Room 9 Cascade 3	9:30	10	10.00															
		10 10:30		11 11:30		Noon 12:30		1 1:30		2 2:30		3 3:30		4 4:30		5	5:30	
		READING: David Boop	READING: Rosemary Jones	READING: Lisa Mantchev		READING:	READING: G		READING:Mary Robinette Kowal	READING: SJ Tucker	READING: G.Robin Smith	READING: Guy Immega		READING: Victoria Shaffer	READING: Andy Bunch		READING: Christopher Bodan	
Cascade 4				The Themes and Career of Poul Anderson		Sucks to Be Medusa		That Was a Great YA Series! What's Next?		Little Known Horror Movies		It Ain't All Geetars and Mopy		Military, War, and The Government: What's a Hero to Do?		The Publishing Revolution		
Cascade 5 Buildin	ing a Balanced Mythos	ResurrectionGood or Bad?		Old Fashioned Horror		Write a Story in an Hour		Women Characters in Comics		The Clarion West Writers Workshop		Developing a Writers Toolbox and Honing Your Skills		Comic Cross-overs and Tie-ins		Subversive Content in Sequential Art		
Cascade 6 Impa	pact of Digital Media	The Return of Mythology		The Editor and Writer Relationship		Femminist Female Protagonists in Urban Fantasy		Attaching This to That		Spaceships, Armor, and Machines, Oh My!		Fanfiction and Fanart: Where to Find It, Where to Post It		Spirits in My Television		Biological Inspirations		
Cascade 7		The Ethics of War Machines		The Best and Worst Movies of 2009		Fone In the Filk		Hollywood Goes Green! Wait, They're Remaking What?		Techno Greens vs. The Environment		LGBT in Fandom		Goth Parenting		Gender and Sexuality in SF/F		
Cascade 8		Queen Elizabeth Goes to the Movies		Forgotten Realms: Past, Present, Future		Augmented Reality		Mars: Where Are We and Where Do We Go From Here?		Women in Gaming		Sci-Fi and Fantasy Shows on TV		Computers and the Changing Face of Education		Narrative Structure		
Cascade 9 Costume	me Design for Dummies	Alien Biology		The Dilution of the Fannish Ideal				The Genre Divide		Future of Medicine		Finding Inspiration		Artificial Intelligence: How Far Off is HAL?		Costumeblock		
Cascade 10 Teach	ching the Middle Ages	Family Friendly Games		Evolution of the Spacesuit		Writing for the Gaming Industry		The Greener Revolution		What Exactly is Medieval - And What Was it Really Like?		Best Sewing Advice I Ever Got		Posing for the Camera		Star Trek: Phoenix - Meet the Cast		
Cascade 11 & 12	12 SCHEDULED GAMING																	
Cascade 13			Monste	er Mash		Polymer 0	Polymer Clay Demo		Mask N				Miniatures Paintir		ng 101 Workshop		Figure Drawing Demo	
Evergreen 1			asy and Science of 2009	Theat	trical Period Und	ergarments Revealed		Ask the Ga	memasters	The Church of the SubGenius: The One True Religion, a Cheap Fraud, or Both?		The Origin of the Species: Zombies		Upcoming Video Games of 2010-2012		The Future of Human Spaceflight		
Evergreen 2			Let's Make a N			Spotlight Publisher: TOR		Once MoreWith Fo		eeling Sing-a-Long		Interview with Vernor Vinge		Quantum Entanglement, Nonlocality, and Back-In-Time Messages		Setting Up the Pieces		
Evergreen 3 & 4		Writing for Young Adults		Bureaucratic Mechanisms to Hasten (or retard) Humanity's Conquest of Space				Autograph Session #2		Autograph Session #3				SJ Tucker with Vixy		y & Tony in Concert		
Olympic 1		TH	he Trouble with ⁻	ribbles Workshop				Star Trek Scene It				Road Warrior Ars		Arsenal Factory		Story	Hour	
Grand Ballroom 2		Artist GOH Slide Show Star Trek: Ph				enix Premier					1	Masquerade Set Up and Rehearsal						
Grand Ballroom 3 Pre-	re-Masquerade Mtg			Quiet Masqu	Quiet Masquerade set up													
Maxies Ballroom																		
Rotunda 2 Open (n Gaming/501st set up	501st Charity Photo Shoot/			Shoot/ Open Gar	ming		501st Charity Photo Shoot/ Open Gaming/Poker Tournamer			er Tournament	501st Charity Photo Shoot/ Open Gaming/Poker Tournament			er Tournament	Open Gaming		
Salon		Scavenger Hunt							The Dumn	The Dummy is You!		Chinook La		Chinook Lau	unch Ceremony			
Wing 7 Corridor								Artist'	s Alley									
Presidential Suite MAXI'S Bar														I Ke	eysigning Recept	ion		