Jeanette J. Epps, Ph D. was selected as an astronaut in 2009. Candidate training included scientific and technical briefings, intensive instruction in International Space Station systems, spacewalk training, robotics, T-38 flight training and wilderness survival. The New York native was a NASA Fellow during graduate school, and authored several journal and conference articles. Previously Dr. Epps worked for Ford Motor Company where she received both a U.S. Patent and a provisional patent. After leaving Ford, she joined the Central Intelligence Agency (CIA) as a Technical Intelligence Officer before joining NASA.

Nalo Hopkinson is a multi-award-winning speculative fiction author and editor. Her awards include the Andre Norton Award, Astounding Award for Best New Writer, World Fantasy Award, Sunburst Award for Canadian Literature of the Fantastic, the SFWA 37th Damon Knight Grand Master, and many more. Her novels and short fiction draw on themes that highlight Afro-Caribbean history, traditions, and folklore. In addition to her novels and short story collections, she has also edited two science fiction anthologies. She has been a writer in residence at Clarion East, West, and South. She is a Professor of Creative Writing at the University of California, Riverside.

Tui T. Sutherland has written some forty books for children and teens, ranging from sticker books and easy-to-read books for beginning readers, to middle-grade and YA novels. She is the author of the #1 New York Times best-selling series Wings of Fire. This series is set in an incredibly well-developed world featuring dragons. She also writes under multiple pen names, including Erin Hunter, Rob Kidd, Heather Williams, and Tamara Summers.

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 at the Art Show entrance)

Sales/Art Pickup:
Sun 1:00pm–3:00pm.

Authors' Alley (Galleria—Left of Entrance)

Autographing (Galleria—Dead Center)
Fri 5:00pm–6:00pm
Sat 10:00am–5:30pm
Sun 10:00am–2:00pm

Children's Program (see Dragonslair)

Coat Check (see NarniaCon)

Code-of-Conduct/Covid Policies (See Page 74)

Con Suite (Galleria—Right of Entrance)
Fri 4:00pm–Midnight
Sat 10:00am–Midnight
Sun 10:00am–4:00pm

Dead Dog Party (Staff Den)
Sun after teardown

Dealers Room (Galleria—Left Side)
Fri 5:00pm–8:00pm
Sat 10:00am–6:00pm
Sun 10:00am–3:00pm

 Discussion Groups (Galleria—Right Back Corner)

Dragonslair (Galleria—Left of Entrance)
Fri 6:00pm–8:00pm
Sat 10am–8pm
Sun 10:00am–2:00pm

Fan Tables (Galleria—Right Middle)
Fri 4:00pm–8:00pm
Sat 10:00am–6:00pm
Sun 10:00am–3:00pm
FEATURED PANELS & EVENTS

Sun (Filk Meeting/Dead Dog Filk until 6:30pm)

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

Readings (Griffin—Upper Level; GoH—Marina III)

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/Local Info (see page 68)

Virtual Program
Virtual Room 1 & 2 Online Only
Virtual Room 3 also Harbor Ballroom I (Upper Level)

Volunteers (go to Info Desk)

Workshops (signup in Program Ops)

EVENT TIMES AND LOCATIONS

Opening Ceremonies
Fri 7:30pm–8:00pm (Harbor I—Upper Level)

Boskone 60 Welcome Reception
Fri 8:30pm–10:30pm (Galleria—Art Show)

Boskone Book Party
Sat 5:30pm–6:30pm
(Galleria Autograph Area—Lower Level)

Boskone 60 Awards Ceremony
Sat 8:00pm–8:30pm (Harbor I—Upper Level)

Feedback Session
Sun 2:30pm–3:30pm (Harbor I—Upper Level)

Dead Dog Filk
Sun 2:30pm–5:30pm (Carlton—Upper Level)

Helmuth, Speaking for Boskone

Our newsletter is generally published 4 times during the weekend. You can find copies near the Galleria entrance, the Marina Coat Check Room, and 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.
The E. E. Smith Memorial Award for Imaginative Fiction (a.k.a. the Skylark) is awarded by NESFA® to a person, who, in the opinion of the membership, has contributed significantly to science fiction.

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 to an emerging artist chosen by a panel of judges. The presentation will take place Saturday during the Awards Ceremony.
Westin Galleria—North (Left Side)
(One Floor down from Lobby Level)

Conventions are run by VOLUNTEERS
Stop by the Volunteer Desk (a.k.a. Info Desk) on the Upper Level to ask a question, volunteer to help, or learn about Access.

Boskone 61 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.
**CON OVERVIEW**

**Convention Registration**  
(one level up from the hotel lobby)

When registering be sure to have your vaccination card and photo ID handy. Masks are required everywhere except in the Con Suite while eating or drinking.

**Program Ops (next to registration)**

Program Participant check-in is also in the Harbor Foyer next to Registration. After getting your badge at Registration, check in at Program Ops to get your Program packet.

Kaffeeklatsch & Workshop sign-ups are at Program Ops.

**Late Program Changes in Pink Sheets**

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

**Kaffeeklatsches**

Kaffeeklatsches are small informal/social discussions with a program participant. Participation is **limited to 10 people** (there are no virtual kaffeeklatsches this year).

All kaffeeklatsches require in-person sign-up at Program Ops, and you can only sign-up for yourself.

Space is limited. Please be sure to register early to secure a place. (See Quick Reference Page 4 for times.)

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

Kaffeeklatsch tables are in the Galleria.

**Workshops**

Workshops are interactive experiences where one participant teaches the group specialized skills or techniques. Some Workshops may require sign-up.

**Limited Attendance Items**

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

You may reserve a spot for limited attendance items at the Program Ops Desk.

**Virtual Boskone—Hybrid Convention**

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

If you purchased a membership prior to Boskone you were emailed a link to access the virtual convention and Discord information. Memberships purchased at-the-door will include a web link with individual login.

To participate in Virtual Programming you’ll need a computer/tablet/phone with Zoom and internet access.

**Discord**

Boskone will use the virtual discussion site called **Discord** to enable in-person members, virtual members, program participants, and staff to socialize and connect with each other. For assistance with Discord visit the info desk.

**Virtual [Online] Programming**

Virtual items originating remotely (Virtual Rooms 1 & 2) are only viewable on Zoom; there are no hotel function rooms where they can be viewed. Program items taking place in Harbor I are also streamed on Virtual Room 3.

**AUTHORS’ ALLEY SCHEDULE**

<table>
<thead>
<tr>
<th>Day</th>
<th>Time</th>
<th>Author</th>
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<tbody>
<tr>
<td>Friday</td>
<td>5–7pm</td>
<td>Liz Delton</td>
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<tr>
<td>Saturday</td>
<td>10am–12pm</td>
<td>Rev DiCerto</td>
</tr>
<tr>
<td></td>
<td>12pm–2pm</td>
<td>Deborah Jarvis</td>
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<tr>
<td></td>
<td></td>
<td>Doug Atkins</td>
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<td></td>
<td></td>
<td>Dr. Christopher Rhodes</td>
</tr>
<tr>
<td></td>
<td>2pm–4pm</td>
<td>Rev DiCerto</td>
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<td></td>
<td></td>
<td>Alfred Kholi</td>
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<tr>
<td>Sunday</td>
<td>10am–12pm</td>
<td>Alton B Kremer</td>
</tr>
<tr>
<td></td>
<td>12pm–2pm</td>
<td>James M. Wright</td>
</tr>
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**ARTISTS IN BOSKONE ART SHOW**

<table>
<thead>
<tr>
<th>Artist</th>
<th>Artist</th>
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<th>Artist</th>
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<tbody>
<tr>
<td>E.J. Barnes</td>
<td>Nalo Hopkinson</td>
<td>Thomas Nackid</td>
<td>James M. Wright</td>
</tr>
<tr>
<td>Alan Beck</td>
<td>Sherry Hornsey</td>
<td>Vic Ho Ngai</td>
<td>Alton B Kremer</td>
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<tr>
<td>Children’s Art</td>
<td>Jon Hunt</td>
<td>Anne Nydam</td>
<td>Erika Morton</td>
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<tr>
<td>Lisa Cohen</td>
<td>Kathleen Jennings</td>
<td>Phoenix Data Art</td>
<td>Plumridge-Eggleton</td>
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<tr>
<td>Robert Crooker</td>
<td>Ingrid Kallick</td>
<td>Marianne</td>
<td>Emily Pritchett</td>
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<tr>
<td>Charlene D’Alessio</td>
<td>Johanna Klukas</td>
<td>Plumridge-Eggleton</td>
<td>Carol Salemi</td>
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<tr>
<td>Robert Daniels</td>
<td>Liz LaValley</td>
<td>Ruth Sanderson</td>
<td>Dave Seeley</td>
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<tr>
<td>Brenna Deutchman</td>
<td>Kimberly Leach</td>
<td>Kaysha Siemens</td>
<td>Karin Koenig</td>
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<tr>
<td>Bob Eggleton</td>
<td>Amelia Leonards</td>
<td>Jase Wilders</td>
<td>Lane Wilders</td>
</tr>
<tr>
<td>Sara Felix</td>
<td>Gary Lippincott</td>
<td>November Sisters</td>
<td>Sarah Wilson</td>
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<tr>
<td>Joleen Flasher</td>
<td>Max Martelli</td>
<td>Pickett Press</td>
<td>Saffron Ridge</td>
</tr>
<tr>
<td>Gaughan Award</td>
<td>Mike Maung</td>
<td>Plumeley</td>
<td>Shelly St aberrist</td>
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<tr>
<td>Goblin Market</td>
<td>Sally Mayer</td>
<td>The Pink Heron</td>
<td>Silently S Tintings</td>
</tr>
<tr>
<td>Linda Graves</td>
<td>Patricia McCracken</td>
<td>The Red Horse</td>
<td>Tintings &amp; A Whisperer</td>
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<tr>
<td>Lisa Hertel</td>
<td>Erika Morton</td>
<td>The Village</td>
<td>Tom Strogilos</td>
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**VENDORS IN DEALERS’ ROOM**

<table>
<thead>
<tr>
<th>Vendor</th>
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<tr>
<td>Alexandra’s Steampunk Emporium</td>
<td>Nightwing Whitehead</td>
<td>Pandemonium Books &amp; Games</td>
<td>Peacock’s Nest</td>
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<td>Auntie Arwen’s Spices</td>
<td>Bright Universe</td>
<td>Quantum Seahorse</td>
<td>Redstone Sisters Designs</td>
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<td>Broad Universe</td>
<td>Donald M. Grant, Publisher</td>
<td>Sign of the Unicorn Jewelry</td>
<td>The Association of Rhode Island Authors</td>
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<td>Dragonwell Publishing</td>
<td>Fantastic Books</td>
<td>Stars With Shelley</td>
<td>The MIT Press</td>
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<tr>
<td>Fantamins</td>
<td>First Fandom Experience</td>
<td>Sweet Sparklies</td>
<td>Twine</td>
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<tr>
<td>Fantastic Books</td>
<td>Geeks Bearing Gifts</td>
<td>The Association of Rhode Island Authors</td>
<td>Water Dragon Publishing</td>
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<tr>
<td>Hibernacula</td>
<td>Goblin Market</td>
<td>The Mit Press</td>
<td>Weird House Press</td>
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<tr>
<td>Larry Smith Books</td>
<td>Mind’s Eye Book Store</td>
<td>Wilder Publications, Inc.</td>
<td>Yadda Yadda</td>
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<tr>
<td>Mythic Delirium Books</td>
<td>Mystic Delirium Books</td>
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<tr>
<td>NESFA Press</td>
<td></td>
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</tbody>
</table>
Guest of Honor and Other Events

21 (Autograph Session) Victo Ngai
51 Opening Ceremony: Meet the Guests
55 Music Guest Concert with Dave Clement
60 Boskone 60 Reception
95 Guest of Honor Reading—Nalo Hopkinson
98 Storytelling with Tui T. Sutherland
99 (Kaffeeklatsch) Dave Clement
125 Guest of Honor Interview: Nalo Hopkinson
143 Victo Ngai Official Artist Slide Show
156 (Autograph Session) Nalo Hopkinson, Dave Clement, Esther Friesner, Walter Jon Williams
158 (Kaffeeklatsch) Victo Ngai
164 Science Guest Interview: Jeanette Epps
175 Boskone Book Party
195 Music Guest Concert with Dave Clement
198 Boskone 60 Awards Ceremony
243 Special Guest Interview: Tui Sutherland
256 (Autograph Session) Tui Sutherland, Mur Lafferty, Marshall Ryan Maresca
267 (Kaffeeklatsch) Tui T. Sutherland
269 Boskone 60 Feedback

Art Show

60 Boskone 60 Reception
113 AI Generated Art: Artistic Evolution
122 Art Show Stroll
143 Victo Ngai Official Artist Slide Show
152 The Art of the Body Fantastic
177 Watercolor Painting Demo
214 Who Painted That?

Autograph Sessions

21 Victo Ngai
77 Katherine Arden, Paul G. Tremblay
97 Brenda Clough, Max Gladstone, Zin E. Rocklyn
117 Bruce Coville, J. Michael Squatrito, Stephan Ward, Jane Yolen
136 Brad Abraham, P. Djèlí Clark, Darrell Schweitzer
156 Nalo Hopkinson, Dave Clement, Esther Friesner, Walter Jon Williams
217 George Jreije, Bracken MacLeod, Dan Moren
236 James L. Cambias, Toni L.P. Kelner, Stephen P. Kelner Jr., Leigh Perry, Adam Stemple
256 Tui Sutherland, Mur Lafferty, Marshall Ryan Maresca

Community/Fandom

5 Welcome to Boskone
28 Building Fandom and Community
29 Tips on Creating Costumes
30 Welcome to Boskone: Touring Boskone
48 Black Speculative Fiction Fandom MeetUp
51 Opening Ceremony: Meet the Guests
82 Welcome to Boskone: Touring Boskone

Fiction/Literature

2 The Villain Protagonist in Speculative Fiction
3 Magicians in Society
10 What Makes Sandman Work?
15 Digging the Past
16 Representation of Women in Horror
17 History Through the Eyes of Fantasy
22 Monsters, Villains, and Heroes
31 The Wonderful World of Tropes
32 Laughter and Fright
38 Fracturing Fairy Tales
42 Murder, Mystery, and Mayhem in Film & TV
44 The Long and the Short of it: A Debate
45 African Folklore within SFFH
49 The Shadow of the City
50 Disability in Speculative Fiction
56 Fantasy as Political Allegory
61 Genre Cross-Fertilization
73 Dialogue Matters
74 Parenting and Writing
75 Bookstores and Attrition of Brick and Mortar
81 Radium Age SF Discussion Group
83 Daylight Horror: Sunrise Won’t Save You
84 Quantum Steampunk
89 The Declining Readership Rate Among Children
94 Fantasy’s One-Volume Wonders
95 Guest of Honor Nalo Hopkinson
96 Books for the Diversity of Young Readers
100 Science and Creativity
103 Diverse SFFH: Where To Go From Here?
104 Darkness in Fairy Tales

All Virtual Room 1 & 2 items are ONLINE ONLY. All Harbor I items are also streamed on Virtual Room 3.
Item numbers: Fri 1–66; Sat 67–207; Sun 208–299.

All Virtual Room 1 & 2 items are ONLINE ONLY. All Harbor I items are also streamed on Virtual Room 3.

**Media/Programming**

14 2022 in TV and Film (and the Hugos)
25 1950s — The Golden Age of SF Movies
27 Kids and the Culture They Consume
58 Starting and Running a Successful Podcast
59 Who’s Afraid of Black Mermaids and Hobbits?
62 Sherlock Holmes in the Final Problem
71 Do the New Star Trek Series Get It Right?
92 Guilty Pleasures
102 Best of SFFH TV Shows and Films
111 Noir & Moral Ambiguity in SF
115 SFFH Films That Changed Everything
160 Long Live the Legion
192 Costume Creators Chit Chat
198 Boskone 60 Awards Ceremony
204 Dr. Horrible and the Buffy Musical
234 Andor, Hope, and the Galactic Rebellion
255 Running a Magazine or Small Press

**Media/Projected**

6 Astro Boy, episodes 1–3
20 Irresponsible Captain Tylor, episodes 1–3
37 Kino’s Journey, episodes 1–3
53 The Running Man
63 WarGames
66 Fire and Ice
68 Animaniacs
86 Batman: The Animated Series
88 Cardcaptor Sakura, episodes 1–3
107 Armored Trooper Votoms
127 WALL-E
149 The Fifth Element
184 Sleeper
196 Vampire Princess Miyu, episodes 1–2
203 Vampire Hunter D
206 Otaku no Video
207 Dragon Half
208 Cardcaptor Sakura episodes 4–6
248 Jurassic Park

**Kaffeeklatsches**

79 P. Djèlí Clark
80 Mur Lafferty
99 Dave Clement
119 Ann LeBlanc
120 Jeanne Cavelos
137 Joshua Bilmes
138 Jeanette J. Epps
158 Victo Ngai
159 Carole Ann Moleti
219 John Langan, Paul Tremblay
220 Brenda Clough
237 Michael Swanwick

**Music/Performance/Participatory**

40 (Song Circle) Folklore
55 (Concert) with Music Guest Dave Clement
64 (Music Circle) Friday Night Open Filk
70 (Song Circle) Spacecraft
110 (Concert) Peggi Warner-Lalonde, Keshlam
124 (Concert) Ben Newman
144 (Concert) Wessels, Stauff, Gendron
150 (Concert) Adam Stemple

All Virtual Room 1 & 2 items are ONLINE ONLY. All Harbor I items are also streamed on Virtual Room 3.
### Readings

<table>
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<tr>
<th>Item</th>
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<tbody>
<tr>
<td>8</td>
<td>Errick Nunnally, Frank Wu</td>
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<tr>
<td>18</td>
<td>Suzanne Palmer, Stephan Ward</td>
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<tr>
<td>19</td>
<td>Christie Meierz, Charles Oberndorf</td>
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<tr>
<td>23</td>
<td>Jane Yolen, Adam Stemple</td>
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<tr>
<td>33</td>
<td>Mur Lafferty, R. E. Carr</td>
</tr>
<tr>
<td>36</td>
<td>Michael M. Jones</td>
</tr>
<tr>
<td>39</td>
<td>Horror on Friday</td>
</tr>
<tr>
<td>52</td>
<td>Walter H. Hunt, Walter Williams</td>
</tr>
<tr>
<td>57</td>
<td>Sharon Lee, Steve Miller</td>
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<td>67</td>
<td>Broad Universe Rapid-Fire Reading</td>
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<td>87</td>
<td>Greer Gilman, Walter Jon Williams</td>
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<td>106</td>
<td>Steven D. Brewer, Laurence R. Brothers</td>
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<td>109</td>
<td>Science Fiction</td>
</tr>
<tr>
<td>126</td>
<td>John Langan, Ann LeBlanc</td>
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<td>130</td>
<td>Humorous Speculative Fiction</td>
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<td>146</td>
<td>Colin Alexander, Scott Edelman</td>
</tr>
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<td>148</td>
<td>Young Adult Fiction</td>
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<tr>
<td>166</td>
<td>Cameron Roberson, Gregory A. Wilson</td>
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<td>169</td>
<td>Horror on Saturday</td>
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<td>179</td>
<td>Group Reading</td>
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<td>183</td>
<td>Annalee Newitz, N. T. Swift</td>
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<td>R. S. Deese, Kenneth Schneyer</td>
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<td>225</td>
<td>P. Djèlì Clark, Rajnar Vajra</td>
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<td>R. W. W. Greene, Sarah Smith</td>
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<td>Mythic Delirium Books</td>
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<td>Brenda Clough, Bruce Coville</td>
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<td>Marisca Pichette, Darrell Schweitzer</td>
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<td>Jacquelyn Benson, James Patrick Kelly</td>
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### Music/Programming

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<tr>
<td>9</td>
<td>What is This Thing Called Filk?</td>
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<tr>
<td>26</td>
<td>Electronic Music and SFF Film</td>
</tr>
<tr>
<td>69</td>
<td>Rock ‘n Metal Roots in SFFH Media &amp; Fiction</td>
</tr>
<tr>
<td>91</td>
<td>The Art of Songwriting</td>
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<tr>
<td>170</td>
<td>Performance Technique for Singers</td>
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### Open Gaming

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<td>Century Spice Road</td>
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<td>Taverns of Tiefenthal</td>
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<td>Ticket to Ride</td>
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<td>Puerto Rico</td>
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<td>Azul</td>
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<td>Empire Builder</td>
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<td>Guru of the Game Room Tournament</td>
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<td>Maglev Metro</td>
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<td>197</td>
<td>Cloud Age</td>
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<td>Iron Dragon</td>
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<td>Return to Dark Tower &amp; Wingspan</td>
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<td>245</td>
<td>Lords of Waterdeep</td>
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<td>264</td>
<td>St. Petersburg</td>
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### Publishing/Writing

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<tr>
<td>4</td>
<td>The Future of Storytelling</td>
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<tr>
<td>12</td>
<td>Reading Your Own Work Out Loud</td>
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<tr>
<td>13</td>
<td>What Writers Need to Know About Marketing</td>
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<td>43</td>
<td>Constructive Criticism</td>
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<td>47</td>
<td>Young Writers Discussion Group</td>
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<td>85</td>
<td>Worldbuilding from the Ground Up</td>
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<td>93</td>
<td>Editors: After the Draft</td>
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<td>114</td>
<td>Writing and Submitting in the Face of Rejection</td>
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<td>Guest of Honor Interview: Nalo Hopkinson</td>
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<td>139</td>
<td>Speculative Poetry Writing Workshop</td>
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<td>154</td>
<td>How to Kill... a Character</td>
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<td>155</td>
<td>The Point of Divergence in Alternate Histories</td>
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<td>The First 250 Words</td>
</tr>
<tr>
<td>174</td>
<td>Writing Fight and Combat Scenes</td>
</tr>
<tr>
<td>176</td>
<td>NESFA Press Discussion Group</td>
</tr>
<tr>
<td>178</td>
<td>Reviewing Reviews</td>
</tr>
<tr>
<td>185</td>
<td>Writing Great Endings</td>
</tr>
<tr>
<td>221</td>
<td>Disability in Speculative Fiction</td>
</tr>
<tr>
<td>222</td>
<td>Quiet Writing Time MeetUp</td>
</tr>
<tr>
<td>233</td>
<td>Contracts: Talking Terms</td>
</tr>
<tr>
<td>239</td>
<td>Navigating the MFA Experience as a BIPOC Writer</td>
</tr>
<tr>
<td>268</td>
<td>NESFA Short Story Contest Reading</td>
</tr>
</tbody>
</table>

### Real World/Science/History/Etc

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>Serving Up a Tasty World</td>
</tr>
<tr>
<td>24</td>
<td>Becoming a Space Ready Society</td>
</tr>
<tr>
<td>41</td>
<td>Can Humanity Really Colonize Space?</td>
</tr>
<tr>
<td>76</td>
<td>A Community of Artists</td>
</tr>
<tr>
<td>132</td>
<td>The Invisible Tech Transforming Our World</td>
</tr>
<tr>
<td>147</td>
<td>Climate Change in Speculative Fiction</td>
</tr>
<tr>
<td>164</td>
<td>Science Guest Interview: Jeanette Epps</td>
</tr>
<tr>
<td>173</td>
<td>Faith in Space</td>
</tr>
<tr>
<td>186</td>
<td>Right and Wrong: Self Aware AIs and Us</td>
</tr>
<tr>
<td>189</td>
<td>Why Science Fiction Loves Getting Science Wrong</td>
</tr>
<tr>
<td>193</td>
<td>Putting the “Real” in Real Good SF</td>
</tr>
<tr>
<td>240</td>
<td>2023: Welcome to the Singularity</td>
</tr>
<tr>
<td>242</td>
<td>New England: Legend, Lore, Mystery</td>
</tr>
</tbody>
</table>

### Online/Virtual—Recordings Available

<table>
<thead>
<tr>
<th>Item</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Welcome to Boskone</td>
</tr>
<tr>
<td>16</td>
<td>Representation of Women in Horror</td>
</tr>
<tr>
<td>17</td>
<td>History Through the Eyes of Fantasy</td>
</tr>
<tr>
<td>31</td>
<td>The Wonderful World of Tropes</td>
</tr>
<tr>
<td>32</td>
<td>Laughter and Fright</td>
</tr>
<tr>
<td>49</td>
<td>The Shadow of the City</td>
</tr>
<tr>
<td>50</td>
<td>Disability in Speculative Fiction</td>
</tr>
<tr>
<td>51</td>
<td>Opening Ceremony: Meet the Guests</td>
</tr>
<tr>
<td>55</td>
<td>(Concert) with Music Guest Dave Clement</td>
</tr>
</tbody>
</table>

**Note:** All Virtual Room 1 & 2 items are ONLINE ONLY. All Harbor I items are also streamed on Virtual Room 3.
FRIDAY 19 18

Reminder: All Virtual Items (including those in Harbor 1) will be recorded and viewable on the web for one month.

2:00pm FRIDAY

1. **Kingdomino**
   *Harbor III (Upper Level) (2hr)*
   Set your sights high as you seek to expand your kingdom by picking tiles. The game ends when a 5 x 5 grid has been completed. 2–4 players. Beginner.

2. **The Villain Protagonist in Speculative Fiction**
   *Burroughs (Upper Level) (1hr)*
   Big bads can be fun to write and fun to read. As moral ambiguity grows in fiction, we see the line begin to blur for characters who were traditionally cast as villains. How are villains evolving and where do we see them crossing over into the protagonist role? These are characters who often have immoral goals and who use immoral means to achieve their goals... and yet, we root for them. (Think of Breaking Bad.) Let’s dig into why these protagonists are compelling, and what makes them work. Liz Delton (m), Katherine Arden, Auston Habershaw, Ann LeBlanc

3. **Magicians in Society**
   *Marina III (Lobby Level) (1hr)*
   How do magicians and their magic fit into the political, social, and class structures within an imagined society—especially in worlds where most people don’t possess such powers? What special challenges do magic-wielders face in a culture where magic isn’t respected or feared? How do these challenges change when dealing with a society where magic is revered? What roles, if any, do science and scientists play in such a system? Elaine C. Isaak, J. Michael Squatrito

4. **The Future of Storytelling**
   *Marina IV (Lobby Level) (1hr)*
   Storytelling has been around since the dawn of time. However, different media are leading to different forms. There are now many more media for storytelling, including games, websites, Patreons, and more. What are the challenges for storytelling in these media, what can they do that more traditional books, films and TV can’t, and will they take over in the end? And what about the metaverse, AR, and VR? How might these new technologies change storytelling? Erin Underwood (m), Brenda Clough, R.W.W. Greene

5. **Welcome to Boskone**
   *ONLINE ONLY (Virtual Room 1) (1hr)*
   Virtual attendees! New to Boskone? Or returning after a long absence? Join us for a short discussion about what Boskone has to offer, learn some of the convention lingo, and meet new people. While we can’t stroll through the physical convention space, we’ll take some time talking about the schedule and how to connect with friends and fans in the virtual environment. James Boggie (m), Cristina Jurado

3:30pm

6. **(Video) Astro Boy, episodes 1–3**
   *Lewis (Upper Level) (1hr 15min)*
   Astro Boy (1963), directed by Osamu Tezuka. The grandfather of anime and one of the first animated shows to hit big on both sides of the Pacific. Follows the adventures of Astro, a super-powered robot boy who fights evil with a selfless heart,
a kind demeanor, and the power of rocket flight. Presented with an English dub.

4:00pm

7 Serving Up a Tasty World
Burroughs (Upper Level) (1hr)
Inventive gastronomy can really spice up speculative fiction. We look at how food and local cuisine can explore character, society, setting, gender, and more. Our panelists dish on the culinary delights that tantalize us in fiction, from regional teas to tasty grubs and kingly feasts. How can we redefine, re-imagine, or recover the historical aspects of the kitchen and the cook fire in fiction? And what should you know about writing food-centric scenes that sizzle? James L. Cambias (m), Steven D. Brewer, Greer Gilman, Romie Stott, Trisha J. Wooldridge

8 (Reading) Errick Nunnally, Frank Wu
Griffin (Upper Level) (25min)

9 What is This Thing Called Filk?
Carlton (Upper Level) (1hr)
Have you seen filk listed on the program but aren't sure what it is? Are you absolutely certain you know exactly what filk is? Either way, you'll learn something new. Filk is often called the folk music of the science fiction fan community, but what exactly does that mean? Heather Dale (m), Roberta Rogow, Peggi Warner-Lalonde

10 What Makes Sandman Work?
Harbor II (Upper Level) (1hr)
Sandman has been a fan favorite for years. Few thought it was possible to bring it to film successfully, but Netflix has put doubt to the test (and rest?). Let's talk about what makes Sandman work so well in all of its mediums, noting what works, what doesn't, and what we are most looking forward to in future Sandman adaptations. Gillian Lynn Daniels (m),

7:30pm

11 Century Spice Road
Harbor III (Upper Level) (2hr)
This is the base game. Card game that has you collecting gems to buy victory point cards. 2–4 players. Beginner.

12 Reading Your Own Work Out Loud
Marina I (Lobby Level) (1hr)
Take part in a discussion led by professional voice actors, podcasters, and authors who share tips and tricks on how to read out loud (and in front of an audience!). Get advice on overcoming stage fright. If there is time, some attendees will also have a chance to read out loud for 1–2 minutes and receive live feedback. Bob Kuhn (m), James Patrick Kelly, Mur Lafferty, Bracken MacLeod, Christine Taylor-Butler

13 What Writers Need to Know About Marketing
Marina II (Lobby Level) (1hr)
To writers, sometimes marketing feels like walking uphill to school barefoot in the snow. Does it ever get easier? At what point is enough “enough” for you and your social network? What about live events? How much should you invest, and how do you measure the return? Our panelists share their experiences and tips for managing your marketing. Sarah Smith (m), Jacquelyn Benson, Joshua Bilmes, Lyndsay Ely, Michael Green Jr.

14 2022 in TV and Film (and the Hugos)
Marina III (Lobby Level) (1hr)
Even as streaming services expand to include more original programming, shows related to Star Trek, Star Wars, and the Marvel Comics Universe continue to dominate. But there are so many other fantastic series to watch! From original series like Foundation, Night Sky and Severance to stand-alone films, reboots, and new adaptations. What should we be watching? Which of these films and TV series should be on the Hugo nominations list? Randee Dawn (m), Vincent Docherty, Jim Mann, Erin Underwood, Brianna Wu

15 Digging the Past
Marina IV (Lobby Level) (1hr)
Historical speculation and curiosity can lead to some of the richest fodder for authors, whether they’re researching life in ancient Rome, digging up Tutankhamen’s tomb, or tracking down Amelia Earhart’s lost plane. How important is the research? The devil is in the details, as they say, when telling a story that is gripping and realistic. How important is it if unanswered questions from the past are answered in a way counter to a story? How might future generations speculate about life today? At what point does historical fiction just become fiction? Darlene Marshall (m), Katherine Arden, Melanie Meadors, Walter Jon Williams

16 Representation of Women in Horror
ONLINE ONLY (Virtual Room 1) (1hr)
Horror can transcend the trope of women as victims and express women’s ability to deal with trauma, both physical and emotional. Ellen Ripley in Alien achieves iconic status as a strong female character in the horror genre as does Melanie in the film The Girl with All of the Gifts. So, why do so many horror stories inevitably present females as victims and their bodies as a symbolic space in which atrocities take place? What do stories like Carrie (1974), films like Raw (2015),
All virtual online items will be recorded for later viewing on the web.

and series like Stranger Things (2022) tell us about females in our society, and maybe about humanity itself? Suzanne Reynolds-Alpert (m), Jeanne Cavelos, Tlotlo Tsamaase

17 History Through the Eyes of Fantasy
ONLINE ONLY (Virtual Room 2) (1hr)
Many fantasy works depict worlds that never existed, while others describe some periods of our past. What can we learn about and from our past through works of fantasy? Nancy Werlin (m), Kate Heartfield, Celia Lake, Gillian Polack, Charles Stross

4:30pm

18 (Reading) Suzanne Palmer, Stephan Ward
Griffin (Upper Level) (25min)

5:00pm

19 (Reading) Christie Meierz, Charles Oberndorf
Griffin (Upper Level) (25min)

20 (Video) Irresponsible Captain Tylor, episodes 1–3
Lewis (Upper Level) (1hr 9min)
Irresponsible Captain Tylor (1993), directed by Koichi Masamune. Unemployed young drifter Justy Tylor joins the Space Force hoping for an easy life. Instead he finds himself in the middle of a shooting war with the Raalgon Empire, where his mix of incredible luck and bumbling personality lead everyone around him to wonder if he’s an idiot or a genius. In Japanese with English subtitles.

21 (Autograph Session) Victo Ngai
Autograph Space (Galleria) (1hr)

5:30pm

22 Monsters, Villains, and Heroes
Burroughs (Upper Level) (1hr)
The best characters are complicated. Complexity is the spice of 3-dimensional life on the page. So, how does understanding the motivation of a monster or villain differ from that of a hero? How can we better approach writing and reading complex characters who might appear bossy, entitled, cruel, or indifferent to the world around them? What complexities do gender, race, and social status add? Let’s get inside the minds of the characters who stay with us long after the last page is read. J. Michael Squarroito (m), Colin Alexander, Beth Anderson, Anne E.G. Nydam, Paul G. Tremblay

23 (Reading) Jane Yolen & Adam Stemple
Griffin (Upper Level) (25min)
This reading will feature mother and son duo Jane Yolen and Adam Stemple as they team up for this special Boskone reading as they both read from one of their works. They will also host an author Q&A as time permits.

24 Becoming a Space Ready Society
Harbor II (Upper Level) (1hr)
As humanity begins venturing up into the lower Earth orbit and to the moon in more permanent ways, what will it take for humanity to become a space ready society? We discuss some of the biggest practical challenges with getting to and working in space, as well as the opportunities that are still to be explored. Melanie Meadors (m), James L. Cambias, Jeanette J. Epps, Jeff Hecht, Christine Taylor-Butler

25 1950s — The Golden Age of SF Movies
Marina I (Lobby Level) (1hr)
Soon after World War II, as the Cold War introduced new threats to the world’s peace of mind, Hollywood and Tokyo launched an avalanche of SF and monster-related movies. Was this a golden age? Or were these flicks mostly cheap shockers that kept recycling variations on the theme of “Monster Attacks!”? We uncover what made these stories work and which ones continue as classics. James Willis (m), Steven Dooner, Daniel M. Kimmel, Frank Wu

26 Electronic Music and SFF Film
Marina II (Lobby Level) (1hr)
From the electronic tonalities of Forbidden Planet to Tangerine Dream and Daft Punk, electronic music has been around the film world for decades. From TV theme songs and movie soundtracks to pop charts, electronica has evolved right alongside SFF. Electronica is science fiction, it is music made by machines, and the sound has defined so much SFF film. Mary Crowell (m), Ben Deschamps, Vincent Docherty, Romie Stott

27 Kids and the Culture They Consume
Marina III (Lobby Level) (1hr)
As the lives of young adults in our ever-changing modern society become more complicated and diverse, so do their personal interests and experiences. Panelists discuss how the growing complexity of our world affects the content of young adult and middle grade literature, comics, games, and film. How do the philosophical issues that impact today’s society affect how teens see themselves within their favored fiction? What are some practical ideas for connecting today’s kids with yesterday’s or tomorrow’s stories? Cat Scully (m), Carlos Hernandez, Tui Sutherland

28 Building Fandom and Community
Marina IV (Lobby Level) (1hr)
Fandom is a glorious and multifaceted thing that spans generations and genres. It’s become more than a little fragmented over the years, but we are all still part of a larger whole. What have we lost with the fragmenting of fandom? How can its niche groups engage with the wider fan community while still honoring and protecting what makes them unique? This will be an inclusive session aimed at bringing people together. Janice Gelb (m), Scott Edelman, Lisa Hertel, Steve Miller, Jen Wilson-Hughes

29 Tips on Creating Costumes
MeetUp 1 (Galleria) (1hr)
Join our discussion group focused on creating costumes, covering an array of topics for fans who are looking to learn about costuming and to get tips on how to solve costuming problems easily. Do you have a very specific problem that Google is not providing the answer to? Ask an expert who has been there and can help. Come prepared with your questions that could use an expert’s opinion, nothing is too big or too small! Nightwing Whitehead (m)

30 Welcome to Boskone: Touring Boskone
MeetUp 2 (Galleria) (1hr)
New to Boskone? Or returning after a long absence? Join us for a tour of the Galleria and the programming floors so you can learn what Boskone has to offer, learn some of the convention lingo, and meet other people. We’ll meet down in the...
Reminder: Connect with other members virtually on Discord!

Galleria, at Meetup Table 2, to the left of the Art Show and up the short flight of stairs (take the nearby ramp if needed).
Laurie Mann (m), Brenda Noiseux

31 The Wonderful World of Tropes
ONLINE ONLY (Virtual Room 1) (1hr)
Commonly used literary devices or tropes populate the pages of numerous science fiction, fantasy and horror stories. They are used as a shorthand to explain characters and situations quickly, allowing writers and readers to push the plot forward. What are the most used and overused tropes in SF/F? How do you know when your character has fallen into the trope zone, and how do you get them out? What are examples that are great uses in current novels, short stories, films, or TV series? Faye Ringel (m), Vida Cruz, Michael Green Jr., Scott Smith

32 Laughter and Fright
ONLINE ONLY (Virtual Room 2) (1hr)
Horror and comedy both hold distorting mirrors up to what’s normal. They both rely on the destruction of what is acceptable. They both can make you squirm. But what happens when both are combined, and not by ridiculing horror tropes? Can a discordant voice make the reader squirm, shrink back in horror, and laugh? Who does this and what works should the bravest of us read? Randee Dawn (m), Jeanne Cavelos, Rick Gualtieri, Steven V. Sawicki

6:00pm

33 (Reading) Mur Lafferty, R. E. Carr
Griffin (Upper Level) (25min)

34 Taverns of Tiefenthal
Harbor III (Upper Level) (2hr)
A bar simulator for the ages. Everyone starts out with the same bar. Use your profits to expand, advertise, or improve. There’s no one way to win this game. 2–4 players. Intermediate.

35 Friday Night Meet and Greet
Dragonslair (Galleria) (1hr)
Parents’ and Dragons’s time to see who is attending Boskone and hang out with the Dragon Ladies who keep the Lair. Let’s do some open play, chat about what is happening this weekend, and see what glorious things we can do together. Jan Dumas

6:30pm

36 (Reading) Michael M. Jones
Griffin (Upper Level) (25min)

37 (Video) Kino’s Journey, episodes 1–3
Lewis (Upper Level) (1hr 12min)
Kino’s Journey (2003), directed by Ryutaro Nakamura. A young girl and her talking motorcycle travel through a world of unique countries and mysterious forests, stopping only for three days at a time to learn about each place. Sometimes comic, sometimes tragic, often weird, and always beautiful. In Japanese with English subtitles.

7:00pm

38 Fracturing Fairy Tales
Burroughs (Upper Level) (1hr)
From the classic Fractured Fairy Tale cartoons to Into the Woods by Stephen Sondheim, Mirror Mirror by Gregory Maguire, Spinning Silver by Naomi Novik, and A Spindle Splintered by Alix Harrow, fairy stories have been mashed up and resampled in literature and media for years. What variants tend to work best? What shining examples should we be reading? And which ones shattered like an old looking glass? Who are some of our favorite fractured fairy tale authors and what makes their words sing? Theodora Goss (m), Bruce Coville, Esther Friesner, Michael M. Jones, Veronica Koven-Matasy

39 (Reading) Horror on Friday
Griffin (Upper Level) (1hr)
Our Friday group reading will feature up to five horror authors who will each read from one of their published or in-process works. They will also host an author Q&A as time permits.

40 (Song Circle) Folklore
Carlton (Upper Level) (1hr)
Songs have been inspired by folklore from around the world. Come share your favorites. Performers and listeners are welcome. Ellen Kranzer (m)

41 Can Humanity Really Colonize Space?
Harbor II (Upper Level) (1hr)
Moving beyond colonies and private research labs orbiting Earth, how realistic is it to go beyond our planet and further out into the solar system or even into other areas of our galaxy? Can we survive in space? What will it take to create far off colonies with dependable infrastructures when we can
All virtual online items will be recorded for later viewing on the web.

Murder, Mystery, and Mayhem in Film & TV

Marina I (Lobby Level) (1hr)
Gritty, grim fiction and suspense fiction are natural bedfellows. What is it about their synergy that works so well, especially in video and film? How do you walk the line between mystery and suspense when there are monsters tearing their way through the plot? And how do the tropes within dark fantasy, science, and horror help generate or amplify those nail-biting moments that keep viewers from looking away from the screen during those moments of do or die? Mike Allen (m), Nicholas Kaufmann, Leigh Perry/Toni L.P. Kellen, John Langan, Stephan Ward

Constructive Criticism

Marina II (Lobby Level) (1hr)
Getting and giving constructive criticism can be a challenge when going through the revision process, particularly for longer works. As a writer: what do you ask of a potential critic? How do you provide feedback to the critic and the way they present and the value of their critique? As a critic: how do you identify and communicate issues or problems to the author? How do you track plot threads, identify themes, consider characters and their development and figure out what questions need to be asked? What issues arise when critiquing a work that is part of a series? Alexander Jablokov (m), Joshua Bilmes, Amber Bliss, Sara Codair, Gregory Feeley

The Long and the Short of it: A Debate

Marina III (Lobby Level) (1hr)
One of our panelists has openly stated that writing short stories is an exercise for speculative fiction authors before they get to... OK, they weren’t serious... maybe. Others, perhaps with more literary cred, are appalled: as the haiku is a pure expression of an idea in poetic form, so is the short story to our genres. This session will debate short stories as a literary form in speculative fiction. Unlike presidential candidate debates, ours will have actual content, be courteous, and maybe even fun. James Patrick Kelly (m), Bob Kuhn, Suzanne Palmer, Michael Swanwick, Gregory A. Wilson

African Folklore within SFFH

Marina IV (Lobby Level) (1hr)
As the second largest continent in the world, it’s no surprise that Africa and the African diaspora is rich in folklore. Embracing its cultures and ways of life, African folklore includes a range of magical beasts, trickster animals, spirits, and people with magical abilities. We explore some of the best loved folktales and ancient legends as well as newer stories by modern authors who are furthering the rich tradition of African speculative fiction within the continent and around the world. Anderea D. Hairston, Yvette Lisa Ndlovu

Open Play—Friday

Dragonslair (Galleria) (1hr)
Open play for kids, spending time together. Rebecca Brumberger, Jan Dumas

Young Writers Discussion Group

MeetUp 1 (Galleria) (1hr)
Are you a teen or young adult who has begun writing? Join us for a special meetup led by an established author who can give you some tips and tricks for finding your place within the SF/F/H writing community. Juliana Spink Mills (m)

Black Speculative Fiction Fandom MeetUp

MeetUp 2 (Galleria) (1hr)
Join Boskone 60’s informal meetup for black fans, authors, and creators to meet, greet, and hang out.

The Shadow of the City

ONLINE ONLY (Virtual Room 1) (1hr)
What are the challenges and benefits of using a real-world city in your urban fantasy or other speculative fiction? How accurate do you need to be before locals cry foul? London, Tokyo and New York have served as settings for innumerable novels. How would these stories change if the Tube were replaced by the New York subway, or vice versa? And if the setting was Paris, New Delhi, or Sydney, how would the story change? Laurence Raphael Brothers (m), Vida Cruz, Gillian Polack, Steven V. Savicki

Disability in Speculative Fiction

ONLINE ONLY (Virtual Room 2) (1hr)
Disability takes many forms, both visible and invisible. In the past, characters in the background were often given disabilities just to check the diversity box, but that’s changing. We take a look at disabled characters across the speculative fiction genres and how their disabilities are featured within their stories, the roles they take, and the types of stories they tell. Why don’t we see more disabilities in stories that take place in eras or worlds without decent medical services? And what does it take to tell these stories well? And why are they so important? Celia Lake (m), D. Burton

Opening Ceremony: Meet the Guests

Harbor I (Upper Level) + ONLINE (Virtual Room 3) (30min)
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 sixtieth time, we invite you to join us for this special session to meet this year’s guests:—Guest of Honor: Nalo Hopkinson—Official Artist: Vito Ngai—Special Guest: Tui T. Sutherland—Musical Guest: Dave Clement—Hal Clement Science Speaker: Jeanette J. Epps Tim Szczesuil (m), Dave Clement, Jeanette J. Epps, David G. Grubbs, Nalo Hopkinson, Vito Ngai, Tui Sutherland

8:00pm

(Reading) Walter H. Hunt, Walter Williams

Griffin (Upper Level) (25min)

(Video) The Running Man

Lewis (Upper Level) (1hr 41min)
The Running Man (1987), directed by Paul Michael Glaser, starring Arnold Schwarzenegger, Maria Conchita Alonso, Richard Dawson, Yaphet Kotto, and Jesse Ventura. Loosely based on a Stephen King novel of the same name. “Good cop” Ben Richards is forced to participate in a killer game show after being framed by the totalitarian government for
FRIDAY

Reminder: Connect with other members virtually on Discord!

Ticket to Ride
Harbor III (Upper Level) (2hr)
This is the base game—Canada & US. Pick your routes and lay down the track, but don’t wait too long or the other players will block your route. 2–5 players. Beginner.

Music Guest Concert with Dave Clement
Harbor I (Upper Level) + ONLINE (Virtual Room 3) (1hr)
Boskone 60’s Music Guest, Dave Clement, performs music from his folk repertoire. Dave Clement

8:30pm

Fantasy as Political Allegory
Burroughs (Upper Level) (1hr)
We explore fantasy works that provide political allegories of their time. Through thoughtful and sensitive discussion, we examine how imaginary worlds, such as Animal Farm, The Lord of the Rings, and Black Panther explore contentious and polarizing issues and allow people to imagine alternatives to the status quo. This discussion may raise issues on which people in our community differ; we ask for and require courtesy from all present. Sarah Smith (m), R. S. Deese, Marshall Ryan Maresca, Cameron Roberson

(Reading) Sharon Lee & Steve Miller
Griffin (Upper Level) (25min)
This reading will feature Sharon Lee & Steve Miller as they team up for this special Boskone reading as they both read from one of their published or in-process works. They will also host an author Q&A as time permits

Starting and Running a Successful Podcast
Marina II (Lobby Level) (1hr)
Podcasting gives us an outlet to share our thoughts and ideas with the world, and everyone seems to have something (perhaps a lot) to say. But is podcasting right for everyone? How do you go about “bootstrapping” a podcast? What do you need and what do you need to know? How do you attract and keep an audience? Where do you find a place to host your site? Successful podcasters pass on their secrets. Curtis M. Lawson (m), Scott Edelman, Gregory A. Wilson, Jen Wilson-Hughes, Brianna Wu

Who’s Afraid of Black Mermaids and Hobbits?
Marina III (Lobby Level) (1hr)
Adaptation offers reinterpretation of original stories to provide new perspectives for new audiences and new times. Stories have been evolving for thousands of years, but social awareness and expanding audiences are providing even more opportunities for change. Our panel discusses the importance of adaptation in creating new opportunities for diversity and inclusion while also telling new, original stories that feature diverse characters and topics. Zin E. Rocklyn (m), P. Djèlí Clark, Michael Green Jr., Andrea D. Hairston, J. Michael Squatrito

Boskone 60 Reception
Art Show (Galleria) (2hr)
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 refreshments, stimulating conversation, and exceptional art that is a feast for the eyes. Experience the music and the festivities as Boskone celebrates another year of science fiction, fantasy, and horror in Boston. Tim Szczesuil (m), Jeanette J. Epps, Nalo Hopkinson, Rick Kovalcik, Victo Ngai, Tui Sutherland

Genre Cross-Fertilization
ONLINE ONLY (Virtual Room 1) (1hr)
Some writers work in more than one genre: not just crossing the boundaries of speculative fiction, but dabbling in mystery, romance, westerns, mainstream literature or nonfiction. Does working in one area influence the way they write in another? Some writers also cross genres in the same work. When they do so, do they expose the readers of each genre to the other, or reduce their readership to those who love both? Are there mixes that work well? Are there others that don’t? Kaitlin Nichols (m), Mike Allen, L.S. Johnson, Faye Ringel, Tlotlo Tsamaase

Sherlock Holmes in the Final Problem
Harbor I (Upper Level) + ONLINE (Virtual Room 3) (1hr)
The Post-Meridian Radio Players present: Sherlock Holmes in the Final Problem. Sherlock Holmes and Doctor Watson battle Professor Moriarty across the continent of Europe in what may prove to be his final adventure. A live audio-drama performance, with a full cast and in-person foley sound effects! Simone Agha, Catherine Bromberg, Chris Chiampa, Joew Dubach, Andrew Harrington, Jeremy Holstein, Cari Keebaugh, Kevin Kordis, Jamie Lin, Meg Wickham

10:00pm

(Video) WarGames
Lewis (Upper Level) (1hr 54min)
WarGames (1983), directed by John Badham, starring Matthew Broderick and Ally Sheedy. Remember modems? If you miss the memorable sound of the dial-up modem before
All virtual online items will be recorded for later viewing on the web.

64 (Music Circle) Friday Night Open Filk

Carlton (Upper Level) (6hr)
Making music all night long or at least until the last person goes to bed. Unicorns, space flight, cons, cats—the topic could be anything and could change at any time. Singers, instrumentalists, and listeners all welcome. All styles and genres of music welcome—folk, rock, rap, instrumental—anything you feel like performing. This will go as late as there are people interested in keeping the music going. Jeff Keller (m), Ellen Kranzer

65 Puerto Rico

Harbor III (Upper Level) (2hr)
Build your city up from scratch in this classic game. 3–5 players. Intermediate.

12:00am

66 (Video) Fire and Ice

Lewis (Upper Level) (1hr 21min)
Fire and Ice (1983), directed by Ralph Bakshi. Gorgeously-animated fantasy with a script by Marvel veterans Gerry Conway and Roy Thomas and art design by Frank Frazetta. Evil wizards Juliana and Nekron kidnap the princess Juli-ana, while the heroic young warrior fights to save her.

9:30am

67 (Reading) Broad Universe Rapid-Fire Reading

Griffin (Upper Level) (1hr 30min)
Women and non-binary authors of speculative fiction reading short excerpts from their works.

68 (Video) Animaniacs

Lewis (Upper Level) (44min)

10:00am

69 Rock 'n Metal Roots in SFFH Media & Fiction

Burroughs (Upper Level) (1hr)
This panel is for people who love hard rock and metal. From Supernatural's embrace of hard rock classics to Edie Munson grinding out Metallica's “Ride the Lightning” in Stranger Things and Thor: Ragnarok's battle scene set against the background of Led Zeppelin's “The Immigrant Song,” the harder side of music has helped to create iconic moments in film and television. So, how has this musical genre helped to convey story, emotion, and tension in film and television? Has the same impact been felt in fiction? Come to the panel and find out! Show us your metal. Concert T's are a plus! Erin Underwood (m), Ben Deschamps, Curtis M. Lawson, Bracken MacLeod, Adam Stemple

70 (Song Circle) Spacecraft

Carlton (Upper Level) (1hr)
Voyager, Mir, Shenzhou, Ariane, Odyssey, and Galactica are just a few of the real and fictional spacecrafts that have inspired songs. Come share your favorites. Performers and listeners are welcome. Peggi Warner-Lalonde (m)

71 Do the New Star Trek Series Get It Right?

Harbor II (Upper Level) (1hr)
From Strange New Worlds to Discovery, what is working in these new Star Trek series, and what's not? What story lines resonate with fans? Which series are getting Trek right and which feels off the mark? How coherent is the full collection of series, and does it matter? What do we think about Lower Decks? Is it possibly the most nuanced and faithful show of the lot? Let's discuss! Christine Taylor-Butler (m), Walter H. Hunt, Dan Moren, Cameron Roberson, Frank Wu

72 Azul

Harbor III (Upper Level) (2hr)
This is the base game. Choose your tiles wisely to complete your board as quickly as you can. Ye with the most victory points wins. 2–4 players. Beginner.

73 Dialogue Matters

Marina I (Lobby Level) (1hr)
Like the unfurling of a sail that carries a ship forward through a storm, powerful speeches in literature can come in small impactful moments that reveal character motivations, backstory, and connections. How does dialogue create reader engagement? We read aloud some of our favorite and most impactful exchanges from well-known stories and film, before discussing in detail how and why the words work so well. Spoilers. Bob Kuhn (m), Max Gladstone, Chris Pa-ntier, Gregory A. Wilson, Jane Yolen

74 Parenting and Writing

Marina II (Lobby Level) (1hr)
Parenting is hard, but it's not without its joys and successes. Parenting and writing comes with its own special set of needs, problems, and benefits. We discuss various aspects of the parenting life and how this may or may not filter into your creative life. So, how does a parent balance their creative and professional lives with their family life? And what about preserving the mythical “me time?” Charles Oberndorf (m), Brenda Clough, Leigh Perry/Toni L.P. Kelner, D.R. Perry, Michael Stearns

75 Bookstores and Attrition of Brick and Mortar

Marina III (Lobby Level) (1hr)
Despite surges in online and ebook sales, at least for now, bookstores are here to stay. Our panelists share their favorite stories about the palaces of the printed. Why they love them. How to support them. And what continued life they're finding in today's publishing world. How can we make better use of our physical bookstores? What purpose do they serve for authors, publishers, and readers? If they ever disappear, whatever will we do? Suzanne Reynolds-Alpert (m), Lyndsay Ely, Cathy Green, R.W.W. Greene, James Willis

76 A Community of Artists

Marina IV (Lobby Level) (1hr)
The number of artists within the speculative art field continues to increase. The styles, genres and mediums they use are expanding. While there are a number of support structures for writers, editors, and publishers within the speculative fiction field, what about our artists? Where can they go for support and community? Which of these groups are appro-
Reminder: Connect with other members virtually on Discord!

Community > Writing/Publishing

Gaming

Open Gaming KaffeeKlatsch

A *Reminder: Connect with other members virtually on Discord!*

**77 (Autograph Session) Katherine Arden, Paul G. Tremblay**

Autograph Space (Galleria) (1hr)

**78 Creating a Sensory Bottle**

Dragonslair (Galleria) (1hr)

Using a water bottle and crafting supplies with a little bit of magic, we will make sensory bottles. A sensory bottle is a jar or bottle that we fill with different materials generating a variety of sensations and stimulating essential areas of the brain when moved. They can be captivating to watch, providing a great rest. Rebecca Brumberger

**79 (Kaffeeklatsch) P. Djèlí Clark**

Kaffeeklatsch 1 (Galleria) (1hr)

Join a writer and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Friday after 3pm. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself.

P. Djèlí Clark

**80 (Kaffeeklatsch) Mur Lafferty**

Kaffeeklatsch 2 (Galleria) (1hr)

Join a writer and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Friday after 3pm. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself.

Mur Lafferty

**81 Radium Age SF Discussion Group**

MeetUp 1 (Galleria) (1hr)

Join this informal discussion group on Radium Age (c. 1900–1935) science fiction with fellow fans!

**82 Welcome to Boskone: Touring Boskone**

MeetUp 2 (Galleria) (1hr)

New to Boskone? Or returning after a long absence? Join us for a tour of the Galleria and the programming floors so you can learn what Boskone has to offer, learn some of the convention lingo, and meet other people. We’ll meet down in the Galleria, at Meetup Table 2, to the left of the Art Show and up the short flight of stairs (take the nearby ramp if needed).

Laurie Mann, Brenda Noiseux

**83 Daylight Horror: Sunrise Won’t Save You**

ONLINE ONLY (Virtual Room 1) (1hr)

Fear no longer lingers in the shadows. It’s stepping boldly into the light. Films like *Midsommar* (2019) join a tradition of horror stories (e.g., *Jaws*, *The Hills Have Eyes*) in which the unthinkable happens during broad daylight. Which authors capture this trend? Are there any common denominators? And what makes daylight horror so terrifying?

Tlotlo Tsamaase (m), Rick Gualtieri, Reiko Murakami, Zin E. Rocklyn

**84 Quantum Steampunk**

ONLINE ONLY (Virtual Room 2) (1hr)

A genre of science fiction is coming to life at the intersection of energy science, quantum physics, and information science. Steampunk literature juxtaposes futuristic technologies with Victorian settings. Similarly, a booming scientific field fuses cutting-edge quantum computing with the energy science that dates back to the Victorian era. Quantum physicist Nicole Yunger Halpern discusses this real-world science fiction in her book *Quantum Steampunk: The Physics of Yesterday’s Tomorrow* [https://www.press.jhu.edu/books/title/12750/quantum-steampunk](https://www.press.jhu.edu/books/title/12750/quantum-steampunk) Nicole Yunger Halpern (m)

**85 Worldbuilding from the Ground Up**

Harbor 1 (Upper Level) + ONLINE (Virtual Room 3) (1hr)

Some spectacular stories take place in worlds very different from our own: from life on (or in) a gas giant to a civilization that lives on a world-tree as big as the Himalayas. But there are perils associated with venturing far beyond human experience. An inconsistent or poorly described worldscape can result in a confusing story or challenge a reader’s ability to suspend disbelief. Hear from writers who have created fully realized worlds that their readers can almost see, touch, and smell.

Liz Delton (m), Marshall Ryan Maresca, Steve Miller, Suzanne Palmer

10:15am

**86 (Video) Batman: The Animated Series**

Lewis (Upper Level) (44min)
All virtual online items will be recorded for later viewing on the web.

In Memoriam

SATURDAY

(Video) Books for the Diversity of Young Readers

Guest of Honor Reading—Nalo Hopkinson

The Art of Songwriting

Storytelling with Tui T. Sutherland

Fantasy’s One-Volume Wonders

Books for the Diversity of Young Readers

In Memoriam

The Declining Readership Rate Among Children

Fantasy’s One-Volume Wonders

The Art of Songwriting

Guilty Pleasures

Editors: After the Draft

Music (Actual)

Music (Programming)

Video Program

Readings

Autographing

Art Programming

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All virtual online items will be recorded for later viewing on the web.
Many beloved versions of fairy tales we tell our children are sanitized versions of grim stories, including Grimm ones. We can write the graphic violence and debauchery out of these stories. Let's discuss tales, especially those that may have been overlooked. Greer Gilman (m), Katherine Arden, C. S. E. Cooney, Bruce Coville, John Langan

**Diverse SFFH: Where To Go From Here?**

Even as streaming services expand to include more original programming, shows related to Star Trek, Star Wars, and the Marvel Comics Universe continue to dominate. But there are so many other fantastic series to watch! From original series like Foundation, Night Sky and Severance to stand-alone films, reboots, and new adaptations. What should we be watching? Which of these films and TV series should be on the Hugo nominations list? Jen Wilson-Hughes (m), D. Burton, Kate Heartfield, Steven V. Savicki

**Darkness in Fairy Tales**

From characters to story lines and authors, diversity in speculative fiction has advanced dramatically over the last 10 years. As speculative fiction grows more inclusive and rectifies some very old problems, new issues are arising. Let's discuss next steps in diversity, ranging from new opportunities to new issues that are now appearing for fans and creatives alike. E.C. Myers (m), Naseem Jamnia, Reiko Murakami, Jarvis Sheffield

**Reminder:** Connect with other members virtually on Discord!
112  Guru of the Game Room Tournament
   Harbor III (Upper Level) (5hr)
   Play any of the following games: Taverns of Tiefenthal, Ticket to Ride, Puerto Rico, and Azul.

113  AI Generated Art: Artistic Evolution
   Marina I (Lobby Level) (1hr)
   AI image generators are fascinating new tools. Through quickly rendered images constructed from bits and pieces of preexisting art that has been published on and scraped from the internet, AI art generators may be seeding the next international art movement. But is AI art “art?” Our panel of experts look at how AI has impacted creativity and the artistic process for artists. We explore how it is already beginning to influence the human art world from creation to curation and collection. Erin Underwood (m), Nick Jainschigg, John P. Murphy, Victo Ngai, N.T. Swift

114  Writing and Submitting in the Face of Rejection
   Marina II (Lobby Level) (1hr)
   Writing and submitting inevitably means stories will be rejected. Some writers find it easy to keep going in the face of rejection, while others don’t. We discuss techniques for keeping up one’s spirits during the struggle toward your first or next publication. Pros share their clever anecdotes and real-life tales of woe when it comes to tragic turn downs. Through the laughter and the tears, you may even pick up a few tips and tricks to increase your chances and avoid the “rejectomancy” spiral of doom. Marisca Pichette (m), Esther Friesner, Nicholas Kaufmann, John Langan, Ian Randal Strock

115  SFFH Films That Changed Everything
   Marina III (Lobby Level) (1hr)
   Until the 2000s, science fiction and fantasy films rarely garnered the same acclaim in Hollywood as their peers. Now, SFFH film and television have taken over the theater box offices and home streaming devices. What changed? More importantly, from technology to content, which films changed everything? Why are these films so important to speculative fiction, to mainstream cinema, and to the audience? James Willis (m), Beth Anderson, Bob Eggleton, Daniel M. Kimmell, Romie Stott

116  Crossing Genres
   Marina IV (Lobby Level) (1hr)
   Some writers work in more than one genre: not just crossing the boundaries of speculative fiction, but dabbling in mystery, romance, westerns, mainstream literature or non-fiction. Does working in one area influence the way they write in another? Some writers also cross genres within a work. When they do so, do they expose the readers of each genre to the other, or reduce their readership to those who love both? Are there mixes that work well? Are there others that don’t? Trisha J. Wooldridge (m), Brendan DuBois, Theodora Goss, Curtis M. Lawson

117  (Autograph Session) Bruce Coville, J. Michael Squatrito, Stéphan Ward, Jane Yolen
   Autograph Space (Galleria) (1hr)

118  Learn How to Paint
   Dragonslair (Galleria) (1hr)

119  (Kaffeeklatsch) Ann LeBlanc
   Kaffeeklatsch 1 (Galleria) (1hr)
   Join a writer and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Friday after 3pm. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself. Ann LeBlanc

120  (Kaffeeklatsch) Jeanne Cavelos
   Kaffeeklatsch 2 (Galleria) (1hr)
   Join a writer and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Friday after 3pm. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself. Jeanne Cavelos

121  The Works of Edgar Rice Burroughs
   MeetUp 1 (Galleria) (1hr)
   Do you prefer Pellucidar to Amtor? Want to go back to Poloda? (from Beyond the Farthest Star). Join this discussion group to share your thoughts on Edgar Rice Burroughs’s less-discovered worlds, and why you might want to put these novels on your reading list. Priscilla Olson (m)

122  Art Show Stroll
   MeetUp 2 (Galleria) (1hr)
   Join our art connoisseur Edie Stern in a fun stroll through the Boskone 60 art show: talking about art, chit chatting about the pieces you like best, and perhaps even discovering your new favorite artist! We’ll meet down in the Galleria, at Meetup Table 2, to the left of the Art Show and up the short flight of stairs (take the nearby ramp if needed). Edie Stern

123  A New Prime Directive
   ONLINE ONLY (Virtual Room 1) (1hr)
   In the Star Trek universe (don’t be scared, this is not a Star Trek panel), the Prime Directive prohibits Starfleet personnel and spacecraft from interfering in the normal development of any society, and mandates that any Starfleet vessel or crew member is expendable to prevent violation of this rule. Should humanity interfere in the development of any planet other than Earth? The “rights” to expand and colonize have caused multi-generational trauma on our planet. Let’s rethink our approach to space travel in science fiction. Our panelists consider less invasive narratives, even for planets that do not harbor life as we understand it. What might a new prime directive mean for space exploration in science fiction and the real world? D. Burton (m), S.B. Divya, SL Huang, Annealee Newitz

124  (Concert) Ben Newman
   ONLINE ONLY (Virtual Room 2) (1hr)
   Filker Ben Newman presents a plethora of cleverly-crafted songs on a wide range of subjects, from cyberspace to faery and back again, including all-new material. Benjamin Newman

125  Guest of Honor Interview: Nalo Hopkinson
   Harbor I (Upper Level) + ONLINE (Virtual Room 3) (1hr)
   Join us for Boskone 60's Guest of Honor interview with Nalo Hopkinson.
The Invisible Tech Transforming Our World

Marina I (Lobby Level) (1hr)
At conventions we regularly talk about flashy, cutting-edge technology. However, the technological innovations transforming seemingly mundane businesses, like warehouses, manufacturing, and farming are quite astonishing. From the Internet of Things to advances in machine learning and beyond, we discuss some of the most surprising changes that are transforming the underpinnings of the world. What new unseen changes might be next? Brianna Wu (m), Chad Childers, Jeff Hecht, Alexander Jablko, Annalee Newitz

2:00pm

126 (Reading) John Langan, Ann LeBlanc
Griffin (Upper Level) (25min)

127 (Video) WALL-E
Lewis (Upper Level) (1hr 37min)

WALL-E (2008), directed by Andrew Stanton. A terrific animated movie about a functioning cleanup robot, WALL-E, left on the deserted Earth with an ancient DVD of Hello Dolly. He’s scooped up by a space ship where he sees what humanity has evolved into.

128 Kids Filk Sing Along
Dragonslair (Galleria) (1hr)
An introduction to the history of filking, with plenty of music, laughter and kid friendly songs. Jan Dumas (m), Heather Dale, Ben Deschamps

2:30pm

129 The Wonderful Worlds within Middle Grade Fiction
Burroughs (Upper Level) (1hr)
Worldbuilding comes with its own rules and expectations, but what if your reader is a pre-teen? How much of a given world must be explained to readers aged 8 to 12? How much can be left to their imaginations? Panelists discuss some of their favorite middle grade fiction and what they found so inspiring about these wonderful worlds and the characters who bring them to life. Michael M. Jones (m), George Jreije, Tui Sutherland, Christine Taylor-Butler

130 (Reading) Humorous Speculative Fiction
Griffin (Upper Level) (1hr)
Our group reading will feature up to five humorous speculative fiction authors who will each read from one of their published or in-process works. They will also host an author Q&A as time permits.

131 Agency and Free Will in Speculative Fiction
Harbor Il (Upper Level) (1hr)
Fantasy often makes use of prophecy. But when a protagonist is the prophesied one, how can they experience true conflict, risk, or agency? They can’t fail, right? Shouldn’t this deflate the reader’s interest? What happens when you have conflicting prophecies? And, in science fiction without fantasy or religious elements, in a universe governed purely by the laws of physics, where is free will? Kenneth Schneyer (m), Jacquelyn Benson, Laurence Raphael Brothers, Sara Codair, Marshall Ryan Maresca

132 The Many Faces of Holmes, Sherlock Holmes
Marina IV (Lobby Level) (1hr)
Sir Arthur Conan Doyle’s Victorian sleuth is a rich and ripe source for interpretation. As a result, this iconic “difficult genius” investigator is the inspiration for many of today’s fictional private investigators, many of whom even bear his name (Mr. Holmes, Sherlock, Elementary, Enola Holmes, etc.). Why is it that Holmes can be written so differently and still be identifiable? How does this sleuth continue to speak to us on such a deep level? We uncover the clues that lead us to Sherlock. After all, once you eliminate the impossible, whatever remains, no matter how improbable, must be the truth. Dana Cameron (m), James Bacon, John P. Murphy, Sarah Smith, N.T. Swift
### Media Programming

All virtual online items will be recorded for later viewing on the web.

### Autographing

**Autograph Space (Galleria) (1hr)**

- (Autograph Session) Brad Abraham, P. Djéli Clark, Darrell Schweitzer
  - *Autograph Space (Galleria) (1hr)*

### Readings

**Video Program**

- Music (Actual)
- Music (Programming)
- Media Programming

### Art Programming

### Video Programming

- Video Programming
- Readings
- Autographing
- Art Programming

### Join Boskone's Official Artist, Victo Ngai, Forbes 30 Under

**forbes 30 Under**

- **Pat Cadigan is a well known author who has explored the intersection between technology and society in her long literary career. In the last few years she has novelized *Alien 3: The Unproduced Screenplay* by William Gibson as well as the live-action take on *Alita: Battle Angel*. In this conversation, Cadigan will share with the Boskone audience her experience in adapting other literary and audiovisual works.**

- **Pat Cadigan, Steven V. Saawicki**

### Join our speculative poetry workshop. Receive some basic instruction on poetry writing, spend some time writing, and then share your piece with the rest of the group for feedback. (Space is limited. Sign up at Program Ops Desk is required.)

**LJ Cohen (m)**

### Group Knit-A-Long

**MeetUp 2 (Galleria) (1hr)**

- The Knit-A-Long is our annual exploration of yarn-based string theory... and a chance to show off your prowess. Come and join the fun and get to finger fine fibers with other obsessive wielders of the needles (hooks also welcome). **Brenda Clough**

### Speculative Poetry Writing Workshop

**MeetUp 1 (Galleria) (1hr)**

- Join our speculative poetry workshop. Receive some basic instruction on poetry writing, spend some time writing, and then share your piece with the rest of the group for feedback. (Space is limited. Sign up at Program Ops Desk is required.)

- **LJ Cohen (m)**

### Gender Fluidity & Identity in SF

**ONLINE ONLY (Virtual Room 1) (1hr)**

- Science fiction presents interesting options for exploring sexual and gender fluidity as well as exploring different social norms. What impact do these concepts have on character development and what is important to keep in mind when developing non-traditional characters? How can SF expand current concepts of gender and identity while testing stereotypes in various cultures? By **Romie Stott (m), Naseem Jamnia**

### From the Big Screen to the Book or...

**ONLINE ONLY (Virtual Room 2) (1hr)**

- Pat Cadigan is a well known author who has explored the intersection between technology and society in her long literary career. In the last few years she has novelized *Alien 3: The Unproduced Screenplay* by William Gibson as well as the live-action take on *Alita: Battle Angel*. In this conversation, Cadigan will share with the Boskone audience her experience in adapting other literary and audiovisual works. By **Pat Cadigan, Steven V. Saawicki**

### Victo Ngai Official Artist Slide Show

**Harbor I (Upper Level) + ONLINE (Virtual Room 3) (1hr)**

- Join Boskone’s Official Artist, Victo Ngai, Forbes 30 Under (Art and Style) honoree, for a special discussion in which she talks about the creative process, life, and art. Her astonishing range includes: illustrations for the New York Times and the New Yorker, storyboards and animation art for studios like Dreamworks, book covers for publishers such as Penguin and Macmillan, and product packaging and advertising campaigns for Apple and American Express. **Nick Jainschigg (m), Victo Ngai**

### 3:00pm

### Concert

**Wessels, Staff, Gendron**

- **Carlton (Upper Level) (1hr)**

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<td><strong>Learning How to Sew and Stuff a Pillow</strong></td>
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<td><strong>DragonsLair (Galleria) (1hr)</strong></td>
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- Attendees will have a chance to pick out fabric to sew (with adult supervision) and then stuff a pillow. All supplies are available at DragonsLair. **Jan Dumas (m), Rebecca Brummer, Nightwing Whitehead**

### 3:30pm

### Reading

**Colin Alexander, Scott Edelman**

- **Griffin (Upper Level) (25min)**

### 4:00pm

### Climate Change in Speculative Fiction

**Burroughs (Upper Level) (1hr)**

- From mitigation of to solutions for climate change, technology both has a key role in presenting options for the future, and is part of the problem. How are authors covering climate change and climate technology in their fiction? How are cultures adapting, animals migrating, and weather changing? What's more interesting to read and write about: possible solutions or post-apocalyptic disasters? Who's got the best hot take? What stories are presenting new ideas on addressing climate change? **Vincent Docherty (m), Jeff Hecht, Steven Popkes, Ana Rüsche, Stephan Ward**

### Reading

**Young Adult Fiction**

- **Griffin (Upper Level) (1hr)**

- Our group reading will feature up to five young adult fiction authors who will each read from one of their published or in-process works. They will also host an author Q&A as time permits.

### Video

**The Fifth Element**

- **Lewis (Upper Level) (2hr 6min)**

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<td><strong>The Fifth Element</strong> (1997), directed by Luc Besson, starring Bruce Willis, Milla Jovovich, Gary Oldman and Ian Holm. About 200 years in the future, Bruce Willis plays a flying cab driver who falls into a plot to protect the Earth from destruction. While this movie is all over the place, it's generally fun with fantastic visual effects.**</td>
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### Concert

**Adam Stemple**

- **Carlton (Upper Level) (30min)**

### Casting Your Lot with Shirley Jackson

- **Harbor II (Upper Level) (1hr)**

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<tr>
<td><strong>Casting Your Lot with Shirley Jackson</strong></td>
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<td><strong>Harbor II (Upper Level) (1hr)</strong></td>
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Death shouldn’t be easy. Killing characters within a story should’t just glorify death or play to prurient interest. How, when, and why should you end a character so that it serves the greater purpose of the story? Is anyone really safe within a story? Does the audience or their expectations matter to whether killing a protagonist or significant character is appropriate? Does wiping out spear holders matter, and should it? Max Gladstone (m), P. Djèlí Clark, Brenda Clough, C. S. E. Cooney, Bracken MacLeod

The Point of Divergence in Alternate Histories
Marina IV (Lobby Level) (1hr)
We were one timeline. Then boom some little detail changes, and suddenly we are two timelines, split at the point of divergence. Alternate histories have to make sense, and the changes need to be built into the structure of the new timeline. How can one detail lead to entirely new histories and how can we parse those differences to make sure they work? We explore the best alternate histories, how they diverged from our own timeline, and what makes them work so well. J. Michael Squatrito (m), Brendan DuBois, Stephen P. Kelner Jr., Zin E. Rocklyn, Darrell Schweitzer

Design Your Own Campaign
Autograph Session (Galleria) (1hr)
Join a writer and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Friday after 3pm. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself. Victo Ngai

How to Kill… a Character
Autograph Space (Galleria) (1hr)
Kaffeeklatsch 1 (Galleria) (1hr)
Kaffeeklatsch 2 (Galleria) (1hr)
MeetUp 1 (Galleria) (1hr)
MeetUp 2 (Galleria) (1hr)

BIPOC Speculative Fiction Fandom MeetUp
ONLINE ONLY (Virtual Room 1) (1hr)
Ongoing advances in biotechnology and biomedical research have delivered some important benefits and promise more. But they’ve also brought ethical concerns, new moral dilemmas, and calls for moratoria or fresh regulation. There may or may not be something wrong with playing God: but are we playing blind? What might we unleash with stem cell research, modified viruses, bioengineered cures, self-repli-
163 From Urban Centers to Town Squares

Where we live is crucial to the stories we tell. Settings within speculative fiction reflect all aspects of community life, from planning and government policy to otherworldly architecture and various levels of technology. What makes a community feel believable, and how does society help to shape the world around it? Also, why does science fiction often assume that cities are inevitable and why is fantasy often rural (or at least pre-industrial)? We will discuss stories that reject the norms as well as those that embrace them in unique and wonderful ways. SL Huang (m), Sarah Beth Durst, Scott Lynch, Jarvis Sheffield, Charles Stross

4:30pm

165 (Concert) Dr. Mary Crowell

**Carlton (Upper Level) (30min)**

**Carlton (Upper Level) (30min)**

Come join pianist and singer, Dr. Mary Crowell as she regales you with songs of Radium Girls, Devils, and Dice. Mary Crowell

5:00pm

166 (Reading) Cameron Roberson, Gregory A. Wilson

**Griffin (Upper Level) (25min)**

**Dragonslair (Galleria) (1hr)**

Taking one stuffed toy and sewing it to another stuff toy get you a Frankenstuffie. Have fun and learn to hand sew, all while having a good time. Rebecca Brumberger

5:30pm

168 The First 250 Words

**Burroughs (Upper Level) (1hr)**

You rarely get a second chance to make a first impression with a story. So, those first few words really need to do a lot of work to grab a reader and to get the story moving. In this workshop, writers and readers alike learn what’s at stake in an opening, what to look for in a good opening, and when to give an opening another look. James Patrick Kelly (m)

169 (Reading) Horror on Saturday

**Griffin (Upper Level) (1hr)**

Our group reading will feature up to five horror authors who will each read from one of their published or in-process works. They will also host an author Q&A as time permits.

170 Performance Technique for Singers

**Carlton (Upper Level) (50min)**

Put your best voice forward. Professional voice teacher Anabel Graetz will lead a workshop for any singer who is interested in improving their performances. The workshop will concentrate on pitch/tone control, vocal technique, and performance technique. Anabel L. Graetz

171 Raised by Dragons

**Harbor II (Upper Level) (1hr)**

If you are expecting a panel on fiction where dragons replace wolves in the raising department, this isn't it. Dragons are eternally popular in fantasy, especially with young readers. They have been depicted as monsters to be feared or slain as well as characters to be cheered and embraced. Who are some of our favorite dragons, good guys and bad? What are dragons in fiction up to lately? Why do we love our dragon-kin so much, and where can we find our next dragon fix? Elaine C. Isaak (m), Bruce Coville, Randee Dawn, Tui Sutherland

172 Crime Detection in the Future: Real and Imagined

**Marina II (Lobby Level) (1hr)**

What has technology done to the prospects of pulling off the perfect murder? How has/will technology foil and aid the commission of crimes? What is good and bad about the surveillance society? How much trickier must authors now be to get to keep their readers guessing in a futuristic world? How can they “play fair” with the reader if the nature and extent of technologies in their world remains unclear? Brendan DuBois (m), Walter H. Hunt, Leigh Perry/Toni L.P. Kelner, Lisa Steele

173 Faith in Space

**Marina III (Lobby Level) (1hr)**

Humanity used to look to the skies and see God (or the gods, depending). Now, we look to the skies and see the future. As we find more Earth-like planets in habitable zones and space travel becomes not only possible but probable, what role will religion play? How might our Earth-based religions change as we launch ourselves into the heavens? What might it mean to colonize other planets? Can SF literature point us toward what the future might hold for spirituality and faith? If we discovered a planet with a sentient species, what would the implications be for us of their belief structures and religion(s)? Janice Gelb (m), Jennifer Marie Brissett, Rajnar Vajra, Jeff Warner, Trisha J. Wooldridge

174 Writing Fight and Combat Scenes

**Marina IV (Lobby Level) (1hr)**

You can learn fencing, stage combat, or martial arts, but these skills are neither necessary nor sufficient to write compelling, realistic fight scenes. What does it take to write a fight scene that creates tension and drama without turning it into a play-by-play? Panelists will explore how to bring their readers into the fight and leave them gasping for air. Colin Alexander (m), Jacqueylyn Benson, Marshall Ryan Maresca, Suzanne Palmer

175 Boskone Book Party

**Autograph Space (Galleria) (1hr)**

Come join the fun at Boskone 60’s Book Party. You’ll meet...
Sleeper

Join filker and musician, Heather Dale, for her Saturday evening concert. Heather Dale, Ben Deschamps

6:00pm

Maglev Metro

This is a subway system game. Each player is working on replacing the old track with new magnetic tracks. The track pieces are clear, so they can be stacked upon each other. As you work on the track, don’t forget to manage your resources. Replacing the old track with new magnetic tracks. The track

Reading the Wizard of Oz

A special DragonsLair reading of the first book by L. Frank Baum: The Wizard of Oz. Complete with pictures drawn by the first artist of Oz, William Denslow. Jan Dumas (m)

(Concert) Heather Dale

Join filker and musician, Heather Dale, for her Saturday evening concert. Heather Dale, Ben Deschamps

6:30pm

(Reading) Annalee Newitz, N. T. Swift

Griffin (Upper Level) (25min)

(Video) Sleeper

Lewis (Upper Level), (1hr 27min)

Sleeper (1973), directed by Woody Allen, starring Woody Allen and Diane Keaton. Allen’s classic SF comedy about Miles Monroe, a man frozen in the past who awakes 200 years in the future to find the United States under autocratic rule.

7:00pm

Writing Great Endings

Burroughs (Upper Level) (1hr)

The ending paragraphs, that final scene, leave a lasting impression with the reader (good, bad, or indifferent) and that impression stays with them. So, how do you stick the landing on a great ending? How do endings differ between short stories and novels? What elements are necessary in that last goodbye to the reader? And, how do you know when you hit the mark? Kenneth Schneyer (m), Mur Lafferty, Christie Meierz, Errick Numally, Michael Stearns

Right and Wrong: Self Aware AIs and Us

Harbor II (Upper Level) (1hr)

Self awareness of artificial intelligence raises many ethical questions for us... and for them. Can/should self-aware AIs be controlled? Is it slavery to own an AI? Can we terminate lower-functioning units, even if self-aware? Do AIs warrant a vote? And how and why could we/should we instill morality into AIs? Are Asimov’s Three Laws of Robotics appropriate, or enough? Oh yes, and what constitutes “self awareness” anyway? Andrea D. Hairston (m), Stephen P. Kelner Jr., Charles Oberndorf, Jeff Warner

Silver Haired Warriors

Marina I (Lobby Level) (1hr)

Heroic deeds in fiction tend to be reserved for the young. But there is a place for heroes with mileage, too! Give us those dashing older mercenaries and space captains, those silver-haired mages and veterans of a thousand battles and wars. Let's discuss fiction that takes older characters from the sidelines and places them firmly in those coveted main char-
188 In Our Own Voices

Marina II (Lobby Level) (1hr)
The world is a many-splendored and wondrous thing! If you are from a marginalized community, how do you tell your story? What restricts your opportunities to do so? For what audience do you write? Where can your voice be heard? Our panelists discuss why this is important. Michael Green Jr. (m), Steven D. Brewer, Marisca Pichette, Christopher Rhodes

189 Why Science Fiction Loves Getting Science Wrong

Marina III (Lobby Level) (1hr)
From world killing AI to time travel and FTL, science fiction loves breaking the rules for the sake of a good story. Our panel digs into some of the best science gone wrong in order to get the story right. We share our favorite examples, why they work, and why it's sometimes important to break the rules in the right way. James Patrick Kelly (m), James L. Cambias, Jeanette J. Epps, R.W.W. Greene, J. Michael Squatrito

190 A Muddle of Mad Scientists

Marina IV (Lobby Level) (1hr)
From Faust to Dr. Horrible, genre fiction is filled with crazily creative geniuses. Why do we love them? What makes the mad scientist character so appealing in horror, comedy, and everything in between? Join us for a mad, mad discussion featuring some of our favorite screwy scientists and inventors from the past, present, and future. Chad Childers (m), Gillian Lynn Daniels, Michael M. Jones, Sharon Lee

191 DragonsLair Free Play

Dragonslair (Galleria) (1hr)
Children are invited to come enjoy DragonsLair fun and games. Jan Dumas (m)

192 Costume Creators Chit Chat

MeetUp 1 (Galleria) (1hr)
Get your needles and pins ready! We're talking costumes. Come chat with like-minded costumers in this informal attendee-led discussion about what's hot and what's not, plus tips for that next project. Nightwing Whitehead (m)

193 Putting the “Real” in Real Good SF

ONLINE ONLY (Virtual Room 1) (1hr)
“As a science fiction writer, how do you go about incorporating real science into your stories? Do you research and study specific scientific concepts and theories, or do you rely on your own understanding of science and use your imagination to fill in the gaps? How do you strike a balance between being scientifically accurate and staying true to the creative vision for your story? Have you ever had to make creative compromises in order to make your science fiction more scientifically plausible? How do you think incorporating real science into science fiction can enhance the storytelling and make the stories more engaging and believable for readers?”—This description was written by an AI, courtesy of OpenAI's ChatGPT. Brad Abraham (m), Nicole Yinger Halpenny, SL Huang, Steven V. Sawicki, Scott Smith

194 Decolonizing Fairy Tales

ONLINE ONLY (Virtual Room 2) (1hr)
Fairy tales are beloved by people around the world, and it's exciting to discover new fairy tales that feel fresh and different. However, it is important to understand and respect the social, cultural, and psychological impact that colonization has had on indigenous people's fairy tales and how colonizing stories affects a people's ability to maintain their own history and identity. We'll also discuss ways in which fairy tales can be decolonized and returned to the people from whom these stories evolved. Vida Cruz (m), Naseem Jamnia, Gillian Polack

195 Music Guest Concert with Dave Clement

Harbor I (Upper Level) + ONLINE (Virtual Room 3) (1hr)
Boskone 60's Music Guest Dave Clement performs music from his folk repertoire. Dave Clement

8:00pm

196 (Video) Vampire Princess Miyu, episodes 1–2

Lewis (Upper Level) (56min)
Vampire Princess Miyu (1988), directed by Toshiki Hirano. A quiet and stylish gothic horror story about a vampire girl, Miyu, whose destiny it is to hunt down murderous demons known as Shinma and return them to their land of origin, the Dark. Miyu is pursued by the Spiritualist Himiko, determined to find out who Miyu is and to stop her from sucking the life blood from helpless humans. In Japanese with English subtitles.

197 Cloud Age

Harbor III (Upper Level) (2hr)
This is a resource management game that uses deck building and ship building to win. As you travel across the cloud you reveal what’s hiding under it, all the while battling the militia. Many different paths to victory. Upgrading your ship is the key, but which area do you upgrade first? 1–4 players. Beginner.

198 Boskone 60 Awards Ceremony

Harbor I (Upper Level) + ONLINE (Virtual Room 3) (30min)
Join us for the New England Science Fiction Association's Award Ceremony, at which we present our annual Skylark and Gaughan awards. The Skylark Award honors the work and personal qualities of an exceptional contributor to science fiction. The Gaughan Award is presented to a talented up-and-coming/emerging speculative artist. We'll also be announcing the winner of the NESFA Short Story Contest! David G. Grubbs (m), Bruce Coville, Sara Felix, Tim Szczesuil, Jane Yolen

8:30pm

199 Storyboarding the Apocalypse

Burroughs (Upper Level) (1hr)
What's going to happen when civilization as we know it collapses? Any likely scenarios for collapse will also be gleefully accepted... Our panelists offer their unique perspectives on what you will have to do immediately/soon after/in the long haul to make it through the (coming?) apocalypse. R.W.W. Greene (m), Marshall Ryan Maresca, Ana Rüssche

200 (Music Circle) Saturday Night Open Filk

Carlton (Upper Level) (6hr 30min)
Making music all night long or at least until the last person
Reminder: Connect with other members virtually on Discord!

The universe would be perfect, if only you were in charge. Unicorns, space flight, cons, cats—the topic could be anything and could change at any time. Singers, instrumentalists, and listeners all welcome. All styles and genres of music welcome—filk, folk, rock, rap, instrumental—anything you feel like performing. This will go as late as there are people interested in keeping the music going. Ellen Kranzer (m)

201 Solving Science Fiction Mysteries

*Harbor II (Upper Level) (1hr)*

Science fiction may be the perfect playground for a good whodunit! When stories operate outside of the box, they can really keep a reader on the edge of their seat. So, what sets SF mysteries apart from their literary peers? How have science fictional elements filtered into suspense and mystery to turn up the drama? And how has SF changed the mystery genre? We look at classic examples as well as some great new fiction to find our answers. Brianna Wu (m), Colin Alexander, Lisa Steele

202 Fairytale Princess, Beyond 2023

*ONLINE ONLY (Virtual Room 1) (1hr)*

Fairy tales with female protagonists and their Disney-fied versions, Snow White, Jasmine, Aurora, and the rest, have lacked true agency. But more recently the likes of Merida, Moana, and Mirabel (What’s with the M names?) have been the heroes of their stories. How has this power shift impacted or been influenced by our mythical roots? Are the gains worth the losses? How can we preserve the rich tapestry of folklore while presenting stronger roles for women? Anne E.G. Nydam (m), Vida Cruz, Sarah Beth Durst, Kate Heartfield

9:00pm

203 (Video) Vampire Hunter D

*Lewis (Upper Level) (1hr 22min)*

Vampire Hunter D (1985), directed by Toyoo Ashida. When a young girl is bitten by the evil Count Lee and chosen as his plaything, she seeks out help of a quiet wandering stranger, D. It so happens that D is one of the world’s best vampire hunters, and he takes it upon himself to cut through Magnus Lee’s many minions, and put an end to the Count’s rule. Dark and violent, this was a staple of early US anime fandom and looks better than ever in HD. In Japanese with English subtitles.

204 Dr. Horrible and the Buffy Musical

*Harbor I (Upper Level) + ONLINE (Virtual Room 3) (2hr)*

DR. HORRIBLE’S SING-A-LONG BLOG—Groupies, corporate tools, and members of the ELE: Does the status not feel quo? Join The Teseracte Players for a sing-a-long where the weird stuff is sure to be. || BUFFY THE VAMPIRE SLAYER: ONCE MORE WITH FEELING—Scared of bunnies? Ever wished you were the slayer? The Teseracte Players prove that life’s a show as they sing and dance into trouble as Buffy and the Scoobies. || CAST BIO: THE TESERACTE PLAYERS OF BOSTON—An eclectic ensemble, The Teseracte Players of Boston have been wowing audiences and time warping around New England for 20+ years. What started with Rocky Horror has expanded to a dynamic repertoire of shadow cast entertainment. Catch them in 2023 performing Rocky Horror, Dr. Horrible’s Sing-A-Long Blog, and Buffy the Vampire Slayer: Once More with Feeling. Want to know where to catch them next or see what hijinks they’re up to? Follow them on social media: The Teseracte Players of Boston on FB and @teseracte on Instagram.

10:00pm

205 Iron Dragon

*Harbor III (Upper Level) (2hr)*

The original crayon-using train game. 2–5 players. Beginner. Mike Rasnick is running this game.

10:15pm

206 (Video) Otaku no Video

*Lewis (Upper Level) (1hr 36min)*

Otaku no Video (1991), directed by Takeshi Mori. A love letter to the world of fandom during Japan’s 1980’s bubble era. Ken Kubo is a young man living an average life until he is dragged into a group of otaku. Slowly, he becomes more like them until he decides to abandon his former life to become king of otaku—the otaking! In Japanese with English subtitles.

12:15am

207 (Video) Dragon Half

*Lewis (Upper Level) (52min)*

Dragon Half (1993), directed by Shinya Sadamitsu. Mink is a half-human, half-dragon adventurer off on a quest to win the heart of dreamy pop star (and dragon-slayer) Dick Saucer and find a potion to make herself fully human. Hijinks ensue and it’s all very silly. Not for children. In Japanese with English subtitles.

SUNDAY

9:30am

208 (Video) Cardcaptor Sakura episodes 4–6

*Lewis (Upper Level) (1hr 30min)*

Sakura continues her quest to recapture the Clow Cards.

10:00am

209 Seven Easy Steps to Taking Over the Universe

*Burroughs (Upper Level) (1hr)*

The universe would be perfect, if only you were in charge. Today’s the day to stop dreaming and start doing! What are the “must dos” and the “no-nos” that every evil, or “benign” emperor must keep in mind for success in galactic domination? Are your ambitions greater than that? Should you be the face of the takeover, or is it better to have a puppet to throw into the spotlight or under the bus? How do you handle pesky rebels? And is a catchy dictator name an essential accessory for success? Marshall Ryan Maresca (m), Dana Cameron, Mur Lafferty, Christie Meierz, Steven Popkes

210 (Reading) R. S. Deese, Kenneth Schneyer

*Griffin (Upper Level) (25min)*
Disability takes many forms, both visible and invisible. In fact, some disabilities can never be seen. In the past, characters in the background were often given disabilities just to check the diversity box, but that’s changing. We take a look at disabled characters across the speculative fiction genres and how their disabilities are featured within their stories, the roles they take, and the types of stories they tell. Why don’t we see more disabilities in stories that take place in eras or worlds without decent medical services? And what does it take to tell these stories well? And why are they so important? Steve D. Brewer (m), Sara Codair

2023 in Fiction (and the Hugos)

Marina III (Lobby Level) (1hr)

From short stories to novels and multi-volume series, some truly exceptional fiction is being written today. So, what new stories should we be reading? Which continuing tales are still wowing us? And what stories should be on the Hugo nominations list? Jim Mann (m), Vincent Docherty, Michael Green Jr.

Inspiring the Next Generation of Astronauts

Kaffeeklatsch (Galleria) (1hr)

Join these writers and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Saturday after 10am. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself. John Langan, Paul G. Tremblay

Kaffeeklatsch Brenda Clough

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Meet Up Time MeetUp

MeetUp 2 (Galleria) (1hr)

Join Boskone 60’s informal meet up for people who just want to sit and write quietly, while in the company of others.

Serving Up a Tasty World

ONLINE ONLY (Virtual Room 1) (1hr)

Inventive gastronomy can really spice up speculative fiction. We look at how food and local cuisine can explore character, society, setting, gender, and more. Our panelists dish on the culinary delights that tantalize us in fiction, from regional teas to tasty grubs and kingly feasts. How can we redefine, re-imagine, or recover the historical aspects of the kitchen and the cook fire in fiction? And what should you know about writing food-centric scenes that sizzle? Ann LeBlanc (m), Vida Cruz

Formidable Female Characters

Harbor I (Upper Level) + ONLINE (Virtual Room 3) (1hr)

Marina II (Lobby Level) (1hr)

One of the joys of SF art is seeing the wide range of styles and techniques used by various artists. When an expert looks at a piece, they can usually tell who painted it without checking the signature. Today we repeat a popular game from previous Boskones: shown pictures of genre art from decades past to the present, the panelists will identify the artist, and explain how they did that. Then we’ll find out if they’re correct. Mark L. Olson (m), Bob Eggleton, Sara Felix, Lisa Hertel

Non-Traditional Fantasy Heroes

Marina II (Lobby Level) (1hr)

There is a rising tide of heroes who don’t fit the traditional blueprint for fantasy characters. Tyrion Lanister from Game of Thrones, Susannah Dean from The Dark Tower, Laia from An Ember in The Ashes, Red and Blue from This is How You Lose the Time War, and going back to Ged from A Wizard of Earthsea are just a few of the characters who have been changing the expectations of what a hero looks like and acts like as they step into leading roles within some of today’s most admired fantasy fiction. How are these characters changing the genre? What ceilings are they breaking? Are their achievements unique to fantasy literature? And what other characters are out there who we should be reading? Bob Kuhn (m), Carlos Hernandez, D.R. Perry, Marisca Picchette, Walter Williams

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Formidable Female Characters

Harbor I (Upper Level) + ONLINE (Virtual Room 3) (1hr)
Female characters were once considered the 'weaker sex' and assigned lesser social roles, even in fiction, but times are changing. From Melinda May to Princess Leia, Eleven to Shuri and many others, including non-humans, female characters are taking leadership roles in their own stories and seizing their own agency. What are we getting right with these fantastic women and what more still needs to be achieved? Let's talk about characters who are shaping today's fiction and smashing through the glass ceilings as well as the common traps for female characters who actively discard the mantle of social role model. *LJ Cohen (m), R.E. Carr, Max Gladstone, N.T. Swift*

### 10:30am

225 *(Reading)* P. Djèlí Clark, Rajnar Vajra

*Griffin (Upper Level) (25min)*

### 11:00am

226 *(Reading)* R. W. W. Greene, Sarah Smith

*Griffin (Upper Level) (25min)*

227 **Hand to Hand Wombat and Other Games**

*Dragonslair (Galleria) (1hr)*

Have you ever played Hand to Hand Wombat, would you like to? We have it; let's play it. It's a board game that kids will love. *Rebecca Brumberger*

### 11:30am

228 **On Mythical Beings**

*Burroughs (Upper Level) (1hr)*

When creature building for a fantasy novel, there are many sources from which to draw inspiration: our whole world of fauna and flora (and, while you’re at it, fungi, protista and monera), other authors’ work, your own imagination, and the beliefs and mythologies from various cultures and times. But it’s important to consider the ethics of rooting your fauna in other cultures. We discuss how to foster inspiration in thoughtful and engaging ways while avoiding cultural appropriation or worse in order to successfully include elements from current day belief systems. *Cat Scully (m), Steven Dooner, Esther Friesner, Jane Yolen*

229 *(Reading)* Mythic Delirium Books

*Griffin (Upper Level) (1hr)*

Our group reading will feature three readers from Mythic Delirium Books who will each read from one of their published or in-process works. They will also host an author Q&A as time permits.

230 **On Mythical Beings**

*Carlton (Upper Level) (30min)*

Roberta Rogow tells stories with music and verse about space, history, and strange things in caves. *Roberta Rogow*

### 12:00am

231 **The Shadow of the City**

*Harbor II (Upper Level) (1hr)*

What are the challenges and benefits of using a real-world city in your urban fantasy or other speculative fiction? How accurate do you need to be before locals cry foul? London, Tokyo and New York have served as settings for innumerable novels. How would these stories change if the Tube were replaced by the New York subway, or vice versa? And if the setting was Paris, New Delhi, or Sydney, how would the story change? *Walter H. Hunt (m), Sharon Lee, Carole Anne Moleti, Annalee Newitz, Darrell Schweitzer*

232 **Bioethical Issues Raised by SF**

*Marina I (Lobby Level) (1hr)*

Ongoing advances in biotechnology and biomedical research have delivered some important benefits and promise more. But they've also brought ethical concerns, new moral dilemmas, and calls for moratoria or fresh regulation. There may or may not be something wrong with playing God: but are we playing blind? What might we unleash with stem cell research, modified viruses, bioengineered cures, self-replicating nanobots, cloning, and regrowth of organs or limbs? *Steven D. Brewer (m), Chad Childers, LJ Cohen, Richard Hurley, Andrea Kriz*

233 **Contracts: Talking Terms**

*Marina II (Lobby Level) (1hr)*

Literary contracts can be tricky to navigate. Find out about...
All virtual online items will be recorded for later viewing on the web.

### 234 Andor, Hope, and the Galactic Rebellion

**Marina III (Lobby Level) (1hr)**

Andor, the series, is many things: a prequel, an epic dystopian series, and an origin story for many, many people and story lines within the Star Wars universe. Oddly, it has no Jedi, no magic, no traditionally “Star Wars-y” trappings. So, why does this series work so well? How does it continue to feel fresh and new? Does it really fit into the Star Wars mythology that has been constructed? Is the series really about the character Cassian Andor or something else? And why did the three words “I can’t swim” hit us so hard? We discuss all of these questions and more as we dissect the series. **Brittania Wu (m), James Bacon, Auston Habershaw, Dan Moren, Erin Underwood**

### 235 Nalo & Andrea Talk About Anything They’d Like

**Marina IV (Lobby Level) (1hr)**

Stop in and be surprised about the directions this conversation will take! **Andrea D. Hairston, Nalo Hopkinson**

### 236 (Autograph Session) James L. Cambias, Toni L.P. Kelner, Stephen P. Kelner Jr., Leigh Perry, Adam Stemple

**Autograph Space (Galleria) (1hr)**

### 237 (Kaffeeklatsch) Michael Swanwick

**Kaffeeklatsch 1 (Galleria) (1hr)**

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### 238 (Kaffeeklatsch) Walter Jon Williams

**Kaffeeklatsch 2 (Galleria) (1hr)**

Join a writer and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Saturday after 10am. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself. **Walter Jon Williams**

### 239 Navigating the MFA Experience as a BIPOC Writer

**MeetUp 1 (Galleria) (1hr)**

Workshops and MFA programs can be especially challenging for members of the BIPOC community. We come together in this small group discussion to talk about potential pitfalls and benefits of different types of writing programs, how to manage the application process, and tips on how to make life work before/during/after an intense writing experience. **Yvette Lisa Ndlovu (m)**

### 240 2023: Welcome to the Singularity

**MeetUp 2 (Galleria) (1hr)**

We all knew that AI was going to come—someday. But late last year, ChatGPT showed us that the Singularity was a lot closer than we thought. It looks like we now have AIs which can produce human-equivalent text and believable images and videos. Will 2023 be the last year when you can trust what you read online? Will people of the future say that the internet died and a new era began this year? Is this a bad thing? Will our AI masters be kind? Or even comprehensible? **Mark L. Olson, Edie Stern**

### 241 Con Travel Tips and Tricks

**ONLINE ONLY (Virtual Room 1) (1hr)**

In-person conventions are back. So, what do our community members need to know when traveling across borders in order to attend our favorite conventions? From visas to volunteering and vacation-conning, our panelists share tips and advice on tackling the big obstacles as well as some of the questions to consider when deciding which cons to attend, or not. **Cristina Jurado (m), D. Burton, Rick Gualtieri, Marcin ‘Alqua’ Klak, Totlo Tsamaase**

### 242 New England: Legend, Lore, Mystery

**ONLINE ONLY (Virtual Room 2) (1hr)**

New England is often the setting for works of speculative fiction. What is it about this region that makes it so full of wonder, delight… and dread? Massachusetts has Salem and Maine has Stephen King but New England is more than a single city with a rich witchy history and a tapestry of mountains and trees. Let’s talk about other mysteries, legends, lore, and supernatural goings-on here in New England and the fiction they inspire. **F. Brett Cox (m), Scott Lynch, Faye Ringel**

### 243 Special Guest Interview: Tui Sutherland

**Harbor I (Upper Level) + ONLINE (Virtual Room 3) (1hr)**

Join us for a fun discussion with Boskone 60’s Special Guest and beloved children’s author Tui T. Sutherland. Tui has written for children and teens, ranging from sticker books and easy-to-read books for beginning readers, to middle-grade and YA novels. Hear what she loves most about her work, what inspires her, and (possibly) what she has in store for next for her celebrated dragon series Wings of Fire. Kids and teens are encouraged to attend and ask their questions! **Christine Taylor-Butler (m), Tui Sutherland**

**12:00pm**

### 244 (Concert) Naomi Hinchen

**Carlton (Upper Level) (25min)**

A concert by Naomi Hinchen. **Naomi Hinchen**

### 245 Lords of Waterdeep

**Harbor III (Upper Level) (2hr)**

A very engaging game of resource management. Expansions are available. 2–5 players. Beginner. **Jan Dumas (m)**

**12:30pm**

### 246 Playing with Legos

**Dragonslair (Galleria) (1hr)**

Talking about and playing with Legos. From their start as wooden bricks to now when they are the biggest maker of building blocks in the world. **Jan Dumas (m)**

### 247 (Reading) Brenda Clough, Bruce Coville

**Griffin (Upper Level) (25min)**

### 248 (Video) Jurassic Park

**Lewis (Upper Level) (2hr 7min)**

**Jurassic Park (1993), directed by Steven Spielberg, starring...**
Remind: Connect with other members virtually on Discord!

Sam Neill, Laura Dern, and Jeff Goldblum. Cloned dinosaurs take over what’s supposed to be a “safe” dinosaur theme park just before it’s due to open. Incredible effects and a short appearance by Samuel L. Jackson before he was famous.

1:00pm

249 Why People (or Aliens) Do What They Do

Burroughs (Upper Level) (1hr)

Speculative fiction offers a multitude of characters who grace the page from protagonists to antagonists, sidekicks, and the masses who help the story move forward from moment to moment. But who are these characters and what makes them tick? Motivational science can help authors design characters who are consistent, compelling, and nuanced. Learn how motivational psychology and changing a few simple variables can help to create diverse and complex characters. Bring your own writing tools. Stephen P. Kelner Jr. (m)

250 (Reading) Marisca Pichette, Darrell Schweitzer

Griffin (Upper Level) (25min)

251 (Song Circle) The Music of Stan Rogers

Carlton (Upper Level) (1hr)

All Stan Rogers, all the time. Well sort of... Come listen and/or make music in this song circle dedicated to the music of Stan Rogers—his music, folk songs set to his tunes, and parodies of Stan’s work are all fair game. Expect lots of rousing choruses. Heather Dale (m), Dave Clement

252 Horror and the Happy Ending

Harbor II (Upper Level) (1hr)

Horror hurts. It bleeds. It keeps us coming back, desperate to know more in the vain hope that the characters might be able to turn things around and survive. Even with the dark and dangerous stories we tell, read, and watch, part of us yearns for a peaceful resolution. While not all endings are horrific, is it horror if it has a happy ending? And what qualifies as “happy” when dealing with horror? Mike Allen (m), Bracken MacLeod, Errick Nunnally, Suzanne Reynolds-Alpert, Zin E. Rocklyn

253 Writing Realistic Teenagers

Marina I (Lobby Level) (1hr)

How do you write a “real”-feeling teenager with all the pim-ples and giggles while still giving them the power to save the universe... or at least to get through gym class without being tortured by the class ogre? And what’s the key to today’s teen versus even 10 years ago? How do you create a teenager that feels like a teenager and not some adult vision of what teenagers are like? Where do voice and narrator style fit? Where’s that line between teen and adult? R.W.W. Greene (m), Brad Abraham, Juliana Spink Mills, Michael Stearns

254 Shining a Light on Humor

Marina II (Lobby Level) (1hr)

Humorous SF/F is a much loved subgenre, but it doesn’t get the same respect as its serious peers. But why? This has long been a touchy subject among authors and fans of funny fiction. We look at the role of humor in SF/F, some of the best stories, and how a brilliant writer like the late Sir Terry Pratchett can earn a knighthood but never a major award in the field. What will it take for the powers that be to take humor seriously? Randee Dawn (m), R.E. Carr, Bruce Coville, Esther Friesner, Austen Habershaw

255 Running a Magazine or Small Press

Marina III (Lobby Level) (1hr)

Many publish for love, others for prestige. Some even manage to turn a profit. From circulation to ad revenue, staff turnover, and content acquisition, what factors are critical to the sustainability of magazines and e-zines? What’s the cold hard truth on the bottom line of your balance sheet? And how can you squeeze a little more life into the budget? Amber Bliss (m), Curtis M. Lawson, Romie Stott, Liza Trombi, Trisha J. Wooldridge

256 (Autograph Session) Tui Sutherland, Mur Lafferty, Marshall Ryan Maresca

Autograph Space (Galleria) (1hr)

257 DragonsLair Free Play

Dragonslair (Galleria) (1hr)

Children are invited to come enjoy DragonsLair fun and games. Jan Dumas (m)

258 (Kaffeeklatsch) Sharon Lee & Steve Miller

Kaffeeklatsch 1 (Galleria) (1hr)

Join these writers and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Saturday after 10am. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself. Sharon Lee, Steve Miller

259 (Kaffeeklatsch) C.S.E. Cooney & Carlos Hernandez

Kaffeeklatsch 2 (Galleria) (1hr)

Join writers and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Saturday after 10am. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself. C. S. E. Cooney, Carlos Hernandez

260 How Well Do You Know Your Monster?

ONLINE ONLY (Virtual Room 1) (1hr)

Vampires, werewolves and ghosts are the usual suspects in the monster world but, what about Slender Man, Hellraiser, or Pennywise? Let’s analyze these current horrific creatures: what they represent, the ingredients of the scariest, and where we can find them...so we don’t look there. Scott Smith (m), Sarah Beth Durst, L.S. Johnson, E.C. Myers, Kai- tlin Nichols

261 Field Medicine in a Fantasy World

ONLINE ONLY (Virtual Room 2) (1hr)

After fighting orcs or falling into a ravine, you can come out with more than cuts and bruises. Yet without modern medicine, our fantasy heroes are often left to their own devices to stitch themselves back together. What tips and tricks should they know? What nearby items—plants, herbs, spiderwebs—might be helpful? But also: why isn’t there tons more toothache, child mortality, and gangrene in Fantasyland? Elaine C. Isaak (m), Nalo Hopkinson, Scott Lynch, Ada Louise Grace Palmer

262 The Magic of Magical Realism

Harbor I (Upper Level) + ONLINE (Virtual Room 3) (1hr)

Magical realism is often defined by a contradiction: bringing an acceptance of magic into the rational world... into
All virtual online items will be recorded for later viewing on the web. Does this really make it different from fantasy? What is it about the work of Gabriel Garcia Marquez, Jorge Luis Borges, and Alice Hoffman that makes their stories stand out? Our panelists share the stories they love, why they love them, and what else we should be reading. Theodora Goss (m), Laurence Raphael Brothers, Steven Dooner, Sarah Smith, Michael Swanwick

1:30pm

263 (Reading) Jacquelyn Benson, James Patrick Kelly
Griffin (Upper Level) (25min)

2:00pm

264 St. Petersburg
Harbor III (Upper Level) (2hr)
Build your city up from scratch by buying cards from the market. Choose wisely. 2–5 players. Beginner.

2:30pm

265 (Music Circle) Dead Dog Filk
Carlton (Upper Level) (3hr)
The con may be over, but the music goes on. The topic could be anything and could change at any time. Singers, instrumentalists, and listeners all welcome. All styles of music are welcome. Ellen Kranzer (m), Keshlam

266 (Kaffeeklatsch) Jane Yolen
Kaffeeklatsch 1 (Galleria) (1hr)
Join a writer and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Saturday after 10am. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself. Jane Yolen

267 (Kaffeeklatsch) Tui T. Sutherland
Kaffeeklatsch 2 (Galleria) (1hr)
Join a writer and a few fans for an informal chat. Sign up at Program Ops on the Upper Level near Registration, on Saturday after 10am. You must be attending Boskone in person to sign up for this session, and you can only sign up for yourself. Tui Sutherland

268 NESFA Short Story Contest Reading
ONLINE ONLY (Virtual Room 1) (1hr)
Join us for a special reading featuring the final 5 contestants in NESFA’s Annual Short Story Contest. The winner will be announced during Saturday’s Award Ceremony.

269 Boskone 60 Feedback
Harbor I (Upper Level) + ONLINE (Virtual Room 3) (1hr)
While Boskone 60 has come to an end, next year’s team is already hard at work planning for 2024. Join us for the Boskone 60 feedback session and help us capture what went well this year, what improvements can be made in the future, and any new ideas that you would like to share. Tim Szczesuil (m), James Boggie, Michael Kerpan, Rick Kovalcik, Erin Underwood

Brad Abraham: 10, 92, 136, 193, 253
Simone Agha: 62
Colin Alexander: 22, 41, 89, 146, 174, 201
Mike Allen: 42, 61, 151, 175, 229, 252
Beth Anderson: 22, 115
Katherine Arden: 2, 15, 77, 104, 151
James Bacon: 135, 234
Alan F. Beck: 152, 211
Jacquelyn Benson: 13, 131, 174, 263
Joshua Bilmes: 13, 43, 137, 233
Amber Bliss: 43, 93, 255
James Boggie: 5, 269
Steven D. Brewer: 7, 106, 188, 221, 232
Jennifer Marie Brissett: 10, 173
Catherine Bromberg: 62
Laurence Raphael Brothers: 49, 106, 131, 262
Rebecca Brumberger: 46, 78, 118, 145, 167, 227
D. Burton: 50, 102, 123, 162, 241
Pat Cadigan: 142
James L. Cambias: 7, 24, 89, 109, 189, 236
Dana Cameron: 135, 175, 187, 209
R.E. Carr: 33, 92, 153, 224, 254
Jeanne Cavelos: 16, 32, 93, 120
Chris Chiampa: 62
Chad Childers: 132, 190, 232
P. Djèlí Clark: 59, 79, 125, 136, 154, 225
Dave Clement: 51, 55, 99, 156, 195, 251
Brenda Clough: 4, 10, 74, 97, 140, 154, 220, 247
Sara Codair: 43, 131, 148, 221
LJ Cohen: 67, 139, 224, 232
C. S. E. Cooney: 104, 154, 175, 229, 259
Bruce Coville: 38, 104, 117, 171, 198, 247, 254
F. Brett Cox: 133, 151, 169, 242
Mary Crowell: 26, 165
Vida Cruz: 31, 49, 179, 194, 202, 223
Heather Dale: 9, 91, 128, 182, 251
Gillian Lynn Daniels: 10, 151, 190
Randee Dawn: 14, 32, 67, 130, 171, 254
R. S. Deese: 56, 162, 210
Liz Delton: 2, 85
Ben Deschamps: 26, 69, 128, 182
S.B. Divya: 123
Vincent Docherty: 14, 26, 147, 216
Steven Dooner: 25, 228, 262
Joey Dubach: 62
Brendan DuBois: 116, 155, 172
Jan Dumas: 35, 46, 98, 128, 145, 157, 181, 191, 246, 257
Sarah Beth Durst: 163, 202, 260
Scott Edelman: 28, 58, 133, 146

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CHAIR: Tim Szczesuil
Assistants: Ann Broomhead, Sharon Sbarsky, Erin Underwood
Treasurer: Gay Ellen Dennett
Staff: Dave Anderson, Judy Bemis, Ken London, Sandra Childress
Debriefing: David G. Grubbs
E-commerce: Sharon Sbarsky
Assistant: Judy Bemis
Guest Liaison: Laurie Mann
Hotel: Stephen Boucher, Gay Ellen Dennett, Jim Mann, Ben Yalow
Marketing: Tim Szczesuil
Space Planning & Maps: Chip Hitchcock

EVENTS
Event Director: David D’Antonio
Event Liaisons: Samantha Dings, Jeff Warner

GALLERIA/EXHIBITS
Art Show: Andrea Senchy
Sales: Mark Richards
Mail-in Art Acceptor: Ann Broomhead
Art Transporter from Arisia: Lisa Hertel
Staff: Ira Donewitz, Carol Downing, Irene Harrison, Jennifer Kraus, Robin Kraus, Beth Zipser, Mike Zipser, other members of the Incredible Floating East Coast Art Show Crew.

Art Show Setup: Chip Hitchcock
Assistant: Jeff Keller, Rex
Con Suite: Maria Eskinazi

Author Alley: Angela Jones (pre-con), Walter B. Williams (at-con)

Dealers Room: Angela Jones (pre-con), Walter B. Williams (at-con)

PROGRAM
Program Director: Erin Underwood
Staff: James Boggie, JoAnn Cox, Bob Kuhn, DJ, Cristina Jurado, Laurie Mann, Brenda Noiseux
Zambia (Program Software) Guru: Peter Olszowka
Virtual Program: Cristina Jurado
ExOfficio: Rick Kovalcik, Sharon Sbarsky, Tim Szczesuil

Program Ops: James Boggie
Staff: JoAnn Cox, Mary Beth Fitzgerald, Bob Kuhn, Laurie Mann, Brenda Noiseux, Erin Underwood
Assistants: Ethan Cox, Mia McCarty

Anime/Video: Michael Kerpan

DragonsLair: Jan Dumas

Filk Program: Ellen Kranzer

Game Program & Game Room: Bill Todd

PUBLICATIONS
Flyer/Ad Design: Matt Smaldone
Newsletter/Progress Reports (pre-con): Erin Underwood & Tim Szczesuil
Newsletter/Helmuth (at-con): Tony Lewis

Online schedules (via ConClár): Mary Olszowka
Souvenir Book Editor: Lis Carey

DESIGNER: Matt Smaldone
Advertising Sales: Pam Burr
Pocket Program: Skip Morris
Data Research: Laurie Mann, Rick Kovalcik
Prufreadin: David G. Grubbs, Bob Kuhn, Gloria Lucia Albasi, Ken London, Erin Underwood
Website: Tim Szczesuil, David G. Grubbs, Sharon Sbarsky, Deena Warner

REGISTRATION
Pre-registration: Sharon Sbarsky
At-con Registration: Seth Breidbart, Felicia Herman
Vaccination Verification: Maureen Boggie, Mike Rasnick

SERVICES
Den: Joni Brill Dashoff
Staff: Susan Isaacs, Lori Meltzer
Fan Tables: Geri Sullivan
Information & Volunteers: Wes Brodsky

Logistics: Rick Kovalcik
Staff: Kristin Seibert, Kelly Persons, David G. Grubbs

NarniaCon (Coat check): Kristin Seibert
Guard Lion: Aslan
Staff: Kylie Selkirk, Amanda Coakley

Office: Ann Broomhead
Setup of Vonage Telephone: Dave Anderson

Badges Design: Geri Sullivan

Badge Production: Rick Kovalcik, Sharon Sbarsky
Ribbons: Sharon Sbarsky

Shopping: Dave Anderson
Sign Shop: Robert Luoma
Assistant: Mike Rasnick

TECHNICAL SERVICES
Technical Director: Rick Kovalcik
Staff: Fred Bauer, Covert Beach, Tom Dings, Eric Fleischer, Paul Kraus, Jason Kuehl, Peter Olszowska, Mike Rafferty, Tim Roberge, Kristen Seibert, “Hobbit”, Syd Weinstein

NESFA
NESFA Sales Table: Suford Lewis
Staff: Kelly Persons

Cash Register Wrangler: Dave Anderson

Gaughan Award: Sharon Sbarsky
Judges: Sara Felix, Lauren Panepinto, John Picacio

Short Story Contest:
Steven Lee
Assistant: David G. Grubbs
First round readers: Ann Crimmins, Chip Hitchcock, Kylie Selkirk, Rick Katze, Steven Lee

Judges: Nalo Hopkinson, Tui Sutherland, Elaine Isaak

Skylark Award: Joe Ross
Award acquisition: Tony Lewis
Hotel Info—617.532.4600
Address: 425 Summer St, Boston MA 02210
Check-in 3pm, Check-out 12pm, Smoke-free building
Note: Verify on check-out your bill doesn’t show a $20/day amenity fee (doesn’t apply to Boskone Hotel Block).

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 8am-Noon, Sun Noon-4pm

USPS
The Main Post Office in Boston (USPS "Fort Point" location), is next to South Station, at 25 Dorchester Ave. 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. Staffed daily 6am until Midnight. Unclear if they’ll be open Presidents’ Day. This location (and the post office at the Airport) have a reputation for never closing. Self-service kiosk for mailing letters, packages, buying stamps. Available 24x7.

UPS Customer Center—888.742.5877
647B Summer Street (but really at the intersection of People’s Way & E Street (0.7 mi) Don’t believe your GPS). Weekdays 2pm-8pm, Sat 9am-5pm. Verify hours since they’ve been changing—Caveat emptor!

ATMs
Hotel Generic—(Near Hotel Entrance; $4/use fee.)
Hotel Generic #2—(Near Starbucks; $4/use fee.)
Bank of America—D & Congress Streets
Santander Bank—Harborwalk
Hanscom Federal Credit Union—Courthouse Way
Citizens Bank—D Street 2 blocks west of Hotel, also 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—(Verify rates; might have changed)
Hotel parking $44/day (Valet $54) Electric charging avail.

BCEC—The Boston Convention & Exhibition Center (next door) is hosting the New England Boat Show during Boskone’s Weekend. Be aware that traffic and parking will be difficult. On the bright side, the BCEC South Parking Lot will be open during Boat Show hours ($25/day) Open 6am–Midnight. Don’t park there if you plan to stay late. Boat Show hours are Fri Noon-8pm; Sat 10am-8pm; Sun 10am-6pm.

SBWTC Garage—Large garage in back of the Omni (across from the Westin). Available 24x7, Parking can be reserved in advance at https://www.southbostonwaterfront-transportationcenter.com/find-parking/ (Note: Rates vary: $31 Friday day, $16 weekends/Fri after 4pm.

601 Congress Street—New building under construction, but garage is open. $20/day (Maybe be $14/day) Enter from Congress Street or Silver Line way.

NECCO Garage—10 Necco Street. $12/day weekends (mid-week higher), 4 blocks to hotel past the BCEC.

On-street Parking—can be found, if you arrive early. Meters are free on Sunday and Monday (Presidents’ Day)
Warning: Many on-street parking spaces near the hotel are restricted to local residents after hours and the city tickets offenders vigorously.

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.)

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

boskone.org >> hotel >> scroll down >> parking

Other Online Info—An extensive list of parking options can be found at SpotHero.com (use ‘Westin Boston Waterfront’ in the ‘find parking’ field. Note: SpotHero adds a PreBooking surcharge). Also ParkWhiz.com, ParkOpedia.com, and the SpotAngels guide at https://www.spotangels.com/blog/complete-boston-street-parking-guide/

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). Expect the travel time from these garages (via the Red Line, then the Silver Line at South Station) to take 45 minutes to an hour. Go to https://www.mbta.com/parking/overnight-parking

And on-street parking:

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

Airport/South Station Travel
Traveling by Air or Train, besides taxi there are options:

Silver Line from Logan Airport
Free inbound from Logan to Boston. Get off at World Trade Center stop. The hotel and BCEC are 1 block away.

Train/Bus from South Station
Take the Silver Line to World Trade Center stop; or walk ~1 mile down Summer Street to the hotel/BCEC.

Train from North Station
Take the Orange Line to Downtown Crossing, or Green Line to Park Street. Switch to Red Line to South Station. Then take the Silver Line to World Trade Center Station.

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.
Near the Hotel
Seaport Wines & Spirits 857.239.8350
407 D Street, Boston
Mon-Sat 8am–11pm, Sunday 10am–10pm

Seaport District
Numerous food markets within a 15 minute walk
(Including many wholesale seafood).
CVS—Delivery Available
91 Seaport Blvd (0.5 miles); 857.350.4646
Daily 7am–11pm (Pharmacy closes earlier)
Trader Joe’s—617-941-3714,
44 Thomson Pl (0.6 miles)
8am–9pm.
Cardullo’s Gourmet Shoppe
99 Seaport Blvd. 617.326.8655 Delivery
Fort Point Market—Liquor and beer
369 Congress St (5 min walk), 616.426.9988
11am-8pm daily (closed Sun) Delivery Available
J Pace & Son—Terrific breakfast, sandwiches, groceries
1 Park Ln (less then 0.5 miles) 857.366.4640
8am-6pm (varies daily).

South End
Whole Foods—Huge Whole Foods, cafes & alcohol
348 Harrison Ave (1.5 miles) 617-904-1000
7am-10pm (1.5 miles) Delivery/Order Pickup Available

Restaurants and Food Options
For food options close to the hotel hours were confirmed two weeks
prior to Boskone. Further away you’ll find numerous choices in the
Seaport District (most along Seaport Blvd near the waterfront),
South Boston, Chinatown, etc.. We recommend Yelp to check hours.

Hotel Restaurants:
Starbucks (Lobby level WEST; Guest Room Side)
6:30am–6:30pm daily (Closing time may vary)
Coffee, light breakfast, sandwiches & drinks.
Birch Lobby Bar—4:00pm - Midnight
Drinks, snacks, sandwiches.
M.J. O’Connor’s—(Lobby Level) 617-443-0800
Mon-Sat: 11:30am–12am (Kitchen closes 10pm)
Sun: 11:30am–10:00pm (Kitchen closes 8pm)
(Note: Hotel website might have wrong hours.)
M.J. O’Connor’s Bar—(Formally City Bar)
Same menu as M.J. O’Connor’s.
Sauciety Restaurant—(Lobby Level/West)
Breakfast (Buffet $28) 6:30–11:00am (7am weekends)
Lunch 11:00am–2:30pm
Room Service—4:00pm–11:00pm (hours may vary)
Note: We’ve heard that Sauciety’s and Room Service can manage
special dietary requests better than others.

Food Delivery to Hotel
You must meet any delivery service in the lobby.

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/Pakistani 617.646.4800
487 L. Street; 4:00pm–10:00pm (Closed Tuesday)
GrubHub—www.grubhub.com

Restaurants Near the Hotel:
(Guest Room Side/Lower Ballroom/Across Street)
Jimmy John’s Sandwich Shop—857.317.3947
413 D. Street, Boston; 11:00am–9:00pm Delivery Avail
Dunkin’ Donuts—617.439.6020
411 D. Street, Boston; 5:00am–5:00pm
Alma Gaucha—Brazilian Steakhouse
401 D Street. 617.420.4900
Mon–Fri 11:30am–2:30pm, 5:00–10:00pm
Sat 11:30am–10:30pm, Sun 11:30am–9:00pm
Cafe on D by Deli of Course—617.261.1664
451 D. Street, Boston (In CISL)
6:00am - 2:30pm (Closed weekends.)

(Galleria-Ocean Side/Across Summer Street)
Omni Hotel—More restaurants (most w/dress code)
Coquette—Upscale French (in Omni Hotel)
1:30am - 2:00 am 617.419.8140
Cocorico—Coffee, sandwiches, etc.
7:00am - 5:00 pm (first floor of Omni Hotel)
Renaissance Boston Hotel—Multiple Restaurants
Corner of D and Congress Street (1.5 blocks away)

Seaport District: (Seaport Blvd Area)
The restaurant scene has grown dramatically the last few years.
Establishments along Seaport Blvd are too numerous to list;
Google Maps shows over 50 establishments within a 15 minute walk.
Both Fan Pier and Fish Pier in the Seaport have famous clusters
of seafood restaurants.
Note: The easiest way to get there is thru the Silver Line
‘T’ Station, go down the escalator exit onto Congress St.
Eddie Merlot’s—Upscale steak
505 Congress, 857-233-5009
75 on Liberty Wharf—Upscale food/has heated “igloos”
220 Northern Ave, 617-227-0754,
11:30am-11pm (hours vary daily).
Temazcal Tequila Cantina—Mexican food & drinks
250 Northern Ave, 617-439-3502,
11:30am-1am (times vary daily).
Online Orders, Pickup/Delivery Available
Legal Seafood Harborside—Famous Seafood
270 Northern Ave, 617-477-2900,
11:30am-10pm (times vary daily)
Yankee Lobster — Lobstah!
300 Northern Ave, 617-345-9799 (Can be crowded)
11:30-8pm (7pm Sun) Delivery available, use order #6141 location #8097 via https://order.chownow.com

Harpoon Brewery — Beer Hall, Tours
306 Northern Ave, 617.456.2322
Sun 12p-8p, M 3-8, T/W 12-8, Th 12-9, F 12-10, Sa 12-10

My Diner — Big diner breakfasts & Lunch
455 E 1st St, 02127
6am-2pm, Sun 7am-2pm (~1 mile) Delivery available

Seaport Hotel — (Many restaurants)
(Across Congress Street from Silver Line "T" Station)

Tamo Seaport Hotel — Upscale menu, locally-sourced
1 Seaport Ln, 617-385-4304
Thu 5pm-10:30pm Fri noon-11pm, Sat 5pm-11pm.

Hyatt Place Boston Seaport District — (also many)
(Across from Yankee Lobster, Northern & Congress St)

Morton’s Steak House — Upscale steak, dress code
2 Seaport Ln 617.526.0410
5pm-9pm (hours vary daily) Pickup/delivery available

City Tap Kitchen and Craft — Varied beer & food
10 Boston Wharf Rd 617-904-2748
Fri-Sat 11am-1am Sun closes 11pm

Aceituna Grill — Mediterranean bowls, sandwich salads, shawarma, 57 Boston Wharf Rd, 857.250.4903
Mon-Sat 10:30am-8pm Delivery available

Honeygrow — Locally-sourced salad, stir-fries. Fruit-honey desserts; 100 Northern Ave 857-350-3642
Pickup/delivery/carryout available

Kokoda Fijian — Bowls with whitefish, rice and more!
53 Northern Ave Mon-Sun 11am-9pm

Below are near Summer St, towards downtown Boston

Bartaco — Excellent tacos
25 Thomson Pl, 617-819-8226
daily 11am-untily late E-delivery/pickup available

Dig Inn — Locally-sourced, vegetable-driven menu
25 Thomson Pl, 617-904-4009
11am-9pm daily Delivery/pick-up available

Trillium Brewing — Craft beer & local food.
50 Thomson Pl, 857.449.0083 Fri/Sat Noon-11pm, Closes earlier other days ToGo avail

Shake Shack — Upscale shakes and burgers
77 Seaport Blvd, 617-337-4699
11am-10pm daily. Pre-order to pick-up or eat in

Flour Bakery & Cafe — Excellent pastries, sandwiches
12 Farnsworth St, 617-338-4333
M-F 7am-7pm, Sat/Sun 8am-6pm Delivery/take-out avail

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 — Well-known destination diner (Best corn beef hash in the city. The Crème Brûlée French Toast is to die for. Always a long wait on weekends. Note: They’ve moved across the street. It’s Mul’s in the morning and Amrheins American/Italian afternoon/evenings.) 80 W. Broadway (one block down from Broadway Red Line Stop (1.0 mile from hotel) 617.268.6189
Daily 5am-2pm; 6am Sun; Amrheins 2pm-10pm

Mike’s City Diner — Neighborhood institution
1714 Washington St, Silver Line SL4/5
7am-2pm 617.267.9393
Blunch — 617.247.8100
59 E Springfield St; M-F 8am-3pm, Sa/Su closed

The South Bay Center — a huge shopping complex along the South End with Big-Box Stores, tons of restaurants, factory outlets, etc. (~2.5 miles)

The Pearl — Raw Bar, Seafood, & Southern Cooking
208 District Ave. Dorchester (~2.5 miles) 617.288.8810
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.

Heila Moon — Dim sum and more!
83 Essex St (~1 mile), 617.338.8813
Mon–Fri until 11:00am–8pm, Sat/Sun 10am–8pm

Committee Boston — Greek Meze (Featured on Phantom Gourmet) 50 Northern Ave 617.737.5051
Mon-Sun 5pm-1am Sat/Sun Brunch 10am-3pm

Loretta’s Last Call — Country/Southern Style
1 Lansdowne St (Near Fenway Park) 617.421.9595
Fri-Sat until 2am, Sun 11:30pm Sat/Sun 10:30am-4pm
Victo Ngai (shortened from Victoria) is a Los Angeles based illustrator. Raised in Hong Kong, graduating from the Rhode Island School of Design, her works have been described as highly detailed and precise. Winner of dozens of professional awards and recognitions, she also is a three-time nominee for the Hugo Award for Best Professional Artist. In addition to genre work she creates book, film, and advertising illustrations. Clients have included The New York Times, Boston Globe, The New Yorker, Penguin, Random House, Simon & Schuster, Folio Society, Macmillan, Tor, Lufthansa, American Express, Johnnie Walker, and Apple. She also teaches and lectures at various universities and conferences. Note: In the book, the creatures require a UV flashlight to appear.

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, or 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, or 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 617-642-8605.
- 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 as to respond to accusations Therefore, anonymous complaints will not be acted upon unless they can be independently verified. If the individual filing the report requests no action be taken, NESFA will not take action unless a clear threat is identified.
- Boskone is a members-only event and 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.

Covid-19—Vaccination & Masks

- All people physically attending Boskone must be 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.
- Masks are required at all times except during evening events in Harbor One if all the event participants agree that masking would be optional for only the people on stage.
- Medical grade masks are strongly recommended rather than cloth masks.
- We are interpreting “vaccinated” to mean boosters, are not required. Boosters, especially the bivalent booster, are strongly recommended.
- We recommend you take a COVID test before coming to Boskone. Please do not attend if the test is positive or you are feeling ill. Please inform registration@boskone.org (by February 19, 2023) and we will roll your membership over to the next Boskone. Please contact us (info@boskone.org) if you have any questions.

Dave Clement
“Decadent” Dave Clement is a virtuoso performer of folk, filk, Celtic, and old-time country music. He plays guitar, bodhran, cittern, and penny whistle. Until recently, he was one of the duo that made up Dandelion Wine. Although he’s been to Boskone before, this is his first time as Musical Guest. Welcome back, Dave!