

Boskone 59

February 18-20, 2022
Westin Boston Seaport
Boston, MA



**Quick
Reference
& Events**

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Maps**

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Overview**

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Friday

Saturday

Sunday

**Participant
Schedules &
Committee**

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Parking
Restaurants**

Ted Chiang
Sara Felix
Tamsyn Muir
Tim Griffin

**Pocket
Program**

Boskone Covid-19—Vaccination & Masks

All people physically attending Boskone, 5 years old and older, must be fully vaccinated and show proof of vaccination. There are no exceptions.

All people 2 years old or older (attending Boskone) must wear a mask in convention spaces (including open parties) at all times, except when eating or drinking in designated food and drink spaces. There are no exceptions.

Children 4 and under must be with parents or guardians at all times and have a negative PCR test taken February 15, 2022 or later.

Boskone—Code of Conduct

Be respectful and courteous towards others. We expect you to understand that you need to ask before you touch, and that "No" means "No." Harassment of any kind, intimidation, or illegal behavior is not allowed. This applies to your interactions with everyone.

You are expected to refrain from illegal, destructive, hazardous conduct, or any other inappropriate behavior, including but not limited to destruction of hotel or other property.

Violation of this policy may result in action ranging from warning[s], having your participation restricted, being barred from the convention (without refund), to a permanent attendance ban. Action by the convention in no way precludes injured individuals, the hotel, or NESFA from pursuing whatever remedies, civil or criminal, as they see fit.

If you feel you are being harassed, intimidated, or threatened in any way, please let the ConChair or a NESFA Officer know. Go to the Convention Office to find one of those people, or call 617.564.5901.

NESFA endeavors to keep all names involved in actions confidential to the extent possible; however, accused individuals have the right to be informed of relevant details so they can respond to accusations. Boskone is a members-only event; the convention reserves the right to determine who may be a member.

Parties and gatherings in hotel rooms are the responsibility of the individual[s] renting that room. Anyone hosting a gathering in their room has the right to determine who may visit that room as well as define what is considered appropriate behavior.

Fixed Function Times & Locations:

All convention activities located to the left side (i.e., nearest to the ocean) as you enter hotel lobby from front.

Access (see Information)

Art Show (Galleria/Lower Level)

Art Viewing Hours:

Fri 6:00pm - Midnight

Sat 10:00am - 9:00pm

Sun 10:00am - Noon, 1:00pm - 3:00pm

Quick Sale Hours (Sat/Sun Only):

Sat Noon - 9:00pm

Sun 10:00am - Noon.

Bidding Closeout: Sun Noon.

Art Auction: Sun 12:30pm.

(If needed; will be outside the Art Show)

Sales/Art Pickup:

Sun 1:00pm - 3:00pm.

Artist Checkout:

Sun 1:00pm - 3:00pm.

Autographing (Galleria—Dead Center)

Fri 5:00pm - 5:50pm

Sat 11:00am - 5:50pm

Sun 10:00am - 1:50pm

Children's Program (see DragonsLair)

Coat Check (see NarniaCon)

Con Office (Galleria—Middle Back)

Con Suite (Galleria/Lower Level Right)

Fri 4:00pm - Midnight

Sat 10:00am - Midnight

Sun 10:00am - 4:00pm

Dead Dog Party (Staff Den)

Sun after teardown

Dealers Room (Galleria—Lower Level)

Fri 5:00pm - 8:00pm

Sat 10:00am - 6:00pm

Sun 10:00am - 3:00pm

Discussion Groups (Galleria—Far Right Corner)

DragonsLair (Galleria—Left of Entrance)

Fri 6:00pm - 9:00pm

Sat 9am-Noon, 1pm-5pm, 7pm - 9pm

Sun 9:00am - 2:00pm

Parents—please pick up your children for meals.

Fan Tables (Galleria/Lower Level Right)

Fri 3:00pm - 6:00pm

Sat 11:00am - 6:00pm

Sun 11:00am - 3:00pm

4 QUICK REFERENCE

Filk/Music (Lewis/Harbor Level)

Fri 5:00pm - 1:00am or later
Sat 11:00am - 1:30am or later
Sun 11:00am - 6:30pm

Flyer Racks/Freebies (Galleria Foyer)

Gaming Harbor III (2nd floor)

Fri 2:00pm - Midnight
Sat 10:00am - Midnight
Sun 10:00am - 3:00pm

Garage Elevators (Near escalators & Marina) (also Handicap elevator to function space)

***Helmuth* (Harbor Foyer—Upper Level)**

Distribution from Coat Check & Flyer Racks

Hotel Information:

Westin Main Number: 617.532.4600
Omni Boston Hotel: 617.476.6664
Renaissance Main Number: 617.338.4111

Information (Harbor Foyer—Upper Level) (also handling Access and Volunteers)

Fri 3:00pm-9:00pm
Sat 10:00am - 9:00pm
Sun 10:00am - 3:00pm

Kaffeeklatsches (Con Suite near Windows)

Sign-up in Program Ops (Upper Level)
Fri 6pm-10pm Kaffeeklatches signups start Fri Noon
Sat 10am-11am Kaffeeklatsches signups start Fri Noon
Remaining Kaffeeklatsches signups start Sat 10am

Kids (see DragonsLair)

Makers' Space (Galleria—Far Right Corner)

NarniaCon (Marina Foyer—Lobby Level)

Fri 1:30pm - 12:30am
Sat 9:00am - 12:30am
Sun 9:00am - 4:00pm

Newsletter (see *Helmuth*)

Party Board (Galleria Foyer—Near Escalators)

Program Ops (Harbor Foyer—Upper Level)

Programming Hours

Fri 2:00pm - 11:30pm
Sat 8:00am - 11:00pm
Sun 8:00am - 3:00pm
Sun (Filk meeting/dead dog filk until 6:30pm)

Programming Locations

Marina Ballrooms I & II (Lobby Level)
Harbor Ballrooms I & II, (Upper Level)
Burroughs, Carlton, Griffin, Lewis (Upper)

Readings (Griffin—Upper Level)

Registration [Con] (Harbor Foyer)

(Photo ID, Vaccination Card & Mask Required!)

Fri 1:00pm - 8:30pm
Sat 9:00am - 6:00pm
Sun 9:00am - Noon

Restaurants (Info on page 70)

Virtual Program

Marina Ballrooms III & IV (Lobby Level)
Harbor Ballroom I (Upper Level)

Volunteers (go to Info Desk)

Workshops (signup in Program Ops)

Events Times & Locations:

Opening Ceremonies

Fri 9:00pm - 9:50pm (Harbor I—Upper Level)

Boskone 59 Welcome Reception

Fri 10:00pm - 11:30pm (Galleria—Art Show)

Guest of Honor Interview: Ted Chiang

Interviewed by James Patrick Kelly

Sat 1pm-1:50pm (Harbor I—Upper Level)

Special Guest Interview: Tamsyn Muir

interviewed by Erin Underwood

Sat 4pm-4:50pm (Harbor I—Upper Level)

Book Launch Party

Sat 6:30pm - 7:20pm
(Galleria Autograph Area—Lower Level)

Post Meridian Radio Players

Sat 7:00pm -7:50pm (Harbor I—Upper Level)

Musical Guest Concert: Tim Griffin

Sat 9pm - 9:50pm (Harbor I—Upper Level)

Official Artist Interview: Sara Felix

Sun 11am - 11:50am (Marina I—Lobby Level)

Feedback Session

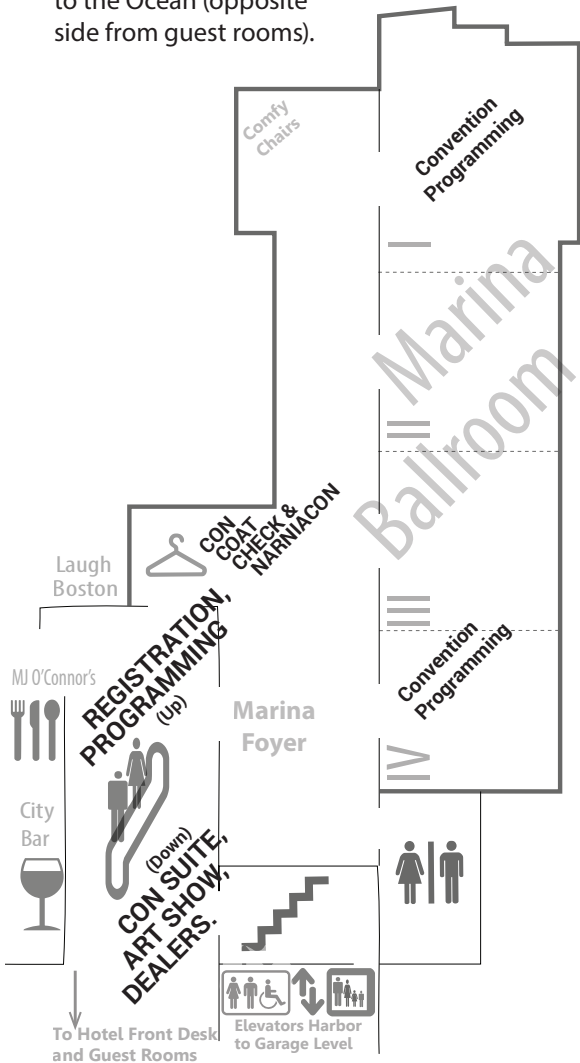
Sun 3:00pm - 3:50pm (Harbor I—Upper Level)

Dead Dog Filk

Sun 3:30pm - 6:30pm (Lewis—Upper Level)

Westin Seaport Hotel Lobby Level

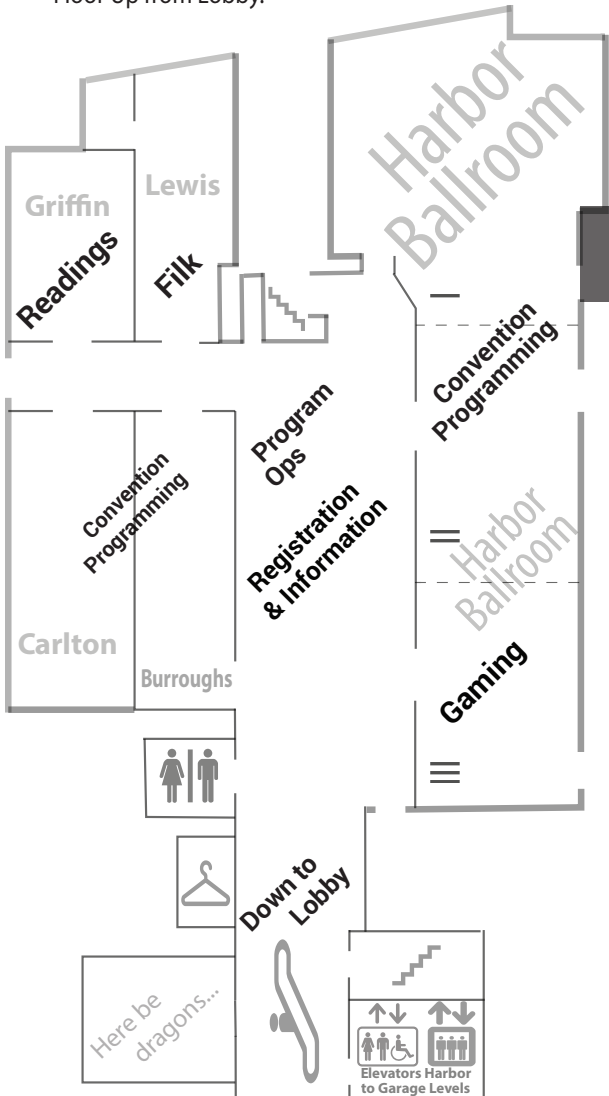
These rooms are nearest to the Ocean (opposite side from guest rooms).



The Jack Gaughan Award for Best Emerging Artist honors the memory of Jack Gaughan, long-time friend of fandom and one of the finest SF artists of the 20th century. NESFA® presents the award annually to an emerging artist chosen by a panel of judges.

Hotel—Conference Level

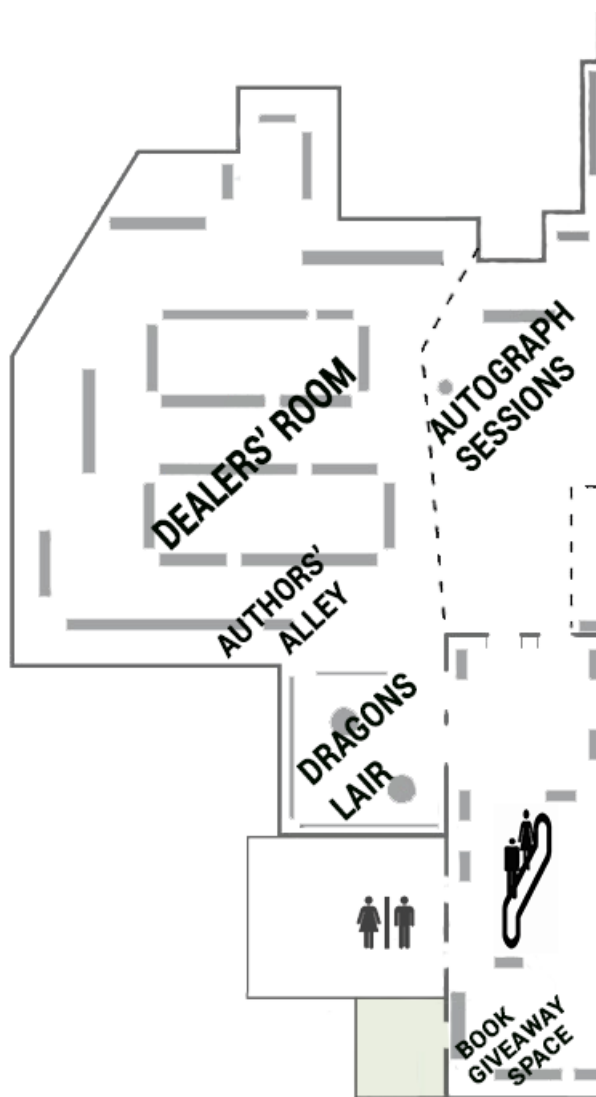
East (Ocean) Side—One
Floor Up from Lobby.



The E. E. Smith Memorial Award for Imaginative Fiction (a.k.a. the *Skylark*)

is awarded annually by NESFA® to a person, who, in the opinion of the membership, has contributed significantly to science fiction. The presentation takes place Friday evening during Opening Ceremonies.

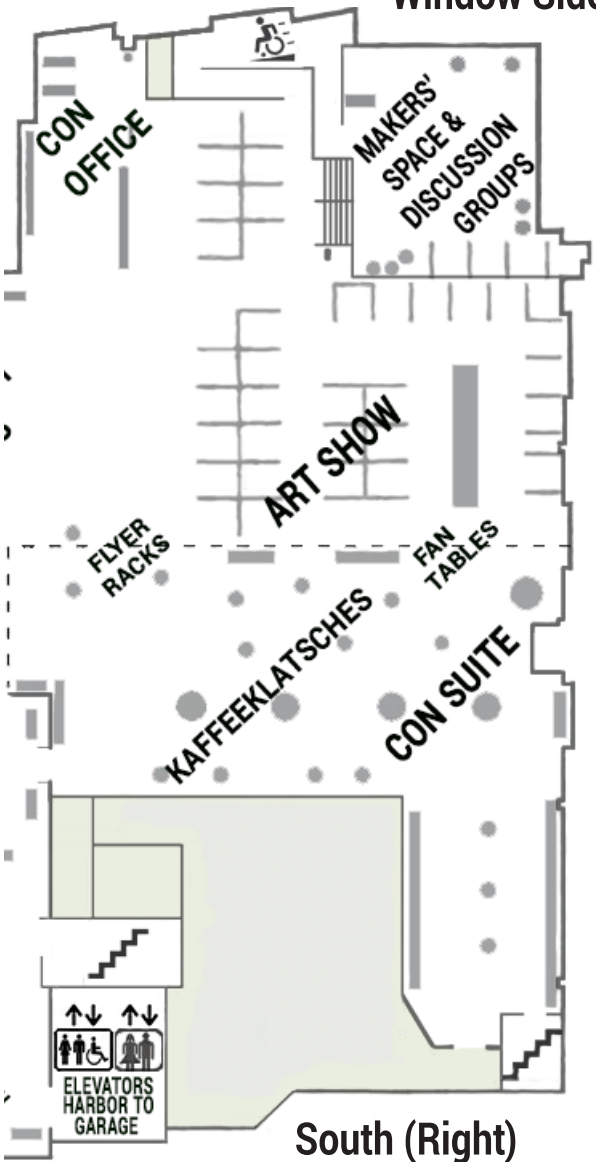
Westin Galleria—North (Left Side) (One Floor down from Lobby Level)



Conventions are run on VOLUNTEERS

Stop by the Volunteer Desk (a.k.a. Info Desk) to ask a question, volunteer to help, or find out about Access.

Window Side

**Boskone 60 PreReg Memberships**

On-Sale now at the NESFA Sales Table in the Dealers' Room. Year-ahead rates: Adult \$50, Young Adult (18-25) \$30, Child (5-17) \$20.

Convention Registration

Registration opens at 1pm on Friday in the Harbor Foyer on the 2nd floor.

Be sure to have your vaccination card and photo ID handy.

Masks are required everywhere except in Con Suite while eating or drinking.

Program Participant Check-in is also in the Harbor Foyer on the 2nd floor. After you have your ID & vaccine status checked and get your Boskone badge at Registration, stop by Program Participant Check-in to get your Program packet.

Program Ops is on the Upper Level (one level up from hotel lobby)

Sign up for Kaffeeklatsches and Workshops!

Program Participants—Check-in and Pickup your program packets!

Limited Attendance Items

Most items do not require sign-up and will have space enough for everyone. But some items are marked “sign-up required”.

You may **reserve a spot** for limited attendance items at the Program Ops Desk (online for Virtual Limited Attendance Items).

Kaffeeklatsches

Kaffeeklatsches are small discussions with a writer. Participation **limited to 10 people at the hotel or 15 persons if virtual**.

All Kaffeeklatsches require sign-up at Program Ops. For Virtual Kaffeeklatsches sign-up online in the Virtual Program Area.

Space is limited. Please be sure to register early to secure a place. (Quick Reference for times.)

If your plans change, please return to Program Ops and cancel your slot to make room for others.

Kaffeeklatsch tables (near the Con Suite area) are between the Con Suite and Galleria entrance, and marked as such.

Workshops

Workshops are interactive experiences where one participant teaches the group specialized skills or techniques.

Some [but not all] Workshops require sign-up. One also requires a materials payment.

Virtual Boskone—Hybrid Convention

Boskone is a hybrid convention this year, featuring many in-person panels and some panels, readings and Kaffeeklatsches over Zoom.

If you purchased your membership at Boskone; you should have been given a link with a one-time URL to activate your virtual membership. They are not re-usable.

If you purchased a membership prior to Boskone; you should have received a link by email to access the virtual convention.

Online panels are open to all attending members and to all virtual members.

To participate in Virtual Programming you'll need a computer/tablet/phone with Zoom, internet access, and a Boskone membership.

Local [Originating] Virtual Items

Virtual items scheduled in **Harbor I** mostly take place in that room but are streamed out to virtual attendees.

Exceptions are all **readings** scheduled in **Harbor I**; these originate virtually (remotely), but are viewable in **Harbor I**.

Remote [Incoming] Virtual Items

Virtual items scheduled in **Marina III & Marina IV ballrooms** originate virtually (on Zoom) but are viewable in those hotel function rooms.

Virtual Kaffeeklatsches

Virtual Kaffeeklatsch items originate virtually (on Zoom), but do not have a place in the hotel for in-person attendees to participate. To participate, you must use your own equipment. **Online registration only** in the Virtual Programming Area.

Helmuth, Speaking for Boskone

Our newsletter is generally published 4 times during the convention. You can find paper copies near the door to the Galleria, at the Marina Coat Check Room, and in the Harbor Foyer. The newsletter will also be published online at ***boskone.org***. If you follow social media, late-breaking news is published to the Twitter feed: ***twitter.com/boskonenews*** (use the ***#boskone*** hashtag); and on the Facebook page in the Boskone Group. You can drop off a note at information, or send E-mail with news, open party information, or photos to: ***helmuth@boskone.org***.

Pink Sheets for Late Program Changes

Late Program changes are generally published in *Helmuth*; if there are many, you'll see Pink Sheets published with all the changes. Late Program changes will also be incorporated in the online schedule at ***boskone.org***.

SCHEDULE INDEX

Autographing

- 25 Guest Autographing: Ted Chiang and Tamsyn Muir
- 94 Autographing: Gene Doucette and Andrea Hairston
- 111 Autographing: David Coe and Adam Stemple
- 127 Autographing: Dan Moren and Mike Squatrito
- 143 Autographing: Jeff Carver and Allen Steele
- 159 Autographing: Mur Lafferty and Marshall Ryan Maresca
- 176 Autographing: Clea Simon and Paul Tremblay
- 191 Autographing: Colin Alexander and Ted Chiang
- 244 Autographing: Brendan DuBois and Cat Scully
- 260 Autographing: James Cambias and Bracken MacLeod
- 278 Autographing: Leigh Perry and Walter Jon Williams
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- 30 Lords of Waterdeep
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- 97 Kaffeeklatsch: Michael Swanwick
- 113 Kaffeeklatsch: Tim Griffin
- 114 Kaffeeklatsch: Steven Popkes and Cat Scully

Schedule items in list are sorted by type/interest area plus item number. Use the number to find items in the schedule. Friday numbers are from 1 to 73; Saturday 74 to 241; Sunday 242 to 310.

Most items are in hotel function space (i.e., in-person). Virtual items (in-person or remote) are accessible both in-hotel and on-line (except Virtual Kaffeeklatsches).

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- 144 Kaffeeklatsch: Tamsyn Muir
- 145 Kaffeeklatsch: James Cambias and Grant Carrington
- 161 Kaffeeklatsch: Ted Chiang
- 162 Kaffeeklatsch: Walter Jon Williams
- 179 Kaffeeklatsch: Marshall Ryan Maresca
- 180 Kaffeeklatsch: Andrea Hairston
- 194 Kaffeeklatsch: R.W.W. Greene and Bracken MacLeod
- 195 Kaffeeklatsch: Mur Lafferty and Tonia Ransom
- 247 Kaffeeklatsch: Ana Rüsche and Cesar Santivañez
- 263 Kaffeeklatsch: Brendan DuBois and Leigh Perry

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- 33 Kaffeeklatsch: Ada Palmer
- 52 Kaffeeklatsch: Elsa Sjunneson
- 60 Kaffeeklatsch: Vida Cruz
- 67 Kaffeeklatsch: Garth Nix
- 83 Kaffeeklatsch: Charles Stross
- 98 Kaffeeklatsch: Fran Wilde
- 115 Kaffeeklatsch: Arkady Martine
- 130 Kaffeeklatsch: John Wiswell
- 146 Kaffeeklatsch: Craig Shaw Gardner
- 163 Kaffeeklatsch: Max Gladstone
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- 196 Kaffeeklatsch: Les Johnson
- 203 Kaffeeklatsch: James Moore
- 208 Kaffeeklatsch: Sebastien de Castell
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- 264 Kaffeeklatsch: Neil Clarke
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- 123 Concert: Joe Kesselman
- 137 Informal Filk Lyric Workshop
- 153 Song Circle: Winter
- 169 Concert: Denise Gendron
- 213 Adam Stemple in Concert
- 225 Open Filk (Sat Session)
- 255 Song Sequitur Concert
- 270 Concert: W. Randy Hoffman
- 284 Song Circle: Stories of Your Life and Others
- 299 Dead Dog Filk

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Virtual items (in-person or remote) are accessible both
in-hotel and on-line (except Virtual Kaffeeklatsches).*

Music (Virtual)

- 55 Musical Guest Concert: Tim Griffin (Fri Session)
- 68 Concert with Madison Metricula Roberts
- 198 Concert: Peggi Warner-Lalonde
- 224 Musical Guest Concert: Tim Griffin (Sat Session)
- 229 Concert with David and Robin Rantanen
- 292 Brimstone Rhine and Friends in a Concert to the Stars!

Reading

- 28 Group Reading (Science Fiction) — Jeffrey A. Carver,
Suzanne Palmer, Nathan Toronto
- 37 Walter Hunt
- 44 Mur Lafferty
- 46 Seth Dickinson
- 57 Group Reading (Science Fiction) — Brendan DuBois,
Justin Key, Andrea Kriz
- 75 James Cambias
- 87 Grant Carrington
- 89 James Patrick Kelly
- 102 Group Reading (Fantasy): Mike Allen, Tabitha Lord
- 119 Leigh Perry
- 122 Walter Jon Williams
- 134 Tom Easton
- 136 Esther Friesner
- 150 John Langan
- 152 Andrea Hairston
- 166 Kenneth Schneyer
- 168 Steven Popkes
- 185 Jennifer Williams
- 187 Group Reading (Fantasy): E.C. Ambrose, C.S.E. Cooney,
Tim Griffin, Sarah Jean Horwitz
- 212 Suzanne Reynolds-Alpert
- 219 Group Reading (More Horror!): Bracken MacLeod, Errick
Nunnally, Tonia Ransom, Paul Tremblay
- 226 Broad Universe Rapid-Fire Reading
- 251 Zachary Topping
- 268 Group Reading (MG/YA): Carlos Hernandez, Cat Scully,
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- 282 R.W.W. Greene

Reading (Virtual)

- 17 Group Reading: Vaughn, Robson, Heartfield
- 61 Reading: Max Gladstone
- 64 Reading: E. Lily Yu
- 73 Reading: Tamora Pierce
- 99 Reading: Charles Stross
- 103 Reading: Cory Doctorow
- 117 Group Reading: Murphy, Myers
- 120 Reading: Steve Miller
- 216 Group Reading: Johnson, Martine, Ocampo
- 217 Reading: Ada Palmer
- 218 Reading: Elsa Sjunneson
- 223 Reading: Garth Nix
- 228 Reading: Karl Schroeder
- 230 Reading: Bruce Coville

- 232 Group Reading: Cruz, McHugh, Thomas
- 249 Reading: Malka Older
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- 76 Doctor Who Extended Universe
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- 128 Tiara Workshop for Adults
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- 175 Dealing with Demands, Artistically
- 186 TV Oldies Are Now Streamies
- 192 The Green Knight
- 242 Drawing Between the Lines
- 243 A Fond Farewell to The Expanse
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- 261 Art Prints and Print Blocks Workshop
- 286 Podcasts and Videocasts: Showbiz for SF/F/H People

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Writing/Publishing

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- 24 Using Games to Write
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- 233 Do it Again: The Pains (and Pleasures?) of Rewriting

**2:00pm FRIDAY****1 Arboretum***Harbor III (Upper Level) (50min)*

 Play a mystical card game where you put together a garden of trees. [4 players, beginners, all ages.]


2 Climate Change Mitigation*VIRTUAL + Marina III (Lobby Level) (50min)*

What real steps can we take to slow, then stop, the climate catastrophes already wrecking our civilization? Fossil fuel enthusiasts cheerfully propose humungo geoengineering experiments on the only planet we have: like injecting sulfur dioxide (a major pollutant) into the upper atmosphere for (temporary) cooling. (Opponents call for injecting fossil fuel executives into the atmosphere instead.) Will mega-scale investment in energy-efficient technology and renewables plus planetary remediation of forests and oceans work instead? If not these, what? If not now, when? *Les Johnson (m), Thiago Ambrosio Lage, Arkady Martine, Karl Schroeder, Vandana Singh*

3 New Ways to Think About Media Rights*VIRTUAL + Marina IV (Lobby Level) (50min)*

Creatives have been conditioned to seek copyrights on everything they produce, attempting to tightly restrict their use. However, some non-copyright media rights approaches may still hold value for creators — while also actually improving their share of the income generated by their work. We take a look at what these approaches may entail and how they might mutually benefit creators, publishers/studios, and readers/viewers/fans. *Scott Drakeford (m), Cory Doctorow, Cerece Rennie Murphy, Malka Older, Ada Palmer*

3:00pm**4 Empire Express***Harbor III (Upper Level) (50min)*

 An easier version of Iron Dragon and the base introduction game of the Empire game series. Use crayons to draw your train routes on the map. Create routes to deliver goods to cities. This version uses a map of the Northeastern US. [4 players, beginner, 8+]

5 John Wick: A Fantasy Universe?*Marina I (Lobby Level) (50min)*

Hitmen. Guns. Dead puppies. Not exactly typical fantasy fare. But tilt the prism right, and you may see a rich world full of magical realism, with John Wick as the unwilling hero (a wizard with a gun ... or a pencil) dragged back down the rabbit hole. As in any good fantasy universe, there are villains, lore, and the hint of a rebellion brewing. What other elements make the series more a fantasy than just a glossy neo-noir? *Suzanne Reynolds-Alpert (m), Jennifer Pelland, Jennifer Williams*

6 Welcome to Boskone (Fri Session)*Makers' Space (Galleria) (50min)*

Things are different this year! Whether you're new to Boskone or a con veteran, join us for a short discussion about how to navigate this year's hybrid convention. Here's your opportunity to learn what Boskone has to

Reminder: End time is 10 minutes before next item starts!

offer, familiarize yourself with some con lingo, and meet new people! *Laurie Mann(h), Ana Rüsche(h)*

7 Kaffeeklatsch: Marie Brennan

VIRTUAL Only (Registration Required) (50min)

Marie Brennan(s)

8 What's New with the New England Gothic?

VIRTUAL + Marina III (Lobby Level) (50min)

The author of fascinating, brand-new tome *The Gothic Literature and History of New England: Secrets of the Restless Dead* updates us on Creepy Yankee tales. Faye Ringel may mention witch trials, scarlet letters, or lethal lotteries — plus Shirley Jackson's letters, uncovered slaver secrets, why we're not loving Lovecraft, and new voices airing olde New England sins. *Faye Ringel(s)*

9 OneHome: Experiencing the Sight of Earth as an Astronaut

VIRTUAL + Marina IV (Lobby Level) (50min)

Astronauts in orbit have experienced a profound love for the Earth and felt that we all share one home. It is called the "Overview Effect," and it changed them forever. Using unique Earth images taken from 1 million miles away by NASA, the idea is to bring the overview effect to millions of people. *Jean Pierre Goux(s)*

4:00pm

10 First Contact Scenarios

Burroughs (Upper Level) (50min)

Let's assume we are not alone. Also, space travel is practical. How might meeting and greeting alien intelligences play out? (Have we already practiced with chimps and dolphins?) Let's brainstorm some scenarios based on what we know or can speculate about the biological, psychological, technological, astronomical, and linguistic issues that might come up. *Jeffrey A. Carver (m), E C Ambrose, Ted Chiang, Rich Larson, Allen M. Steele*


11 What Manga Teaches Us About Storytelling

Carlton (Upper Level) (50min)

Manga: a term derived from Japanese words for "aimless" and "picture." But these comic books / graphic novels transcended their trivial beginnings to become a beloved art form worldwide. Their best stories are capable of great nuance, but many don't hesitate to also depict (and evoke) strong emotions: painful loneliness, overwhelming tenderness, fierce determination, exhilarating triumph. What else can SF/F/H writers learn from them? *Christine Taylor-Butler (m), Esther Friesner, DJ Oliveira*

12 Azul

Harbor III (Upper Level) (50min)

 A tile-based game where timing is everything. Grab the tiles to fill your board — but beware, wait too long to make the grab and you may wind up losing more points than you gain. [4 players, beginners, all ages.]

**13 Solo Talk: The Fantastic Bestiary***Marina I (Lobby Level) (50min)*

From dragons to bonnacons, the medieval bestiary was a fascinating blend of art, myth, science, and philosophy. Take a look at the history of bestiaries and their illustration, and how their mythologies and magical creatures provided moral lessons for their times just as speculative fiction can do for us now. Then see how author and artist Anne E.G. Nydam was inspired by this Middle Ages subgenre — a quirky combination of fantasy “facts,” wonderful illustrations, and revealing perspectives on the world — to write a bestiary of fantastical creatures (illustrated with original relief block prints) that aims to bring hope to our times.


Anne Nydam(s)

14 Changing Twenty-First Century Fandoms*Marina II (Lobby Level) (50min)*

Boomers plus Gens X, Y, and Z; gamers, media fanatics, hard SFers, spec fic litterateurs; bloggers, zinners, Twitterati — how does each of these groups approach their fannish activities? What are the norms? The differences? We talk about the “fannish community”: what’s that mean? Where do we find common ground to include all fannish people? *Priscilla Olson (m), Vince Docherty, R.W.W. Greene, Lisa Hertel*

15 Workshop: How to Moderate a Con Panel*Makers' Space (Galleria) (50min)*

Great moderation can make the difference between a mediocre convention panel and one that’s enjoyable, entertaining—and informative. Come get some top tips from an experienced moderator. *Janice Gelb(b)*

16 Kaffeeklatsch: Ellen Datlow*VIRTUAL Only (Registration Required) (50min)**Ellen Datlow(s)***17 Group Reading: Vaughn, Robson, Heartfield***VIRTUAL + Marina III (Lobby Level) (50min)* *Kate Heartfield(h), Kelly Robson(h), Carrie Vaughn(h)***18 Modernizing Fantastic Fiction***VIRTUAL + Marina IV (Lobby Level) (50min)*

Fantasy is made of magics and wonders built upon thousands of years of culture, history, and folklore. What tropes, which characters and storylines most resonate across borders and over time? And how have these stories found new life among modern audiences? Can you write great fantastic fiction today that leaves all the old tropes behind? *Jack Haringa (m), Laurence Raphael Brothers, Maura McHugh, Sarah Pinsker, E. Lily Yu*

5:00pm**19 Mining History for Your Story***Burroughs (Upper Level) (50min)*

The subgenres of alternate and secret histories often set narratives in the past. But you can also dig up historical sources as bits of scaffolding for your stories set in the present, the future, or otherwhen. You’ll find intriguing characters, fabulous plots, and wild adventures back there. What are your favorite examples? What are the pitfalls of mining history to make it your own? *Kenneth Schneyer (m), Brendan DuBois, David B. Coe/D.B. Jackson, Nathan Toronto*

Reminder: End time is 10 minutes before next item starts!

20 Song Circle: Teaching Songs

Lewis (Upper Level) (50min)

 *Tim Griffin(a)*


21 Different Artists, Different Mediums

Carlton (Upper Level) (50min)

Some genre artists work in ink, some in paint, others in clay, still others in metal or neon — and so many today in pixels. Artists discuss their mediums: the materials or means by which they express themselves. How were they drawn to them? Why? As the artist shapes their medium, how does the medium shape the art? *Anne Nydam (m), Bob Eggleton, Sara Felix, Dave Seeley*

22 World of Aetaltis: Death in the Deeplands (Fri Aft Session)

Harbor III (Upper Level) (1hr 50min)

 A party of heroic adventurers plunges into the Deeplands of Aetaltis to confront the forces of darkness, and bring peace and security to the people of Agthor. An action-packed, virtual, D&D 5E adventure. [4 players, 2 hours. You must be at least 13 years of age to participate.] Note: This is a virtual session, played via Zoom. You'll need your own equipment (laptop or tablet, and a microphone or phone to talk into) but no other gear. You must sign up for your session in Gaming (Harbor III), where you'll receive more information on how to access the game. Plan to play your session in your room for improved Wi-Fi access.

23 You and I and Her: The Magic of Point of View for Writers and Readers

Marina I (Lobby Level) (50min)

First? Second? Third? Cinematic? Omniscient? Limited? Direct address? Before you can begin to tell your story, you need to decide *how* to tell it. This crucial decision has important implications throughout the writing and reading process since different points of view offer unique challenges and opportunities. Come for a humorous tour of this fundamental narrative technique. *James Patrick Kelly(s)*

24 Using Games to Write

Marina II (Lobby Level) (50min)

Writers have a long tradition of using games, competitions, and other playful activities to inspire their writing. In this workshop, we will be using the cards for a roleplaying game that C. S. E. Cooney and Carlos Hernandez are developing — macabre and ghoulish things, these cards! — to inspire participants to write. Then, we'll have a mini-salon where participants can share the fruits of their gamic inspiration! [No sign-up required! No limit on people who can attend!] *C. S. E. Cooney(s), Carlos Hernandez(s)*

25 Guest Autographing: Ted Chiang and Tamsyn Muir

Autograph Space (Galleria) (50min)

Ted Chiang(h), Tamsyn Muir(h)

26 Uplifting Dystopian Fiction?

VIRTUAL + Marina III (Lobby Level) (50min)

Dystopias unfurl charts to navigate around real abysses — social inequality, authoritarian governments, violence



against minorities, scientific denialism, etc. Even at their darkest, moments of utopian bliss unveil themselves to push the story forward. Julia's love note to Winston in 1984, the poetry in *Parable of the Sower*, the power of friendship in the *Broken Earth* trilogy. What function do these serve in their stories? In this third year of the Plague, what other examples might bring us a little hope? *Sarah Pinsker (m)*, *Cory Doctorow*, *David McDonald*, *Kelly Robson*, *Carrie Vaughn*

27 Facts Behind Folklore


VIRTUAL + Marina IV (Lobby Level) (50min)

There is usually some authentic foundation to folklore — a true story, a common belief, an insight into the human condition. This starting point becomes transformed through the storytelling process into the familiar tales we hear from parents or fairy tale books. How can we dig into these stories to find their center? How can we use that knowledge to craft stories that take on a life of their own? *Marie Brennan (m)*, *Greer Gilman*, *Fran Wilde*, *Jane Yolen*

6:00pm

28 Group Reading (Science Fiction): Jeffrey A. Carver, Suzanne Palmer, Nathan Toronto

Griffin (Upper Level) (50min)

 *Jeffrey A. Carver(b)*, *Suzanne Palmer(b)*, *Nathan Toronto(b)*


29 Very Far Future SF

Carlton (Upper Level) (50min)

It's hard enough predicting what next week will be like. How can we write SF taking place thousands or even millions of years in the future? How do we make the remote descendants of humanity relatable to readers? How do you convey a culture which has no continuity with our own? *James Cambias (m)*, *Rich Larson*, *Tam-syn Muir*, *Clea Simon*

30 Lords of Waterdeep

Harbor III (Upper Level) (50min)

 Do you have what it takes to rule the land and manipulate it to your advantage? Construct buildings, take on quests, and hire employees — but beware the intrigue cards, for they can hurt as much as help. [5 players. Intermediate. 10+]

31 Fantastic Screenplays 101

Marina I (Lobby Level) (50min)

"One page of script equals one minute onscreen ... Really good aliens are really bad for budgets ... Dream sequences never work ... When in doubt, apply hand-wavium." Behind every great SF/F/H flick is a great screenplay. What are the rules of the screenwriting road? What new tricks must a print fiction writer learn? What makes a great adaptation? What memorable scenes from SF/F/H movies show screenwriting at its finest? *Sarah Langan (m)*, *Brad Abraham*, *Gene Doucette*, *Andrea Hairston*, *César Santivañez*

32 What Is Horror?

Marina II (Lobby Level) (50min)

Horror is a feeling. Or maybe it's a body count. For some people, it's just a four-letter word. From body horror to folk horror to slasher, we'll discuss the differences and

Participant Categories: Moderator [a.k.a. ringleader]=(m), Speaker [orator]=(s), Teacher [mentor]=(t), Presenter [bestower]=(b), Performer [artist,thespian]=(a), Participant [helper,player]=(h), Panelist=(.).

similarities in these subgenres — and see if we can find common ground. *Gillian Daniels (m), Paul Tremblay, Jennifer Williams*

33 Kaffeeklatsch: Ada Palmer

VIRTUAL Only (Registration Required) (50min)

Ada Palmer(a)

34 The Seven Bells of the Abhorsen: A Discussion with Garth Nix

VIRTUAL + Marina III (Lobby Level) (50min)

Last year saw the publication of Terciel & Elinor, sixth book in the YA fantasy/horror Old Kingdom series — as well as a 25-year anniversary edition of Sabriel, which introduced this land of ancient and often terrible magics. These delightful books have helped Garth Nix sell more than 6 million copies worldwide. Let's zoom to Garth's domain in the magical land of Oz (OK, Australia) to discuss characters, worldbuilding, and how to inspire audiences across the globe. *Garth Nix, Erin Underwood*

35 Mapping Your Way Into a Fantasy World

VIRTUAL + Marina IV (Lobby Level) (50min)

There's nothing like a map to transport many readers into a new world of possibilities. Besides a grasp of topography and weather, what tools help make a fantastic map? If you undertake thaumacartography yourself: does your map help readers understand the story? Is it understandable itself? Is it beautiful? Could it inspire sequels? Finally, what maps in all of fantastika have you found truly enchanting? *Julie Czerneda (m), Sebastien de Castell, Paul Di Filippo, Scott Drakeford, Greer Gilman*

7:00pm

36 Fantastic Leadership

Burroughs (Upper Level) (50min)

In the beginning were the gallant king, the noble scientist, and the jut-jawed space commander. Has SF/F literature progressed beyond these creaky stereotypes? What more interesting portraits of leadership have emerged? What makes a good leader? Who's your favorite kingpin-ish character: Harrow Nonagesimus? Leia Organa? T'Challa? Eddard Stark? Maia Drazhar? Laura Roslin? Miles Vorkosigan? Who would win the ultimate boss fight? *Walter Jon Williams (m), Robert V.S. Redick, Allen M. Steele, Zachary Topping*

37 Reading: Walter Hunt

Griffin (Upper Level) (25min)



38 NESFA Hymnal Sing

Lewis (Upper Level) (50min)



A classic filk song sing-a-long from the NESFA Hymnal. [Hymnals provided.] *Ellen Kranzer(a)*

39 Sarek: the Key to Star Trek?

Carlton (Upper Level) (50min)

Look at his kids: Spock (half human half Vulcan), Michael Burnham (human fostered as Vulcan), and Sybok



(Vulcan with human-ish emotions). In both life and work, Sarek seeks to build bridges between aliens. He passes that passion to Spock and onward to Picard (re the Romulans). Is Sarek a crucial stand-in for series creator Gene Roddenberry's ideas about Earthly peace love and understanding? Let's discuss the uber-ambassador — and his centrality to the Trekverse. *Paul Jeter (m), M. C. DeMarco, Vince Docherty*

40 Rediscovering Great Writers and Books You Never Heard Of

Marina I (Lobby Level) (50min)

From John M. Ford to Katherine MacLean, Cordwainer Smith to Octavia Butler among other greats, there are some truly exceptional stories to rediscover. Let's look at some of these authors and their works, which you can't afford to miss. We'll also consider other noteworthy writers (like Du Bois or Nabokov) whose SF/F/H stories ... didn't exactly make them famous. *Gregory Feeley (m), Rich Horton, Jim Mann, Christine Taylor-Butler*

41 Boskone Social with Networking Games

VIRTUAL Only (Registration Required) (50min)

Join us for some networking games to break the ice and meet Boskone members from around the world! A con is more than its programming—make sure to make friends and have fun. *James Boggie (m), Geri Sullivan(a)*

42 Apocalypse Now and Then: Pandemic-Inspired SF/F/H

VIRTUAL + Marina III (Lobby Level) (50min)

How will the ongoing COVID-19 catastrophe inform apocalyptic fiction in our genres, moving forward? What will writers do with all their new material — from greater knowledge of epidemiology to personal experiences of loss, sorrow, anger, fear, or determination to increased optimism or pessimism about the human future? *Faye Ringel (m), Jennifer Marie Brissett, D Burton, Henry Jenkins, Tabitha Lord, Vandana Singh*

43 The Name Game

VIRTUAL + Marina IV (Lobby Level) (50min)

If you think baby names are hard for Earth parents, try naming characters for a fantasy realm or a totally alien planet. Let's ask our panelists where they find sources of inspiration for the name game. What are your favorite memorable names from fantastic fiction? Are there any rules for painless name generation? *E.C. Myers (m), Cerece Rennie Murphy, Garth Nix, Elizabeth Schechter, Michael Stearns*

7:30pm

44 Reading: Mur Lafferty

Griffin (Upper Level) (25min)



8:00pm

45 Bridging the Great Divide: Indie and Trad

Burroughs (Upper Level) (50min)

Indie authors and traditional authors seem to appeal to different audiences. How can the writer who is transitioning from one publishing platform to the other appeal to both audiences — or can they? *Jeffrey A. Carver (m), Colin Alexander, Joshua Bilmes, Mike Squatrito*

Reminder: End time is 10 minutes before next item starts!

46 Reading: Seth Dickinson
Griffin (Upper Level) (25min)



47 The Miracle of Midnight Mass
Carlton (Upper Level) (50min)

Creator/director Mike Flanagan has mastered the single-season TV series with Netflix's *Midnight Mass*, delivering an epic horror story built on grief and faith. Reviewing our stay on tiny, terror-tainted Crockett Island, let's consider what makes the tale's slow build to a twisted resolution well worth the wait. We'll discuss the characters, tension, mythology, and story logic that make this show so miraculously watchable. *Erin Underwood (m), Bracken MacLeod, Tonia Ransom, Paul Tremblay*

48 Negocios Infernals Demonstration (Fri Session)
Harbor III (Upper Level) (50min)



A game that centers around The Deck of Destiny, consisting of 70 cards. Much like fortune tellers read cards to portend futures dire and blissful, the players interpret the cards they draw to determine their magos' successes, failures, and fates. Together, the magos quest on behalf of Reina Resoluta to save Espada — or, depending on the luck of the deck, just to save their own skins. Players are magos who think they have sold their souls to the aliens in exchange for powers. In reality, they are auditioning for the privilege of joining the “cosmic consciousness” of the aliens, thereby beginning humanity's next evolution. Please note that this is not a full game but a demo showing you how it's played. This session will cover character creation and world building. [3 – 16 players. You must be 18+ to play this game as it is rated M. Intermediate.] *C. S. E. Cooney(b), Carlos Hernandez(b)*

49 Ticket to Ride
Harbor III (Upper Level) (1hr 50min)



The classic train game. Try your luck building rail lines across the map. Complete routes to score victory points and win the game — but don't take too long or the other players will cut you off. [8 and up, beginners.]

50 Greatest SF/F/H Book You've Never Heard Of
Marina I (Lobby Level) (50min)

What are the underappreciated gems of the genre? What book greatly moved you — but nobody else seems to have read? *Rich Horton (m), Grant Carrington, Gregory Feeley, Steven Popkes*

51 Lurking in the Id, or How to Write a Really Scary Monster
Marina II (Lobby Level) (50min)

Clowns, zombies, vengeful ghosts. These things haunt our dreams and our collective psyche. But what does it take to write a truly scary monster? Crafting something terrifying requires more than imagining sharp teeth and sharper claws. We must dig deep to unearth that which keeps us up at night. How can we tap into this when writing and creating new monsters? *Mike Allen (m), Sarah Langan, Tabitha Lord, Michael Swanwick*

**52 Kaffeeklatsch: Elsa Sjunneson**

VIRTUAL Only (Registration Required) (50min)

*Elsa Sjunneson(b)***53 Speculative Fiction from Multilingual Authors**

VIRTUAL + Marina III (Lobby Level) (50min)

Instead of having their stories translated, some non-English authors have chosen to write directly in English. Their personal experiences and the many challenges they face are not well known to the international community in general as well as to fandom in particular. This panel will uncover some of those experiences to provide a better understanding of their work. *Julia Rios (m), Jana Bianchi, Vida Cruz, Cristina Jurado, Victor Fernando R. Ocampo*


54 Unhappy Endings

VIRTUAL + Marina IV (Lobby Level) (50min)

Tragic plays from Shakespeare, Sophocles, Aeschylus, and Euripides are still with us... hundreds, even thousands of years later. Not all stories let the protagonist triumph — sometimes they lose; sometimes they even die losing. Some science fiction and fantasy writers' unhappily ending stories are quite popular. Why do they succeed? Why do other such stories fail — even fail so hard their authors never try to write unhappily ever after? *Paul Di Filippo (m), Julie Czerneda, Steve Miller, Ada Palmer, Jane Yolen*


55 Musical Guest Concert: Tim Griffin (Fri Session)

VIRTUAL + Harbor I (Upper Level) (50min)

 Join award-winning geek rock star and Boskone MG Tim Griffin for hilarious musical edification on such wide-ranging topics as astrophysics, history, boogers, math, engineering, boogers, taxidermy, and boogers. Tim is a retired STEM teacher who now leads Griffin Education, a nonprofit team of musicians and educators bringing silly (but seriously educational) music to kids and adults. (It's all free online at www.GriffinEd.org and on the GriffinEd YouTube channel.) *Tim Griffin(a)*

9:00pm**56 Golden Oldies: Examining Problematic Works Through Modern Perspectives***Burroughs (Upper Level) (50min)*

As SF/F/H and society continue to change, grow, and learn, should we — can we — still find enjoyment in the work of previously favored creators whose personal actions or attitudes now disappoint us? How is this different from where elements within the work itself are problematic? *R.W.W. Greene (m), Ginjer Buchanan, Esther Friesner, James Patrick Kelly, DJ Oliveira*

57 Group Reading (Science Fiction): Brendan DuBois, Justin Key, Andrea Kriz*Griffin (Upper Level) (50min)* *Brendan DuBois(b), Justin C. Key(b), Andrea Kriz(b)***58 Open Filk (Fri Session)***Lewis (Upper Level) (4hr)* Stop by and join in!**59 Say His Name: The Enduring Legacy of Candyman***Marina I (Lobby Level) (50min)*

Thirty years ago, we were warned not to say his name. But

Reminder: End time is 10 minutes before next item starts!

the 1992 horror film classic *Candyman* has spawned three sequels so far. Themes of gentrification, generational trauma, and police brutality run throughout this story — of a 19th century Black artist's ghost seeking bloody revenge for his own lynching — and resonate today more than ever. What about this character and story hooked people from the first? Why have they endured? And where do we go from here? *Bracken MacLeod (m), Tonia Ransom, Jennifer Williams*

60 Kaffeeklatsch: Vida Cruz

VIRTUAL Only (Registration Required) (50min)

Vida Cruz(b)

61 Reading: Max Gladstone

VIRTUAL + Marina III (Lobby Level) (25min)



62 My Favorite Character

VIRTUAL + Marina IV (Lobby Level) (50min)

Google once estimated that humanity had published 129,864,880 books. If about half were SF/F/H trilogies — never mind, let's ask it this way: from all the speculative fiction stories ever published, who's your favorite character and why? Heroine, villain, sidekick, romantic interest, alien bystander? Would you like to meet, have dinner with, or be that person? What does your choice say about your own character? *James Moore (m), Jen Gunnels, David Marshall, Steve Miller, Olav Rokne*

63 Opening Ceremony, Meet the Guests, Awards

VIRTUAL + Harbor I (Upper Level) (50min) **Ceremony**

Welcome to Boskone, New England's longest-running convention for fans and creators of science fiction, fantasy, and horror! Whether you are attending for the first time or the fifty-ninth, we invite you to join us in Harbor I to meet this year's guests and celebrate the Skylark and Short Story award winners.

- Guest of Honor: Ted Chiang
- Special Guest: Tamsyn Muir
- Official Artist: Sara Felix
- Musical Guest: Tim Griffin

Ted Chiang(s), Sara Felix(s), Tim Griffin(s), David G. Grubbs, Tamsyn Muir(s)

9:30pm

64 Reading: E. Lily Yu


VIRTUAL + Marina III (Lobby Level) (25min)



10:00pm

65 Saint Petersburg

Harbor III (Upper Level) (50min)

 Revisit the time of the Czar. Hire your workers, build your buildings, gather your nobles, and don't forget to make upgrades as needed. Manage your money wisely — but manipulating the board is just as important. [4 players; beginners; 8+.]

66 Boskone 59 Reception

Art Show (Galleria) (1hr 30min)

Connoisseurs and philistines alike: welcome to the Boskone



Art Show! Join us in the Galleria for an upscale social mixer. Meet our program participants while enjoying light refreshments, stimulating conversation, and exceptional art that's a feast for the eyes. Experience the music and the festivities as Boskone celebrates another year of science fiction, fantasy, and horror in Boston. *Ted Chiang(h), Sara Felix(h), Tim Griffin(h), Tamsyn Muir(h)*

67 Kaffeeklatsch: Garth Nix


VIRTUAL Only (Registration Required) (50min)

Garth Nix(b)

10:30pm

68 Concert with Madison Metricula Roberts

VIRTUAL + Marina III (Lobby Level) (1hr)

 Tune in and enjoy a unique musical experience courtesy of this multitalented singer-songwriter, clown, guitarist, and all-around entertainer. Madison makes music ranging from pop-folk and Americana to Peter, Paul & Mary-style campfire classics — plus naughty nerdy ballads. She's performed at numerous SF/F/H conventions; this year, let's show her a warm Boskone welcome! *Madison Metricula Roberts(a)*

8:00am SATURDAY

69 Judging a Book by Its Cover

VIRTUAL + Marina III (Lobby Level) (50min)

The cover has long been an integral part of any book — an important peek into its contents and the author's intent. But now, does a cover matter less to an internet sale than a bookstore purchase? Do writers get much cover input? (Why not?) What goes into the art director's choice of illustrator and subject for a given work? Are any particular styles trending? What are the latest and greatest SF/F/H covers out there? *Michael Stearns (m), Reiko Murakami, Chris Panatier, Ace Tilton Ratcliff*

70 Island Fiction — and Authors

VIRTUAL + Marina IV (Lobby Level) (50min)

A variety of SF/F/H works choose islands to contain their fantastic settings — written works from *The Tempest* to *The Lesson*, or films from *King Kong* to *Jurassic Park*. Islands have some built-in plot conveniences in their physical isolation from other landmasses, and biogeographers tell us that type of isolation can also encourage quicker species evolution, leading to unique ecosystems and biodiversity. Are those some of the reasons islands make such tempting settings? What makes an island the perfect story milieu — and on the flip side, do creators ever over-exotify an island setting or turn it into a cliché? Which island-based authors imbue these settings with their own real-life experiences? *Vida Cruz (m), Greer Gilman, Tim Lebbon, Maura McHugh*

9:00am

71 Can Quantum Computing Explain Everything in SF?

VIRTUAL + Marina III (Lobby Level) (50min)

Science fiction characters often use hand-waving “quantum sciences” — particularly quantum computing — to explain the inexplicable. What is quantum computing?

Participant Categories: Moderator [a.k.a. ringleader]=(m), Speaker [orator]=(s), Teacher [mentor]=(t), Presenter [bestower]=(b), Performer [artist,thespian]=(a), Participant [helper,player]=(h), Panelist=().

What could it be? Does “quantum supremacy” mean it beats calculations from boring regular computers? Dr. Elias Combarro, an SF fan who happens to work as a computer science professor and advise CERN on quantum technology, discusses definitions plus news on the latest developments. *Elías Combarro(s)*

72 Black Horror Movies

VIRTUAL + Marina IV (Lobby Level) (50min)

Black-centered horror is captivating audiences around the globe. Let’s look at films written and directed by Black people, with Black characters. Examples: perhaps *Son of Ingagi* (first Black horror film, 1940) to *Blacula* (first Blaxploitation film, 1972) and *Abby* (one of first such films starring a Black woman, 1974), through *Tales from the Crypt: Demon Keeper* (1995) and the revolutionary *Get Out* (2017), to *Us* (2018), *Antebellum* (2020), and more today. Do the older works hold up? How do they compare to the present spate of films and TV? And when does the processing of genuine trauma become exploitation instead of art? *David Marshall (m), P. Djèlí Clark, Jarvis Sheffield*

9:30am

73 Reading: Tamora Pierce

VIRTUAL + Harbor I (Upper Level) (25min)



10:00am

74 My Favorite Dune

Burroughs (Upper Level) (50min)

Did director Denis Villeneuve make a *2001* for the 21st century? The latest movie looks and sounds amazing, audiences have been mostly positive, and *Dune: Part Two* debuts in October 2023. Is colonialism the worm in this apple? And can we harvest any love today for the 1984 David Lynch movie or the early-2000s TV series, or have they sunk beneath the spice sands? *Laurie Mann (m), Bob Devney, Daniel Kimmel*

75 Reading: James Cambias

Griffin (Upper Level) (25min)



76 Doctor Who Extended Universe

Carlton (Upper Level) (50min)

The world’s longest-running SF TV phenomenon just keeps expanding. Fans who have seen all 865 *Doctor Who* shows and heard all 500+ audiobooks may now enjoy animated reconstructions of some of the famous 97 Lost Shows. Can eps chopped up for TikTok be far behind? What’s next? And what legacies will showrunner Chris Chibnall and lucky 13th Doctor Jodie Whittaker leave when they depart this year? *Jim Mann (m), LJ Cohen*

77 Examining the Chosen One Narrative

Harbor II (Upper Level) (50min)


Defining a protagonist as being “born to greatness” is an easy way to convince readers and viewers to care what



happens to that character. But whether it's through right of birth, being born "special," or being the subject of a prophecy, this trope is fundamentally tied to a classist, undemocratic worldview. The prevalence of such narratives needs to be examined and challenged; let's start here. *Allen M. Steele (m), Tamsyn Muir*

78 Paperback

Harbor III (Upper Level) (50min)

 A wonderful card game that has you buying letters to make words. Plays very similarly to Dominion, so if you know that game you'll easily figure out this one. A good game to teach the basics of the alphabet and word composition, as well as money management. [4 players, beginner, 7+]

79 Official Artist Demo: Sara Felix

Marina I (Lobby Level) (50min)

You've seen plenty of paint and pixels; Sara Felix offers something ... a little different. Whether it's resin and clay, alcohol inks, spin art, or jewelry, her materials are constantly evolving as she boldly goes to explore new worlds of creativity. Come see this Hugo- and Chesley-nominated mixed media artist at work — and play — today. *Sara Felix(b)*

80 Science Fiction Meets Detective Fiction

Marina II (Lobby Level) (50min)

Even SF/F/H authors enjoy solving a good mystery. Writers from Isaac Asimov and Philip K. Dick to J.D. Robb, Tanya Huff, Caitlin R. Kiernan, and Aliette de Bodard have all deployed detective characters. The panel may consider these and other fantastic fictional detectives, detective story structures within SF plots, whether a great detective needs a good murder, and other bloody intriguing themes. *Brendan DuBois (m), Colin Alexander, Chris Panatier, Leigh Perry, Clea Simon*

81 Granite State Meetup!

Makers' Space (Galleria) (50min)

Join SF/F/H readers and writers from the Granite State for an informal gathering, and get to know your fellow New Hampshire citizens attending Boskone. *R.W.W. Greene(s), James Patrick Kelly(s)*

82 Sewing for Beginners

Dragons' Lair (Galleria) (50min)

Learning how to sew and craft. Materials provided *Nightwing Whitehead(b)*

83 Kaffeeklatsch: Charles Stross

VIRTUAL Only (Registration Required) (50min)

Charles Stross(b)

84 Craft of Writing Conversation with Max Gladstone and Ada Palmer

VIRTUAL + Marina III (Lobby Level) (50min)

Enjoy a wide-ranging, intelligent discussion on the fine points of fictioneering with two of spec fic's craftiest authors. *Max Gladstone, Ada Palmer*

85 The Future of the Marvel Cinematic Universe

VIRTUAL + Marina IV (Lobby Level) (50min)

With Phase Four of the Marvel Cinematic Universe complete and the Multiverse set in motion, what does the MCU have in store for us? And are they beating a dead horse, or is there yet life to be had in these characters

Reminder: End time is 10 minutes before next item starts!

we've lived with for the past decade-plus? *D Burton (m), Craig Shaw Gardner, Reiko Murakami, Olav Rokne, Steven Sawicki*

86 Climate Change — Global Impacts

VIRTUAL + Harbor I (Upper Level) (50min)

We know generally that catastrophic anthropogenic climate change is already here. But let's review some facts on the ground (and in the waters and skies). How many species are changing habitats and migratory patterns? Where are all the new (and very old) pathogens coming from? Are rising sea temperatures shutting down the Atlantic Current? How many days a year are the Boston, Miami, Venice, and Mumbai waterfronts now their underwaterfronts? How many plants and animals are simply due for extinction—and are we among them? *Vince Docherty (m), Ana Rüschke, Robert V.S. Redick, César Santivañez*

10:30am

87 Reading: Grant Carrington

Griffin (Upper Level) (25min)



11:00am

88 When Comics Characters Get Old

Burroughs (Upper Level) (50min)

As a comics character ages, various things can happen. Some characters stay exactly the same. Some get dropped, some get retconned, some get rebooted... some actually are shown growing older. How else do writers approach this problem? How do readers feel when they see their favorites going gray? The panel will discuss these and other issues, giving examples of what works — and what doesn't. *Priscilla Olson (m), James Cambias, Jason Comander*


89 Reading: James Patrick Kelly

Griffin (Upper Level) (25min)



90 Concert: Mary Ellen Wessels and Ed Stauff

Lewis (Upper Level) (50min)

 *Edward Stauff(a), Mary Ellen Wessels(a)*

91 What's Delaying Self-Driving Cars?

Carlton (Upper Level) (50min)

Our cars were supposed to drive *us* to the con by now. But we're all still waiting at the curb. Why? We'll discuss a few issues such as safety, sensor and AI technologies, cars versus taxis, space, weight, intercommunication, infrastructure, security, legislation, costs, preconceptions and perceptions, and the old clunker in the next lane whose most dangerous car part will remain the one behind the wheel. *Erin Underwood (m), Ted Chiang, Mark Olson, Ian Randal Strock*

92 Best/Worst Mashups

Harbor II (Upper Level) (50min)

With decades of SF/F/H TV and film to plunder, what characters, storylines, and settings would be fantastically fun to see come together—or catastrophically deli-



cious to dish up? *Orange Is the New Black Panther? The Lovecraft Boat? Game of Bones? Kung Fu Pandalorian?* OK, one condition: some natural-feeling connection between the mashups. Come with pitches for which media worlds might collide. Our panelists will try to spin off yours, and make up even worse examples of their own. *Josh Dahl (m), Seth Dickinson, Bob Eggleton*

93 Writing Military SF

Marina II (Lobby Level) (50min)

Does one's military experience fade in relevance over time? Why don't we have more military SF authors from the Iraq and Afghanistan generations of servicemen and -women? How do military writers from different generations represent strategy and operations in fiction? *Zachary Topping, Nathan Toronto*

94 Autographing: Gene Doucette and Andrea Hairston

Autograph Space (Galleria) (50min)

Gene Doucette(h), Andrea Hairston(h)

95 Welcome to Boskone (Sat Session)

Makers' Space (Galleria) (50min)

Things are different this year! Whether you're new to Boskone or a con veteran, join us for a short discussion about how to navigate this year's hybrid convention. Here's your opportunity to learn what Boskone has to offer, familiarize yourself with some con lingo, and meet new people. *Laurie Mann(h)*

96 Kaffeeklatsch: Esther Friesner

Kaffeeklatsch 1 (Galleria) (50min)

Esther Friesner(b)

97 Kaffeeklatsch: Michael Swanwick

Kaffeeklatsch 2 (Galleria) (50min)

Michael Swanwick(b)

98 Kaffeeklatsch: Fran Wilde

VIRTUAL Only (Registration Required) (50min)

Fran Wilde(s)

99 Reading: Charles Stross

VIRTUAL + Marina III (Lobby Level) (25min)



100 South American Speculative Fiction

VIRTUAL + Marina IV (Lobby Level) (50min)

Offering a planetful of landscapes, South American spec fic features settings ranging from the Atacama desert to the Upsala glacier, Amazonian forests to Patagonian fjords, and the worlds of indigenous people. The bulk of the continent's inhabitants shares a common history, including colonization, climate issues, and social challenges. How do that diversity and history shape the continent's speculative fiction — in print, comics, and film? Let's discuss recent examples from this burgeoning field: anthologies such as Peru's *Llaqtamasi* and Colombia's *El Tercer Mundo Después del Sol*, Brazil's *Eita! Magazine*, the online festival *Relampeio*, the new Argentinian film *The Last Boy on Earth*, or the upcoming Netflix TV adaptation of classic Argentinian comic *El Eternauta*. *Cristina Jurado (m), Jana Bianchi, Hugo Espinoza, Gabriela Damián Miravete, César Santivañez*

Reminder: End time is 10 minutes before next item starts!

101 Achilles Needs a Heel: The Problem with Power


VIRTUAL + Harbor I (Upper Level) (50min)

Would Achilles have been interesting if he'd been truly invulnerable? Or instead of dying a tragic hero, would he (still) have been acting like a psychopathic adolescent forever after the Trojan War? Can power without vulnerabilities make an interesting story? (Has anyone succeeded in writing one?) What sorts of vulnerabilities are needed? How do you avoid letting the search for a crack in somebody's armor turn a story into a puzzle? *Dan Moren (m), Gregory Feeley, Kwame Mbalia*

11:30am

102 Group Reading (Fantasy): Mike Allen, Tabitha Lord

Griffin (Upper Level) (50min)

 *Mike Allen(b), Tabitha Lord(b)*

103 Reading: Cory Doctorow

VIRTUAL + Marina III (Lobby Level) (25min)



12:00pm


104 Power Dynamics in a Fantasy World

Burroughs (Upper Level) (50min)

As in every story (or in life), a key question in fantasy may shape events: Who has the power? How do the writer's societal structures and cultural matrices determine each character's place? What matters most: class, money, gender, race, strength, training, or, as in much epic fantasy, magical power derived from privileged birth (whether initially known or revealed)? Is the protagonist usually destined to hold the most power? Our panelists will discuss how the *mana* ebbs and flows in others' work and their own. *Walter H. Hunt (m), Brendan DuBois, Bracken MacLeod, Marshall Ryan Maresca*

105 Filk, Wizard Rock, Nerdcore, and Other Music for Geeks

Lewis (Upper Level) (50min)

 Filk, wizard rock, and nerdcore are just a few of the varieties of SF/F/H fan-adjacent music out there. Come learn about the various genres of geeky music and the cultures associated with them. *Ellen Kranzer (m), Gary Ehrlich, Randy Hoffman*

106 The Next Sound You Hear: SF/F/H Audiobook Recommendations

Carlton (Upper Level) (50min)

Audiobook fans are always looking for knowledgeable suggestions when it comes to books, authors, and narrators. Want more of the same, but similar? Or something really different? Our panel shares some carefully curated audiobook recommendations. *Tonia Ransom (m), C. S. E. Cooney, Mur Lafferty, Erin Underwood*

107 Stayin' Alive

Harbor II (Upper Level) (50min)

Speculative fiction features some of the biggest, baddest fights in literature, often including long, hard treks



across foreign and hostile territory. How many stories get this right? How do you really survive under deadly conditions, and what do you have to keep in mind to live to fight another day? And how does emergency medical attention fit into the discussion? We take a look at some fictional and real battles and journeys to use as examples that include smart and strategic decisions that got characters through the fight...as well as those that weren't as lucky. *Justin C. Key (m), E C Ambrose, Zachary Topping, Nathan Toronto*

108 The Isle of Cats

Harbor III (Upper Level) (50min)

 A competitive, medium-weight, card drafting, polyomino cat-placement board game. [4 players, beginner, 8+]

109 Mighty Good Middle Grade Fiction

Marina I (Lobby Level) (50min)

Some of the pluckiest protagonists come in pint-sized packages. Armed with hope and determination, they set out to save the world, fix broken time loops, and rescue their best friends... all before lunch period. Let's discuss the latest and greatest examples of stories for the 8–12 set. Why are they so special? How does MG differ from YA? What's it take to become a middle grade hero? *Carlos Hernandez (m), Sarah Jean Horwitz, Kwame Mbalia, Christine Taylor-Butler*

110 Hugo Award Recommendations: Written Works

Marina II (Lobby Level) (50min)

What were your favorite SF/F/H novels, novellas, novelettes, short stories, related works, and graphic stories of 2021? Panelists and members share their favorites and discover new things to read. Let's find the hidden gems and take notes for this year's Hugo Awards nominations ballots too—they're due in Chicago soon! *Bob Devney (m), Vince Docherty, Rich Horton, Jim Mann*

111 Autographing: David Coe and Adam Stemple

Autograph Space (Galleria) (50min)

David B. Coe/ D.B. Jackson(h), Adam Stemple(b)

112 Art Workshop: Alcohol Ink

Makers' Space (Galleria) (50min)

Try your hand at alcohol ink! Make up to three small alcohol ink paintings for only \$1. All materials and instructions provided. Availability: just drop in! [For teens and adults.] *Lisa Hertel(b)*

113 Kaffeeklatsch: Tim Griffin

Kaffeeklatsch 1 (Galleria) (50min)

Tim Griffin(b)

114 Kaffeeklatsch: Steven Popkes and Cat Scully

Kaffeeklatsch 2 (Galleria) (50min)

Steven Popkes(b), Cat Scully(b)

115 Kaffeeklatsch: Arkady Martine

VIRTUAL Only (Registration Required) (50min)

Arkady Martine(b)

116 Writing the Naughty Bits


VIRTUAL + Marina III (Lobby Level) (50min)

With the increased popularity of erotic romance and erotica, more and more genre authors are trying their hands at adding sex to their stories. Let's discuss the

Participant Categories: Moderator [a.k.a. ringleader]=(m), Speaker [orator]=(s), Teacher [mentor]=(t), Presenter [bestower]=(b), Performer [artist,thespian]=(a), Participant [helper,player]=(h), Panelist=().

differences between romance, erotic romance, erotica, and pornography and talk about how to incorporate sexual scenarios into a story. [This panel will contain frank language.] *Faye Ringel (m), Michael M. Jones, Elizabeth Schechter, Jennifer Williams*

117 Group Reading: Murphy, Myers
VIRTUAL + Marina IV (Lobby Level) (25min)

 *Cerece Rennie Murphy(h), E.C. Myers(h)*

118 The Female Anti-hero in SF/F/H
VIRTUAL + Harbor I (Upper Level) (50min)

As they progressed beyond mere damsels in distress, female characters in fantastika could branch out. Most became heroines, queenly or kick-ass. But an (un) happy few, though certainly not full-on villainesses, acquired intriguing layers of self-interest, self-doubt, and usually self-destructiveness. From Cherryh's Morgaine to Huang's Cas — and, my ghod! Muir's Harrowhawk — let's trace their antiheroic evolution. What's timeless? What's changed? Are they simply the most realistic genre characters of all? *Sarah Langan (m), Colin Alexander, Tamsyn Muir*

12:30pm

119 Reading: Leigh Perry
Griffin (Upper Level) (25min)



120 Reading: Steve Miller
VIRTUAL + Marina IV (Lobby Level) (25min)



1:00pm

121 Worldbuilding — Mind Your Myths and Backstory
Burroughs (Upper Level) (50min)

There's much to consider when constructing a mythical, magical, or futuristic world. One important factor: the foundation myth or backstory. What does the writer need to know? What does the reader need to know? When do they need to know it? How does the backstory impact the characters and current events in their world? Let's talk about how to effectively craft a backstory and weave it into your tale. *Tabitha Lord (m), Gene Doucette, David B. Coe/ D.B. Jackson, Rich Larson, Marshall Ryan Maresca*

122 Reading: Walter Jon Williams
Griffin (Upper Level) (25min)



123 Concert: Joe Kesselman
Lewis (Upper Level) (50min)

 *Joe Kesselman(a)*

124 Funny Fantasy
Harbor II (Upper Level) (50min)

Fantasy stories elicit some of the loudest laughs in speculative fiction. Why is comedy especially well suited to fantastic settings filled with mystical magic, mysterious monsters, and quirky characters? From wondrous



one-liners to elaborately satirical epics, our panelists single out some of their favorite fantasy fiction humor and attempt to explain how and why these works tickle fandom's funny bones. *Paul Jeter (m), Esther Friesner, Carlos Hernandez*

125 The Queer Future

Marina I (Lobby Level) (50min)

With a much-needed surge of people openly embracing diverse genders and sexual identities, how is speculative fiction doing in representing the breadth of identities in stories set in SF/F/H? Is there still a disparity? How can SF writers/creators best write the "other" if it's outside their own lived experience? And what more do we want to see in an engaging queer future within speculative fiction? *Vince Docherty (m), Gillian Daniels, Andrea Hairston, Julian K. Jarboe*

126 SF/F/H for People Who Don't Know They Like SF/F/H

Marina II (Lobby Level) (50min)

What are some titles that bridge the gap with mainstream fiction — and don't require you to enter the bookstore aisle that is full of orcs and spaceships and (gasp) nerds?! *R.W.W. Greene (m), Joshua Bilmes, William Hayashi, Rich Horton, Ian Randal Strock*

127 Autographing: Dan Moren and Mike Squatrito

Autograph Space (Galleria) (50min)

Dan Moren(h), Mike Squatrito(h)

128 Tiara Workshop for Adults

Makers' Space (Galleria) (1hr 50min)

Join our Official Artist, Sara Felix, for one of her famous — and fun — tiara-making workshops. [Limit 12 people; \$15 per person for supplies, sign up at Program Ops in Harbor Foyer.] *Sara Felix(t)*

129 Kaffeeklatsch: Paul Tremblay

Kaffeeklatsch 1 (Galleria) (50min)

Paul Tremblay(b)

130 Kaffeeklatsch: John Wiswell

VIRTUAL Only (Registration Required) (50min)

John Wiswell(s)

131 Ask the Editor

VIRTUAL + Marina III (Lobby Level) (50min)

What's it like to be a science fiction, fantasy, or horror story editor? (Is it true about all the champagne and limousines?) Do editors for print media look for different things in a submission than editors for online pubs? What's a typical ratio for acceptances to rejections? What should writers always remember when they submit their work? If you have these or other questions, here's your chance to, well, ask the editor. *Jen Gunnels (m), Jana Bianchi, Neil Clarke, Ellen Datlow, Steve Davidson, David McDonald*

132 Learning from Indigenous Experience

VIRTUAL + Marina IV (Lobby Level) (50min)

Modern civilization has acquired much knowledge from Indigenous people. We've learned elements of pharmacology from Amazonians, navigation from Polynesians, and nutrition from people who ate the original all-natural diet. Now, can immersing ourselves in their experience of managing biodiverse regions and agro-

Reminder: End time is 10 minutes before next item starts!

ecological systems help manage humanity's future: protecting from infectious disease and climate catastrophe? And what other lessons might their wisdoms impart? *Gabriela Damián Miravete (m)*, *Oghenechovwe Donald Ekpeki*, *Hugo Espinoza*, *César Santivañez*

133 Guest of Honor Interview: Ted Chiang

VIRTUAL + Harbor I (Upper Level) (50min)

He got famous by writing 25 stories. (Shorts, novelettes, novellas — they turned one of them into a great movie.) His characters include a sad linguist, a creationist archeologist, a loquacious cloth salesman, and a digital zookeeper. He turned down a Hugo nomination once. He believes science fiction is progressive. (Superhero stories, not so much.) He thinks about thinking. He's a fan of George Saunders, E. Lily Yu, and John Crowley. Also *The Princess Bride* and *Royal Space Force: The Wings of Honneamise*. His own admirers include Denis Villeneuve, Joyce Carol Oates, Barack Obama — and, after you see writer James Patrick Kelly interview Ted today, probably you. *Ted Chiang(s)*, *James Patrick Kelly(s)*

1:30pm

134 Reading: Tom Easton

Griffin (Upper Level) (25min)



2:00pm

135 Fandom and Neurodivergence

Burroughs (Upper Level) (50min)

In the early years of science fiction fandom, “fans are slans” was a rallying cry. Are fans really different from “mundanes”—and if so, how? Is this why fandom feels like a found family? *Adam Stemple (m)*, *William Hayashi*, *Suzanne Palmer*

136 Reading: Esther Friesner

Griffin (Upper Level) (25min)



137 Informal Filk Lyric Workshop

Lewis (Upper Level) (50min)



Sharpen your pencils for a fast, fun, and totally talent-optional songwriting workshop with schoolhouse bard Tim Griffin. Tim's workshops have helped hundreds of participants of all ages turn their cool ideas into songs worth sharing. We will be drafting lyrics to “borrowed” tunes, so you don't even need to play an instrument to be a star at the next filk circle; seriously, you can totally do this! *Denise A. Gendron(b)*, *Tim Griffin(b)*

138 Indispensable Indie Comics

Carlton (Upper Level) (50min)

Yes, there's more to a comics fan's life than DC or Marvel. (Gasp!). Our panel of fans will spotlight some independent comic titles you've simply got to read. Bring your own faves to add to our discussion of still-truckin' titles like *Hellboy*, revivals like *Saga*, or newer fare like *The Wicked+The Divine*, *Eat the Rich*, *All Guts, No Glory*, *Night of the Ghoul*, or the just recently Hugo-



nominated *Once and Future*. *R.W.W. Greene (m), Brad Abraham, Josh Dahl*


139 Great Cliches and Anachronisms in Fantasy, Science Fiction, and Horror

Harbor II (Upper Level) (50min)

Steering wheels and slide rules on spaceships... The Dark Lord... humans are so so special... minions never shoot straight... unstoppable slasher villains — let's have some fun talking about old (but, unfortunately, all-too-common) cliches and anachronisms in genre fiction. What others can you recall? But remember, while you're searching: don't go looking for the cat alone... *Priscilla Olson (m), Joshua Bilmes, Ginjer Buchanan, Dan Moren, Kenneth Schneyer*

140 Century Spice Road

Harbor III (Upper Level) (50min)

 This is the base game of the series. Use your cards to collect resources for completing quests and gaining victory points. [4 players, beginner, 8+]

141 What If Oumuamua Were an Alien Craft?

Marina I (Lobby Level) (50min)

This enigmatic object recently undertook a drive-by transit of our solar system. A noted astrophysicist outlines three cases for its possible intelligent origin. All suggest intriguing avenues for further research — into this object, other interstellar visitors, and general interstellar travel. *Martin Elvis*

142 Hugo Award Recommendations: Dramatic

Marina II (Lobby Level) (50min)

Presentations

What's the greatest stuff you saw last year? Let's (quickly) review and recommend 2021's best movies, TV shows, theatrical productions, and more in the worlds of science fiction, fantasy, and horror. If you're eligible to vote, feel free to take notes — your Hugo Awards nominations ballot is due in Chicago soon. *Jim Mann (m), Bob Devney, Errick Nunnally, Jennifer Williams*

143 Autographing: Jeff Carver and Allen Steele

Autograph Space (Galleria) (50min)

Jeffrey A. Carver(h), Allen M. Steele(b)

144 Kaffeeklatsch: Tamsyn Muir

Kaffeeklatsch 1 (Galleria) (50min)

Tamsyn Muir(b)

145 Kaffeeklatsch: James Cambias and Grant Carrington

Kaffeeklatsch 2 (Galleria) (50min)

James Cambias(b), Grant Carrington(b)

146 Kaffeeklatsch: Craig Shaw Gardner

VIRTUAL Only (Registration Required) (50min)

Craig Shaw Gardner(s)

147 Villains We Love to Hate

VIRTUAL + Marina III (Lobby Level) (50min)

The White Witch, Jack Torrance, Count Dracula, Serena Joy — there's a whole atrocious array of SF/F/H evildoers that we nevertheless love to hate. What makes a compelling villain? Must they frighten us at least a little? Is it OK to be smarter than the protagonist? What varieties of vileness aren't so appealing? *Sebastien de Castell (m), Marie Brennan, P. Djèli Clark, Nancy Holder, Charles Stross*

Reminder: End time is 10 minutes before next item starts!

148 Is Social Media Here to Stay?

VIRTUAL + Marina IV (Lobby Level) (50min)

Will they have Snapchat on starships? And right now, how are social media apps affecting relationships among SF/F/H readers/fans and writers? Finally, since Jennifer Egan's awesome 2012 futuristic spy story "Black Box" (composed entirely of tweets on The New Yorker Twitter account) — how has social media affected genre fiction? Has it generated a wave of new plot twists, new characters, new forms? If not, why not? *Julia Rios (m), Paul Di Filippo, Cory Doctorow, Kate Heartfield, Henry Jenkins*

149 Xenobiological Medicine: What Would a Federation Hospital Look Like?

VIRTUAL + Harbor I (Upper Level) (50min)

Any multispecies civilization would require multispecies medicine. How would a hospital accommodate different biologies? How would this affect medical training? How would it differ on core worlds, new settlements, and long space voyages? And, as in James White's classic *Hospital Station* (1962), where the hero's mentor O'Mara is Chief Psychologist — would key challenges include alien mental traumas as well? *LJ Cohen (m), Colin Alexander, Jason Comander, Justin C. Key, DJ Oliveira*

2:30pm

150 Reading: John Langan

Griffin (Upper Level) (25min)



3:00pm

151 Creativity and Parenthood

Burroughs (Upper Level) (50min)

How can the duties and beauties of being a parent impact writers and artists? Will parenthood force creative processes to change? Does it matter how many children the creator has? Did the pandemic and lockdown(s) make creating new material in a houseful of children more difficult... or more rewarding? *Adam Stemple (m), Sara Felix, Walter H. Hunt, David B. Coe/ D.B. Jackson, Sarah Langan*


152 Reading: Andrea Hairston

Griffin (Upper Level) (25min)



153 Song Circle: Winter

Lewis (Upper Level) (50min)

 *Gary Ehrlich(a)*

154 Anatomy of a Relationship: Writing Characters Who Display Healthy Human Connections

Harbor II (Upper Level) (50min)


Move over emotionally constipated lone wolves! We're looking for characters who connect with each other in strong and compelling relationships. How can we build romances that are both healthy and riveting? How does a character's gender impact the cliches and problematic patterns we see, and how do we get past those in creating a character's ties to others? How do friendship and other non-romantic social connections



get represented in positive and impactful ways? Let's also discuss the strong bonds that can form in subculture communities, rather than only having the token gay kid or the token immigrant. *Tabitha Lord (m), Leigh Perry, Cat Scully, Clea Simon*


155 World of Aetaltis: Death in the Deeplands (Sat Aft Session)

Harbor III (Upper Level) (1hr 50min)

 A party of heroic adventurers plunges into the Deeplands of Aetaltis to confront the forces of darkness and bring peace and security to the people of Agthor. An action-packed, virtual, D&D 5E adventure. [4 players, 2 hours. You must be at least 13 years of age to participate.] Note: This is a virtual session, played via Zoom. You'll need your own equipment (laptop or tablet, and a microphone or phone to talk into) but no other gear. You must sign up for your session in Gaming (Harbor III), where you'll receive more information on how to access the game. Plan to play your session in your room for improved Wi-Fi access.

156 Iron Dragon

Harbor III (Upper Level) (50min)

 This is the fantasy version of the game. A more complex version of *Empire Express*, but utilizing the same system of using crayons to create routes on a mystical map to deliver goods. [4 players, beginners, 8+]

157 Sometimes All You Need Is One X-Wing

Marina I (Lobby Level) (50min)

As all appears lost in a battle against unwinnable odds, a desperate call for help goes out — and a single X-wing fighter responds. Star Wars fans grow up expecting delight and sometimes disappointment. This finale of the latest season of *The Mandalorian* seems to crystallize, perhaps, a new hope? We discuss the possibilities that this lone starfighter holds for the storyverse that Disney is renovating, including new characters, old favorites — and what we'd like to see next. *Erin Underwood (m), Paul Jeter, Mike Squatrito*

158 Size Matters: Novelettes and Novellas

Marina II (Lobby Level) (50min)

How do you know whether your infant idea will be a novelette (7.5K to 17.5K words) or a novella (17.5K to 40K words) when it grows up? Is it still harder to sell SF/F/H at these lengths than short stories or novels? What are the advantages (and disadvantages) of these midsized models? How do you fight inflation (or shrinkage)? What great examples come to mind? *James Patrick Kelly (m), Brendan DuBois, Suzanne Palmer*

159 Autographing: Mur Lafferty and Marshall Ryan Maresca

Autograph Space (Galleria) (50min)

Mur Lafferty(h), Marshall Ryan Maresca(b)

160 Knitting

Makers' Space (Galleria) (50min)

Join our knitter group get-together! *Priscilla Olson(b), Edie Stern(b)*

161 Kaffeeklatsch: Ted Chiang

Kaffeeklatsch 1 (Galleria) (50min)

Ted Chiang(b)

Participant Categories: Moderator [a.k.a. ringleader]=(m), Speaker [orator]=(s), Teacher [mentor]=(t), Presenter [bestower]=(b), Performer [artist,thespian]=(a), Participant [helper,player]=(h), Panelist=().

162 Kaffeeklatsch: Walter Jon Williams

Kaffeeklatsch 2 (Galleria) (50min)

Walter Jon Williams(b)

163 Kaffeeklatsch: Max Gladstone

VIRTUAL Only (Registration Required) (50min)

Max Gladstone(s)

164 Boosting and Protecting Creators' Rights

VIRTUAL + Marina III (Lobby Level) (50min)

The entertainment sector's fortunes are surging, but creators' livelihoods are in steep decline. The traditional answer to this problem — more copyright — just strengthens the big content and distribution monopolists. What can we do to help creative workers maximize their share of the fruits of their labor? *Michael Stearns (m), Laurence Raphael Brothers, Neil Clarke, M. C. DeMarco, Garth Nix*

165 Inclusive Design For the Future

VIRTUAL + Marina IV (Lobby Level) (50min)

Science fiction set in the future often assumes every disability will be cured — a problematic assumption. Is it realistic for every disabled person in tomorrow's world to have individual accommodations? What does it look like when SF instead depicts inclusive design? Can we imagine a more accessible starship than the *Enterprise-D*? *Ada Palmer (m), Ace Tilton Ratcliff, Karl Schroeder, Elsa Sjunneson, Fran Wilde*

3:30pm

166 Reading: Kenneth Schneyer

Griffin (Upper Level) (25min)



4:00pm

167 The Mind of the Alien

Burroughs (Upper Level) (50min)

Fascination, attraction, repulsion. By presenting imaginary beings from other planets, science fiction stories reflect our ignorance at understanding other life forms and, at the same time, our deep desire to connect with the different. They serve as mirrors of our self-knowledge, our relationship with other species, our fears, and our passions. Could exploring the minds of aliens help us finally understand our place in the cosmos? *Dr. Stephen P. Kelner Jr. (m), James Cambias, Ted Chiang, Justin C. Key*


168 Reading: Steven Popkes

Griffin (Upper Level) (25min)



169 Concert: Denise Gendron

Lewis (Upper Level) (50min)

 *Denise A. Gendron(a)*

170 What Classic SF Got Right, and Wrong

Carlton (Upper Level) (50min)

It's the bedrock of the genre. But as good as classic science fiction could be at imagining exciting technologies,

delivering vivid drama, and supplying, yes, a sense of wonder — much of it just doesn't work today. What topics, titles, and writers of yesteryear can still thrill modern audiences? And what science still holds up? On the other hand, what good ol' stuff has passed its sell-by date and why? *Gregory Feeley (m), Ginjer Buchanan, Bob Devney, Jim Mann*


171 **Scary Fairies**

Harbor II (Upper Level) (50min)

Should you find yourself in Fairyland: eat not, drink not, and think not the folk there are of any trifling pixie kind. Tales of old warn the Fae are clever, sly creatures of a most uncertain temper. Listen to our seasoned Fairyland farers, know well that certain other Rules there be ... and pray their tips and tricks may shield your stay in the Seelie Court. *Gillian Daniels (m), Esther Friesner, Sarah Jean Horwitz, Anne Nydam*


172 **Negocios Infernals Demonstration (Sat Aft Session)**

Harbor III (Upper Level) (50min)

 A game that centers around The Deck of Destiny, consisting of 70 cards. Much like fortune tellers read cards to portend futures dire and blissful, the players interpret the cards they draw to determine their magos' successes, failures, and fates. Together, the magos quest on behalf of Reina Resoluta to save Espada — or, depending on the luck of the deck, just to save their own skins. Players are magos who think they have sold their souls to the aliens in exchange for powers. In reality, they are auditioning for the privilege of joining the “cosmic consciousness” of the aliens, thereby beginning humanity's next evolution. Please note that this is not a full game but a demo showing you how it's played. This session will cover character creation and worldbuilding. [3 – 16 players. You must be 18+ to play this game, as it is rated M. Intermediate.] *C. S. E. Cooney(b), Carlos Hernandez(b)*

173 **Wingspan**

Harbor III (Upper Level) (50min)

 A game of birds. Each bird has a function. Obtain the birds to use their abilities to gain victory points. A very enjoyable game. [4 players, beginner, 8+]

174 **What's At Stake?**

Marina I (Lobby Level) (50min)

Does the SF/F/H field suffer from stakes inflation? Are too many protagonists called upon to save the galaxy — instead of simply solving a smaller (and perhaps more believable) problem? Can you spoil the whole story by upping the stakes too high? Let's talk about some satisfying genre tales with more modest ambitions. *Walter Jon Williams (m), Jeffrey A. Carver, Michael Swanwick*

175 **Dealing with Demands, Artistically**

Marina II (Lobby Level) (50min)

The art director wants the moon to be pink, etc., etc., etc.... As a science fiction, fantasy, or horror artist, how do you balance between being true to your artistic vision — and giving in to the “requests” of your clients? Is there room to negotiate compromises? Do suggestions ever actually improve the work? *Errick Nunnally (m), Sara Felix, Donato Giancola, Dave Seeley*

Reminder: End time is 10 minutes before next item starts!

176 Autographing: Clea Simon and Paul Tremblay

Autograph Space (Galleria) (50min)

Clea Simon(h), Paul Tremblay(h)

177 Long Live the Legion!

Makers' Space (Galleria) (50min)

Join us again in our annual celebration of the Legion of Super-Heroes — in whatever peculiar way DC personifies them now. *Priscilla Olson(b)*

178 Filk for Kids

Dragons' Lair (Galleria) (50min)

Tim Griffin(b)

179 Kaffeeklatsch: Marshall Ryan Maresca

Kaffeeklatsch 1 (Galleria) (50min)

Marshall Ryan Maresca(b)

180 Kaffeeklatsch: Andrea Hairston

Kaffeeklatsch 2 (Galleria) (50min)

Andrea Hairston(b)

181 Kaffeeklatsch: Karl Schroeder

VIRTUAL Only (Registration Required) (50min)

Karl Schroeder(s)

182 Scientists Who Write Science Fiction

VIRTUAL + Marina III (Lobby Level) (50min)

If a scientist writes SF, is it work or play? Can a good writer do great science or vice versa? Can an SF story be of any help against our world's increasingly savage assaults on science? How can rigorous data contribute to generous worldbuilding? Aside from infodumps, how do you sprinkle science dust over an entertaining story? *Les Johnson (m), Jeff Hecht, Andrea Kriz, Thiago Ambrosio Lage, Larry Niven*

183 Autofiction: the Art of Fictional Autobiography

VIRTUAL + Marina IV (Lobby Level) (50min)

Autofiction may be as simple as basing story events on your own life, or as complex as interweaving life with fictive characters and imagined scenarios in a search for self. All while teasing the reader about what's truly true. When Pat Murphy and John Kessel present characters named, you guessed it, Pat Murphy and John Kessel — what's the effect? What other SF/F/H examples do we know? Is autofiction more fun for the writer than the reader? Or should it be even more prevalent in our genres, since we screw with reality for a living? *Kate Heartfield (m), Gabriela Damián Miravete, Sarah Pinsker, E. Lily Yu*

184 Special Guest Interview: Tamsyn Muir

VIRTUAL + Harbor I (Upper Level) (50min)

Tamsyn Muir has written fan fiction, games, short stories, and two novels, stacking up major awards and nominations along the way. Her first *Locked Tomb* novel, the amazing *Gideon the Ninth* (2019), is about kind of a necromantic Olympics. The second, 2020's astonishing *Harrow the Ninth*, is a gothic space station story anatomizing the excruciating graduate education of a traumatized, wonderfully sarcastic gay young necrophiliac death magician, so talented she can make her



own (or anyone else's) bones come out and play ...
 Sample line: "Unexpectedly, this did not kill her; and what did not kill her made her curious." Feel the same?
 Come see Erin Underwood interview Tamsyn today.
Tamsyn Muir(s), Erin Underwood(b)

4:30pm

185 Reading: Jennifer Williams

Griffin (Upper Level) (25min)



5:00pm

186 TV Oldies Are Now Streamies

Burroughs (Upper Level) (50min)

We all know about *Star Trek*. But tons more genre TV shows from the 1960s, 1970s, and 1980s are again available, for later generations of fans — on shiny new streaming platforms. What still feels fresh? What should have stayed in the vault? Let's discuss the merits (and demerits) of shows like *UFO*; *Space: 1999*; *Time Tunnel*; *Quark*; and more! *Vince Docherty (m), Ginjer Buchanan, Marshall Ryan Maresca*

187 Group Reading (Fantasy): E.C. Ambrose, C.S.E.

Cooney, Tim Griffin, Sarah Jean Horwitz

Griffin (Upper Level) (50min)



E C Ambrose(b), C. S. E. Cooney(b), Tim Griffin(b), Sarah Jean Horwitz(b)

188 Poetry Matters

Carlton (Upper Level) (50min)

Poetry has been around for thousands of years. It's been used to record history, as a form of prayer, and as a tool for memorization. In modern culture it's become a way for people to express love, expel personal demons, or even declare resistance. Our panelists will discuss their own poetic journeys, consider the place of verse in our own SF/F/H universe — and explain why poetry still matters today *Mike Allen (m), LJ Cohen, Anne Nydam, Ana Rüsche*

189 My Clone, My Self

Harbor II (Upper Level) (50min)

Let's take a look at the science and implications of where we are today with cloning. Advances have made it possible to produce viable animal clones, where does that leave us for humanity? How does that change the definition of humanity and our relationship to each other and to ourselves? How might this affect everything from identity to parental rights to inheritance and ownership? *Tom Easton (m), Jason Comander, Julian K. Jarboe, DJ Oliveira*

190 The Future of Astronomy

Marina I (Lobby Level) (50min)

What's in the works with worlds, stars, galaxies, and more (or less, when you count black holes)? A noted astrophysicist and his enthusiastic amateur sidekicks plumb the latest secrets of the universe then fearlessly predict where it's all going. *Mark Olson (m), Jeffrey A. Carver, Martin Elvis, Steven Popkes*

191 Autographing: Colin Alexander and Ted Chiang

Autograph Space (Galleria) (50min)

Colin Alexander(h), Ted Chiang(h)

Reminder: End time is 10 minutes before next item starts!

192 The Green Knight

Makers' Space (Galleria) (50min)

Let's discuss this acclaimed, intelligent 2021 fantasy film.

Set in King Arthur's court, it follows the quest of Sir Gawain (Dev Patel) and his meet-up(s) with the Green Knight (Ralph Ineson). It's all more quietly contemplative than most medieval fantasies with many fascinating details. *Laurie Mann(s)*

193 Alcohol Ink Paper Flowers

Dragons' Lair (Galleria) (50min)

Make gorgeous paper flowers with coffee filters and alcohol ink, an alcohol-soluble dye. All materials provided. *Lisa Hertel(b)*

194 Kaffeeklatsch: R.W.W. Greene and Bracken MacLeod

Kaffeeklatsch 1 (Galleria) (50min)

R.W.W. Greene(b), Bracken MacLeod(b)

195 Kaffeeklatsch: Mur Lafferty and Tonia Ransom

Kaffeeklatsch 2 (Galleria) (50min)

Mur Lafferty(b), Tonia Ransom(b)

196 Kaffeeklatsch: Les Johnson

VIRTUAL Only (Registration Required) (50min)

Les Johnson(b)


197 Novelizing Horror Movies, and Vice Versa

VIRTUAL + Marina III (Lobby Level) (50min)

Turning a horror film into a novel — or adapting a horror novel into a screenplay. Is one easier than the other? More creative? (More profitable?) Which provides greater opportunities to be truly terrifying? How do you bring a complex visual jump scare to life on the page, or show a character's fearful thought process onscreen? What are a writer's challenges either way? *Faye Ringel (m), Nancy Holder, Tim Lebbon, James Moore, Steven Sawicki*

198 Concert: Peggi Warner-Lalonde

VIRTUAL + Marina IV (Lobby Level) (50min)

 Peggi Warner-Lalonde is a filker from Ontario. Join us as she treat us to an eclectic concert of songs new and old. *Peggi Warner-Lalonde(a)*

199 I Love Loki


VIRTUAL + Harbor I (Upper Level) (50min)

Loki: the Marvel trickster we all adore to abhor. Is it the charming actor, Tom Hiddleston? The fun of seeing his pride persistently punctured? The appeal of his battling brother act with poor Thor? Let's talk about the God of Mischief we know from the comics, the movies, the TV screen — and the even weirder Norse legends. *Gillian Daniels (m), Jennifer Pelland, Kenneth Schneyer, Mike Squatrito, Jennifer Williams*

6:00pm

200 Power Grid

Harbor III (Upper Level) (50min)

 Manage your resources, manipulate the board — and the other players — to build up your network of power plants, and rule the land! [6 players, intermediate, 11+]

201 Is Science Losing? Improving Science Communication *Marina II (Lobby Level) (50min)*

Though it's needed more than ever, our world may actually be backsliding in terms of science literacy, as well as in communicating scientific truths — and their implications — to the public. What's causing these problems? How can professionals and educated citizens become effective science communicators? How can society as a whole improve its scientific literacy? *Suzanne Reynolds-Alpert (m), Tom Easton, Andrea Kriz, Allen M. Steele*

202 Association of Rhode Island Authors *Makers' Space (Galleria) (25min)*

Are you a writer living in Rhode Island? Meet up with us! <http://www.riauthors.org/> *Mike Squatrito(s)*

203 Kaffeeklatsch: James Moore *VIRTUAL Only (Registration Required) (50min)*

James Moore(s)

204 Brick by Brick: Worldbuilding Future Cities *VIRTUAL + Marina III (Lobby Level) (50min)*

It takes centuries to build a city; SF authors have less time. How do you write compelling futuristic cityscapes that feel real? Let's consider how to give your Trantor or Diaspar, Gethen or Blackfish City, Enlivened Cincinnati or Teixcalaan or Silicon Isle new technologies and old buildings; sights, sounds, and smells; history, culture, and peoples. (Plus sanitation.) How much detail do you need? How much can you get away with making up? *Carrie Vaughn (m), Michael M. Jones, Larry Niven, Victor Fernando R. Ocampo, Kelly Robson*

205 Monstrous Façade: Disability and Disfigurement as a Villainous Trope

VIRTUAL + Marina IV (Lobby Level) (50min)

Physical disabilities have long been used as a visual cue for villainous characters in both literature and film. Whether they be birth defects or injuries sustained later in life, these differences often serve as the catalyst for the villain's arc. Though we are starting to see more positive representation, much media still relies on this outdated trope. How does this negatively impact the disabled community? And how can writers do better? *D Burton (m), Nancy Holder, Elsa Sjunneson, Jennifer Williams, John Wiswell*

6:30pm

206 Book Launch Party *Autograph Space (Galleria) (50min)*

Party to celebrate books launched around the time of Boskone 59, with special emphasis on small press publications:

- E. C. Ambrose, *The Maya Bust*, September 2021 (Rocinante)
- David B. Coe, *Invasives*, January 2022 (Belle Books)
- Andrea Hairston, *Redwood and Wildfire*, February 2022 (Tor.com)
- Paul Jeter, *Savage World and Other Stories*, August 2021 (PJET Gallery)

Participant Categories: Moderator [a.k.a. ringleader]=(m), Speaker [orator]=(s), Teacher [mentor]=(t), Presenter [bestower]=(b), Performer [artist,thespian]=(a), Participant [helper,player]=(h), Panelist=().


- James Patrick Kelly, *The First Law of Thermodynamics*, August 2021 (PM Press)
- Chris Panatier, *Stringers*, April 2022 (Angry Robot)
- Dave Seeley, *The Art of Dave Seeley*, 2015 (Insight Editions)
- Mike Squatrito, *The Overlords: Mission of the Kings*, 2019 (Overlord Enterprises)
- Christine Taylor-Butler, *The Lost Tribes: Trials—Young Adult Coming Soon* (More Books)
- Zachary Topping, *Wake of War*, July 2022 (Forge Books)
- Nathan Toronto, *Rise of Ahrik*, July 2021 (Revenge of the Emerald Moon, July 2022)
- Walter Jon Williams, *Lord Quillifer*, February 2022 (Simon & Schuster)

E C Ambrose, Andrea Hairston, David B. Coe/ D.B. Jackson, Paul Jeter, James Patrick Kelly, Chris Panatier, Dave Seeley, Mike Squatrito, Christine Taylor-Butler, Zachary Topping, Nathan Toronto, Walter Jon Williams

7:00pm

207 **World of Aetaltis: Death in the Deeplands (Sat Eve Session)**

Harbor III (Upper Level) (1hr 50min)

 A party of heroic adventurers plunges into the Deeplands of Aetaltis to confront the forces of darkness, and bring peace and security to the people of Agthor. An action-packed, virtual, D&D 5E adventure. [4 players, 2 hours. You must be at least 13 years of age to participate.] Note: This is a virtual session, played via Zoom. You'll need your own equipment (laptop or tablet, and a microphone or phone to talk into) but no other gear. You must sign up for your session in Gaming (Harbor III), where you'll receive more information on how to access the game. Plan to play your session in your room for improved Wi-Fi access.

208 **Kaffeeklatsch: Sebastien de Castell**

VIRTUAL Only (Registration Required) (50min)

Sebastien de Castell(h)

209 **Pick Your Superpower**

VIRTUAL + Marina III (Lobby Level) (50min)

You've been bitten by a radioactive bitey-thingy. Suddenly you possess a totally awesome superpower! Which one would you choose, and why: strength, speed, flying, invulnerability? Or perhaps something a bit more unusual: maybe rodentia communication skills, like Squirrel Girl? Or superintelligent nudity, like Doctor Manhattan? Would you use your power for good — or just for a good time? Final question: what color is your cape? *E.C. Myers (m), Max Gladstone, Naomi Hinchey, Julia Rios, Jarvis Sheffield*

210 **Impossible Cities in Speculative Fiction**

VIRTUAL + Marina IV (Lobby Level) (50min)

Our panelists will consider fantasy cities such as Van-

derMeer's Ambergris, Miéville's Beszel / Ul Qoma, Bancroft's Tower of Babel, or Jemisin's The City We Became (AKA NYC) — uneasy metropolises featuring unlikely architectures and unusual inhabitants. What other such impossible cities come to mind? For modern readers, is an imaginary city still more familiar territory than an enchanted castle? What parts of city living are still ripe for exploration? *Kelly Robson (m), Greer Gilman, Mur Lafferty, Ada Palmer, Fran Wilde*

211 The Post Meridian Radio Players Presents: Sherlock Holmes in the Adventure of the Bruce Partington Plans
VIRTUAL + Harbor I (Upper Level) (1hr)


Sherlock's brother Mycroft hires Holmes and Watson to investigate a crime that threatens the security both of the crown and of England! Starring Andrew Harrington as Sherlock Holmes and Chris Chiampa as Doctor Watson, in a new adaptation by Jeremy Holstein. Presented by the Post Meridian Radio Players.

8:00pm


212 Reading: Suzanne Reynolds-Alpert
Griffin (Upper Level) (50min)



213 Adam Stemple in Concert
Lewis (Upper Level) (50min)

 *Adam Stemple(a)*


214 Negocios Infernals Demonstration (Sat Eve Session)
Harbor III (Upper Level) (50min)

 A game that centers around The Deck of Destiny, consisting of 70 cards. Much like fortune tellers read cards to portend futures dire and blissful, the players interpret the cards they draw to determine their magos' successes, failures, and fates. Together, the magos quest on behalf of Reina Resoluta to save Espada — or, depending on the luck of the deck, just to save their own skins. Players are magos who think they have sold their souls to the aliens in exchange for powers. In reality, they are auditioning for the privilege of joining the “cosmic consciousness” of the aliens, thereby beginning humanity's next evolution. Please note that this is not a full game but a demo showing you how it's played. This session will cover character creation and worldbuilding. 3 – 16 players. You must be 18+ to play this game as it is rated M. Intermediate. *C. S. E. Cooney(b), Carlos Hernandez(b)*

215 How I Wrote This
Marina II (Lobby Level) (50min)

Robert V.S. Redick describes the creation of The Chathrand Voyage Quartet: “An epic tale of magic, love, war, betrayal, and the nature of sentience, aboard a 600-year-old sailing ship at the heart of a battle for the world's soul.” *Robert V.S. Redick(b)*

216 Group Reading: Johnson, Martine, Ocampo
VIRTUAL + Marina III (Lobby Level) (50min)

 *Les Johnson(h), Arkady Martine(h), Victor Fernando R. Ocampo(h)*

217 Reading: Ada Palmer
VIRTUAL + Marina IV (Lobby Level) (25min)



Reminder: End time is 10 minutes before next item starts!


8:30pm**218 Reading: Elsa Sjunneson**

VIRTUAL + Marina IV (Lobby Level) (25min)




9:00pm**219 Group Reading (More Horror!): Bracken MacLeod, Errick Nunnally, Tonia Ransom, Paul Tremblay**

Griffin (Upper Level) (50min)

 Bracken MacLeod(b), Errick Nunnally(b), Tonia Ransom(b), Paul Tremblay(b)


220 The Doom That Came to Atlantic City

Harbor III (Upper Level) (50min)

 This is a light-hearted take on Monopoly. Instead of trying to build houses and hotels, your job is to destroy the board's houses and hotels in order to close the gates that the gods of Cthulhu are using to wreak havoc on the world. [4 players, beginner, all ages.]

221 Players' Choice (Saturday Session)

Harbor III (Upper Level) (50min)

 The game to be played is determined by the players at start time. Choose from: *King of Tokyo: Dark*; *Meeple War*; or *Star Wars: Outer Rim*. KOTD is an updated version of KOT featuring a new mechanic. *Meeple War* is straight-up combat. Battle the other players but protect your base, as it takes time to build back an army. *SW: Outer Rim* is your chance to be a scoundrel. Run around the Outer Rim and make your mark in the galaxy. Depending on which game is chosen first, a second game may run. [4 – 6 players depending on the game; beginner; 8+.]

222 When 'Shrooms Attack

VIRTUAL + Marina III (Lobby Level) (50min)


Recently a surprising number of horror works — including *Annihilation*, *Gaia*, *In The Earth*, *The Girl With All the Gifts*, and the upcoming TV series *The Last of Us* — focus on monstrous mushrooms or other fearsome fungi. Why? Because it makes sense that something strange would pay us back for our attacks on the natural world? Because, midway between plants and animals, fungi seem especially alien to both? Or because the more you study fungus, the more the idea kinda grows on you? *E. Lily Yu (m)*, *Julie Czerneda*, *Hugo Espinoza*, *Thiago Ambrosio Lage*, *John Langan*

223 Reading: Garth Nix

VIRTUAL + Marina IV (Lobby Level) (25min)

**224 Musical Guest Concert: Tim Griffin (Sat Session)**

VIRTUAL + Harbor I (Upper Level) (50min)

 Join award-winning geek rock star and Boskone MG Tim Griffin for hilarious musical edification on such wide-ranging topics as astrophysics, history, boogers, math, engineering, boogers, taxidermy, and boogers. Tim is a retired STEM teacher who now leads Griffin Education, a nonprofit team of musicians and educators bringing silly (but seriously educational) music to




kids and adults; it's all free online at www.GriffinEd.org and on the GriffinEd YouTube channel. *Tim Griffin(a)*

9:30pm

225 Open Filk (Sat Session)


Lewis (Upper Level) (4hr)

 Stop by and join in!

10:00pm

226 Broad Universe Rapid-Fire Reading

Griffin (Upper Level) (50min)

 Broad Universe is a nonprofit, international organization of people dedicated to celebrating and promoting the work of women and nonbinary writers of science fiction, fantasy, and horror. Stop by as members read short excerpts from their fiction! *E C Ambrose(a)*

227 Haunted: Horror as a Way to Heal Trauma

Marina II (Lobby Level) (50min)

They can be exploitative — but many horror stories instead tackle traumatic themes with nuance and complexity. Whether you are consuming it or creating it, horror can become a vehicle for power when you feel otherwise powerless. What is the value in seeing our worst experiences writ large? How can these kinds of stories help us to heal? *Jennifer Williams (m), Julian K. Jarboe, Justin C. Key, Tonia Ransom*


228 Reading: Karl Schroeder

VIRTUAL + Marina III (Lobby Level) (25min)



229 Concert with David and Robin Rantanen

VIRTUAL + Marina IV (Lobby Level) (25min)

 Dave and Robin will share some of their favorite filk and folk songs, alternating between a capella and guitar accompaniment. *David Rantanen(a), Robin Rantanen(a)*

10:30pm

230 Reading: Bruce Coville

VIRTUAL + Marina III (Lobby Level) (25min)



8:00am SUNDAY


231 Kaffeeklatsch: Tim Lebbon

VIRTUAL Only (Registration Required) (50min)

Tim Lebbon(b)

232 Group Reading: Cruz, McHugh, Thomas

VIRTUAL + Marina III (Lobby Level) (50min)

 *Vida Cruz(h), Maura McHugh(h), Sheree Renée Thomas(h)*

233 Do it Again: The Pains (and Pleasures?) of Rewriting

VIRTUAL + Marina IV (Lobby Level) (50min)

“Writing is easy,” said Mark Twain. “All you have to do is cross out the wrong words.” Is rewriting SF/F/H always a finicky chore, or can you feel good about making your story better? Are there tricks to ease any pain? Do you depend on a checklist of steps, such as “Read the story aloud” and “Change all verbs of dialog to ‘said’”? How do you know when to stop? *David Marshall (m), Bruce Coville, Tamora Pierce*

Reminder: End time is 10 minutes before next item starts!

9:00am

234 Kaffeeklatsch: Tamora Pierce

VIRTUAL Only (Registration Required) (50min)

Tamora Pierce(s)

235 Creating Inclusive Cons

VIRTUAL + Marina III (Lobby Level) (50min)

Disability, neurodivergence, underprivilege: all these can serve as hurdles for marginalized convention attendees. What can your con do to aid in access and an overall enjoyable experience for all attendees? We also share ideas for small cons with limited resources that want to make themselves more inclusive. *Peggi Warner-Lalonde (m), D Burton, Cerece Rennie Murphy, Jarvis Sheffield, Fran Wilde*

236 Awards from Around the World

VIRTUAL + Marina IV (Lobby Level) (50min)

We look at awards for speculative fiction, art, and media. What are some key awards from around the globe? What do they honor, who runs them, and what winners should we be following? Let's get beyond the Hugos and Nebulas to explore global speculative fiction through other awards, including, but not limited to, the Chinese Nebulas, the French Grand Prix de L'Imaginaire, the Ignite Awards, Premio Ignotus & Seiun. *Cristina Jurado (m), Jana Bianchi, Oghenecho-vwe Donald Ekpeki, Maura McHugh*

10:00am

237 Diversity, Genetics, and Myths

Burroughs (Upper Level) (50min)

Did you know that "race" has no biological basis? How about the fact that gender is a continuum, not a binary? Or that a group of just 100 humans retains 85% of our genome's variability? Let's talk about the science! *Dr. Stephen P. Kelner Jr. (m), Jason Comander, Justin C. Key, Andrea Kriz*

238 Architecture in Speculative Fiction

Carlton (Upper Level) (50min)

From Victorian houses to stone mosques to glass skyscrapers, structures play important roles in creating atmosphere, developing the setting, and inspiring feelings associated with that space and place. We look at well-known structures in fiction that serve as iconic examples of how built spaces can impact the story, connect with characters, and convey backstory purely through description of their design. *William Hayashi (m), Gary Ehrlich, Dave Seeley*

239 Families in the Future


Harbor II (Upper Level) (50min)

For anthropologists, the idea of a "family" covers a range of kinship issues. How has science fiction imagined families going forward? We examine examples of futuristic families and how concepts of parenthood, the nuclear family, siblings, and extended families may evolve based upon developments in reproduction technology, the environment, and social structures. *Sarah Jean*




Horwitz (m), Esther Friesner, R.W.W. Greene, Kwame Mbalia

240 Mistborn: House War
Harbor III (Upper Level) (50min)

 Game on! A semi-cooperative resource-management game, *Mistborn: House War* is set during the events of *Mistborn: The Final Empire*, first novel in the bestselling fantasy series by Brandon Sanderson. Join Brandon's agent Joshua Bilmes for a special demo of this fun board game! *Joshua Bilmes(b)*

241 Nefarious
Harbor III (Upper Level) (1hr)

 Think you're an inventor? Try your luck at this fast card game. Use your actions to gain the items needed to build the cards up for grabs. Be the first to build enough and you win the game. Careful you don't run out of cards, however... [4 players, beginner, all ages]

242 Drawing Between the Lines
Marina I (Lobby Level) (50min)

Join three-time Hugo winner Donato Giancola for a comprehensive, entertaining visual lecture on his approach to illustrating the written word. Donato's works have garnered numerous awards and graced hundreds of projects: from covers and interiors of works by Naomi Novik and Robert Heinlein, to the Ursula K. Le Guin portrait on the US postage stamp, to hundreds of game cards for *Magic: The Gathering*. From abstract sketch to finished drawing or oil painting, discover how interpreting a manuscript and creating complementary and inspiring images is a delicate dance — and how an artist learns to keep his balance. *Donato Giancola(b)*

243 A Fond Farewell to The Expanse
Marina II (Lobby Level) (50min)

Many people think *The Expanse* was the best SF TV series ever. If you agree, or would like to be convinced, stop by and join the discussion! *Laurie Mann (m), Gene Doucette, Walter H. Hunt, Erin Underwood*

244 Autographing: Brendan DuBois and Cat Scully
Autograph Space (Galleria) (50min)
Brendan DuBois(h), Cat Scully(b)

245 All About Anime!
Makers' Space (Galleria) (50min)

Anime is a best-selling film/TV medium around the world, but it's still less familiar to some SF/F/H fans. Where should you start? What common tropes will you like? What streaming platforms or other channels let you binge anime night and day? Plus: every year brings four fascinating seasons of new stuff. Our panelists let you in on what anime from 2020 and 2021 was worth a watch — and why. *DJ Oliveira (m), Kishan Patel(s)*

246 Painting
Dragons' Lair (Galleria) (50min)
 Let's paint *M. C. DeMarco(b)*

247 Kaffeeklatsch: Ana Rüsche and Cesar Santivañez
Kaffeeklatsch 1 (Galleria) (50min)
Ana Rüsche(b), César Santivañez(b)

Participant Categories: Moderator [a.k.a. ringleader]=(m), Speaker [orator]=(s), Teacher [mentor]=(t), Presenter [bestower]=(b), Performer [artist,thespian]=(a), Participant [helper,player]=(h), Panelist=(.).

248 Star Wars: The (Real) Dark Side?

VIRTUAL + Marina III (Lobby Level) (50min)

Child labor. Compliant clone soldiers. Kids conscripted as stormtroopers. Self-aware AIs stripped of free will. For a universe rich in sophisticated technology and “light,” there’s a definite dark side to the Star Wars civilization. Is Star Wars a realistic look at a high-technology galaxy with a touch of magic? And is there a darker connection between the Sith and Jedi orders that provides structure to the storyverse? This is the panel you are looking for... *Cristina Jurado (m), Brad Abraham, Laurence Raphael Brothers, Jarvis Sheffield*

249 Reading: Malka Older

VIRTUAL + Marina IV (Lobby Level) (25min)



250 Reading: Marie Brennan

VIRTUAL + Harbor I (Upper Level) (25min)



10:30am

251 Reading: Zachary Topping

Griffin (Upper Level) (25min)



252 Reading: Jane Yolen

VIRTUAL + Marina IV (Lobby Level) (25min)



253 Reading: James Moore

VIRTUAL + Harbor I (Upper Level) (25min)



11:00am

254 Hope in Horror?

Burroughs (Upper Level) (50min)

When it comes to horror fiction, is hope just a four-letter word? Can a successful horror story have a happy ending? Can it afford to teach us anything positive about the human condition? Or is it by definition doomed to hopelessness and nihilism? *Gillian Daniels (m), John Langan, Errick Nunnally, Paul Tremblay*

255 Song Sequitur Concert

Lewis (Upper Level) (50min)



Come listen to our performers as they try to follow that. Every song in this concert will be a follower to the song before—but no song can follow in the same way as the previous follower. You never know where the music will go as the performers follow their crooked path. *Gary Ehrlich(a), Randy Hoffman(a), Joe Kesselman(a), Ellen Kranzer*

256 Then and Now: Why Fan History Matters

Carlton (Upper Level) (50min)

Fandom has existed as a movement for almost a century, from Hugo Gernsback’s Science Fiction League of the 1930s to the wildly varied media fandom landscape of the 21st century. It has grown more diverse and global since the late 20th century. What can we learn from



the history of fandom? What can it tell us about our broader history, and about the genre today? What have we all learned? What are we still learning? *Mark Olson (m), Janice Gelb, Edie Stern*

257 Future of Education

Harbor II (Upper Level) (50min)

Our Special Guest Tamsyn Muir and Musical Guest Tim Griffin both have extensive teaching backgrounds. What do they think about the future of education — public, private, charter, other? Is “education by Zoom” just a COVID-19 patch? Or will it be an important part of pedagogy going forward? Will technology help or hinder education? How about long-term: VR classrooms? Sleep learning? Nanite injections? *Tom Easton (m), Tim Griffin, Tamsyn Muir*

258 Official Artist Interview: Sara Felix

Marina I (Lobby Level) (50min)

Sara Felix likes to mix things up. Our Official Artist works in a wide variety of media, from clay and resin to spin art and more. And this Hugo and Chesley finalist has bestowed her magical tiaras on many crowned heads of fandom... She mixes creativity into myriad fan activities as well, from designing Hugo award bases to helping organize cons from Austin, Texas to World Fantasy and Worldcons. As Sara puts it, “I love art. I love science fiction. I love the friends I have in the community. I want to put on a good show.” So we can expect another one today! Geri Sullivan will interview Sara. *Sara Felix(s), Geri Sullivan(s)*

259 On the Writing of Plays

Marina II (Lobby Level) (50min)

Playwriting is an ancient craft that predates the novel. It’s gone from calling for a single performer on a stage to a cast of hundreds. What makes a writer decide to shape an idea as a play instead of another story form? How are plays different from screenplays or audio plays? Is all the world still a stage? *Andrea Hairston (m), Grant Carrington, James Patrick Kelly*

260 Autographing: James Cambias and Bracken MacLeod

Autograph Space (Galleria) (50min)

James Cambias(h), Bracken MacLeod(h)

261 Art Prints and Print Blocks Workshop

Makers’ Space (Galleria) (50min)

Print block artist Anne Nydam demonstrates how to make your own rubber print blocks, and gives members the opportunity to try making prints and print blocks themselves. *Anne Nydam(b)*

262 Storytelling

Dragons’ Lair (Galleria) (50min)

How to tell a story *Walter H. Hunt(b)*

263 Kaffeeklatsch: Brendan DuBois and Leigh Perry

Kaffeeklatsch 1 (Galleria) (50min)

Brendan DuBois(b), Leigh Perry(b)

264 Kaffeeklatsch: Neil Clarke

VIRTUAL Only (Registration Required) (50min)

Neil Clarke(b)

Reminder: End time is 10 minutes before next item starts!

265 Civic Imagination Workshop*VIRTUAL + Marina III (Lobby Level) (50min)*

Join this hands-on workshop for social change, that teaches attendees how to borrow principles from areas of fandom and apply them to real-world activities to help generate lasting, positive change. The workshop will apply ideas from activities such as speculative world-building and fan fiction writing. *Henry Jenkins(b)*

266 Sporting Your Way Into the Future*VIRTUAL + Marina IV (Lobby Level) (50min)*

Most genre writers may be rather, um, indoorsy, but a surprising amount of science fiction portrays sports. Maybe because a sport comes ready-made with conflict, a defined setting, clear winners and losers? Let's analyze the role of sports in speculative fiction, from friendly Electro-magnetic Golf matches to deadly Hunger Games. *Scott Drakeford (m), Steve Davidson, Naomi Hinchey, Steven Sawicki, John Wiswell*

267 Time. Period.: Ted Chiang on Time Travel*VIRTUAL + Harbor I (Upper Level) (25min)*

Our Guest of Honor gives a short talk about time travel. *Ted Chiang(b)*

11:30am**268 Group Reading (MG/YA): Carlos Hernandez, Cat Scully, Adam Stemple***Griffin (Upper Level) (50min)* *Carlos Hernandez(b), Cat Scully(b), Adam Stemple(b)*

12:00pm**269 Small Press Magazines and Books***Burroughs (Upper Level) (50min)*

Publishing has changed. A *lot*. Now all you need is a computer, a bank account, and some written words and you're good to go. There's no denying this has hurt many small presses, but it's also opened doors for many new ones. What challenges do current and aspiring small press publishers face? What are the realities for this kind of venture today? *DJ Oliveira (m), Mike Allen, Mike Squatrito, Ian Randal Strock*

270 Concert: W. Randy Hoffman*Lewis (Upper Level) (50min)* Randy Hoffman is steeped in folk and other forms of geek music. *Randy Hoffman(a)***271 Mental Health and Creativity: A Workshop***Carlton (Upper Level) (50min)*

In this peer-led workshop, we will learn how to maintain our creativity while living with things like depression, anxiety, and other mental health challenges. Through group discussion, we will collaboratively create a toolbox to guide us during trying times. There will be one or two simple activities as practice, and everyone will leave with a handout of ideas and resources. *Jennifer Williams(b)*

272 The Future of Us*Harbor II (Upper Level) (50min)*

Imagine that in the far future we've destroyed the planet, leaving the climate in chaos — and humanity is on



life support. What comes next? Is there a way to start again? If so, how might humanity survive and evolve? And without the overwhelming presence of humanity's current population levels, how might other creatures adapt and evolve? *Suzanne Palmer (m), Tom Easton, Martin Elvis, Rich Larson*

273 Dungeons and Dragons

Harbor III (Upper Level) (1hr 50min)

How many Boskone members does it take to get out of an old-school D&D dungeon? Answer: none! Because Killer Dungeonmaster James Cambias is going to make sure everybody dies! Return with us now to those thrilling afternoons in your friend's basement rec room back in 1977 for a game of Basic Dungeons & Dragons. You'll face weird traps, puzzles, monsters, and the ultimate challenge: getting the Cheetos out of the shag carpet. [Players: 2–6 Ages: 12+, Beginner] *James Cambias(b)*

274 Players' Choice (Sunday Session)

Harbor III (Upper Level) (50min)

The game to be played is determined by the players at start time. Choose from: *King of Tokyo: Dark*; *Meeple War*; or *Star Wars: Outer Rim*. *KOTD* is an updated version of *KOT* featuring a new mechanic. *Meeple War* is straight-up combat. Battle the other players but protect your base, as it takes time to build back an army. *SW: Outer Rim* is your chance to be a scoundrel. Run around the Outer Rim and make your mark in the galaxy. Depending on which game is chosen first, a second game may run. [4 – 6 players depending on the game; beginner; 8+.]

275 Terraforming Mars: Ares Expedition

Harbor III (Upper Level) (50min)

This is the latest installment of Terraforming Mars. It's a card game at heart — but the board is just as important. [4 players, intermediate, 12+]

276 Mother Nature's Sense of Humor as Expressed Through Animal Procreation Techniques

Marina I (Lobby Level) (50min)

Did you know that the lonely male angler fish attaches to the female and *becomes part of her* — living out the rest of his life as an on-demand sperm satchel? Did you know giraffes drink each other's pee to see if it's business time? Did you know some snails have both male and female organs and repeatedly stab each other with "love darts" until they both end up pregnant or DEAD? Learn about how they do it... and speculate how this could be applied to aliens. *Chris Panatier (m), Priscilla Olson, Jennifer Pelland, Steven Popkes*

277 Human Genetic Engineering: A Look at What's Happening

Marina II (Lobby Level) (50min)

Jason Comander(b), Andrea Kriz(s)

278 Autographing: Leigh Perry and Walter Jon Williams

Autograph Space (Galleria) (50min)

Leigh Perry(h), Walter Jon Williams(h)

279 Kaffeeklatsch: Jane Yolen and Bruce Coville

VIRTUAL Only (Registration Required) (50min)

Bruce Coville(s), Jane Yolen(b)

Reminder: End time is 10 minutes before next item starts!

280 Multiple Versions of the Future

VIRTUAL + Marina III (Lobby Level) (50min)

Since even before ancient astronomers scanned Sumerian skies for clues to coming events, we've tried to imagine the future. Certainly, people have entertained myriad pictures of possible tomorrows. But what broad agreements do we see among the futures described by diverse SF writers? On the other hand, what singular or contrarian visions do we find most arresting? Whose futures are the most multilayered and complex? Which is most likely to come true? *Ana Rüsche (m), Arkady Martine, Larry Niven, Malka Older, Karl Schroeder*

281 In Space, No One Can Hear You Laugh

VIRTUAL + Marina IV (Lobby Level) (50min)

Do would-be funny SF authors face a higher bar because everything in an SF story is unexpected, so punch lines don't stand out? Or a lower bar because fans are silly? How do jokesters like Lem, Adams, Pratchett, Willis, Scalzi, Clayborne, and Chambers obtain their effects? Besides the usual suspects (racism and sexism), what makes older jokes fall flat? Let's look at our favorite SF/F/H humor — to explore what works, what doesn't, and what should be avoided at all costs. *Paul Di Filippo (m), Kaitlin R. Branch, Steve Davidson, Michael M. Jones, Charles Stross*

12:30pm

282 Reading: R.W.W. Greene

Griffin (Upper Level) (25min)



1:00pm

283 Is This AI?

Burroughs (Upper Level) (50min)

Panelists consider technologies both real and imagined, discussing which are actually artificial intelligence and which aren't. Goal: a realistic sketch of our current understanding of AI: what it is, what it can do — and what we might expect (hope? fear?) it could become. *Edie Stern (m), Ted Chiang, Dr. Stephen P. Kelner Jr., Mike Squatrito, Erin Underwood*

284 Song Circle: Stories of Your Life and Others

Lewis (Upper Level) (50min)



Joe Kesselman(a)

285 Using the Tarot for Creativity

Carlton (Upper Level) (50min)

The random aspect of Tarot, the diversity of decks, the spiritual splendor and, above all, the power of the oracle make it a useful tool for writers. Tarot can serve as inspiration for characters, bring solutions to dead ends in challenging plots, show that a story can hold more enigmas than seemed to exist. Let's dive into this world full of stunning images and good ideas for new stories. [Limited to 6 members. Sign up at the Program Ops table in Harbor Foyer. Bring your own Tarot/Oracle deck(s) to work with, although some extras will be available during the workshop.] *Suzanne Reynolds-Alpert(b)*



286 Podcasts and Videocasts: Showbiz for SF/F/H People
Marina I (Lobby Level) (50min)

Among our many stellar genre podcasts and videocasts, which showcases the star performers? What makes a host, guest, or narrator shine brighter than the rest? And what are our favorite audio and video ‘casts these days? *Dan Moren (m), Mur Lafferty, Tonia Ransom*

287 Confidence, Self-Doubt, and the Writer
Marina II (Lobby Level) (50min)

“The best lack all conviction, while the worst are full of passionate intensity,” murmured Yeats, bucking himself up to write more about magic or mermaids or the Fae. (Yes, Yeats was One of Us.) Our panel (who never suffer a moment’s qualm themselves) will discuss being the best writer you can be, lulling yourself into confidence, and slaying the daily dragons of doubt. *Kenneth Schneyer (m), E C Ambrose, Suzanne Palmer, Adam Stemple, Michael Swanwick*

288 Autographing: James Patrick Kelly and Tamsyn Muir
Autograph Space (Galleria) (50min)

James Patrick Kelly(h), Tamsyn Muir(h)

289 Spin Art for Kids
Dragons’ Lair (Galleria) (50min)

Join our Guest Artist to make your own spin art! [All supplies supplied.] *Sara Felix(b)*

290 Science Fiction and Mysticism
VIRTUAL + Marina III (Lobby Level) (50min)


Trying to decipher the incomprehensible or communicate with the unknown can take you beyond science and deep into the mystic — where a number of notable SF stories end up. Let’s consider tales of aliens’ higher powers such as *Childhood’s End* or *Solaris*, as well as more Frankensteinian fictions like Lessing’s *Shikasta* or Atwood’s *MaddAddam*. Are mysticism or spirituality due to acknowledgments of the limits of our rational worldviews? *Marie Brennan (m), Jen Gunnels, Thiago Ambrosio Lage, Gabriela Damián Miravete, Sheree Renée Thomas*

291 Terraforming Terra: for Good or Ill
VIRTUAL + Marina IV (Lobby Level) (50min)

A major engine of climate change: burning fossil fuels, which generates carbon dioxide, which retains heat, which raises atmospheric temperatures. In other words, we’ve been terraforming Earth already for more than 140 years. On a smaller scale, Dutch dykes change sea to land. Altogether, what have we done to make Earth uninhabitable? What have we done — or might we do, for instance with techniques like geoen-gineering — to make Earth more habitable (again)? And can we control the consequences a little better this time? *Jeff Hecht (m), Jennifer Marie Brissett, Julie Czerneda, Scott Drakeford, Les Johnson*

292 Brimstone Rhine and Friends in a Concert to the Stars!

VIRTUAL + Harbor I (Upper Level) (50min)

 Join C. S. E. Cooney (singer/songwriter “Brimstone Rhine”) and friends as they perform songs of science fiction, myth, magic, and speculation — possibly with a dose of poetry and drama thrown in! *C. S. E. Cooney(a), Dr. Mary Crowell(a), Carlos Hernandez(a)*

Reminder: End time is 10 minutes before next item starts!

2:00pm**293 Don't Quit Your Day Job***Marina II (Lobby Level) (50min)*

The six-figure contract is every author's dream. Enough money to spend our days writing, and our evenings with a good drink and better company... But the market is saturated, and the big publishing houses are shrinking. Now the internet rules — and with it comes a wildly complicated financial landscape. What are the realities of writing in this virtual world? And how much can you really expect to make? *Josh Dahl (m), Joshua Bilmes, Gene Doucette, Zachary Topping*

294 Love and Sex with Robots*VIRTUAL + Marina III (Lobby Level) (50min)*

Sexuality presented by robots and AI characters is commonplace in SF books and films. What does this say about human society, and what are the implications in the near term for technologically plausible sex machines as well as in the future for AGI persons designed to be human romantic partners? Our panel may touch on topics ranging from technology, sentience, and AI to philosophy, ethics, legality, and psychology. *Laurence Raphael Brothers (m), Ted Chiang, Thiago Ambrosio Lage, Malka Older, Charles Stross*

295 Reading: Greer Gilman*VIRTUAL + Marina IV (Lobby Level) (25min)***2:30pm****296 Reading: Vandana Singh***VIRTUAL + Marina IV (Lobby Level) (25min)***3:00pm****297 MASSFILC Business Meeting (and then the Dead***Lewis (Upper Level) (25min)***Dog Filk)**

MASSFILC is a regional filk club that holds monthly song circles in the greater Massachusetts area. During the time of COVID, these have been held online; but hopefully, in-person singing will resume soon. Everyone is welcome to check out this monthly business meeting and learn more about filking in the Boston area. The meeting probably won't fill the entire time slot. The dead dog filk will start as soon as the meeting ends.

298 Feedback Session*VIRTUAL + Harbor I (Upper Level) (50min)*

This con is over, people. (Except for Dead Dog Filking—and of course teardown, where we'd love to have your help!) But we're already working on Boskone 60. Help us get a good head start with reports on what went right (or wrong) this time, and how to achieve perfection next year. *Sharon Sbarsky (m), James Boggie(h), Tim Szczesuil FN*

3:30pm**299 Dead Dog Filk***Lewis (Upper Level) (3hr)*

Now it's time... to say goodbye... to all our fam-i-ly...

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Chair: Sharon Sbarsky

Assistants: Rick Kovalcik, Gay Ellen Dennett

Extra Special Assistant: Aslan

Treasurer: Judith C. Bemis

Deputy: Dave Anderson

Staff: Felicia Herman, Gloria Lucia Albasi

E-Commerce: Sharon Sbarsky

Guest Liaison: Laurie Mann

Debriefing: David G. Grubbs

Hotel: Gay Ellen Dennett

Staff: Jim Mann, Ben Yalow

Space Planning: Chip Hitchcock

Discord Coordinators: Kristin Seibert & Mike Rafferty

Program Director: James Boggie

Deputies: Erin Underwood, Priscilla Olson,

Staff: Bob Devney, Cristina Jurado, Laurie Mann, DJ

Oliveira, Ana Rüsche, Jennifer Williams

Autographing: Seth Breidbart

Program Ops: Tim Szczesuil

Program Ops Staff: Brenda Noiseux

Pocket Program: Skip Morris

Data Research: Laurie Mann

Prufreadin: Davig G. Grubbs

DragonsLair: Jan Dumas

Filk: Ellen Kranzer

Gaming: Bill Todd

Events Director: David D'Antonio

Events Staff: Jeff Warner

Guest Introductions: Laurie Mann & David Grubbs

Guest Introduction MC: David G. Grubbs

Reception: Gay Ellen Dennett

Awards Ceremony MC & Script: David G. Grubbs

Plaques & Awards: Tony Lewis

Art Show: Andrea Senchy

Setup/Teardown: Chip Hitchcock

Assistant: Jeff Keller

Mail-in Art: Ira Donewitz

Staff: usual suspects from the P.E.C.F.A.S.C.

Author Alley Coordinator: Suford Lewis

Dealers Room Coordinator: Suford Lewis

Fan Tables: Geri Sullivan

Con Suite: Michael Kerpan

Staff: Maria Eskinazi, Michael Rasnick

Information & Volunteers: Wes Brodsky

Access Services: Jan Dumas, Rick Kovalcik, & Kristin Seibert

Den: Joni Brill Dashoff

Coat Check (aka NarniaCon): Kristin Seibert

Guard Lion: Aslan

Staff: Kylie Selkirk, Amanda Coakley, Yakira

Heistand, Michael Rafferty, Bartender Bot

NarniaCon's Scavenger Hunt: Narniacon

Pre-registration: Dave Cantor

Badge Design: Geri Sullivan

Badge Production: Rick Kovalick & Geri Sullivan

At-Con Registration: Richard Duffy

Logistics: Rick Kovalcik

Staff: David G Grubbs, Tim Roberge, Kristin Seibert,

Kelly Persons

Office: Ann Broomhead

Vonage Telephone Setup: Dave Anderson

Sign Shop: Robert Luoma

Ribbons: Everyone knows Sharon does ribbons...

Marketing: Adam Beaton

Shopping: Dave Anderson

Technical Services: Peter Olszowka

Main Stage Coordinator: Tom Dings

Outbound Streaming Coordinator: K Wiley

Virtualization Software: Paul Kraus

Recording Wrangler: Eric "Dr. Gandalf" Fleischer

Staff: *hobbit*

Tech Staff and Volunteer Coordinator: Beth Kevles

General Tech Staff: *hobbit*, Fred Bauer, Lisa Hertel, Jim Housel

Flyer/Ad Design: Geri Sullivan

Newsletter/Progress Reports (pre-con): Erin Underwood

Newsletter/Helmuth (at-con): Tony Lewis

Souvenir Book Editor: Lis Carey

Designer: Errick Nunnally

Advertising Sales: Pam Burr

Social Media: Adam Beaton

Mobile Schedule Publication: Mary Olszowka

Website: Tim Szczesuil

NESFA Sales: Robert Luoma

Staff: Kelly Persons

Cash Register Wrangler: Dave Anderson

Short Story Contest: Steven Lee

First Readers: Chip Hitchcock, Ann Crimmins, Rick

Katze, Kelsey Pouk, David G. Grubbs

Judges: Tamsyn Muir, Tim Griffin, Elaine Isaak

Skylark Award: Joe Ross

Award Acquisition: Tony Lewis

Business Services

Fedex Office Print & Ship Center (formerly: Hotel Business Center)

Lobby Level, West (Near Starbucks)

857-338-2258

Weekdays 7:30am-6:30pm

Sat 8:00am-Noon

Sun Noon-4:00pm

USPS

The Main Post Office in Boston (USPS "Fort Point" location), is next to South Station, at 25 Dorchester Ave., Boston 02205-9761. It's a 0.7 mile walk straight up Summer St. Or take the Silver Line across from the hotel to South Station and walk one block south. Open daily 6am until Midnight. Unclear if they'll be open Presidents' Day. This location (and the Airport one) have a reputation for always being open.

UPS

The UPS Customer Center is 0.7 miles away at 647B Summer Street (but really it's at the intersection of People's Way & E. Street. Don't believe your GPS). Call or check the web to verify since hours during the pandemic are unpredictable—Caveat emptor!

ATMs

Hotel Lobby—(Flavor Unknown; \$4/use fee.)

Bank of America—D & Congress Streets

Santander Bank—Harborwalk

Hanscom Federal Credit Union—Courthouse Way

Citizens Bank—Congress & Farnsworth

Leader Bank—Northern & Courthouse Way

Radius Bank—Harbor Street

Georges Bank—Northern Ave

And even a Book Store:

Porter Square Books—Liberty & Waterside Drives

Parking

The Boston Convention & Exhibition Center (next door) is hosting the New England Boat Show during Boskone's Weekend. Please be aware that traffic and parking will be difficult.

On the bright side, the BCEC South Parking Lot (with reasonable rates) will be open during Boat Show hours.

But remember, the Boat Show hours DO NOT MATCH Boskone hours. Boat Show hours are Fri Noon-8pm; Sat 10am-8pm; Sun 10am-6pm. Don't park there if you plan to stay late.

For additional parking information: Visit the Boskone website; follow the options:

boskone.org >> ***hotel*** >>  >> ***parking***

An extensive list of parking options can be found at: ***SpotHero.com*** (enter '**Westin Boston Waterfront**' in the '**find parking**' field), ***ParkWhiz.com***, ***ParkOPedia.com***, and ***BestParking.com***.

The **cheapest options** for overnight parking are a subway ride away. These include MBTA Wellington Garage (\$5/day, but only on Upper Levels), the MBTA Alewife Garage (\$9/day), and the Boston Common Parking Garage (downtown—they sell discount ticket books). Go ***BostonCommonGarage.com*** or ***MBTA.com*** for info. Expect the travel time from these garages to the hotel (via the Red Line, then the Silver Line at South Station) to take 45 minutes to an hour.

Warning: Many on-street parking spaces near the hotel are **restricted to local residents** after hours and the city **tickets offenders vigorously** (income from all the out-of-towners).

Read the **rules** on the **street signs**. Be careful since the rules can change in only a dozen feet. (And you might have to move your car at 6pm.)

Bicycle Parking is available in the Westin parking garage. Ask at the front desk to get a key.

Grocery Stores/Markets/Misc

A number can be found in the Seaport District; even more in South Boston (but a drive).

Hotel Gift/Convenience Shop Close to Starbucks/Fedex Center on Lobby Level.

[Markets] Near the Hotel:**Seaport Wines & Spirits** 857.239.8350

407 D Street, Boston

8am-11pm (Closed Sunday)

Seaport District**CVS**—91 Seaport Blvd**Numerous food markets** within a 15 minute walk (Including many wholesale seafood).**J Pace & Son**—857.366.4640

1 Park Ln

8am-6pm (varies daily).

Terrific breakfast & sandwiches & lots of groceries & drinks, less than a half mile.

Trader Joe's—617-941-3714,

44 Thomson Pl (0.6 miles)

8am-9pm.

Fort Point Market—617-426-9988,

369 Congress St (5 minute walk)

11am-8pm daily but Sunday.

Liquor and beer - they do deliver.

*Not to
confuse***Cardullo's Gourmet Shoppe**

99 Seaport Blvd.

*people: but for
Non-Bostonians the**South End is West of South Boston;
while East Boston is North & the North**End is East of the West**End (where Leonard
Nimoy grew up, but**doesn't exist
any more.)***South End****Whole Foods**—617-904-1000

348 Harrison Ave (1.5 miles)

7am-10pm

Huge Whole Foods; several cafes & alcohol.

Restaurants and Food Options

While there are only a couple of options close to the hotel for dining; only a few blocks away you'll find numerous choices here in the Seaport District; most along Seaport Blvd near the waterfront. All establishments require masks, etc.

Hotel Restaurants:**Starbucks** (Lobby level **WEST**; Guest Room Side)

6:30a-6:30p daily (Closing time may vary.)

Birch Lobby Bar—4:00pm - Midnight

Drinks, snacks, sandwiches.

City Bar—(Lobby Level/East Near Escalators)**M.J. O'Connor's**—(Lobby Level) 617-443-0800

Wed-Thur: 4pm-12am

Fri-Sat: 12pm-12am

Sun: 12pm-10pm; kitchen closes at 8pm

Mon-Tues: TBA—They haven't decided.

(Note: Hotel website has wrong hours.)

Sauciety Restaurant—(Lobby Level/West)

Breakfast (Buffet \$28) 6:30-11:00am

Lunch 11:30am-2:00pm

Room Service—4:00pm - 11:00pm

Note: We've heard that Sauciety's and Room Service can manage **special dietary requests** better than others.

Near the Hotel:

(Across Street/Guest Room Side/Lower Ballroom)

Jimmy John's Sandwich Shop—857.317.3947

413 D. Street, Boston

11:00am-7:00pm

Dunkin' Donuts—617.439.6020

411 D. Street, Boston

5:00am-5:00pm

Alma Gaucha—617.420.4900

Brazilian Steakhouse

11:30am-2:30pm, 5:00-10:00pm

Cafe on D by Deli of Course—617.261.1665

451 D. Street, Boston (In CISL)

6:00am - 3:00pm (Closed weekends.)

(Across Summer Street/Galleria Side/Ocean)

Coquette—(French) 617.419.8140

1:30am - 2:00 am (In Omni Hotel)

Food Delivery to Hotel

Land of Pizza—617.269.4442

445 West Broadway

11:00am - 8:30pm (Closed Sunday)

Fat Baby Sushi—617.766.3450

118 Dorchester

4:00pm-8:00pm

Cafe Mamatz (Indian)—617.646.4800

487 L. Street

4:00pm-10:00pm (Closed Tuesday)

Lanta Asian Cuisine (Thai)—617.482.6046

38 Batterymarch St (\$3 delivery, \$15 minimum)

GrubHub—www.grubhub.com

Seaport District: (Along Seaport Blvd and neighboring streets.)

The restaurants along Seaport Blvd are too numerous to list; a count on Google Maps shows over 50 establishments within a 15 minute walk. The better known include **Legal Seafoods, the Lobster Pot, Harpoon Brewery, Yankee Lobster Company, Etc.**

Both Fan Pier and Fish Pier have famous clusters of seafood restaurants.

South Boston/South End/Dorchester:

Slightly further away in Boston neighborhoods are plenty of options including lots of Irish pubs, diners, and other eateries.

Mul's Diner—(Best Corn Beef Hash in the city; The Crème Brûlée French Toast is to die for) There's always a long wait on weekends. (It's Mul's in the morning [5am-2pm; 6am on Sun]; and Am-rheins—American/Italian restaurant until 10pm.) 80 W. Broadway; one block down from the Broadway Red Line Stop (or a 1.0 mile walk from the hotel) 617.268.6189

Mike's City Diner—617-267-9393

1714 Washington St, Boston, MA 02118 (Near intersection of Mass Ave & Washington St; far side of 93 from South Boston, Silver Line SL4 or SL5)

Blunch—617.247.8100

59 E Springfield St, Boston, MA 02118

The South Bay Center—Is a huge shopping complex in the South End with Big-Box Stores, tons of restaurants, factory outlets, etc. located ~2.5 miles distant. (Note: Address says Dorchester—Native Bostonians know better.)

The Pearl— 617.288.8810 (Raw Bar & Seafood)
20B District Ave. Dorchester
Sat/Sun Brunch: 11am-5pm
Sat Dinner 5pm-10pm
(~0.4 miles from Andrews Red Line Stop)

Chinatown/The North End/Downtown

A subway ride away are the neighborhoods of

Chinatown and The North End where you'll find even more ethnic eating options.

Committee Boston—617.737.5051

(Greek Meze/Featured on Phantom Gourmet)

50 Northern Ave, Boston 02210

Mon-Sun 5pm-1am

Sat/Sun Brunch 10am-3pm

Loretta's Last Call—617.421.9595

Country/Southern Style

1 Lansdowne St, Boston (Near Fenway Park)

Fri-Sat until 2:00am, Sun 11:30pm

Sat/Sun Brunch 10:30am-4:00pm

Ted Chiang's fiction has won four Hugo, four Nebula, six Locus Awards, and has been reprinted in Best



American Short Stories. His first collection *Stories of Your Life and Others* has been translated into twenty-one languages, and the title story was the basis for the Oscar-nominated film *Arrival* starring Amy Adams. His second collection *Exhalation* was chosen by The New York Times as one of the 10 Best Books of 2019.

Sara Felix works mainly in clay and resin, with shrinky dinks thrown in for fun. She won the 2021 Hugo Award for Best Fan Artist, designed the 2016 Hugo base and co-designed the 2018 Hugo base with Vincent Villafranca. In 2018, she designed the 2018 WSFS Young Adult Award.



Tamsyn Muir is the best-selling author of the *Locked Tomb Trilogy*, which begins with *Gideon the Ninth*, continues with *Harrow the Ninth*, and concludes with



Alecto the Ninth. Her short fiction has been nominated for the Nebula Award, the Shirley Jackson Award, the World Fantasy Award and the Eugie Foster Memorial Award. A Kiwi, she has spent most of her life in Howick, New Zealand, with time living in Waiuku and central Wellington. She currently lives and works in Oxford, in the United Kingdom.

Tim Griffin; a retired STEM teacher from LA; award-winning singer, songwriter, storyteller; and founding director of Griffin Education, a nonprofit raising academic achievement through fun educational music. All GriffinEd's services (live shows, songwriting workshops for kids & adults, and online library of teaching songs) are free to places of learning. Tim roams the world, writing, collecting songs, & bringing musical hilarity and edification to schools, science & education conferences, and various venues of inspired geekery. His recordings are all free online. Laugh and learn with songs about cell physiology, Newtonian mechanics, mummies, and that weird thing on your lunch tray.

