

# POCKET PROGRAM GRIDS

Welcome to L.A.con IV, the 2006 World Science Fiction Convention! The Pocket Program Grids are your official guide to the events and functions of this year's Worldcon, and are a complement to the 2006 **Pocket Program** that you have received in your registration materials. Take a moment to read the following information, which will help you understand how they work.

## Using The Grids

Each entry in the Grids features a **program item number** and **program title**. The entry *may* also include a **time revision**. An example is at right.

As we put the Pocket Program together, each program item received a sequential number to easily locate it in the book. The **program item number** corresponds to that numbering system. Use the number to locate the description and panelists known at press time in the book.

**Note 1:** Programs with item numbers *followed* by a letter, i.e. 65-A, 178-B, etc. were added to the schedule after the pocket program went to press, and are not listed in the book.

**Note 2:** Programs with an item number *preceded* by a C, i.e. C1, C4, C14, etc., are our *Children's Program* and can be found in a separate section in the back of the book.

While most of our programs begin at the times noted on the left-hand side of each grid, occasionally there are items that have different start times that don't fit this pattern. In that case, there is a **time revision** noted. If there is a time revision in the box, the program will begin at that time, not the time on the left-hand side of the grid.

## Why Your Grids Are Different Colors

The Pocket Program and Pocket Program Grids for L.A.con IV are designed to make it extremely easy for our members to have a good time. For this convention, as we also did with our last Worldcon here in L.A. in 1996, your Pocket Program book is actually **pocket-sized!**

But that doesn't mean you have to carry it around with you. Scan your Pocket Program book for the events and functions that most interest you. Then take that day's grid sheet — each sheet is a different color for easy reference — and make notes if you need to (such as, circle the items you want to attend, or note the games you want to play in Gaming in the margins), fold it up in your pocket and... *presto!* Instead of books and pamphlets and papers you have to cart around everywhere, you now have one piece of paper that tells you exactly how you're spending the day.

## Differences Between Book and Grids

The Pocket Program book was assembled nearly two weeks prior to the production of these grids. In the interim, there were much-needed changes made to the schedule by our programming department.

In all cases of these differences, **please use the times and locations noted in these GRIDS**; the times and locations printed herein trump the ones noted in the book.

911 (3:00pm)  
Underwater  
Basket Weaving

## What's Not Included on the Grids

The Pocket Program Grids include all items as of press time scheduled by main programming as well as the contents of our Children's Program, special events, autograph sessions, kaffeeklatsches, readings, our main film program and special interest programming such as costuming and filking.

The grids do not include the contents of our **Gaming** program and the schedules for the **Anime Room** and the **SF Asian Action Theatre**. For these items, please refer to the Pocket Program book, which feature individual sections for these events.

Also not included is the **Blood Drive**, which will take place on Thursday and Friday (as of press time); please see posted signs for time and location.

Finally, last minute **panelist changes** can be found in the daily newsletter.

## Running Times

Most of the programs in our schedule run **60 minutes** in length and are scheduled into 60 or 90 minute blocks of time. Program items in 90-minute blocks start at the indicated time and end one hour later, with a half-hour break between sessions.

Occasionally there are events that run longer; some of these are indicated on the schedule (such as the WSFS meetings and special media events). However, usually the moderator will indicate if an event is scheduled to run over one hour.

Many of our evening events are "open" running time, which means they'll run as long as they can go; items like this include filk programming, dances and, of course, the Masquerade and Hugo Awards on Friday and Saturday nights, which run until they're done.

## Finding Rooms and Locations

As noted in "How To Use This Guide" in the Pocket Program book, room locations can be identified as follows:

CC-xxx	Convention Center or <i>Space Academy</i>
H-xxx	Hilton Anaheim or <i>H-Dorm</i>
M-xxx	Anaheim Marriott or <i>M-Dorm</i>

In the Convention Center, the **Arena** is the main dome building, with **Arena 1 & 2** rooms adjacent to it. All Art Show/Art Demo functions take place in the Art Show. The **CC-CSP Zone** refers to the Chaos Space Pirate Zone, located in **Cadet Central** (Hall A), where the dealers and fan tables are located. The **CC-Spaceport** (or **CC-SPL** in the book) is the Space Port Lounge; it's located between the Arena and Cadet Central, which is also where the **Kaff** (Kaffeeklatsch) tables are. **Autograph Areas** are located inside Hall A with the Dealers, Art Show and Exhibits. Rooms **CC-201** to **CC-213** are on the second floor above the Hall A Foyer (where Registration is).

In the Hilton, it's easier. The **Pacific** ballroom and the **Space Cadet Academy** are on floor two; the **H-Conf Rms** (or Conference Rooms) are on floor three; and the other locations are all on floor four. (*H-StaMonica*, by the way, is the *Santa Monica* room.)

# L.A.CON IV

64TH WORLD SCIENCE FICTION CONVENTION  
23 - 27 AUGUST 2006  
ANAHEIM, CALIFORNIA

The Marriott is the easiest; we'll be using the **Salon** rooms for the Blood Drive and the **Gold Key** rooms for the Children's SF contest.

If you get lost or have any questions about finding your way around the facilities, stop by the Information Desks. They're located in the Convention Center and in the Hilton (not the Marriott as it says in the Pocket Program; sorry!). Or see the **Maps** on the back of these grids.

## Program Changes: The Daily Newsletter

Of course, there will be plenty of changes on site... items will change rooms, start times, perhaps even days, and panelists will come and go.

For **all** of the late-breaking changes to the schedule, make sure you pick up every copy of L.A.con IV's **Daily Newsletter**. You can find it all over the convention, and it will have all the details about program changes as well as new items, special events and more.



Pocket Program Grids designed by *Shaun Lyon*  
Thanks to *Adam Tilghman, Craig Miller, Elayne Pelz*  
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# WEDNESDAY, AUGUST 23, 2006

CC-201 B	CC-201 C	CC-201 D	CC-202 AB	CC-203 AB	CC-204 ABC	CC-205 A	CC-205 B	CC-206 A	CC-207 A	CC-207 B	H-EI Capitan
					3 Opening Ceremonies						C1 Adventurer's Club Opening Ceremonies
5 Why Do SF Fans Love The Legion of Super-Heroes?	6 Great First Lines	7 What I Do When I Should Be Writing	8 New Maps of Heaven	9 Science Fiction & The Ferris Wheel	10 The Worst Future You Can Imagine	11 Buffy The Masters Thesis	12 Star Trek: Year 41 & Counting				C2 (2:00pm) Face Painting C3 (3:00pm) Dealer's Room Tour
34 Alternate Science Fiction	35 The Future of Journalism	36 Star Trek Fandom Today	37 Mars Exploration Rovers -- Year 2	38 Space Patrol, German Style	39 Fantasy Doesn't Have To Be About Kings....	40 Nuclear Weapon Strategies					C4 (4:00pm) Storyspinning
78 Intellectual Property	79 James T. Kirk: Threat Or Menace?	80 Do We Need A New Definition of Literacy?	81 The Day Job	82 Iron Poet Poetry Challenge	83 Conventions: Butchering The Sacred Cows	84 Manga Mania					C5 (5:00pm) Induction Ceremony

1:00pm

2:30pm

4:00pm

5:30pm

CC-207 C	CC-207 D	CC-208 AB	CC-209 A	CC-209 B	CC-210 A	CC-210 B	CC-210 C	CC-210 D	CC-211 A	CC-211 B	CC-Spaceport
13 Blogs & E-Fanzines	14 Mars On Earth -- Adventures of Space Pioneers	15 Rick Sternbach Slide Show	16 Creative Insults	17 Reviewing Science Fiction & Fantasy Literature	18 Okay, You've Got The Moon....						
42 Literacy & Science Fiction	43 Mix & Match Writing Challenge	44 Future Trends In Science Fiction	45 Why Doesn't SF Seem To Last On TV?	46 My Life In A Time Machine	47 You Are Responsible For Your Own Career	48 Preserving Your Collection					53 SF Spelling Bee
85 Theater, Fantasy, and Science Fiction	86 Character Vs. Plot	87 Classics Remembered: Twenty Thousand Leagues	88 The Brain's Process	89 Everything I Needed... Quantum Physics	90 The Wonders of The Ackermansion	91 Fantasy -- How Can It Be Good?					92 Isn't Y.A. A Good Thing?
											93 Some Day My Prints Will Come

2:30pm

4:00pm

5:30pm

H-Conf Rm 9	H-Capistrano	H-La Jolla	H-Laguna B	H-Lido A	H-Lido B	H-Oceanside	H-Pal Verdes	H-Sta Monica	Kaffeeklatsches
30 (3:00pm) Reading: Maya Kaathryn Bohnhoff	19 SF Poetry Association			31 (3:00pm) Reading: Sean McMullen	32 (3:00pm) Reading: Lee Martindale	20 Myths of Fandom		33 (3:00pm) Reading: Harry Turtledove	3:00pm 28: Sean Williams (Kaff 1) 29: Karen Anderson (Kaff 3) 4:00pm
62 Reading: Simon R Green			49 101 Essential Filk Songs	50 Shorokan Karate Workshop	63 Reading: Wil McCarthy	51 Health and Today's Fandom		65 Reading: Joe W. Haldeman	5:00pm 59: Lee Martindale (Kaff 1) 60: Stephen Eley (Kaff 2) 61: Jonathan F Kotas (Kaff 3)
				95 Hypoglycemics United	75 (5:00pm) Reading: Sarah Monette	65-A Casting Call: HMS Trek-a-Star		77 (5:00pm) Reading: Mike Resnick	72: James P Hogan (Kaff 1) 73: Scott Edelman (Kaff 2)

2:30pm

4:00pm

5:30pm

Autographs (CC-Cadet Central)	H-San Simeon (Film Program)	Evening Events
3:00pm 22: D.C. Fontana (Area 1) 23: Steven Barnes (Area 2) 24: John Maddox Roberts (Area 3) 25: Kevin A Murphy (Area 4) 26: Larry Niven (Area 5) 27: Michael Reeves (Area 6) 4:00pm 54: Harry Harrison (Area 1) 55: Theresa Mather (Area 2) 56: Margaret W Bonanno (Area 3)	4:00pm (Continued) 57: Robert Silverberg (Area 4) 58: John Picacio (Area 5) 5:00pm 66: Scott Essman (Area 1) 67: Rick Sternbach (Area 2) 68: Paul Cornell (Area 3) 70: Todd McCaffrey (Area 4) 71: Michael F Flynn (Area 5)	8:00pm 98: Babel Conference Reception (H-Pacific D) 99: In Concert: Karen Anderson (H-Laguna A) 100: Broad Universe Rapid Readings (H-Sta Monica) 8:30pm 101-A: In Concert: Leslie Fish (H-Laguna A) 9:00pm 102: Theme Circle: Songs of J Ecklar (H-Capistrano) 103: WSFS Mark Protection Mtg (H-Conf Rm 14) 104: Theme Circle: Bawdy Songs (H-Laguna B) 12:00 Midnight 106: Midnight Tales of Horror (H-Sta Monica)
	10:00am 1: Star Trek 12:00pm 2: Fan Films 2:00pm 4: New Voyages 2:30pm 21: A Look at Ed Wood 4:00pm 52: Tom Corbett, Space Cadet	6:30pm 97: Batman Begins 8:30pm 101: Battlestar Galactica: Pegasus 9:30pm 105: Buffy Sing Along 10:45pm 107: Willy Wonka and the Chocolate Factory 12:00 Midnight 108: Midnight Madness

# THURSDAY, AUGUST 24, 2006

	CC-201 B	CC-201 C	CC-201 D	CC-202 AB	CC-203 AB	CC-204 ABC	CC-205 A	CC-205 B	CC-206 A	CC-207 A	CC-207 B	CC-207 C
10:00am	126 Bad Astronomy	113 WSFS Preliminary Business Meeting	111 Interstellar Travel and Biotechnology	114 Does Science Have A Future?	115 What's Next From The Sci Fi Channel	130 The "Look" of Star Trek	117 Overrated Films & Overlooked Movies	118 Creating Believable Aliens	119 The Short Fiction of J.R.R. Tolkien	120 No, Really, That Makes Sense	121 Exploring Analogue Mars	
11:30am	159 Science In The News	160 The Slytherin Question	160 The Slytherin Question	161 Forensic Science Fiction	163 Marina Sirtis - TNG and Beyond	178-A Bantam/Spectra Preview	164 Aliens Among Us Dead	165 Why Cyberpunk Is Dead	166 Reviewing Film & Television			
1:00pm	205 Burning Man	190 Podcasting	191 L. A. Confidential	193 Lost: SF Or ??	194 Free Enterprise: The Special Edition Revealed	197 What Do You Want From sci-fi.com?	196 The Worlds of Oz	195 The Worlds of Oz	198 Women In Science	199 Writers & Illustrators of The Future		
2:30pm	238 Designing Fantasy Role RPGs	239 Post-Apocalyptic SF	240 10 Books I'd...	241 Getting Started Writing SF -- Part I	242 Hugo Nominees In Review	244 The Eaton Collection	243 Fandom After The Show	245 I'll Pull Out Your Eyestalks and Stomp On Them	246 Batman The Live-Action Series	247 Novelizations & The Ins	248 Magnifying Mars From Orbit With HRISE	
4:00pm	292 Mars Attacks!	282 Best of SF/F For Children & Young Adults	283 Fan-Tiques Roadshow	284 Space Drives: Launch Lasers To Warp Drives	285 Being An Alien	297 The Future From DAW	287 Comics: Words & Pictures	288 Changing Human Nature	289 The Theory of Dragons	290 The Space Opera Renaissance	291 Different Types of Writing?	
5:30pm	339 Star Trek: Between The Cracks	332 Cities In Science Fiction	333 Politics, The Internet, and The Future	334 Electronic Publishing		335 Japanese Mystic Fantasy	336 Adapting SF/Fantasy For The Stage	337 Fandom In The Boonies	338 Publishing Science Fiction	331 Your First Worldcon?	340 Is Art The Inspiration For Madness?	
10:00am	122 Getting The Most Out of Gaming		123 Crossing Genres	124 The Tarot & Writing	112 Developing Your Property For The Media	127 21st Century Snake Oil	128 The Golden Age of SF Is 12	129 Inventions Someone Needs To Invent	116 The SF Generation Gap			
11:30am	167 Real Aliens		168 Revise, Revise, Revise!	169 Sexual Stereotyping	171 Physics Circus	158 Music of The Spheres	172 Writing Military SF					
1:00pm	200 Kevin Drum On Politics & The Future		201 Vampires In Literature: Horror vs. Heroic	202 Tom Corbett, Space Cadet Remembered	204 Upcoming From Warner Books		206 Escaping The Slushpile	207 Con-Going On A Budget	208 Jobs of The Future	209 Merchandising: The Real Money	210 What Is Evil?	
2:30pm		249 The Surface of an Invasion Is At The Threshold	250 Why Do All The Character Names Have™ After...	251 Collecting SF Art For Fun & Profit	252 Distribution: How SF Gets To You	254 2081: The Remake Everyone Was Waiting For	255 Jim Baen: A Life In Science Fiction	256 Guerilla Marketing For The Neo-Pro	257 Guilty Pleasures	258 Measure of Success: Awards From A To Z	259 The Chinese Space Program	
4:00pm	281 The Worst Ideas In Fantasy or SF	293 You Killed My Wash, Prepare To Die!	294 Podcasting Science Fiction	347 Trivia For Chocolate!	296 Where's The SF Y.A.?	286 Estate Planning For Collectors	298 Writing While Holding Down A Day Job	299 Book Cover Illustration and Design	300 Match Game	301 Time In The Novel: Stapledon/Woolf Corresp.		
5:30pm	341 I Was Promised Flying Cars!	342 Cassini: What We've Learned So Far	343 How Would You Do It?	344 Themed Reading: Weird Sex	346 Collaborating: Care and Feeding of Your Partner		348 Books That Changed My Life	349 Science Fiction TV of The 1950s	350 SF Abroad		351 Good Endings	



# FRIDAY, AUGUST 25, 2006

	CC-201 B	CC-201 C	CC-201 D	CC-202 AB	CC-203 AB	CC-204 ABC	CC-205 A	CC-205 B	CC-206 A	CC-207 A	CC-207 B	CC-207 C
10:00am	387 Space Art	375 WSFS Business Meeting	376 Are Clones Kosher?	377 How Star Trek Affected Our Lives	378 The Three Ages of King Kong		389 Introduction To Klingon			380 Fiction 2005/2006	381 The Future of Medicine	382 The Analog Story: What Is It?
11:30am	428 Dante's Cove Preview: Lunch at the Cove	431 Howard Devore Memorial		432 Starship Snackdown	433 Craig Newmark On Craigslist	430 The Channel Surfer's Guide to the Galaxy	434 The Art of Joe Bergeron	435 Sightseeing In Japan	429 How To Kill Off A Character	436 World Government	447 Films 2005/2006	438 Where Do Militias Lead?
1:00pm	472 EOS Books: The Next Chapter	469 Short Fiction		470 Why Is Fandom So White?	471 Women of Star Trek	467 The Star Wars Saga: Look Back, Look Forward	496 Golden Duck Awards	473 Science Fiction In The '30s and '40s	474 Science Fiction In Comics		475 Robocop Vs. Real Cop: Future Law Enforcement	476 Frankenstein 75
2:30pm	517 Pyr: A Look Forward		518 Eric S. Raymond On Everything	519 Blogs & The Media	535 Kiddography: The Art and Life of Tom Kidd	521 Being Anne McCaffrey	522 SFWA Meeting		523 Space Patrol: Missions of Daring	524 21st Century Physics	525 The Bidders Speak	526 LOCUS In Its 40th Year
4:00pm	570 Palco-Fandom For The Younger Fan	560 Keeping Star Trek Alive	557 Doctor Who, Then & Now	559 Dune Again	561 Conceptual Art In Films	556 An Hour with Walter Koenig	562 Amazing Stories: 80th Anniversary	563 Buying Art At Art Shows	564 Writing Workshops: The Whys and Wherefores?	565 Zen Scavenger Hunt	566 Magazines: Flourishing Or Withering Away?	567 Commerce & Art: Censorship or Reality
5:30pm	609 Military Stories	610 Sherlock Holmes & Science Fiction		611 When Things Go Wrong In Space	612 Can Science Fiction Change The World?		613 Creating Language	614 Guess The Artist	615 Future of Nations and Policies In The Middle East	616 Intermediate Writing	617 Style Vs. Substance	618 Extraterrestrials

	CC-207 D	CC-208 AB	CC-210 A	CC-210 B	CC-210 C	CC-210 D	CC-211 A	CC-211 B	CC-212 A	CC-212 B	CC-Arena 1	CC-Arena 2
10:00am	383 European Space Programs	384 Creating Communities Through Net	385 The Contract Between Reader and Writer	386 Writing For Children & Young Adults	374 Women In Science In SF	388 Getting Started Writing SF -- Part II	379 SF Poetry	390 Religion In SF Books & Movies	391 World of Warcrack	392 The Future of The U.N.	393 Re-Imagings	394 Giving Good Interview
11:30am	439 Funny Stories From Science R&D	440 Weaponizing Space	441 Books That Should Be Filmed	442 It Crawled Out of The Slush Pile	443 Is The Scientific Method The Death of God?	444 Writing Characters You Didn't Create	445 Teaching Science Fiction	446 Forgotten Favorites of Childhood	452-A ACE/ROC: What's Ahead	437 The Physics of Superheroes		
1:00pm	477 Faster Than Light Or Slower Than Molasses	478 Bloggers As Public Intellectuals	479 Alien Artifacts	468 Overlooked Books and Overrated Novels	480 Business, Copyright, and the Public Domain		481 Parody, Pastiche, and Humor	482 Not Tonight, Dear, I Have a Deadline	483 The Future of SF & Fantasy Art		485 Exploring Space	486 La Cage Aux Fans
2:30pm		527 Octavia Butler: Her Works & Life	528 Culture Building 101	529 Literary vs. Media SF	530 Making DVDs Special	531 How We'll Get There: Humans To Mars	1010 BW/B Human Chess Match	532 Fan Films	533 Disability and Science Fiction	534 SF In Australia	520 Writing Classic Trek	
4:00pm	568 Nanotechnology: The Future Or A Dying Fad?	569 Has SF Killed The Space Program?	558 Classics Remembered: Brave New World	571 Swimming In The Gene Pool	572 Stranger Than Science Fiction	573 Assistant Editors: Glorified Gophers?	574 Mysteries & Science Fiction	575 The Killer Bs & a V	576 Anthropology of The Future	577 Anime 101		
5:30pm	619 The Ethics of Cloning	620 Battlestar Galactica: Then & Now	621 The Business of Writing	622 The Incredibles	623 Mars In The Movies	624 Writing: The Long & The Short of It	625 A Proud and Lonely Thing	626 Why Is Science Fiction So White?	627 Unexpected Heroes of The Future	628 Children's Fantasy		

Art Show Docent Tours		H-San Simeon (Film Program)	
11:30am	8:00am	1:00pm	6:00pm
7:00pm	373: Bob Burns/Fan Films	493: Fan Film Shorts	636: Harry Potter and the Goblet of Fire
9:00pm	402: Star Trek	506: Fahrenheit 451	Sci Fi TV
12:30pm	455: Tears of the Dragon	583: Star Trek New Voyages	12:00am
			641: Lucas Back in Anger
			644: Peter Greenwood's Sci Fi TV
			647: Midnight Madness





# SATURDAY, AUGUST 26, 2006

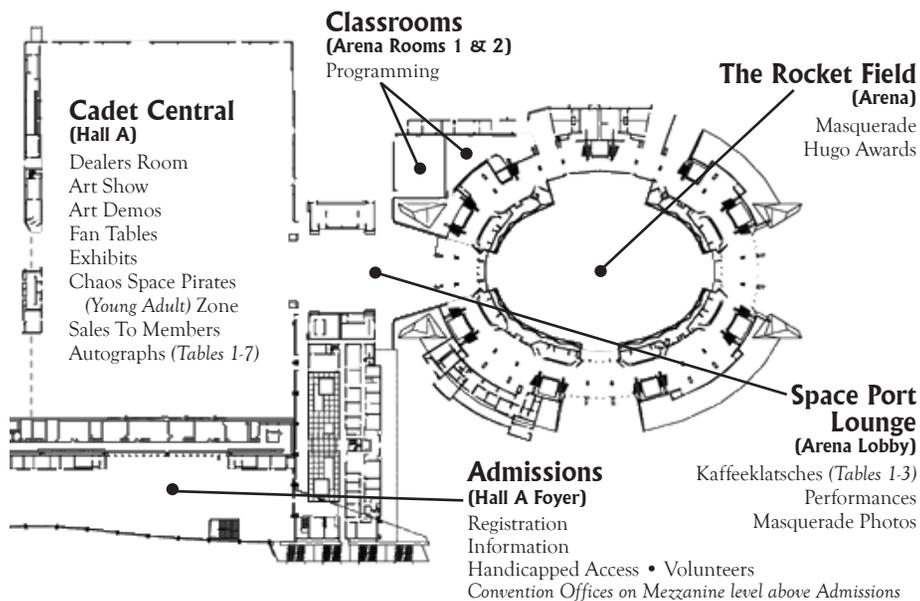
	CC-201 B	CC-201 C	CC-201 D	CC-202 AB	CC-203 AB	CC-204 ABC	CC-205 A	CC-205 B	CC-206 A	CC-207 A	CC-207 B	CC-207 C
10:00am	653 What's Coming From TOR	652 WSFS Business Meeting	651 Small Press Publishing	654 99 Years of Heinlein	655 From Smallville To Secret Identity	656 Galaxy Quest Revealed	663 Mistakes Writers Make	658 Survival Tips For The Mercenary Artist	659 Oz Over The Century	660 Is "Realistic Fantasy" An Oxymoron?	661 Why Am I So Wild About SF & Fantasy?	662 Designing Interactive Games
11:30am	707 The Implications of Global Warming	706 Behind Forbidden Planet	705 The Rise of Theocracy	705 The Rise of Theocracy	716 Star Trek: Behind The Camera From Behind A Camera	717 Animation & Science Fiction	717 Animation & Science Fiction	710 Is There Too Much Violence?	711 Turning Mental Blocks Into Building Blocks	712 Scientific Fraud	713 Editing: Good, Bad, and Ugly	714 Frankenfood To Frankenpeople
1:00pm	753 Special Effects Before Computers	742 Omnibus Publishing Panel	743 Military Tactics In Science Fiction	744 TV & The Fan Community	745 Open Source Software	746 Harlan Ellison Tells Us	747 Design Your Academic Career For A Job In Space	748 The First Star Trek Conventions	749 Legal Systems of The Future	750 Movies That Changed My Life	751 Science Fiction of The '50s & '60s	752 Dinosaurs
2:30pm	795 Nanotechnology	796 Care and Feeding of The Creative Process	797 Godzilla At 50	798 Our Fascination With Evil	799 The Works of Connie Willis	800 The Dangerous Dimension	801 What If Superheroes Were Real?	808 Is SF Like A Shark?	803 Fighting For Shelf Space	804 Promoting Your Book & Yourself	805 Unintended Consequences	806 The History of Star Trek
4:00pm	836 The Renaissance In Hard SF	837 Feminist Hope & Anger In Dystopian Fiction	838 The Singularity -- What Is It, Why Should You Care?	839 Coping With Celebrity	840 Future Space: New NASA Initiatives	841 Trailer Park	842 The Roles of The Game Master	843 The Business Side of Comics	844 Hard Fantasy	845 Did The Revolution of the '60s Succeed?	846 Star Wars: The Saga Completed	847 Star Trek's New Voyages
5:30pm	886 Advances In Computer Science	887 Look At Past Futures	888 How I'd Fix Star Trek	889 Space Program Bloopers	890 An Hour With Frederik Pohl	891 Crafting The Whedon-Verse	892 New SF & Fantasy For Kids & Teens		893 Out of This World Mysteries	894 Death of The Book		895 Aliens Beyond Probability

	CC-207 D	CC-Arena I	CC-Arena 2	H-Balboa C	H-Capistrano	H-La Jolla	H-Laguna A	H-Laguna B	H-Malibu	H-Pacific D	H-Pal Verdes	H-Sta Monica
10:00am	667 Moonbase Science	664 The Future Is Now!	665 Anime Girls	667 Mixed "Marriages"		670 Classics Remembered: Space Cadet		671 Filking For Fun and Profit	673 Wings, A Demonstration		674 On-Line Fandom, APAs, and Cons of The Future	689 Reading: David Brin
11:30am	715 Are There Too Many Cats In SF?	708 Lost & How To Get There	709 Convergence In Post-Modern Fiction	718 Origami Workshop	719 Filk Classics	720 Jack The Ripper -- Fact and Fiction		721 Pairing Verse and Melody	722 Masquerade Post-Mortem		723 Japanese For The Travelling Fan	725 Forty Years of Time Tunnel
1:00pm	741 What Is A "Young Adult" Novel?	754 Harry Potter Goes Forth	755 Writing Non-Human Characters		757 Theme Circle: Songs of Fandom	758 Why Do People Write For Fanzines?			759 Beginning Costuming	760 Regency Dancing	761 Fan Jants Or Fuggheads?	762 Metropolis: The Future of Big Cities
2:30pm	807 Mistakes Future Historians Will Make About Us	810 Running TV Shows	811 Comics Today & Tomorrow	812 Independent Booksellers	813 Theme Circle: Furry Filksongs	815 The Future of Cities	816 One Shots		817 Beginning Glitz and Glitter		818 Fan Funds Auction	821 How to Start Your Own Convention
4:00pm	848 H.G. Wells and The Birth of Science Fiction	849 The Future We Didn't Expect	850 Writing Non-Fiction Science Fiction	851 Pacifcon Memories			853 HMS Trek-A-Star		854 Costuming: The Hard Parts, A Demonstration			857 Horror and The Cathode Ray
5:30pm	896 Creating The Unknown For Films						885 (5:00pm) In Concert: Gary Erlich, Bill & Gretchen Roper				898 Fannish Identity Issues	

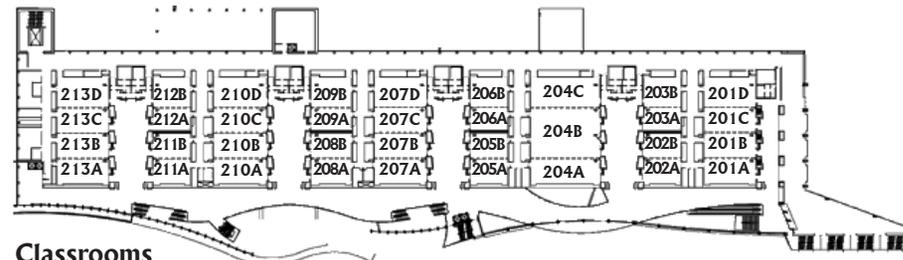


# SUNDAY, AUGUST 27, 2006

CC-201 B	CC-201 C	CC-201 D	CC-202 AB	CC-203 AB	CC-204 ABC	CC-205 A	CC-205 B	CC-206 A	CC-207 A	CC-207 B	CC-207 C
924 Del Rey: What's Coming Up	917 WSFS Business Meeting	918 Science Fiction of The '70s & '80s	919 The X-Hunters Aerospace Archeology Team	920 Dinotopia: Behind The Scenes	921 Computer Art Memorial	922 Frankie Thomas	923 Low Budget Filmmaking	925 Thomas Jefferson Spinning In His Grave	916 Race & Racism In Science Fiction	926 The Influence of Editors On The SF Field	
962 Page 119 -	963 Filmmaking: The Process	964 Cool New Technology	966 Connie Willis - The Serious Side	965 Inside Cassini	961 Inside Bartlestar Galactica	967 Ancient Discoveries	968 Hidden Frontier	969 Alternative Energy Sources and Conservation	969 The Author/Editor Relationship	971 How To Do Research	
1001 Spintronics	994 Doctor Who in The 21st Century	995 The Future of Religion	996 Whatever Happened to "Science" in SF?	1000 Jerry Pournelle Invents The Future	997 The Future of Business	998 Classics Remembered: "No Woman Born"	999 Why Isn't It Military Fantasy?	1002 A Day In The Life of An Editor	993 Building Magical Systems	1003 Comic Books To Movies	
1044 Bacon Books Travelling Slide Show...	1036 Fantasy On Television	1037 Beyond Harry Potter	1038 Does Hard SF Have To Be Dry?	1039 Is Star Trek Dead?	1041 The World's Most Useless Superpowers	1042 Holding Back The Tide	1043 Obscure Dick	1046 I, Robot To Magnus, Robot Fighter	1035 A Quiet Place To Write	1046 I, Robot To Magnus, Robot Fighter	
CC-207 D	CC-Spaceport	CC-Arena 1	CC-Arena 2	H-Balboa C	H-Capistrano	H-Laguna	H-Malibu	H-Pal Verdes	H-Salinas	H-Sunset	H-Oceanside
927 What Is It About Buffy?	928 Might Makes Right	929 The Future of Education	973 In Defense of Escapist Literature	974 History of Filk: Cento- and Modern Eras	976 Hymnal Sing: Rise Up Singing (H-Laguna B)	1009 The Kamikaze Moron (H-Laguna A)	932 Masquerade Mistakes	934 How To Start (And End) A Club	936 Write This Way!	933 Filking: Crafting Your Lyrics	
972 Firefly: Great Show, Low Ratings	959 Book Exhibit Raffle	1005 Classic Trek, New Trek, Or Diet Cherry Trek	1006 It Came From The 1950s	1048 Art Direction For Motion Pictures	1049 Running Conventions	1050 Dead Dog Jam (H-Laguna A)	1051 It's What's Underneath That Counts	1052 Timebinding Fannish History	1053 Our Favorite Furry Villains	1056 Secrets of Area 51	
1004 You Can't Make A Cutting Edge By Grinding Axe	1047 The Query Letter	1048 Art Direction For Motion Pictures	1048 Art Direction For Motion Pictures	1049 Running Conventions	1049 Running Conventions	1050 Dead Dog Jam (H-Laguna A)	1051 It's What's Underneath That Counts	1052 Timebinding Fannish History	1053 Our Favorite Furry Villains	1056 Secrets of Area 51	
H-Conf Rm 9	H-Lido B	H-Lido C	H-La Jolla	H-Sta Monica	H-El Capitan	Autographs (CC-Cadet Central)	Kaffeeklatsches				
946 Reading: Kevin Andrew Murphy	947 Reading: Madeleine E. Robins	948 Reading: Mike Shepherd Moscoe	931 Shakespeare & Science Fiction	935 Mars In Fiction	C33 / C34 Adv Club / Music Workshop	10:00am 938: Brenda Cooper (Area 1) 939: Margaret Organ-Kean (Area 2) 940: Cynthia Felice (Area 3) 941: Jean-Noel Bassier (Area 4) 942: Ellen Klages (Area 5) 11:00am 949: Nat Gertler (Area 1) 950: K Stanley Robinson (Area 2) 951: Hugh S Gregory (Area 3) 952: Robert J Sawyer (Area 4) 12:00pm 1023: Gardner Dozois (Area 1) 1024: Simon R Green (Area 2) 1025: Deborah J Ross (Area 3) 1026: Ray Bradbury (Area 4) 1027: Jean Lorrah (Area 5)	10:00am 943: Paul Cornell (Kaff 1) 944: Wil McCarthy (Kaff 2) 945: John M Roberts (Kaff 3) 11:00am 953: Diane Duane (Kaff 1) 954: Teresa and Patrick Nielsen Hayden (Kaff 2) 955: Tom Whitmore (Kaff 3) 12:00pm 986: John Barnes (Kaff 1) 987: Alan Rodgers (Kaff 2) 988: Paul Fischer (Kaff 3) 1:00pm 1018: Harry Harrison (Kaff 1) 802: Cory Doctorow (Kaff 2) 2:00pm 1028: G David Nordley (Kaff 1) 1029: Richard Chwedyk (Kaff 2) 1030: Amy Thomson (Kaff 3)				
956 Reading: Naomi Novik	957 Reading: Kathleen Lorrain, Ph.D.	990 Reading: Jean Lorrain, Ph.D.	975 (11:30am) Loving The Alien	991 Reading: Kim Stanley Robinson	C35 (11:45am) Sea Shanties	1:00pm 1013: G David Nordley (Area 1) 1014: Ric Meyers (Area 2) 1015: Vernor Vinge (Area 3) 1016: Walter H Hunt (Area 4) 1017: Kate Elliott (Area 5)	1:00pm 989: J Gurney Paint Demo (CC-Art Show)				
989 Reading: Robert J. Sawyer	1020 Reading: Catherine S. McMullen	1021 Reading: Deborah J Ross	991 Reading: Kim Stanley Robinson	1022 Reading: Gardner Dozois	C36 Madame Ovary and her puppets	2:00pm 981: Robert C Wilson (Area 1) 982: Adam-Troy Castro (Area 2) 983: Naomi Novik (Area 3)	2:00pm 999: Closing Ceremonies (CC-204 ABC)				
1019 Reading: Jay Lake	1031 Reading: K. A. Bedford	1032 Reading: Cory Doctorow	1022 Reading: Gardner Dozois	1022 Reading: Gardner Dozois	C37 / C38 Stunt Show / Pirate Songs	2:00pm 981: Robert C Wilson (Area 1) 982: Adam-Troy Castro (Area 2) 983: Naomi Novik (Area 3)	2:00pm 1007: J Gurney Paint Demo (CC-Art Show)				
2:00pm	2:00pm	2:00pm	2:00pm	2:00pm	2:00pm	2:00pm	2:00pm				
Other Events	H-San Simeon (Film Program)										
9:00am	8:00am 915: Catholic/Christian Svc (H-La Jolla)										
1:00pm	4:00pm 9999: Closing Ceremonies (CC-204 ABC)										
1007: J Gurney Paint Demo (CC-Art Show)	5:00pm C39: Kids Program Final Cerem. (H-El Cap)										
	10:00am 937: Star Trek										
	12:00pm 980: Star Trek Hidden Frontier										
	2:00pm 1034: The Yellow Sign										



**SPACE ACADEMY – CONVENTION CENTER – LEVEL 1**

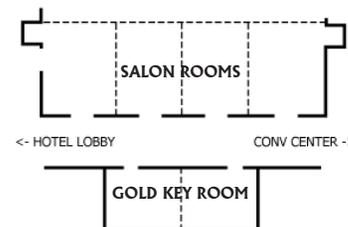


**Classrooms**

(Rooms 201-213)

Programming; see notes above for individual room numbering

**SPACE ACADEMY – CONVENTION CENTER – LEVEL 2**



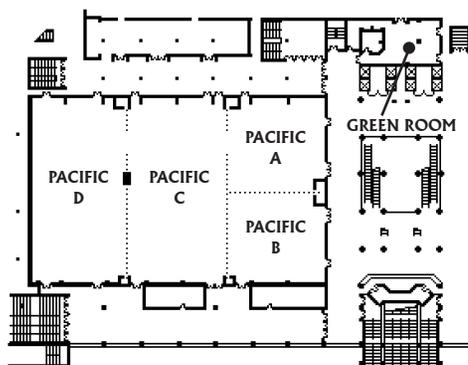
**M Dorm Annex**

(Salon A-C and Gold Key Rooms)

Blood Drive (Thursday/Friday)

Children's SF Contest (Saturday)

**M DORM – ANAHEIM MARRIOTT – GROUND FLOOR**



**Classrooms • Level 2**

**Pacific Ballroom A-C**

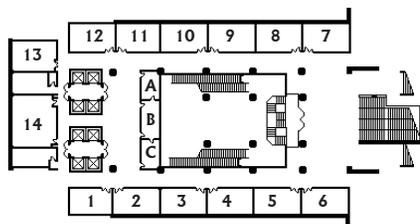
Gaming

**Pacific Ballroom D**

Dances  
Babel Conference Ambassadorial Reception

**Green Room**

Space Cadet Academy  
(not the convention guests' Green Room; that's in CC-201A)



**Classrooms • Level 3**

**Conference Rooms 1-6 & 12**

Space Cadet Academy

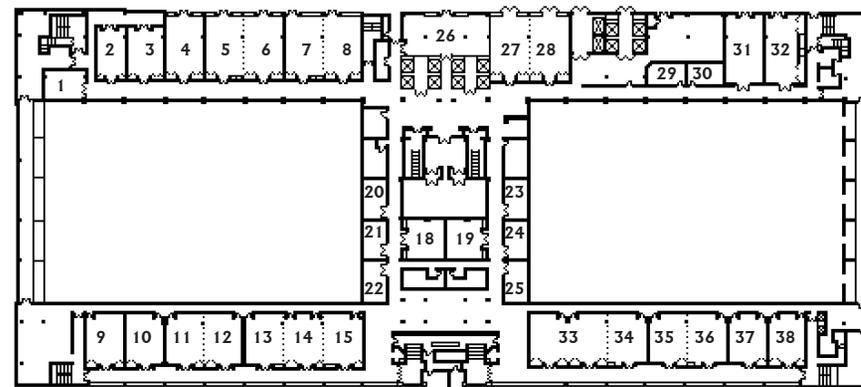
**Conference Rooms 9 & 14**

Programming

**Conference Rooms 7-8**

Writers' Workshops

**H DORM – HILTON ANAHEIM – LEVELS 2 AND 3**



**Classrooms**

**Sunset (1)**

**Santa Monica (32)**

**La Jolla (18)**

**Balboa C (25)**

Programming

**Carmel (4)**

SF Asian Action

Film Program

**San Simeon (5-6)**

Film Program

**Avila (7-8)**

Anime Room

**El Capitan (27-28)**

Kid's Program

**Salinas (2)**

SF Asian Action

Furry Fandom

**Ventura (30)**

Academic Track

**Malibu (31)**

Costume Programs

**Manhattan (9)**

Babysitting

**Redondo (10)**

Palos Verdes (11-12)

Fan Programming

**Huntington (13-15)**

Fanzine Lounge

**Lido A (20)**

SIGs

**Lido B/C (21-22)**

Readings

**Coronado (19)**

Ops Office

**Laguna (33-34)**

Capistrano (35-36)

**San Clemente (37)**

Oceanside (38)

Filking

**Palisades (26)**

**Balboa A/B (23-24)**

Newsletter Office

& Sign Shop

**H DORM – HILTON ANAHEIM – LEVEL 4**