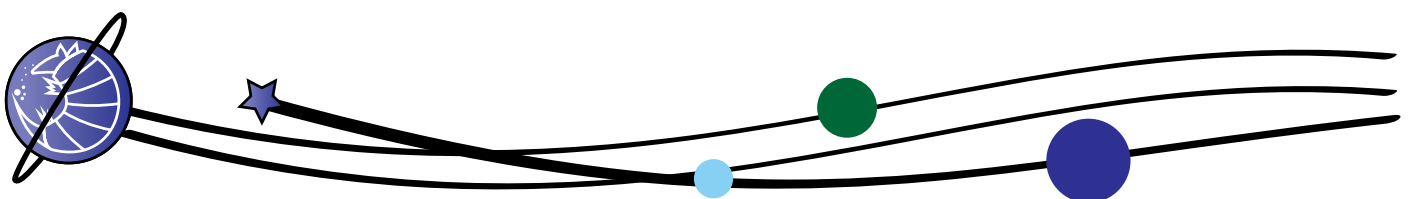
We will be including some adverts for fan activities for free where space allows in our Progress Reports. If you are interested, please contact

[advertising@glasgow2024.org](mailto:advertising@glasgow2024.org)

if you have any queries or interest.

Our rate card for adverts in our Souvenir Book is now available (*PDF*, also following page). There are also opportunities to advertise in at-con publications such as the Masquerade and Hugo booklets.

If you have any questions please do not hesitate to contact us at [advertising@glasgow2024.org](mailto:advertising@glasgow2024.org).



# Advertising Rates Glasgow 2024 Souvenir Book



A World Science Fiction Convention (Worldcon) Souvenir Book serves as a source of reference for attendees and provides a memento of the event, ensuring that advertisements will be seen repeatedly over an extended period. The Glasgow 2024 Souvenir Book will be a glossy, four-colour publication which typically features significant advertising content from professional, semi-professional and fan organisations. It is traditionally the key Worldcon publication and is widely read and collected (usually in libraries around the world as well as by SF Fans). We offer advertising opportunities with a range of sizes from full page to quarter page, and in colour as well as black and white (B/W ads will be printed in CMYK). Links to progress reports and souvenir book advertising submission forms are located on the Glasgow 2024 Publications page at <https://glasgow2024.org/publications/>. Payment for any advertising should be made by credit card or a bank transfer into our bankaccount. We will issue you an invoice for the advertisement.

## Glasgow 2024 Souvenir Book Advertising Sizes & Rates

	Size	Fan Rate	Semi Pro Rate	Pro Rate
Double Page Spread	420 x 297 mm	£ 375 / \$ 475	£ 600 / \$ 750	£ 1200 / 1500
Full Page A4*	210 x 297 mm (180 x 267 mm text area)	£ 250 / \$ 300	£ 400 / \$ 475	£ 800 / \$ 1000
Half page horizontal	180 x 130 mm text area	£ 175 / \$ 200	£ 275 / \$ 325	£ 500 / \$ 600
Half page vertical	88 x 267 mm text area	£ 175 / \$ 200	£ 275 / \$ 325	£ 500 / \$ 600
Quarter Page	88 x 130 mm text area	£ 90 / \$ 100	£ 175 / \$ 200	£ 250 / \$ 300
Inside Back Cover	210 x 297 mm (180 x 267 mm text area)	£ 1250 / \$1500	£ 1500 / \$ 1750	£ 2000 / \$ 2500

*\* The ad may bleed for no additional cost. Ad size to bleed on a full page is 210 x 297 mm plus 6 mm bleed on all sides – but keep text within text area due to the binding process. With double spread pages the size is 420 x 297 mm with 6 mm bleed on all sides. No live matter to fall within 6 mm of trim.*

## Glasgow 2024 Souvenir Book Advertising Deadlines

**Space Reservation**  
**1 May 2024 (or earlier)**

**Ad Copy and Payment**  
**1 June 2024**

**Publication Date**  
**8 August 2024**

### Copy submission guidelines for Souvenir Book

1. Please send press-ready electronic art to us at [advertising@glasgow2024.org](mailto:advertising@glasgow2024.org)
2. For Double Page ads, send as two separate pages
3. Image resolution: files should be at 300 dpi at 100% of their printed size.
4. File type: we will accept PDF, TIF, high resolution JPG or EPS files. (Please do not send MS Word documents, standard JPG, or GIF files.) For PDF, use press quality setting or contact us for Souvenir Book PDF job options.
5. All InDesign files are accepted only if packaged with images and fonts.
6. Compression: zipped and Stuffit files accepted and recommended.

### Colour and Content

1. Colour: all colour graphics should be saved in CMYK format.
2. Black-and-White: all black and white graphics should be saved in grayscale or other B/W format. The B/W ads will automatically be converted in the print process to CMYK which will add additional "depth" to the ad.
3. No RGB text or RGB art anywhere.
4. Images: all images in PDFs need to be embedded.
5. Fonts: embed all fonts, or convert all fonts to outlines.
6. If ad bleeds, include crop and bleed marks. Otherwise, crop marks optional.

**If you have any questions please do not hesitate to contact us at [advertising@glasgow2024.org](mailto:advertising@glasgow2024.org).**

# Fan Funds

Sandra Bond

I'm here once again, painted full of tongues, to tell you the latest news about fan funds.

For a full primer on these establishments, see PR3: in brief, they are a crowdfunded way to send well-regarded fans across the seas to conventions in other lands.

Since PR3, the **Trans-Atlantic Fan Fund** (TAFF) candidates for this year were announced: Vanessa Applegate and Sarah Gulde. The ballot box closed on 2 April 2024; look online for this year's chosen delegate.

Meantime, the **Get Up'n'Over Fan Fund** (GUFF) has opened up for nominations. This will send an Antipodean fan to Glasgow. As I write, I don't yet know who is standing, but by the time you read this, candidates will be announced and voting continues until 23 April 2024.

All necessary details may be found at

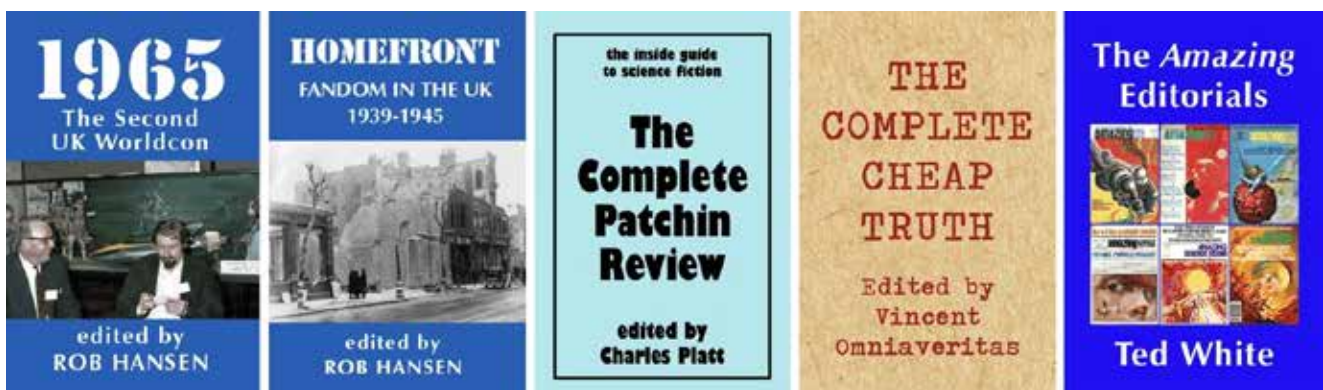
<https://taff.org.uk/>

or at

<https://taff.org.uk/guff.html>.

If you've got amazing things for the fan funds auction at Glasgow 2024, that's lovely, thank you! Please let us know in advance of anything spectacular you're planning to bring; we expect to finalise the auction catalogue well in advance of the convention. We're still happy to take donations of items on the day, but they will be used for our table or kept for future conventions. Again, we'd be grateful for anything you can let us know about in advance. Please email [fan-funds@glasgow2024.org](mailto:fan-funds@glasgow2024.org) by July 15. Many thanks!

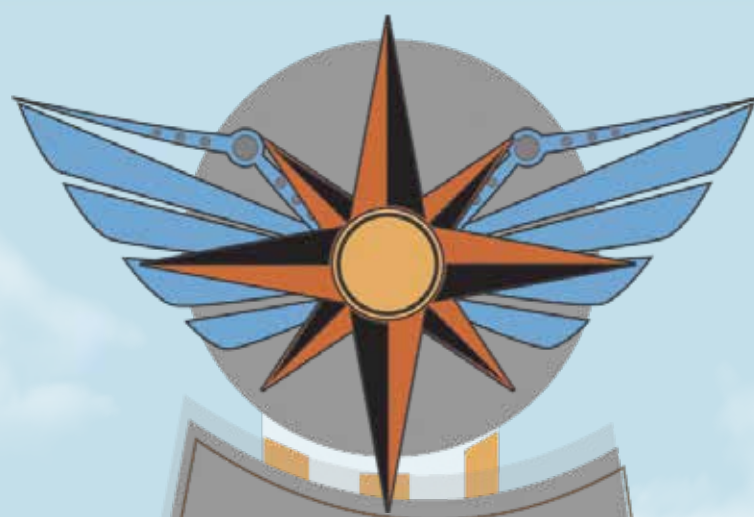
## TAFF Ebooks and Paperbacks



The TransAtlantic Fan Fund – SF fandom's oldest travel fund – offers a large selection of SF/fannish ebooks at **taff.org.uk**. Fan history and fan fiction; criticism, humour and polemic; travelogues including past TAFF trip reports; and some indescribable weirdness. All ebooks are freely downloadable, with the suggestion that a donation to TAFF is very welcome if you enjoy the read. Some titles (plus some extras) are available as handsome trade paperbacks from Ansible Editions, with all proceeds from sales going to TAFF. Take a look:

**Free ebooks** – [ebook.taff.org.uk](http://ebook.taff.org.uk)

**Trade paperbacks** – as above, click the **Paperbacks** button



**LAin2026.org**

**A bid for**

**Worldcon**

**August 27 - 31  
2026  
Anaheim  
Convention Center**



# Interview With The Three Black Halflings

Ed Fortune

*The Three Black Halflings are tabletop roleplaying game podcasters who are Special Guests at Glasgow 2024. The trio comprises Olivia “Liv” Kennedy (she/her), Jeremy Cobb (he/him), and Jasper William Cartwright (he/him). We caught up with them to find out more.*

## How did Three Black Halflings get to where they are now?

**Jasper:** The origin stories for The Three Black Halflings can be boiled down to: me and Jeremy love to talk. We also love to talk about D&D, and it was a confluence of having not much to do in a very sleepy English town, and Jeremy running a game for me and a bunch of other cast mates. Immediately after that... getting the D&D bug, starting a home game and playing constantly.

Me and Jeremy would sit and play for hours. I said, ‘Hey, should we try to record this for a podcast? It’s 2020; what else are we going to do? You know, there’s a reason we can’t go outdoors. So let’s just get some microphones and see what happens.’

Then we kind of ended up finding this really unique voice at the time, talking about diversity, talking about inclusion, talking about ways that we can improve the game for everyone so that it felt more accessible across the board. And it really resonated with people. And we found a level of success I almost certainly

didn’t anticipate finding. And I’m very, very proud of. In terms of where we are now, we’re gearing up for our first live show that’s going to be happening on April 5th, which is going to be at London, the Leicester Square Theatre, which we are really excited about.

We’ve got an actual play series coming as well, as well as a big project, which we’re going to be announcing very, very soon, which is really exciting. So yeah, we’ve got loads of new things happening. And I feel very, very fortunate to be a part of a show like this and also very excited to keep pushing and keep making more good stuff.

**Liv:** And I joined a year and a half later.

**Jasper:** I think actually Liv joining was a testament to how much bigger we’d gotten than I anticipated. I remember Liv saying they were actually nervous about meeting us for the first time, and I was like: What? Do we make something cool?

**Jeremy:** I think what’s weird about that is that outside of the context of 3BH, Liv had been well known in the industry for longer than either I or Jasper. By the time that we actually had the interview, Liv had been an established quantity for a while.

**Liv:** Yeah, I was hyped.

**How familiar were you with what Worldcon is, and what does this mean to you?**



**Jasper:** I don't think I was really familiar with Worldcon prior to this. I had heard of the Hugo Awards because a lot of the things that I liked have won the Hugo Awards. I think the Sandman famously won a Hugo Award back in the day. When I finally heard about and looked into this, I was 'Whoa, this is really cool. This is a huge deal. This is awesome'. I'm very excited. I think it's amazing.

**Liv:** I am so genuinely surprised that I have not heard of Worldcon because I'm a massive nerd. I love sci-fi like Doctor Who, which is one of my favourite shows. So I was very shocked that I hadn't heard of it before. But looking at it now and then doing the research and being asked to join for the experience? This is phenomenal. I'm delighted to take part.

**Jasper:** As a huge sci-fi fan, I like the idea of going to a site I haven't been to. I haven't been to a sci-fi convention before, so I'm extremely excited about the idea of going, specifically because I feel like a lot of the conventions I've been to have been either very fantasy or very gaming focused. And so you know, any kind of really nerdy science fiction stuff kind of gets shoved in the corner. So I'm really, really excited to attend a convention where it's like, this is all front and centre, it's gonna be amazing.

**The Hugos have had some fairly serious problems that Glasgow is addressing; would you care to share your thoughts on this?**

**Liv:** What was going on was, frankly, kind of astounding in this day and age. And I think it was all kind of a rollercoaster ride because obviously, as we mentioned, we hadn't really heard of Worldcon before. The idea that this was happening was quite a shock to our systems. But I think what is special about 3BH is that we don't want to shy away from the difficult stuff.

**Jeremy:** I think it's important to recognise that as severely negative as the situation may have been, as terrible as it may have been, Worldcon and the Hugo Awards are taking steps now to try and directly address it.

In light of that, that's why we're still very willing to do it, because they have shown that they're willing to take actual action to try and make sure that not only atone for what has already happened, but try and make sure this sort of thing won't happen again.

**Jasper:** I think why it felt important for us to still be in attendance and still want to take part is that we always have our original directive.

For Three Black Halflings, as always, we wanted to have difficult conversations but in a safe space because we realised that mistakes happen and that people aren't perfect. And a lot of the time, there's not an intention to be negative or, you know, bad or whatever. The conversation can become extremely fraught, and actually stop any kind of progress.

At the end of the day, The Hugo Awards is a really big and important cornerstone. Therefore, it's not a case of just, oh, we just lose the Hugo Awards now. It's no, we have to improve it, we have to make them better. And honestly, we feel a really great sense of pride that we might be a part of the conversation to help move things forward and to help reassure people that things are trending in the right direction.

**What do you find most rewarding about conventions?**

**Jasper:** I think just being in a room full of like-minded people is so amazing, the idea that pretty much every single person that I meet at this convention, I could go up to, and have a conversation about a particular thing that I love, is kind of amazing.

The fact that there's so many conventions. When I was younger, trying to go to these things, I remember going to a *YuGiOh* convention. And I mean, it must have genuinely been 20 people in a town hall, and I had to drive four hours to get there. And now that event would be filling up the MEN Arena, it'd be sort of so huge and vast, and people are able to connect with the people that they vibe with.

I think, definitely, for me, it's just getting to meet like-minded people, getting to be in that shared place of celebration of something that we all love, I think is the most rewarding thing for me.

**Jeremy:** I would say, one of the most rewarding things for me is getting to see a lot of people that I've corresponded with, who have been on our show, whose work I have enjoyed, to get to see them in person, and actually interact with them and meet them and hang out with them. That's one of my favourite parts, as well as just walking around a con floor and seeing all the really cool displays and the absolute worlds of awesome nerd stuff. Whether it's artists, whether it's dice makers, whether it's merchandise, whether it's different. I don't think I've come away from any con without multiple new games, and new things to try out. And just new people that I've met. It's, yeah, it's a blast.

**Liv:** I love the atmosphere. I've had the opportunity to put on some live shows at conventions and stuff, which is amazing. I never thought I'd be able to do that. But that feeling of getting an audience reaction to what you're doing is so, so fantastic. And I crave hearing people laugh, it's my favourite thing.

Bringing joy to someone, that's so amazing. I love that. I've been lucky enough to have somebody come up to me and say, 'Oh, hey, this thing that you did, I really enjoyed that'.

### **What creators have inspired you and continue to inspire you? And what are you currently getting really excited about?**

**Jeremy:** On our Patreon, I've been recently doing a series going through the details of the *Animorphs* series. And it wasn't until I was revisiting those books that I realised how huge an impact they had on my sensibilities: the treatment of very serious and heavy topics, while still being fun books. There are books for adults that don't go that far. These are books for kids. So that's one point of inspiration for me, definitely.

**Jasper:** I think for me, personally, I'm a very visual person. I think that most of the time when I'm creating, whether it be in a new world, or even when I'm getting into character, or if I'm acting, or anything like that, I draw on visuals quite heavily.



A lot of my influences tend to be from TV and movies. I'm pretty much constantly watching shows. One of the upsides of having a very small child is that quite a lot of the time, they will fall asleep on you, and you can't move unless you want to deal with crying for the next few hours. So I've actually been able to catch up on some good programmes and some things that I haven't watched.

And I recently rewatched one of my favourite sci fi movies of all time which is *Arrival*. I think, just from a visual storytelling point of view, it's absolutely incredible. And I'm very, very excited about *Dune Two*, again mostly just for the visuals. Denis Villeneuve has such a unique visual style for huge epics. I even like the way he uses colour.

I'm very, very excited about that coming out. And I will be watching that on the biggest possible IMAX screen that I can find. I want to have no hearing left afterwards, and I want it to be that loud! I'm really, really stoked for it.

I think that we are in a golden era for animation. And I think that as someone who worked in animation for a number of years, I am just bowled over every single time when I look at the sort of animations coming out.

**Liv:** I finally watched *Nimona* recently. It was based on ND Stevenson's graphic novel and then made by Netflix. And I had to pause before I actually watched it because I knew it was going to make me feel things. It's that kind of media that I like and I love to take in, particularly queer media: as a queer woman, it really spoke to me.

Also other creators in the TTRPG space that are similar to us: *Critical Role*, *Dimension 20*, and *NaddPod* (aka *Not Another D&D Podcast*). I actually found 3BH through *NaddPod*. Just the creators who were able to bring a sense of fun along with a really gritty storyline and that passion for acting in a space with each other.

I'm a big fan of comedy, and I watch a lot of YouTube.

## **Is the world of fandom more accessible now than it ever has been? Or is it just more complicated?**

**Jeremy:** I think that the answer is yes; it has gotten more accessible. And it has also gotten more complicated. In part because it has gotten more accessible, it has become more complicated. People who historically would not have been openly into something, or maybe just not into something at all, are now entering a space and bringing with them a whole new set of perspectives and experiences.

And the existing fandom is now, 'oh, there's new people here'. You see it in tabletop roleplaying games, for example, where there's been an explosion in popularity in the last 10 years. And there's a divide that has existed for quite some time between a lot of the more old school fans and a lot of the newer fans. You can even see this in terms of what TTRPG shows are popular, and how the culture of TTRPGs in certain spheres has shifted.

In some places it's become a lot more progressive, and a lot of the big shows lean more progressive, and also will be maybe a little bit more rules light than a lot of classic tables that people have historically played at. And I think sometimes that causes friction.

But any group that receives an influx of new members from a different background is just going to have to go through a process where they reconcile the new perspectives and synthesise them into the existing thing. So that what you end up with is going to be a new thing: hopefully the same thing, but better. But it's going to be a new form of that fandom.

So I think that's the process that you're seeing, which is probably a never-ending process in any given fandom. But for something like TTRPGs, with the recent explosion, I think you're seeing it more prominently these days.

***The Three Black Halflings will be at Worldcon 2024. You can find them on social media as 3blackhalflings.***



### **Links:**

<https://headgum.com/three-black-halflings>  
<https://www.youtube.com/@3BlackHalflings>  
<https://www.instagram.com/3blackhalflings/?hl=en>  
<https://www.patreon.com/3blackhalflings>  
<https://store.dftba.com/collections/three-black-halflings>  
<https://twitter.com/3BlackHalflings>

# RECONNECT

Eastercon 76  
18th-21st April 2025

Belfast ICC  
Hilton Lanyon Place



Lauren Beukes  
Derek Landy  
Jeannette Ng

Rebecca Roanhorse  
Will Simpson  
Ian McDonald

visit  
Belfast

[www.easterconbelfast.org](http://www.easterconbelfast.org)

email us at: [info@easterconbelfast.org](mailto:info@easterconbelfast.org)



The IFAA Crawford Award each year recognizes an outstanding new writer whose first fantasy book was published during the previous calendar year. It is not specifically a first novel award. The award was established with the support of the late Andre Norton, who also helped establish the criteria and who continued to support the award over the years, and in honour of William L. Crawford (1911–1984), an American publisher and editor who produced the first full-size book issued by a publisher that specialized in science fiction.

Judges for the 2025 award are:

Brian Attebery, Eddie Clarke, Candas Jane Dorsey, Mimi Mondal, Yilin Wang

Books may be submitted here: <https://form.jotform.com/233517232455049>

## Artshow, Dealers & Displays

And here we are from the department of all things shiny with another progress report.

Dealers first, all of the tables that we had in our allocation have been optioned for and we've opened up a waiting list for those who still want to come to the convention but haven't got their request in yet. We're also looking at opening additional spaces to cover all the requests already on those lists, so please don't delay in letting us know of your interest. Email [Dealers@glasgow2024.co.uk](mailto:Dealers@glasgow2024.co.uk).

Artshow is shaping up very well, we've got so many pieces of art to show you and we're going to be putting up a list of the artists attending on our website shortly, not long to wait now.

Exhibits is where the movements have really been happening. Since the turn of the year, we've had people banging down our door wanting to display at Worldcon. We've got the Institute of Gravitational Research coming along, the Institute for Interstellar Studies is building us a space probe, and the British Science Fiction Association are building us a space station.

The Historical Thesaurus will be on site showing the evolution of the English language (the 12-year old in us is really excited about that – so many inappropriate words to look up!) and we're in discussions with the Glasgow Science Festival about borrowing some of their exhibits, including something... Revolutionary...

There's a lot more bubbling away in the background, and we need to keep a few surprises up our sleeves, so we'll leave it at that.

All the best

Team Shiny

Alice, Emjay, Pat, Athene, John, Ray, Serena, Sara, Kerry, John

## Events

### Glasgow 2024 Major Events & Performances

The Worldcon is at heart participatory. Programming, exhibits, and major events are run for and by the members, who are fans and professionals in the SF&F genres.

Glasgow 2024's Events Division will organise and run the major staged events and performances, including the Opening Ceremonies, Hugo Awards, and Closing Ceremonies, several major music events, plays, theatrical performances, dances, and DJ-ed events.

Our Major Events will take their inspiration from the convention theme 'A Worldcon for our Futures', from the rich legacy of science fiction & fantasy, and from the previous Worldcons in Scotland, the UK, and Europe. We will also have a strong focus on SF&F games, too. The first permanent Hugo Category for Best Game or Interactive Work will be presented this year, and we will acknowledge some significant anniversaries, including Dungeons & Dragons' 50th.

We have many events already planned, some of which have been announced, with more to come! See below for the latest updates and news on the Events since *Progress Report 3*, including some look-backs to the last *Glasgow Worldcon in 2005*. Please watch the *Glasgow 2024 website* and *social media* for event-related news.

### Opening, Closing, & Hugo Award Ceremonies

These ceremonies are essentially 'the commons' for the convention, where we gather together to celebrate the fact that we can gather together, and where we recognise the great contributions made in

the genre by our Guests, Hugo Finalists, and other award winners.

Glasgow 2024's **Opening Ceremony** will take place on the afternoon of Thursday, 8 August, in the SEC Armadillo Auditorium, immediately followed by a **Civic Reception** hosted by the City of Glasgow in Hall 4. The **Closing Ceremony** will be on Monday afternoon, also in the Auditorium.

The **2024 Hugo Awards Ceremony** will be held on Sunday evening in the Armadillo Auditorium. As we've highlighted elsewhere, Glasgow 2024's Hugo Awards will focus on both the SF&F community and on transparency. The Ceremony presenters and speakers will be members of our community, such as the Convention Guests of Honour and previous Hugo Award Winners.

## Masquerade, Costuming, & Cosplay

Costuming has been a feature of Worldcon since the very first in 1939, where Morojo (Myrtle R Douglas) and Forrest J Ackerman wore "*futuristiccostumes*", designed and made by Morojo and inspired by the film *Things to Come*.

Creating and wearing costumes (later termed 'cosplay'), as well as performing in costume competitions, or Masquerades, remains a key element for many fans at genre conventions, including Worldcon. We're looking forward to seeing members dressing-up and wearing costumes throughout the convention ('Hall Costumes')! These can be from your own imagination or inspired by books, comics, manga/anime, film/TV/games. Whatever inspires you!

You can also participate by encouraging and thanking the people wearing hall costumes, as all attendees will receive tokens which can be used to vote for the costumes you like. There will also be official photography areas around the convention. Please remember that photography of people falls under our Code of Conduct, specifically:

- Unwanted photography or recording of anyone without their consent.
- Not treating cosplay/costumes as consent for contact, interaction, or photography.

The **Glasgow 2024 Masquerade** will take place on Saturday evening in Hall 2, where we will celebrate costumes inspired by science fiction and fantasy. Whatever your level of experience in creating a costume, this is your opportunity to share your imagination and creative skills with an appreciative audience.



Gnomes, modeled by Kent Bloom and Mary Morman, made by Pamela Potter, Teresa Adams, and Robin Monogue



Hippogriff, by Karen Dawson

All Worldcon members are welcome to participate, either by producing and entering costumes on your own or in groups (many memorable costume entries have been ensemble groups), or by joining the audience to watch the show.

What you need to know:

- Our rules, regulations and sign up form is on the *Glasgow 2024 website*.

- Please bear in mind the convention **Code of Conduct**, and policies relating to costumes, such as anything that looks like a weapon.

There will be a private changing area as well as a costume repair area adjacent to Hall 2.

If you have questions or just offer suggestions/ideas, please get in touch via [Masquerade@glasgow2024.org](mailto:Masquerade@glasgow2024.org).

The Masquerade costumes at the Glasgow Worldcon in 2005 can be seen on the *ICJ website*.

## Music & Theatrical Performances

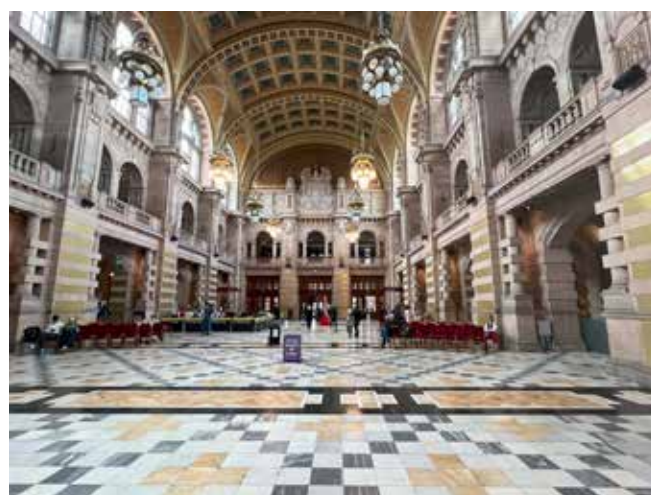
We will run a significant number of stage music and theatrical performances throughout the convention.

Work is progressing well on ***Morrow's Isle***, the new science fiction opera, which will premiere on Thursday evening in the Armadillo Auditorium. Composer Gary Lloyd and choreographer Bettina Carpi are completing their preparations (despite a house move!) based on the libretto written by Guest of Honour Ken MacLeod.

Preparations for Friday evening's live performance by the Worldcon Philharmonic Orchestra, are also progressing, with the programme being finalised soon, including musical works inspired by science fiction and fantasy, with a particular focus on games and the music of Scotland.



Excitement is growing around the performance of the film score *Interstellar* by organist Roger Sayer at Glasgow 2024. Roger recorded the original organ soundtrack of the film itself and will speak about both the score and experience of recording for the film. In addition, he will perform the score along with other science fiction-related pieces. Current plans are to hold two performances: the first at the **Kelvingrove Art Gallery**, which has a large installed pipe organ, and the second in the SEC convention centre. More details will follow in future member communications.





### Nothing, Nowhere, Never Again

Glasgow Worldcons are not without their traditions: each of the previous ones have had a show written and performed by **Reductio Ad Absurdum**. In 1995 it was their loving demolition of *Dune (or The Sand Of Music)*; in 2005 it was *Lucas Back In Anger*, their smash-and-grab on all things *Star Wars*. In 2024 their offering is a unique take on the Oscar-winning sensation, *Everything, Everywhere, All At Once* that becomes *Nothing, Nowhere, Never Again* when passed through the weird theatrical filter of **Reductio Ad Absurdum**.

Reductio shows are strange concoctions of pantomime, pastiche and special effects done on a shoestring budget. The 2005 show *Lucas Back In Anger* was nominated for a Hugo Award for Best Dramatic Presentation (Short Form) despite enraging *Star Wars* fans by reducing the second trilogy to a 12 minute ABBA karaoke with cardboard costumes.



Other shows that have experienced the Reductio treatment include *Blade Runner*, *Lord of the Rings*, *The Matrix*, and *The Complete Waste of Time*. There aren't many things on a Worldcon programme where the audience gets to be a giant sandworm, a Nazgul, the sound of two thousand kazoos and, unfortunately, an angry mob baying for blood and fewer puns.

Reductio is basically Ian Sorensen and Phil Raines plus whoever else they can blackmail into performing. This year they have suckered Geoff Ryman, Emjay Ameringen and Julia Daly into joining them in the madness. It promises to be an amazing, hilarious romp through the alternate universes, time travel and the joys of growing old disgracefully. Or it will be, just as soon as the script is delivered by our A.I. writer, currently running on a Speak & Spell machine from 1987.

The multiverse will never be quite the same again!

We are delighted to showcase more events that we will run in August:

The *Irish Video Game Orchestra* (IVGO) is a group of passionate musicians at the forefront of the video game music scene. Established in 2015, the IVGO brings the intricate and powerful scores of video game landscapes to audiences across Ireland and the UK. They performed at the 2019 Worldcon in Dublin and Eurocon in Belfast. They are excited to come to Glasgow. IVGO writes: Join us at Worldcon as we take you on an immersive journey through beloved video game realms, bringing to life the iconic scores that resonate with many generations of gaming enthusiasts. From the sweeping melodies of *The Elder Scrolls*



to the powerful dynamics of Baldur's Gate 3, the IVGO's performances bridge the gap between the worlds we have traversed on screen and reality.

The **Scottish Falsetto Sock Puppet Theatre** have been performing comedy shows at the Edinburgh Fringe, and at comedy clubs, theatres, nationally and internationally since 2007. They have also appeared at the British Eastercon. Their dozen (to date) best selling and award winning shows include Shakespeare, Superheroes, last year's Eurovision Sock Contest, and their latest, *Post Office Scandal The Musical*.

And not to forget the previously announced events such as:

- **The Dark Room** - John Robertson's popular live-action video game
- **Science Fiction Experience** - Scottish 8-piece band playing a fusion of rock and classical, with themes drawn from science, space, and science fiction
- **Tiptree: No-One Else's Damn Secret But My Own** - Jenny Rowe's one-woman show about the life of celebrated SF novelist James Tiptree Jr
- **Dune! The Musical** - solo performance artist Dan Collins tells the whole story in one hour, with one guitar



In the next Progress Report we will announce our complete schedule of events, including a performance by our special guests **Three Black Halflings!**, and music from the Finnish a capella choir '**Another Castle**' and **City of Angels Pipe Band**, and more!

## Dances & Discos

Glasgow 2024 will fully embrace Scotland's tradition of song, poetry, and dance. We will run a number of dance events during the convention, so make sure to bring your dancing shoes! Our dances will be held in the Argyll Ballroom of the Crowne Plaza Hotel, and the initial schedule is as follows:

- Thursday night: **Ceilidh** (described in *Progress Report 3*)
- Friday night: **John Scalzi's High Energy Disco**
- Saturday night: (Shhhhhh all we're allowed to say is that it is after the Masquerade)
- Sunday night: **Hugo Ball** - Slow and Stately
- Monday afternoon: Convention Closing **Ceilidh**

We will hold additional dances earlier on some days, as well as some practice/training sessions.



## The Memorial Garden

Glasgow 2024 is creating a dual-natured garden space for the enjoyment of our members during the convention. This large, indoor space will house our Memorial Garden honouring friends and loved ones who have passed on, as well as a very special exhibition by our Guest of Honour, Terri Windling.

The Glasgow 2024 Memorial Garden will be located inside of our beautiful Exhibit Hall. Historically, memorial gardens provide a serene and meaningful way to remember and honour loved ones who have passed on. These gardens not only serve as a tribute to the departed, but also offer a tranquil space for healing. This sheltered, accessible location will feature art created by our community members to honour their loved ones, and offer benches where visitors can sit to reflect, contemplate, and enjoy. These benches can be sponsored by individuals and groups. We will have more information about how to pre-order your bench coming soon! After the convention, these benches will be donated to local charities and their memorial plaques returned to the member who sponsored them.

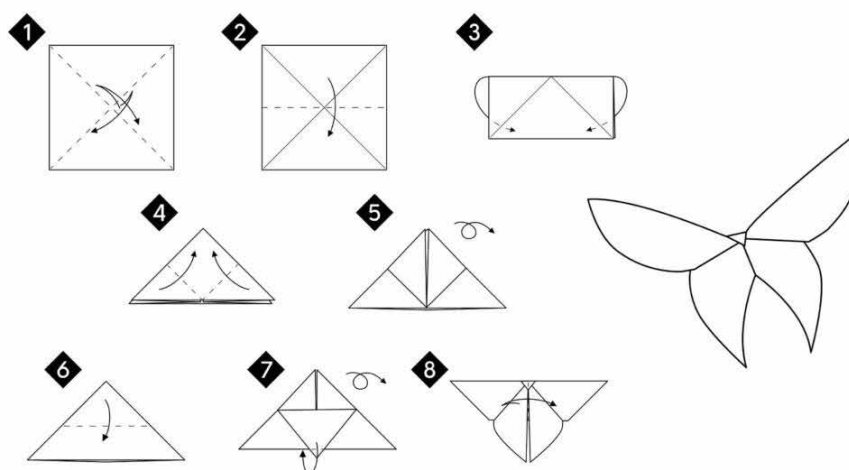


Flowers 1 "Pure Sweet Joy"

Our garden will be anchored by a large Memorial Tree ringed by flowers, faeries, butterflies and other creatures. A screen at the entrance will show a continuous scroll of the In Memoriam names normally shown during the Hugo Awards. We are moving those names to the Memorial Garden to allow everyone the opportunity to honour our departed friends throughout the duration of the convention, and not just at one specific time.

To make this space as beautiful as possible, we are encouraging our members to create items to be placed in the Memorial Garden to remember their own loved ones and losses. This could be a flower, a creature, small art pieces or simply a ribbon or note attached to our Memorial Tree. A crafting area with supplies and instructions will be available nearby for those wishing to contribute to this Garden. Between now and August, we will also be distributing video tutorials and written instructions on how to create flowers and garden creatures. Keep an eye on our social media channels for announcements on when these informative sessions are happening! At the end of the convention, we encourage you to reclaim your art or notes as a keepsake of your time in Glasgow.

The Memorial Garden will be open on Thursday for people to enjoy and will remain open throughout the entirety of Glasgow 2024.



Origami Butterfly "Little Passports"



Mexican Paper Flowers 2 "Call Me Grandma"



Thistle art by Sara Felix in honour of her father, Gil Felix, who passed away November 2023

## Dartmoor Mythic Arts

By Guest of Honour, Terri Windling



Close to the Memorial Garden (on the other side of the Memorial Tree) will be an exhibition I am curating on Dartmoor Mythic Arts. Dartmoor, in England's West Country, is an ancient landscape steeped in myth, full of ghostly whist hounds, shapeshifting witch-hares, trolls who lurk under clapper bridges and faeries who dance among standing stones. This special landscape has attracted many writers and artists over the years, particularly artists inspired by folklore, fantasy, and faery lore.

My aim is to bring a bit of that magic up to Glasgow 2024!

When the good folks running Glasgow 2024 kindly offered me exhibition space in the convention centre, I knew at once that I didn't want this space to showcase my art only. 'Community' is one of the themes of this convention, and it's also a theme very close to my heart. All of my work—as a fantasy editor, writer, painter, and mythologist—is deeply rooted in two communities: the widespread, international SF/Fantasy community, and the local community of mythic artists in my small village on Dartmoor. The exhibition I'm putting together includes my own paintings and drawings, but also art by friends and neighbours—including illustrator and film designer Alan Lee (*The Lord of the Rings*), illustrators and film designers Brian and Wendy Froud (*The Dark Crystal* and *Labyrinth*), illustrator David Wyatt, and a number of other artists whose names might not be as well known but whose work is equally enchanting.

We are all inspired by the mythic landscape we share, but we express that inspiration in many different ways. I'm looking forward to sharing this art and this community with all of you.



# **Erasmuscon**

## ***A bridge between...***

European convention for fantasy, horror and science fiction  
For the first time in the Netherlands

**16 - 19 August 2024**

**Panels, workshops, dealers  
and more...**

**With special guests  
Andrzej Sapkowski**

**The Witcher**

**Bo Balder**

**The Wan**

**Jasper Fforde**

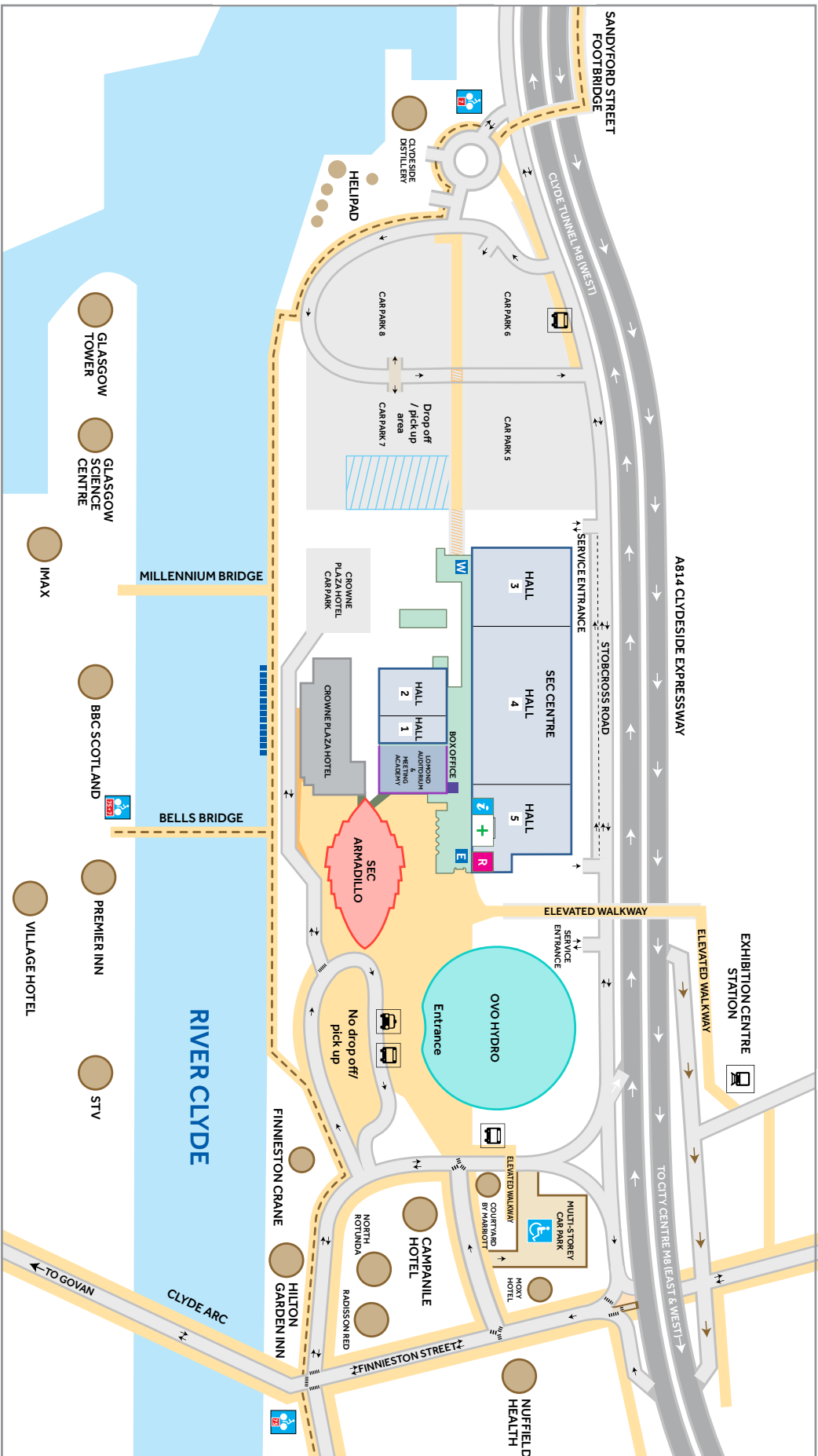
**The Eyre Affair**

**Location**

**Postillion Hotel &  
Convention Centre  
Rotterdam**

**erasmuscon.nl  
info@erasmuscon.nl**



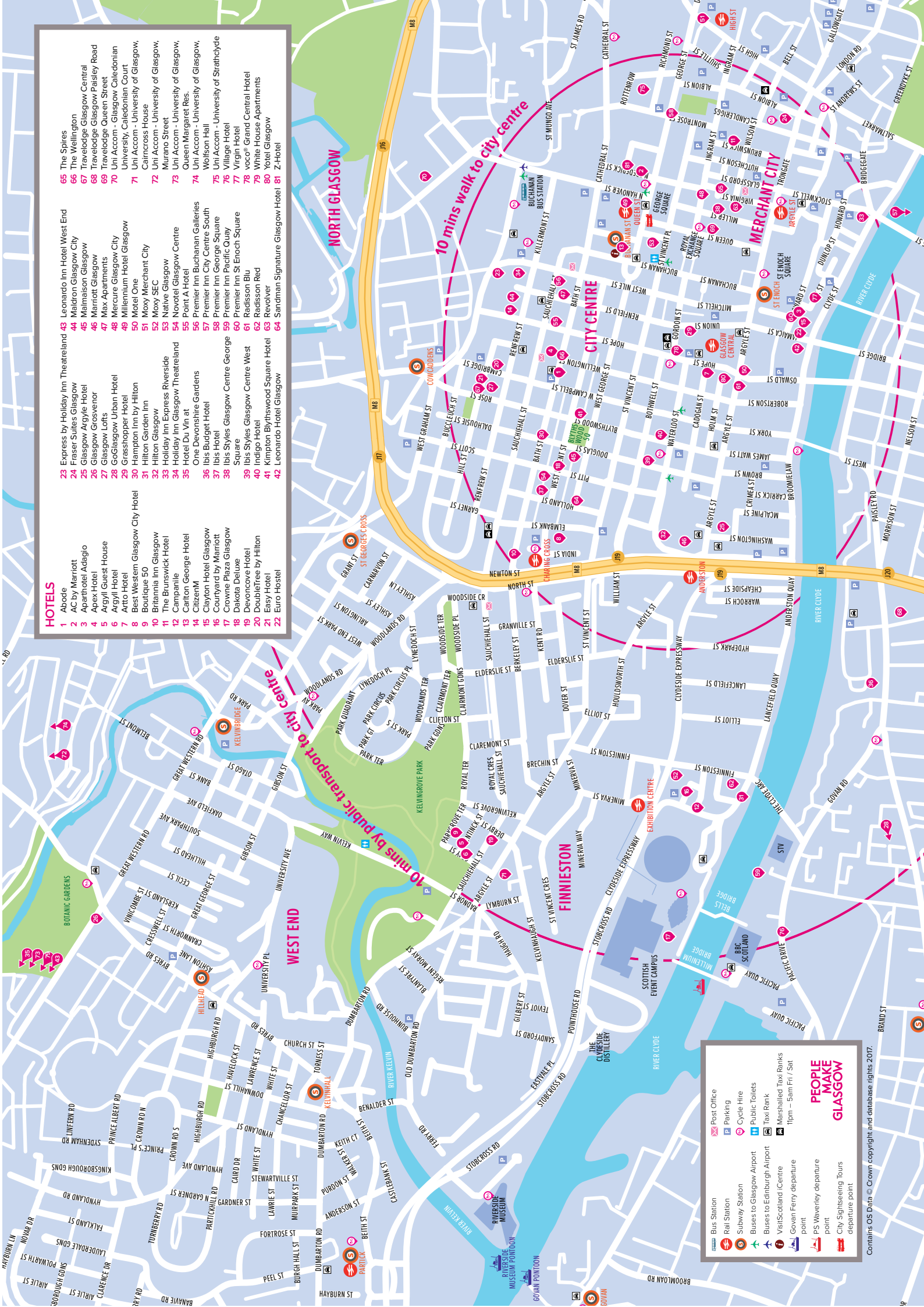


# Facilities

- HALLS 1-5
- OVO HYDRO
- SEC ARMADILLO
- MEETING ACADEMY
- CONCOURSE
- LANDMARK BUILDINGS
- A814 CLYDESIDE EXPRESSWAY
- INTERNAL ROADS
- PEDESTRIAN FOOTPATH
- PEDESTRIAN CROSSING
- NATIONAL CYCLE ROUTES
- BUS STOP
- RECEPTION
- INFORMATION
- MEDICAL
- TAXI RANK
- WEST ENTRANCE
- EAST ENTRANCE

# HOTELS

- 1 Abode
- 2 AC by Marriott
- 3 Aparthotel Adagio
- 4 Apex Hotel
- 5 Argyll Hotel
- 6 Arto Hotel
- 7 Best Western Glasgow City Hotel
- 8 Boutique 50
- 9 Britannia Inn Glasgow
- 10 The Brunswick Hotel
- 11 Campanile
- 12 Carlton George Hotel
- 13 CitizenM
- 14 Clayton Hotel Glasgow
- 15 Courtyard by Marriott
- 16 Crown Plaza Glasgow
- 17 Dakota Deluxe
- 18 Devonco Hotel
- 19 DoubleTree by Hilton
- 20 Easy Hotel
- 21 Euro Hostel
- 22 Express by Holiday Inn Theatreland
- 23 Fraser Suites Glasgow
- 24 Glasgow Argyle Hotel
- 25 Glasgow Grosvenor
- 26 Glasgow Lofts
- 27 GoGlasgow Urban Hotel
- 28 Grasshopper Hotel
- 29 Hampton Inn by Hilton
- 30 Hilton Garden Inn
- 31 Hilton Glasgow
- 32 Holiday Inn Express Riverside
- 33 Holiday Inn Glasgow Theatreland
- 34 Hotel Du Vin at
- 35 One Devonshire Gardens
- 36 Ibis Hotel
- 37 Ibis Styles Glasgow Centre George Square
- 38 Premier Inn St Enoch Square
- 39 Ibis Styles Glasgow Centre West
- 40 Indigo Hotel
- 41 Kimpton Blythswood Square Hotel
- 42 Leonardo Hotel Glasgow
- 43 Leonardo Inn Hotel West End
- 44 Maldron Glasgow City
- 45 Maitland Glasgow
- 46 Marriott Glasgow
- 47 Max Apartments
- 48 Mercure Glasgow City
- 49 Millennium Hotel Glasgow
- 50 Motel One
- 51 Moxie Merchant City
- 52 Moxie SEC
- 53 Native Glasgow
- 54 Novotel Glasgow Centre
- 55 Premier Inn Buchanan Galleries
- 56 Premier Inn City Centre South
- 57 Premier Inn George Square
- 58 Premier Inn Pacific Quay
- 59 Premier Inn St Enoch Square
- 60 Radisson Blu
- 61 Radisson Red
- 62 Revolver
- 63 Sandman Signature Glasgow Hotel
- 64 The Spires
- 65 The Wellington
- 66 Travelodge Glasgow Paisley Road
- 67 Travelodge Queen Street
- 68 Uni Accom - Glasgow Caledonian University, Caledonian Court
- 69 Uni Accom - University of Glasgow, Cairncross House
- 70 Uni Accom - University of Glasgow, Murano Street
- 71 Uni Accom - University of Glasgow, Queen Margaret Res.
- 72 Uni Accom - University of Glasgow, Wolfson Hall
- 73 Uni Accom - University of Strathclyde
- 74 Virgin Hotel
- 75 voco® Grand Central Hotel
- 76 White House Apartments
- 77 Yotel Glasgow
- 78 Z-Hotel



Bus Station
 Rail Station
 Subway Station
 Public Toilets
 Buses to Edinburgh Airport
 Buses to Glasgow Airport
 VisitScotland Centre
 Govan Ferry departure point
 PS Waverley departure point
 City Sightseeing Tours departure point

**PEOPLE MAKE GLASGOW**  
 VisitScotland Centre  
 11pm - 5am Fri / Sat

# Logistics

The work of Logistics rumbles on as August draws closer. Our budget and timeline planning is well advanced and now we're into all sorts of exciting decisions like "Just how many signs do we need?" (Lots!); "Do we need an entire SEC Hall to store boxes?" (I mean, probably not!); and "How many awesome fans can we fit in our venues!" (All of you!)

Volunteers is still a big need for the Division, especially at con. This PR comes with a special call out for MIMO volunteers, so please check that out! However we'll also need folks to help with Con Operations, AV Tech and just moving things around our various venues (someone has to put all those signs out!), so please do send us a message and let us know what you're willing and able to do during the con.

Before August we will be sharing more information on policies and processes and things you'll absolutely need to know before you arrive in Glasgow to make sure that everything is as low stress and hassle free as possible, for all of us, so don't forget to keep reading the wonderful PRs!

## MIMO

Help wanted for MIMO!

MIMO (short for move-in/move-out) is the process of building up and later tearing down the convention.

We will need lots of people to help with transforming the SEC, Crowne Plaza and our other venues into fabulous convention spaces within just a couple of days.

Move in will happen from Tuesday morning (6th August) through Thursday noon. Move out will mostly be on Monday (12th August) afternoon/evening, with a few things still happening on Tuesday.

Even if you can help out only for a few hours during those times, we'd love to have you! MIMO volunteers will be fed during the day and we'll be sure to keep you hydrated. There will also be other rewards available as part of our general Volunteer Rewards programme.

You can find out how to volunteer here for the convention here

<https://glasgow2024.org/for-members/volunteering/>

(If you've already volunteered and you still want to help out, we'll let you know how to do that soon!)

# Member & Staff Services (MSS)

## Accessibility Services

The Accessibility Services team has been busy, and we are continuing to work to improve the convention experience for everyone with disabilities. The booking form for mobility scooter rental is now available, we are developing an Accessibility FAQ for the website, and following a recent site visit we now have a map in progress to show travel distances, and will be providing specific information on accessible routings. This information will be linked to from the main accessibility page on our website:

<https://glasgow2024.org/for-members/accessibility/>

Please note that the only rooms remaining in the accessibility blocks are all located in the city centre. For accessible transportation from the city centre to the SEC, we recommend using Scotrail to the Exhibition Centre station, or taxi/Uber.

## Childcare

Glasgow 2024, a Worldcon for our Futures, is committed to providing professional childcare for our youngest members. We have engaged Tinies Glasgow, a professional childcare service. Childcare will be provided during daytime programme hours, with extended hours on Sunday evening for the Hugos. The service is available at a flat rate of £60 per child (3 months to 10 years), which covers care, activities, and snacks. The creche will be located in the Campanile Hotel.

See the page below for more details and to sign up. If you have any questions, please email us at [childcare@glasgow2024.org](mailto:childcare@glasgow2024.org).

<https://glasgow2024.org/get-involved/member-services/childcare/>

## Community Fund

### The Community Fund Is Open!

The Glasgow 2024 Community Fund is designed to assist a wide range of participants - including fans from marginalised and underrepresented communities, fans of limited means from the UK and Europe, and fans from countries that are historically underrepresented at Worldcons. The Fund will go toward meeting needs like attending and online memberships, mobility scooters, childcare, accommodation, and other direct costs.

The Community Fund is supported entirely by donations, which go directly to others to help them attend. Any donation, no matter the size, will be vastly appreciated. You can donate directly [here](#).

If you would like to apply for assistance, there is a rolling schedule for applications. Our next application deadline is May 17th. Please fill out [our application form](#).

For more information on the community fund, please visit the [Community Fund](#) page on the main website.

## Glasgow 2024 Listeners Team

The Listeners team wants to hear from you!

If someone makes you upset in a way that you think might violate the Code of Conduct (CoC), please come talk to us. Even if you don't know what to say, come talk to us. Like it says on the tin, our job is to listen to you and try to help both you and other attendees.

Let's be honest for a minute. As a whole, today's SF/F conventions have an oft-deserved reputation for failing to act on CoC violations. There are two separate realities at play, neither of which is mutually exclusive:

### Reality #1: Sometimes cons don't know.

- **Problem:** Unpleasant things frequently happen out of the sight of responsible people. Other times, things happen in their sight but without context to realise it was upsetting. When everyone knows about a thing, everyone usually fails to include those who understand what should happen next. All too often, the first time that any convention hears about a problem is when a third-hand account is published to File 770 without anyone ever making a report to the convention itself.
- **Mitigation:** it's trite but we do ask that if you see something, you say something. What you see could be a one-off action, apologised for and forgiven. It could also be part of a larger pattern of abuse. We can't know which is which unless we hear from you that it happened.

### Reality #2: Sometimes cons don't act.

- **Problem:** Far too many conventions fail to understand that transparency of actions is necessary. While sweeping something under the rug was an accepted practice in the past, that time has been over for years. Glasgow 2024's Listener team has been fully empowered by the convention Committee to be attentive and responsive to all reports.
- **Mitigation:** I have, can, and will state that absolutely everyone connected with this convention is under the jurisdiction of our CoC. This includes the current Worldcon Chair (sorry, Esther!), someone who has Chaired a dozen prior Worldcons, someone who is up for their 40th Hugo Award, and especially members of the Listeners team itself. Every single person is responsible for what they do and for the consequences that come from those actions.

Each of us, working together, can end the shameful behaviour that has plagued SF/F conventions since the earliest days. Please help be a part of that change with me. If you have any questions, please don't hesitate to email [listeners@glasgow2024.org](mailto:listeners@glasgow2024.org).

Sasquatch Nelson (he/him), Listeners Team Area Head

## Volunteers

### Volunteers – We Need You!

Worldcon is an amazing organisation - and everything we do runs on volunteers! No matter what your capabilities, skills, or interests, or how much time you have, we need your help to make it happen.

For example,

- Have you got a few IT skills to hand?
- Is organising your jam?
- Want to learn something new?
- Are you an artist, writer, or other creator?
- Enjoy planning and going on tours, and really digging into local culture?
- Just like being helpful?
- Want loads of responsibility?
- Or none at all (except showing up on time)?
- Do you, perchance, know how to juggle?

These are only a few of the things we're looking for. Whatever role you fancy, however long you want to do it, before, during, or even after the convention, online or in person, we've got something for you to get into.

But wait, there's more! Whether Glasgow 2024 is your first Worldcon or your fiftieth, volunteering is an unparalleled way to make new friends, have fun, and really get into the swing of the convention. You'll



meet people from around the world and get an inside view of how it all works (or at least a little part of it). You'll also be eligible for our volunteer benefits, like our special-edition t-shirt, access to the volunteer lounge, groats, and more!

So why not come along and volunteer? For more information and to check out our current roles available, see here:

<https://glasgow2024.org/for-members/volunteering/>

Don't see something you're interested in? Why not email us at [volunteers@worldcon2024.org](mailto:volunteers@worldcon2024.org)? Let us know what you want to do, and we'll do our best to find a way for you to do it!

## Programme

This has been a busy few months for the Glasgow 2024 Programme Team. February saw our big Programme meeting, with two dozen members of our team converging on Glasgow (and more joining remotely) to finish shaping the structure of our convention programme and finalise a large number of our programme items.

If you wish to be on our Programme and have not signed up already, we encourage you to do so as soon as possible by filling out the Expression of Interest form on our scheduling system, Planorama. After that, you will be sent an email with instructions for the next steps (please note, these emails are not automatic, so do give it a few days for them to arrive). You can find full information about this at

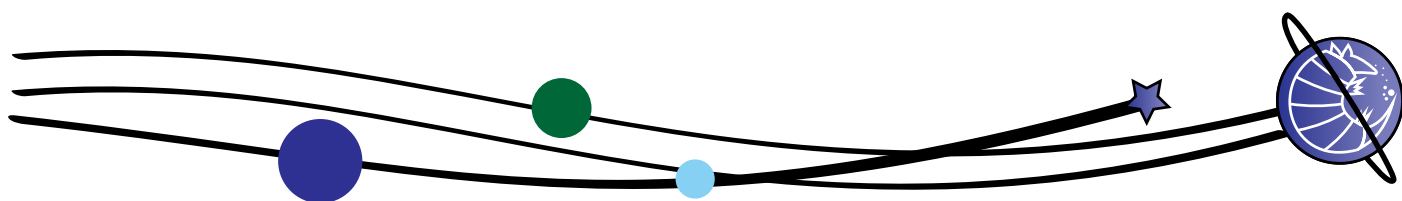
<https://glasgow2024.org/whats-on/programme-and-events/>

This page also contains information about our special Academic Programme strand, which will bring together a diverse set of scholars from the humanities, social sciences, and adjacent disciplines to launch an exploration of SF/F/H's concern for our futures.

We are also happy to announce a Beyond Programme stream, which will take attendees outside of the convention centre to explore more of what Glasgow has to offer. Our highlight Beyond Programme item is a partnership with both the Glasgow University Centre for Fantasy and the Fantastic, and the Games and Gaming Lab, who will provide three half days of talks, demonstrations and displays at the Glasgow University Advanced Research Centre. Stay tuned for more information.

Although the full schedule with specific start and end times won't be published until much closer to the convention, we can confirm that the Programme will begin around lunchtime on Thursday 8th of August 2024, and end late afternoon on Monday 12th of August 2024. There will also be Beyond Programme activity before the convention starts, as well as during the convention through till Monday evening.

We are currently working on a fantastic Children's Programme of workshops, talks and other activities, and if there's anything you'd particularly like to see on it, please submit your suggestions via our Suggestion Box (linked from <https://glasgow2024.org/whats-on/programme-and-events/>). We expect the Children's Programme to run from 10:00 until 17:00 each day on site in Glasgow and to have activities to suit a range of ages up to early teens.



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Art by Francesca Myman

# Promotions

## Glasgow 2024 Con Presence

The beginning of 2024 was quite busy for us! We started with parties at both Capricon 44 and Boskone 61 both in the USA.



We also had a big presence at the Levitation Eastercon in the UK during which we announced Hugo Nominees and later we had a great table quiz.

Apart from parties we also had some presence (including fantables) at following conventions: Gallifrey One, Athventurecon, KONgres 2024, and Norwescon 46.

Keep up to date with all future conventions we will be attending by watching for announcements on our social platforms [@glasgowin2024](#) and on our website!

## Merchandise

We have been working with Pixel Spirits, the creators of our bespoke #GIn2024, to supply bottles for purchase at Worldcon in August. We plan to make pre-ordering available, to try to match supply with demand. Keep an eye on our Social Media for updates on how to secure a bottle for yourself.



In the meantime, would you like to try out the 'Zero-Proof Glaswegian' cocktail, created by the indefatigable Tammy Coxen, and inspired by the flavours in GIn2024?



**Gin2024 Syrup**

1/2 cup sugar (125 mL)  
1/2 cup water (125 mL)  
15 juniper berries (dried), lightly crushed with side of knife  
2 cinnamon sticks, broken up  
2 star anise (dried)

Combine ingredients in a pot and bring just to a boil, stirring to dissolve sugar.  
Remove from heat, cover, and let steep 4 hours.  
Strain and keep refrigerated for up to 4 weeks.

Yield: 6 oz, enough for 8-12 cocktails



Glasgow 2024, A Worldcon for our Futures

## Social Media

Our social media team has been working diligently to provide transparent and clear announcements and answer to queries across Facebook, X, Instagram, Twitch and now Bluesky. Our Bluesky account has been active for just over a month now and we are greatly enjoying engaging with the community there. If you haven't given us a follow yet, please do at @glasgow2024.bsky.social.

The Glasgow 2024 Worldcon Community group on Facebook is now over 1,000 members strong and is a place where members can come together to share in excitement for the upcoming Worldcon, ask questions of other members and share in general banter and fun. You can join our Facebook Community Group here:

<https://www.facebook.com/groups/3129094670753833>

Our fearless adventurers continue their quests on our Twitch livestream Let's Roll!: Hell or High Water. You can watch live on our Twitch Channel at [www.twitch.tv/glasgowin2024](http://www.twitch.tv/glasgowin2024) or get caught up on previous sessions on the Glasgow 2024 YouTube channel here

[bit.ly/40BEB43](https://bit.ly/40BEB43).



Keep up to date with the latest Glasgow 2024: A Worldcon for Our Futures announcements, news and post by liking and following us on our platforms below:

Facebook: @glasgowin2024

Facebook Community Group:

<https://www.facebook.com/groups/3129094670753833/>

X: @glasgowin2024

Instagram: @glasgowin2024

Bluesky: @glasgow2024.bsky.social

Twitch: @glasgowin2024

YouTube: @Glasgow2024

## Blog

The Glasgow 2024 Blog continues to produce a range of content with some of the latest blogs being features of two artists, Sara Felix and Iain Clark, who have produced amazing works of art and designs for us since our early bidding stage. You can read these two features, along with our back catalogue, on our website at this link

<https://glasgow2024.org/blog/>



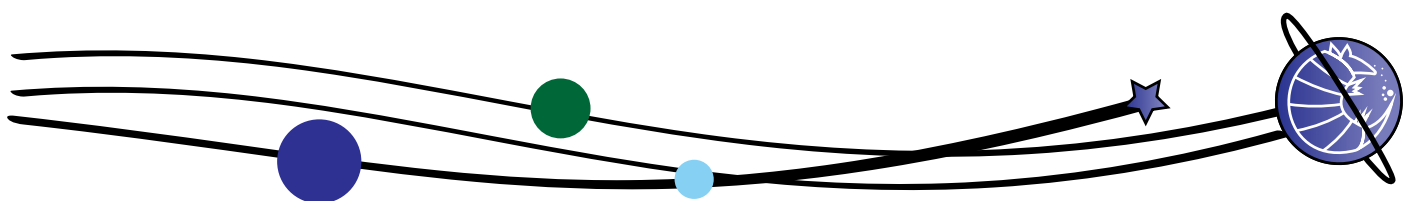
## Happy April Fool's Day from Glasgow 2024

Did you see our amazing April Fool on social media?

It is both a joy and a delight that speaks to our commitment to a creative and imaginative vision - foregrounding the amazing talent of Sara Felix and Vincent Villafranca.

We take what we do very very seriously but we also like a bit of fun. We think you will agree there can be only one rocket like this one!

Check it out on our blog (<https://glasgow2024.org/blog/>)



# British Worldcons: The Capital Year London in 2014

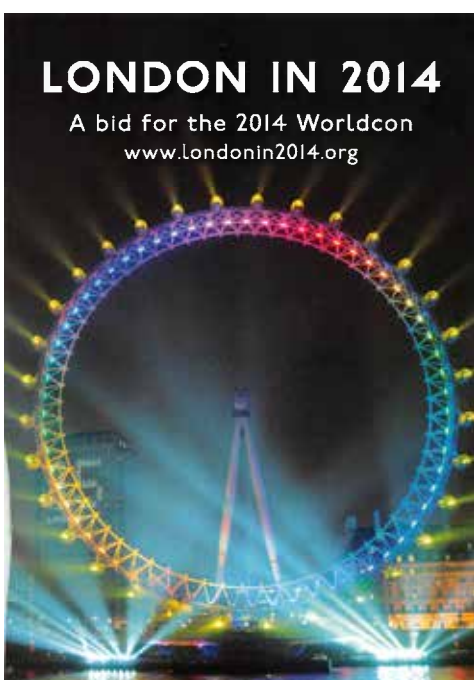
**Claire Brialey and Mark Plummer**

London may be the capital of the UK but whether it's the science-fictional and fannish capital is more debatable. There is, though, a reasonable case. The first British fan group met in the London suburb of Ilford in 1930. The first British SF magazine was published in London, whether you count that as the boys' paper *Scoops* in 1934 or the more adult *Tales of Wonder* in 1937. It was home to many early fans and pros including Wally Gillings, Ted Carnell, Bill Temple, Ted Tubb, Ken Bulmer and Arthur C Clarke, with the latter fictionalising the Thursday night fan meetings in *Tales from the White Hart*.

The first British convention was held in Leeds in 1937, but the second was in London (1938, in the delightfully named Ancient Order of Druids' Memorial Hall on Lamb's Conduit Street) and likewise the third (1939). London hosted several more conventions in the 1940s and '50s including the 1948 Whitcon – the first of the Eastercons, despite it not being held at Easter – and the 1951 Festivention, an 'international convention' considerably more international than most Worldcons of the time. And of course there were the first two British Worldcons, Loncon in 1957 and Loncon II in 1965 (see PR1).

Both the 1960 and 1970 Eastercons were in central London too, but thereafter big London conventions became scarce, presumably because of availability and cost of facilities. The 1977 Eastercon was out to the west of London near Heathrow airport, and then a gap: there were no more London Eastercons until 1995 (in the Docklands area to the east) and 1996 (Heathrow again). There was then a small run of Heathrow Eastercons in 2008, 2010 and 2012.

London had seemingly not been considered as a Worldcon venue for decades, or if it had been it was quickly discarded. As was now customary, some fans started talking about another Worldcon bid shortly after Interaction in 2005. The group was originally considering either 2014 or 2015, and not necessarily a UK venue. They looked at a wide range of locations, reduced to a shortlist of five: Amsterdam, The Hague, Glasgow, Liverpool and ExCeL London, an exhibition and conference centre about seven miles from the city centre. The latter venue was built in 2001 but had been extended in 2010 to add conference centre space, making it viable as a Worldcon site. ExCeL London was chosen and the bid was formally launched at the 2010 Eastercon, along with Mark Slater's much-praised 'Loncon Calling' promotional video.



The bid was formally presented at the Chicago Worldcon in 2012. While it was unopposed, there had still been extensive promotion through parties at (in particular) US conventions and that continued at Chicago. We undertook a number of roles for the bid and the convention (Mark continued as chairs' staff through to the con); like many British fans, this included transportation for bid party supplies. Thus we arrived at O'Hare International Airport with an additional suitcase literally full of Mr Kipling cakes, wondering whether simply saying 'James Bacon asked us to bring them' would be sufficient to answer any Customs challenges. The bid drew 864 votes and was unsurprisingly selected. The name was Loncon 3, a call-back to its predecessors, and the guests of honour were to be Iain M Banks, John Clute, Malcolm Edwards, Chris Foss, Jeanne Gomoll, Robin Hobb, and Bryan Talbot. Membership was initially £95, equivalent to about £125 today.

Bad news came in early 2013 when it was announced that Iain Banks would have to withdraw for health reasons. He died later that year. There was also controversy in early 2014 when Jonathan

Ross was announced as MC for the Hugos, leading to him almost immediately withdrawing. Potential for further controversy in the Hugo Awards themselves was mostly avoided in the second year of the 'Sad Puppies' slate, which would go on to dominate most categories the following year.

Another near-miss problem arose from the size of the venue itself. ExCeL London is huge, far bigger than would ever be required for a Worldcon. The convention was to be concentrated at the east end of the site and there was always a risk that somebody else would book some of the extensive remaining space. In 2014 Loncon learned that this had indeed happened. The Jabberwocky music festival would be occupying the west end of ExCeL, meaning Worldcon attendees staying at the hotels off that part of the site would need to walk around the outside of the building to access the Loncon 3 space. Fortunately (for Loncon 3) Jabberwocky was cancelled just before the Worldcon began.

Even though it didn't remotely need the whole of ExCeL there were early signs that Loncon 3 could be a large Worldcon. The total membership was 10,718, easily topping the previous record from 1984 in Los Angeles (9,282) although LA still had the edge on actual attendance with 8,365 to London's 6,946. And London's total membership record only stood for a year until it was eclipsed by Spokane in 2015.

Programme highlights included the usual masquerade but also a full orchestral concert (by the 'Worldcon Philharmonic Orchestra') and seven separate theatrical performances. There were 100 artists in the art show and almost that many dealers in the dealers' room. Over 900 programme participants appeared on 1,000 items (in 1957 there had been 30 on a generous interpretation). The programme was incredibly popular with many items attracting queues, much to the surprise of old hands. Queues to register early in the convention were also a somewhat unexpected novelty at a UK Worldcon.



The fan village was a deliberate innovation, breaking up ExCeL's Capital Hall into a number of booths, tents, bars and even a library with free books. There was a tree and an Iron Throne, two Tardises and a Tiki Dalek, and a 'village green'. In the evening it hosted parties – part of the spur for the innovation, since there was no realistic prospect of using hotel facilities near the venue for this in the customary way.

There were by now sixteen Hugo categories but UK works and creators did less well than in previous years with only one win, for Charles Stross (novella).

Loncon 3 also presented retro Hugos, the first British Worldcon to do so, or indeed to be able to do so due to the rules around retro Hugos. The awards at Loncon 3 were for 1939, which is to say for creators and works dating from 1938. There were nine awards, with British wins for *The Sword in the Stone* by T H White and the short story 'How We Went to Mars' by Arthur C Clarke.

Brian Aldiss, one of a small handful of people who'd attended all three Loncons, arrived on the final day, his 89th birthday. At the closing ceremony the audience sang 'Happy birthday to you'. Other notable attendees at Loncon 3 included TAFF delegate Curt Phillips and GUFF delegate Gillian Polack (guest of honour Jeanne Gomoll had herself been the TAFF delegate at Conspiracy '87). And among those attending – and often working on – their first Worldcon were a good number of future members of the Glasgow 2024 committee, including chair Esther MacCallum-Stewart.

A lot changed in the 57 years between the first Loncon and Loncon 3. The former drew 268 members and the latter 6,946. 1957 listed seventeen people in staff roles; 2014 had around 500. In 1957 members paid 15/-, equivalent to about £14.40 today. In 2014, on the door adult attending memberships cost £135,



FRIDAY 15<sup>th</sup> August 2014 at 20:00 in the ICC Auditorium

Conductor: **Keith Slade**

Soprano: **Sarah Fox**

Featured Composer: **Gary Lloyd**

Host: **Vincent Docherty**

Producer: **Adam Robinson**

#### Programme

John Williams *Superman March*  
Joseph Haydn *The Representation of Chaos from The Creation*  
Ron Grainer & Murray Gold *Doctor Who: Main Title (arr. Robin McEwan)*  
Antonin Dvořák *Song to the Moon from Rusalka*  
Martin O'Donnell & Michael Salvatori *Halo: Main Theme (arr. Ralph Ford)*  
Yoko Shimomura *Kingdom Hearts (arr. Ralph Ford)*  
Tan Dun *The Eternal Vow from Crouching Tiger Concerto*  
Gustav Holst *Mars & Jupiter from The Planets Suite*

#### Interval (20 mins)

Courage, McCarthy, *Star Trek Through the Years (Arr. Calvin Custer)*  
Chattaway, & Goldsmith *Original Theme, DS9, Inner Light, Generations, Voyager, Motion Picture*

Charles Ives *The Unanswered Question*

Igor Stravinsky *Berceuse & Finale from The Firebird Suite*

Gary Lloyd *The Bridge Redux (In memoriam Iain Banks)*

John Williams *Star Wars Suite*

Main Title, Princess Leia's Theme, The Imperial March (Darth Vader's Theme), Yoda's Theme, Throne Room & End Title

In tonight's concert, members of the London Symphony Orchestra, Royal Philharmonic Orchestra, BBC Symphony Orchestra, BBC Concert Orchestra, London Philharmonic Orchestra, Philharmonia Orchestra and the Britten Sinfonia, will perform works related to science fiction and fantasy. These include pieces that demonstrate different forms of music of the fantastic, or have – in the past – been considered 'the sound of the future', in addition to familiar works written to enhance the viewing experience and storytelling in films, television and games.

Please: Phones off/silent. No flash photography. No recording

equivalent to over £175. Perhaps most striking is that in 1957 the total convention income was £621, about £12,400 today; in 2014 it was £939,000, now equivalent to one-and-a-quarter million pounds. Loncon in 1957 was the first Worldcon outside North America. Just in the years since Loncon 3 we've seen Worldcons for the first time in Finland, Ireland, New Zealand (albeit virtual because of circumstances), and China.

If it's not happening already, fans will soon be talking about what happens after Glasgow 2024. There is, of course, the bid for Dublin in 2029 just next door but after that, another UK Worldcon? There would be a certain numeric neatness in another in Brighton, making it equal with London and Glasgow at three each. But there are many cities that have been considered and at the time deemed either non-viable or less viable than the chosen site, and circumstances change. The SEC has certainly changed a lot since the first Worldcon there nearly thirty years ago. Where do we go from here?



### Further information:

Loncon 3 (14-18 August 2014): ExCeL London

Chair: Steve Cooper and Alice Lawson

GoHs: Iain M Banks, John Clute, Malcolm Edwards, Chris Foss, Jeanne Gomoll, Robin Hobb, and Bryan Talbot

Fanac.org: <https://fanac.org/conpubs/Worldcon/Loncon%203/index.html> (publications) and <https://www.fanac.org/worldcon/Loncon/x14-p00.html> (photos)

Loncon Calling promo video: <https://www.youtube.com/watch?v=FLm9lX0fkEc>

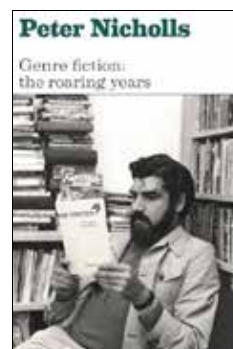
## Support the *SFE*!



The *Encyclopedia of Science Fiction* – founded in 1979 by Peter Nicholls and John Clute – won Hugos for each of its 1979, 1993 and 2011 editions, and has been free online since 2011. With John Clute and David Langford now the principal editors, it's updated at least once a week and now has nearly 20,000 entries totalling almost 7,000,000 words, plus over 33,000 cover scans in the Picture Gallery maintained by Roger Robinson. (At left: *SFE* logo by Chris Moore.)

Ever since we launched the bigger and better Fourth Edition in October 2021, the *Encyclopedia's* web hosting and other running costs have been entirely dependent on readers' donations. If you find it a useful resource, please help via the **Donate** button on the website. Also, all proceeds from sales of our founding editor Peter Nicholls's collected essays (right) go to support the *SFE*.

**Take a look: [sf-encyclopedia.com](http://sf-encyclopedia.com)**



# About the Cover

`**Badger Finds A Charmawow**' is by **Chris Baker (a.k.a. Fangorn)**, one of our *Guests of Honour*. He had the following to say about this piece:

One of the biggest artistic influences I had in my youth, was artist George Barr. I instantly became a fan of his art with the publication of `Upon The Winds of Yesterday', a collection of his beautiful jewel like paintings. With many of my early paintings it`s easy to see how much his work influenced my art and for a while I even adopted his technique of using colours washed over ball point pen. Many of those pieces were featured in my very first convention art exhibit (and very first convention!) at Novacon in 1976. His painting `The Enchanted Thingamajig', definitely inspired one of my early works, so in recognition, this cover is a new version of that piece and a big thank you and tip of the hat to Mr George Barr.



# Photo & Illustration Credits

The artwork of the Glasgow logo on a plate on the Table of Contents page is by **Sara Felix**.

The photos in the '*Chair's Welcome*' were provided by our chair, **Esther McCallum-Stewart**. The photo of the Roman baths at Bearsden was taken by **Nicholas Whyte**.

The photos and logos in the Three Black Halflings interview were provided by **The Three Black Halflings**.

For the '*Events*' article:

- The photos of the Masquerade at the previous Glasgow Worldcon, Interaction, in 2005 were taken by **Keith Stokes** (the captions describe the costumes and their makers/wearers); for more of the photos taken at Interaction please go to <https://www.midamericon.org/photoarchive/interaction/05worlda1.htm>
- The photo of the orchestra at the Dublin Worldcon was taken by **Iain Clark**
- The three photos at Kelvingrove were taken by **Vincent Docherty**.
- The Lucas Back in Anger photos for Reductio Ad Absurdum are by **Ian Sorenson & Phil Raines**.
- The photos of the Irish Video Game Orchestra and the Scottish Falsetto Sock Puppet Theatre are courtesy of those entities.
- In the Memorial Garden section, the Thistle art is by **Sara Felix**, in honour of her father, Gil Felix, who passed away last November.
- The photos 'Tilly and the Old Oak' and "Beech tree and carved stone, Fingle Gorge, Dartmoor' in the Dartmoor Mythic Arts section are by **Terri Windling**.

The photos in the '*Promotions*' update were provided by Meg MacDonald and the promotions team. Some of these have previously appeared in our social media and blog.

The photos of the Fan Village at Loncon 3 accompanying the British Worldcons article are by **Frank Olynyk** and along with the reproduction of the bid publicity and the program for the Worldcon Philharmonic Orchestra are courtesy of *fanac.org*.



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reviews and SF articles. Members can also view our  
meeting video archive, featuring talks by authors  
like Alastair Reynolds and Adrian Tchaikovsky

For full details on how to join us, our meeting  
calendar, and our 50 year history see our website  
[www.birminghamsfgroup.org.uk](http://www.birminghamsfgroup.org.uk)

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