Happy New Year from Boskone 58!

We look forward to bringing in the new year with an all new Boskone in 2021, designed just for you. Our team has been busily building a new, virtual version of New England's longest running convention, and we can't wait to see you there!

In the meantime, we have a couple of quick updates for Boskone 58:

- **New Start Time:** Programming begins at 3:30 pm (US Eastern Time) on Friday, February 12, 2021.
- **Longer Breaks:** All program items are 60 minutes long followed by a 30-minute break.
- **On-Demand Viewing:** Most, but not all, items will be recorded for on-demand viewing until February 28, 2021.
- **Ads, Art Show, & Dealer Links:** Direct links are now available for our advertising in the Souvenir Book (link), Art Show pages (link), and Dealers Room tables (link).

We appreciate your support, your imaginations, and your company as we gather as a virtual community in February 2021. Purchase your membership for virtual Boskone 58 today, and we will see you there!

Erin Underwood
Chair, Boskone 58

Visit the Boskone 58 Website.
BOSKONE'S PROGRAM PARTICIPANTS

This year's list of program participants includes a larger than usual number of new people as well as old friends who have not been able to attend Boskone in years. We're delighted to share our Guest List and several of new additions to our complete list of program participants.

Boskone 58's Guest List:

- Joe Abercrombie - Guest of Honor
- Julie Dillon - Official Artist
- Sheree Renée Thomas - Special Guest
- Marc Gunn - Musical Guest
- Ursula Vernon - NESFA Press Guest
- Mike Brotherton & Christian Ready - Hal Clement Science Speaker

New Additions to the Program Participant List:

- Gregory Benford
- Tobias Buckell
- Neil Clarke
- Guy Consolmagno
- Aliette de Bodard
- Vincent Di Fate
- S.B. Divya
- Scott Edelman
- Bob Eggleton
- Alan Dean Foster
- Cory Doctorow
- Donato Giancola
- Andrea Hairston
- Joe Hill
- Aleron Kong
- Mur Lafferty
- Tim Lebbon
- Arkady Martine
- Kwame Mbaliya
- Ron Miller
- Larry Niven
- Garth Nix
- Alastair Reynolds
- Rebecca Roanhorse
- Karl Schroeder
- Jarvis Sheffield
- Vandana Singh
- Charles Stross
- Christine Taylor-Butler
- Tade Thompson
- Paul Tremblay
- Walter Jon Williams

upcoming Mini Interview Series, and be the first to hear about new schedule updates and announcements. Get social and connect with Boskone online.

Use #Boskone

Follow us on Twitter
@BoskoneNews

Friend us on Facebook
@Boskone

Visit us on Instagram
@BoskoneSFF
BUY YOUR MEMBERSHIP
Boskone 58 is 3-day virtual convention, February 12-14, 2021. Published program times will be based on U.S. Eastern Time, and (dependent upon volunteer availability) on-demand recordings will be available within 24 hours. The event site includes embedded chat rooms are accessible to members from around the world.

Virtual BOSKONE 58
Memberships:
$25.00

What does your membership include?

- 3 days of top-notch programming, over 150 program items to choose from!
- Early access to the Boskone 58 event site and content.
- Discussion with bestselling and award-winning authors, scientists, artists, and creators in the science fiction, fantasy, horror, and tech research fields.
- Never miss a panel! Access to recorded sessions is available through the end of February 2021.*
- Online social spaces to connect with friends and like-minded fans.
- Access to individual chat rooms on each page and a site-wide chat channel.
- Ability to personalize your profile and connect with other members.

*Most, but not all, program items will be recorded for later viewing.

What does your Membership get you?

VOLUNTEER FOR BOSKONE 58
Would you like to help out? We're looking for volunteers to help with a variety of tasks that include:

- Video Hosting Manager
- Overall Zoom Manager
- Zoom Host Training manager
- Design Dealers Room & Art Show Pages / training provided as needed
- Zoom Hosts
If you're interested in being a virtual Boskone 58 volunteer, please fill out our Volunteer Form.

Visit the Volunteer Page.

SNEAK PEEK AT THE PROGRAM

The program for Boskone 58 is nearly complete and scheduled to publish in mid-January. While we continue polishing the topics and getting it ready for you, here is a special sneak peak at a few of the items you can look forward to attending at virtual Boskone this year.

A few program highlights for Boskone 58:

Welcome to Boskone
Join us for a short discussion about what Boskone has to offer, including a virtual tour of the convention spaces.
(A prerecorded session will also be available.)

The (New) Future of Work through the SFnal Lens
We are in the midst of the 4th industrial revolution. People fear AI and robots taking over our jobs. While that has happened in limited cases, like robots counting pills and capsules in pharmacies, on the whole our jobs have been safe. Science fiction is a lens into the future and that future includes work of all kinds. Let's take a look through this lens to get a better view at what the future of work may hold. What is coming soon? And what is it that those looking at the oncoming change may not yet see.

Supernatural Sleuthing
It's all well and good if the intrepid investigator of the uncanny can finally figure out the crime, but if the audience can't connect the dots, there's a fundamental flaw in the story. How do you "play fair" with readers by providing the clues needed to solve the mystery — without giving it away? Do clues need highlighting to ensure reader and writer end up on the same page? If magical means play into the solution, how can that magic be established early without spoiling the surprise?

From the Harlem Renaissance to Black Speculative Art Today
The black speculative art movement has a long and rich history of fantastical and scientific elements. How have those elements grown into a full blown artistic and literary movement that is sweeping through the SFFH world today? What areas are blossoming and what's about to
bloom? What should we see and read from the past and present to enjoy a fuller understanding of the current movement?

**The Golden Age of Art for Speculative Fiction**

From 1940 through 1969, we saw something new. Science fiction, fantasy, and horror illustration had been chiefly informed by mainstream artistic history and trends. But as Modern Art emerged, art in our genres diverged. Why? Who were the artists most influential in this movement? How did their individual styles adapt over these decades? And how does their work impact the speculative fiction art of today?

**The Literary Power of Simple Magics**

There's a trend of authors to go big or go home with respect to magic: but let's consider the fantasy of smaller magics? From magical realism — the wonderful oddness of minor magics woven into our ordinary world — to fantasy worlds with similarly modest magics, what are some outstanding stories? How do they succeed? Can stories infused with small magics compete with their flashier cousins?

**Art Portfolio Review by Official Artist Julie Dillon**

Our Official Artist has graciously offered to perform portfolio reviews for some lucky artists wishing to get direction for honing their skills. Julie Dillon is a winner of four Chesley Awards and three-time Hugo award winner in the eleven or so years she has been a professional artist. Known for her cover art for books, magazines, and record albums, artists couldn't find a better person to peruse your portfolio.

**Living in a Medieval Milieu**

What was it really like to live in the Middle Ages? How should writing about a medieval world reflect that reality? Is there anywhere today with that olde-time feeling? What science was commonly known, or known at all? Or rather, since science is a post-medieval concept, what natural philosophy was known? And let's not forget that there are cultures other than European.

**Saving the World by Dinner Time**

In the heart of every child or teen is an adventurer. Reading about those their age exploring (and saving) worlds, gives middle grade and YA fiction a special role in teaching kids to yearn to learn, to savor new ideas, and to seek new experiences. From ordinary heroes to extraordinary bad guys and secret mysteries to be uncovered, the youth of the world are up for the challenge! But first, what does it take to create relatable, believable characters, exciting story lines, and realistic ways for kids to navigate adult-centric worlds — and educate the readers at the same time.

**Boskone Book Club: A Little Hatred by Joe Abercrombie**
Join us for a conversation that brings con-goers together to consider one noteworthy work at length. This year we are reading *A Little Hatred*, first in the new Age of Madness trilogy by Joe Abercrombie, our Guest of Honor. Boskone’s own Bob Kuhn will lead the discussion; Joe Abercrombie will join the group halfway through for a Q&A. To participate, please read the book and come ready with your thoughts and questions.

**Creating Picture Books for Children**
How does this special combination of imagery and words create a compelling experience for young readers and their parents? Let’s figure out what makes the best of these books work. When the result of a collaboration between artist and author, which comes first, the picture of the chicken or its story?

Reminder, the program will be published in mid-January.

**Keep an Eye on the Program Page.**

**WE’LL SEE YOU AT BOSKONE!**
To learn more about the convention, please visit Boskone 58’s website and be sure to also review our Code of Conduct. If you have any questions, please contact us at info@boskone.org.

We look forward to seeing you online at Boskone 58 in February 2021.

Thank you for being a part of the Boskone community.
Boskone 58
Chair, Committee & Crew

www.boskone.org
February 12-14, 2021

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*Helmuth*, Boskone’s official newsletter, is edited by Erin Underwood. Please send news, photos, and comments to helmuth@boskone.org.

**BOSKONE 58 ADDENDUM**
In our last email, we included several items that were new or specific to our virtual, online version of Boskone 58. To ensure that this information is easy for you to find, we are including it as an addendum at this end of this email

**INCOME TRANSPARENCY FOR BOSKONE 58**

Boskone is an all-volunteer organized event. Our team works hard, volunteering countless hours of their time, to help keep convention costs as low as possible for our members. Even without a physical location, there are still costs to hosting a virtual convention.

Here are some of the critical expenses your membership helps to cover:

- Expanded features in our event management platform, which includes scheduling, event management, virtual dealer/fan tables, art show space, and registration tools.
- Increased number of software licenses for staff who need access to the event management platform.
- AV costs for paid Zoom rooms and webinars.
- Closed captioning services.
- Video storage for OnDemand program video playback of recorded programming.
- Credit card processing fees for memberships.
- Marketing, promotion, and design.
- Awards for our annual awards ceremony.
- Guest thank you gifts.
- Email newsletter and communications software.

Any profits generated by virtual Boskone 58 memberships will be applied to future in-person Boskones to help with costs such as American Sign Language expenses, our New Voices Fund, and other critical expenses that will help to modernize and sustain Boskone in the future.

**Visit the Boskone 58 Website.**

**ONLINE CONVENTION FORMAT - What to Expect**

Here is a quick list of bulleted highlights to give you a better sense of what to expect, with the caveat that some of these items are still in process:

- A single sign on event site for interacting with each other and the convention.
- Embedded chat within each page.
- A global chat option that follows you around the convention.
- An expanded Souvenir Book, PDF only
- Access to the event site 24 hours before the start of Boskone and through the end of February 2021 so that you can view all of the recorded program items.
- We will not be using Discord.
- Each program item will have a unique chat panel that will be active during the program item and will exist after it ends for members to continue the conversation.
- Our virtual program rooms will be named after our real-life program rooms at the Westin.
- The event website will include virtual tables for Dealers, Artists, Fan Tables, and Sponsors.
- You won't have to travel to/from Boskone during a blizzard.
- The food lines are shorter in your own kitchen.
- Your creature comforts, and your creatures!, are within arm's reach during the convention.

We are also working on updating our Code of Conduct as well as our Access Policy for our online members, which you can review on the website.

**Visit the Boskone 58 Website.**

**ADVERTISE IN THE SOUVENIR BOOK!**

Virtual Boskone 58 is producing a full color, expanded virtual Souvenir Book, available only in PDF. The virtual Souvenir Book is a great way to get your books, events, and groups in front of an audience who loves speculative fiction. This wonderful virtual souvenir will be available on the Boskone 58 website and emailed to our members.

If you have questions about the Virtual Boskone 58 Souvenir Book, please contact boskone-ads@boskone.org.

**Advertise in the Virtual Boskone 58 Souvenir Book.**

**ART SHOW, DEALERS, & FAN GROUP TABLES!**

The Virtual Boskone 58 event site includes Sponsor and Exhibit sections that feature pages (aka tables) for dealers, artists, publishers, fans, and advertisers to reserve space for the low cost of $10 per table. Our virtual Exhibit and Sponsor Tables can incorporate the following options:

- A Boskone volunteer to help set-up your page
- A graphic logo
- Descriptive text
- Images
- Live links
- Social media and contact information
Visit the Boskone Venue Page for more information.

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Boskone® is brought to you by NESFA®, the New England Science Fiction Association. NESFA, founded in 1967, is one of the oldest science fiction clubs in New England.

* Boskone 58 will take place online in 2021. *