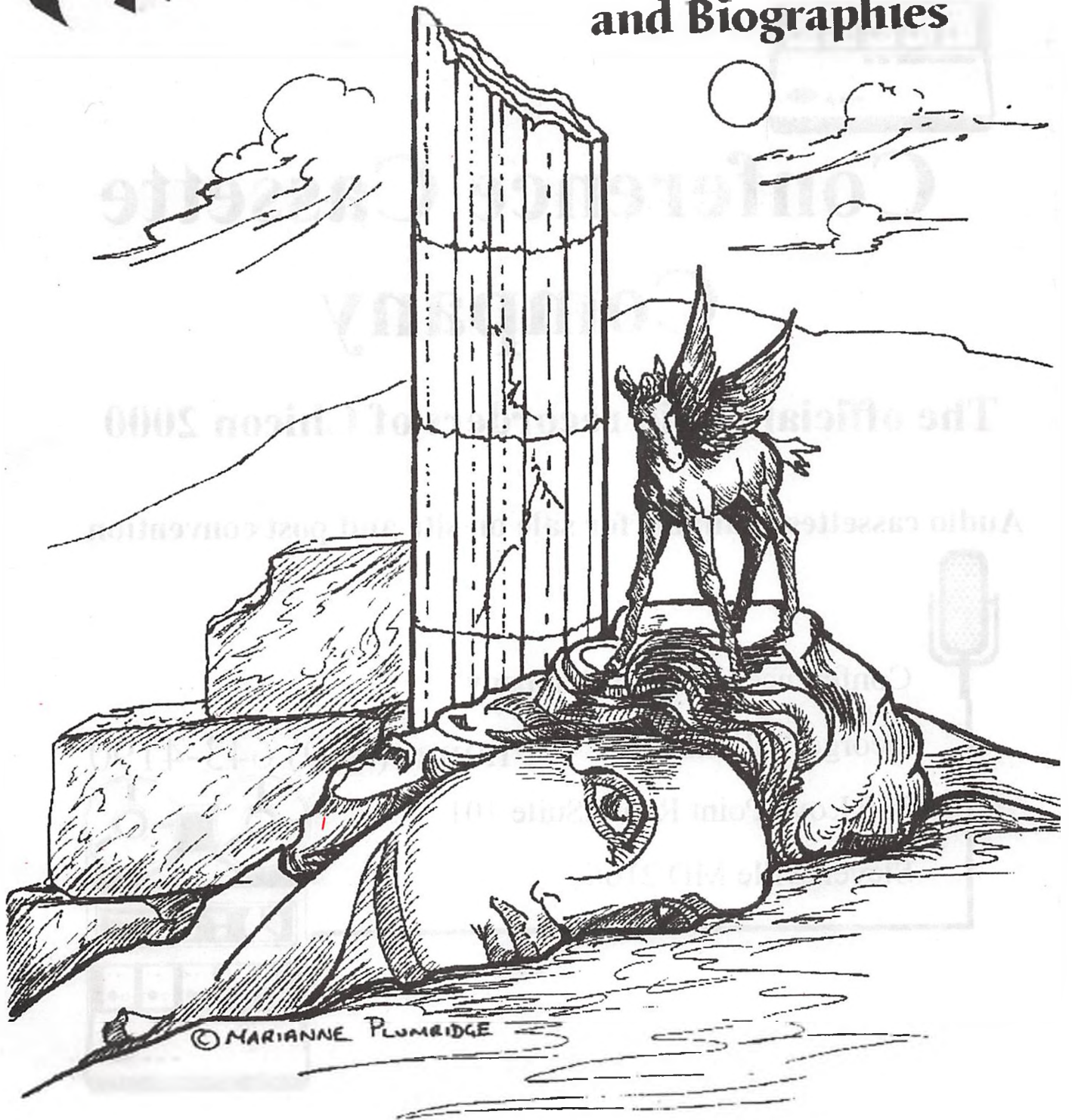
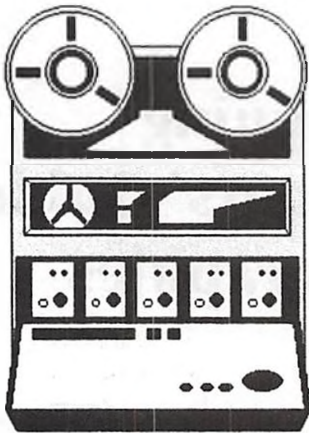


Chicon 2000

Programming Participants' Guide and Biographies





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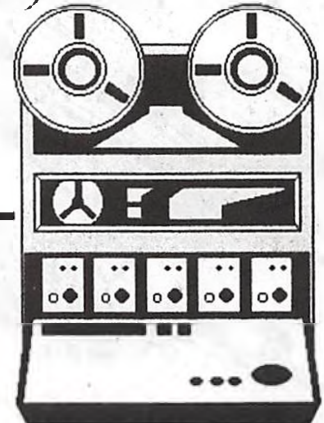


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By Tom Veal

Before the Internet, there was television. Before television, there were movies. Before movies, there were printed books. Before printed books, there were manuscripts. Before manuscripts, there were tablets. Before tablets, there was talking. Each technique improved on its successor. Yet now, six thousand years after this progression began, we humans do most of our teaching and learning through the earliest method: unadorned, unmediated speech.

We can read faster than we can listen. Pictures convey meaning more fully than words. Electronics makes information instantly recoverable. Nevertheless, when we are stumped and don't understand, we ask someone to explain in words that we can hear.

The evolutionary explanation is, no doubt, that our species learned to rely on speech during millennia of struggles for survival. Let another million or so years go by, and this atavism will become as obsolete as the vermiform appendix. Then the program of the Intergalactic Science Fiction Convention will consist of cybernetic displays, where the only audible words will be whispered commands directed toward the more primitive among the ubiquitous computing devices.

A less scientific theory is that, slow and imprecise though it is, speech is the best stimulant of interaction among intelligent minds. Even when we listen to a monologue, the very slowness of speech allows us time to think in the interstices of the presentation, and the clues given by inflection and pacing may spark trains of thought that never arise when the same words are read on paper or the computer screen. Also, speech is less easy to abandon than reading or picture-watching. We do not turn away quite so readily at the first hint that what we hear may not be perfectly to our liking. And not turning away is the first step toward taking other men's ideas seriously.

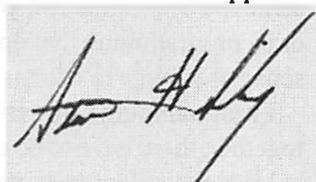
Better than the monologue is, of course, the polylogue that is the aspiration, if not invariably the attainment, of Worldcon programming. At their best, panels bring together thoughtful, well-informed discussants who fling ideas back and forth and outward in a way that no written exchange can duplicate.

At its worst - and we have all seen this more often than we would like - the hoped-for conversation diminishes into competitive soliloquies, while the audience grows confused, bored and impatient to take revenge under the cover of uncurious rhetorical questions.

If we at Chicon knew how to ensure that every program session would be a luminous symposium rather than the intellectual equivalent of a self-indulgent drinking party, we would patent our method and

Programming Director's Welcome

Welcome to Chicago and the last Worldcon of the millennium. Panels at Chicon are scheduled to last for 75 minutes, with a fifteen minute passing period between items. This will allow for a more in depth discussion of the topic than the more traditional fifty or fifty-five minute panel and will also give panelists and members a chance to move from one item to another without feeling rushed. I would like to dedicate Programming at Chicon 2000 to the memory of Ross Pavlac, the original Programming Director of Chicon 2000, who helped introduce me to the world of con-running. I hope Ross would have approved.



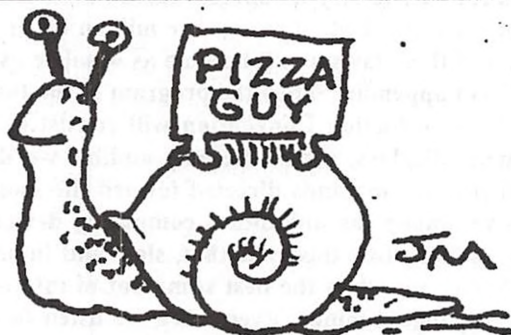
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outpace the dotcom trillionaires in wealth. As it is, we shall have to guess and gamble, just like other Worldcons, realizing that the ultimate success of the program will depend primarily on those who take part in it, whether as panelists or as auditors.

This booklet is an attempt to do our part in making success easier for the rest of you. So far as I know, Chicon is the first Worldcon to devote a publication specifically to program participants, and I wish that I could take credit for the idea. Unfortunately, the omnipotence of a Worldcon chairman does not extend to the point of obtaining obsequiousness from the concom, so I am constrained to commend Steven Silver, our Program Director, for this fine innovation. I hope that you will find the contents useful and will feel both inspired and assisted to provide the members of the convention with an interesting and informative experience.

Tom Veal



The Importance of Programming to a Convention

By Evelyn Leeper

If the purpose of a convention is to convene, that is, to gather together for a common purpose, there must be something that ties people together. This is the programming. Parties are certainly fine events, but they don't provide this connection. (At a convention where everyone already knows everyone else, they may be sufficient, but that is a rare occurrence.)

In fact, the notion of a convention without any programming seems hard to imagine. Certainly when I mentioned this title ("The Importance of Programming to a Convention") to people, they asked with some horror whether someone was actually considering putting on a convention without programming. I re-assured them that this was not the case. (It isn't, is it?)

On a basic level, of course, programming is important because people expect it. I was once on an alternate history panel that didn't feature any well-known authors,

or other special draws, yet people were standing in the aisles and out the door. When I finally asked why, someone said it was because we were the only thing programmed at the time. For better or worse, members want programming, and if a convention doesn't arrange it, the members will not be happy.

Note that given that people want programming, even to the extent that they will attend items of marginal interest rather than nothing at all, a convention really could have fewer simultaneous items (in large enough rooms). There will be more on this later.

Obviously, programming provides the opportunity to learn more about interesting authors and subjects. Programming also provides the opportunity to meet other people with similar interests. Theoretically everyone at the convention has an interest in science fiction, but that is now a very broad field. If you go to a panel on political science fiction because you are interested in that topic, chances are that the other people there are also.

However, this can also be a trap. As I noted, one meaning for "convention" is "an assembly of persons met for a common purpose." Another meaning is "a general agreement about basic principles." These are not achieved by programming that isolates or divides people, or by programming that doesn't "involve" people (in the sense of "oblige to take part").

If programming is to serve as a way of joining people together, there have to be enough "inter-disciplinary," or at least general interest, items to do this. Nothing is more deadly to a sense of community than a set of rigid tracks: an art track, a science track, a fantasy track, a "politically correct" track, Before you laugh at that last one, tell me the last time you saw a political conservative on a panel on feminism in fandom, or a fundamentalist Christian on a panel on gender identity in science fiction, or a pacifist on a panel on military science fiction. As long as the panelists are civilized people, why not get some genuine opposing views?

Programming provides a starting point for conversations. "How 'bout them Cubs?" doesn't work all that well at a science fiction convention (particularly if you are not in Chicago). But "What did you think of the panel on Japanese food in science fiction?" will likely get some response. (It may be "Japanese food? You mean that raw fish stuff? Yuck!" But it's something.)

At Aussiecon Three, the programming really tied the convention together. People attended the programming, and because the convention had fewer panels at any one time, there was a good chance that if you asked someone, "What did you think of the panel on immortality?" they would actually have attended it. This merely reinforces

what I said earlier about fewer simultaneous items: not only will people still find something to attend from a smaller set, but this limitation will actually help provide more of a sense of community (or at least a sense of having attended the same convention as other people).

Some people claim that we must keep the Masquerade at the Worldcon because that is the one item that brings the greatest number of people together and that is what provides the connectedness. But rare is the Masquerade that does anything like getting people to talk to each other (though "How 'bout them snakes?" does seem to work). The Masquerade may bring the most warm bodies together in a single room, but that in itself is not a convening.

Unfortunately, of late Worldcon committees have gotten to the stage of scheduling the "obligatory" fat-and-feminism-in-SF panel, the "obligatory" magical realism panel, the "obligatory" book-to-screen panel, the "obligatory" how-to-work-with-scratchboard demo, and so forth, without really asking whether these panels contribute anything to the convention. The result is a convention with fifteen or more simultaneous program items every time slot, some with only five or six attendees. This is not convening, it is dispersing.

Programming **is** important. Planners should begin with a *tabula rasa*, and build a program based on the Guests of Honor they want to honor, the themes they want to emphasize, the resources they have available, and the community they want to build. They should design the programming to serve a function, not to be a carbon copy of everything that came before. They should try to give people something to think about, something to talk about, and some way to recognize the common purpose that brought them together there.

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Worldcon Programming— Then And Now

by Mike Resnick

Sooner or later everyone at a Worldcon goes to a program item. It may be one of the special ones, like the Hugo Ceremonies or the Masquerade, or one of the more mundane ones. . . but it's a truism that every Worldcon attendee has attended the program at one time or another.

Did they always?

Actually, yes—and usually in far greater percentages.

And was the programming worth attending?

I think we'll leave that to the reader to decide.

I have in front of me the very first Worldcon Program Book. The convention began on July 2, 1939 with an "Informal Gathering at Convention Hall" followed by "Lunch Recess"—and that was the entire programming for the first half day.

Came 2:00 PM, and you had the following:

Registration in foyer

Official Opening of the Convention

Minutes of the First National Science Fiction Convention

Address of Welcome by Sam Moskowitz

"Science Fiction and New Fandom" by Will Sykora

"Science Fiction, the Spirit of Youth" by Frank R. Paul

Motion picture: "Metropolis"

Recess for Refreshments (30 minutes)

"The Changing Science Fiction" by John Campbell.

"Men of Science Fiction" by Mort Weisinger

"Science Fiction Personalities"—general introductions and discussions

Supper recess

In the evening they held an auction, and then broke up for the night.

The next day began with a reading of the minutes and a speech about "The Fan World of the Future".

By July 4, the third and final day of the convention, programming had slowed down to include only a softball game and a fireworks display (not put on by the Worldcon).

You kinda wonder why anyone ever came back a second time—but they did. And a third time.

And a fourth. And by the time of my first Worldcon in 1963, programming had become a little more complex and a little more sophisticated. (In fact, there was enough of it in 1962 and 1963 for Advent Books to put

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out Proceedings—transcripts, actually—of the entire programming for each.)

By 1963 there were panels as well as speeches. From that day to this, the finest panel I ever attended was a 1963 panel entitled “What Should a B.E.M. Look Like?” A B.E.M., for the uninitiated, is a Bug-Eyed Monster, and the panel’s participants were Isaac Asimov, Willy Ley, Ed Emshwiller, L. Sprague de Camp, Fritz Leiber and Leigh Brackett—and whenever I’m stuck for a new alien race, I pull out the Proceedings, read that panel, and invariably I come up with one.

There were other fascinating panels, too. (In general, any panel with Isaac Asimov or John Campbell was, by definition, fascinating.) There was a panel on how to write a story around a generic cover painting. There was a panel in which the current crop of magazine editors held forth on what they wanted from potential writers. There were panels on writing, and illustrating, and science. There were special panels by the Burroughs Bibliophiles and the Hyborean Legion. By 1963 the Hugos were well-established, and were given out at the banquet, which featured the Guest of Honor’s speech, and was usually toastmastered by Isaac Asimov, Robert Bloch or Anthony Boucher, our three wittiest speakers of that era.

And then, within a handful of years, Worldcons—and programming—got really complex. Soon there were round-the-clock movies, showing the Hugo nominees and dozens of other films. Then came multi-track programming, when it was no longer feasible for the entire convention—which had numbered in the hundreds until 1967, and numbered in the multi-thousands by the early 1970s—to attend each item.

With multi-track programming came special interest programming. Suddenly we had hard science tracks, soft science tracks, fantasy tracks, academic tracks, art tracks, fannish tracks, even children’s programming. At one point, one Worldcon boasted (confessed to?) 18 simultaneous tracks of programming.

And of course there were workshops. They were held for writers, for costumers, for weapon makers, for just about every interest group you can imagine.

And it still wasn’t done. Suddenly, because there were so many authors, autograph sessions were scheduled well in advance. So were readings. Then came the notion of kaffeeklatsches, where perhaps a dozen fans would sign up to drink weak coffee and dry donuts at a table with their favorite author and question (grill?) him for an hour or two. And somehow these all became program items, since they had to be scheduled without

conflicting with any of the more traditional program items on which the participants had agreed to appear.

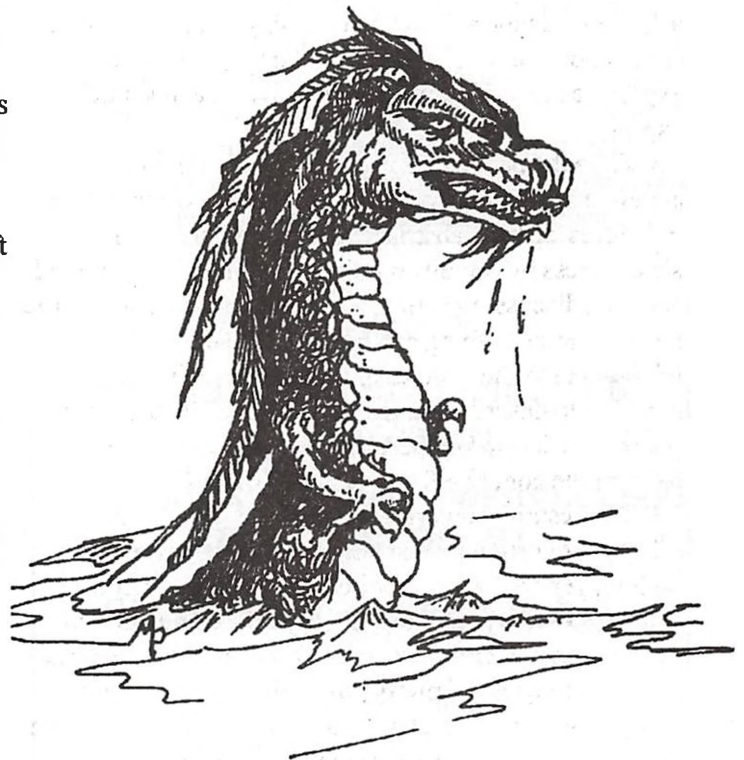
The Hugo banquet simply got too large to control. It was cancelled after 1977, reinstated for a single year in 1983, and never held again. Suddenly the Hugos, like the Oscars before them, were no longer given out at a dinner among friends, but at a major ceremony, usually captured on videotape, always written up in the daily press, and attended by nominees in tuxes and evening gowns.

When all this still couldn’t satisfy the growing throngs of attendees (and justify the huge jumps in the cost of memberships), night panels and nighttime readers were added.

Somehow we’ve gone from a bunch of kids pompously reading the minutes of the previous day’s business to their friends, to a 5, 6, even 7-day celebration of science-fiction, a 24-hour a day revelry in which at least 16 of those hours are heavily programmed from Thursday through Monday, and hundreds of formal and informal parties fill in all the unprogrammed gaps.

Some people say Worldcon has gotten too big, too busy, too unmanageable. Me, I love it, and look forward to it like a kid looks forward to Christmas.

Though if we only have 15-track programming this year, I suppose I won’t feel *too* cheated.



The Minicon Moderator Tip Sheet

by The Minicon 25 Programming Committee

Sharon Kahn, Co-Chair

Dear Moderators:

You may find with the traditional question-and-answer panel format that both your panelists' energy and your audience's attention will start to flag before your 75-minutes are used up. Therefore, I have volunteered to share with you some teacher's tricks for keeping your panel energized.

1. Rather than follow the question-and-answer format for the entire 75-minutes, plan a panel which will regularly switch gears. For instance, you might start with one of the panelists giving a presentation, then have the other panelists respond and ask questions, then take audience questions, and then go back to another presentation.

2. Contact the other panelists in advance and give them a simple "assignment" to prepare and present. Ideally, this assignment would give each panelist an opportunity to hold the floor for several minutes, and to perform as much or as little as she finds comfortable. For example, last year, I asked the members of the "can writing be without gender" panel to select a non-gender-specific passage from a book and read it out loud. I asked the members of the "revisioning writing" panel to come in prepared to tell a story of a time when the experience of writing was nothing like what one might expect.

3. Give the panelists and the audience something concrete to discuss—a common "text." The panel topic will necessarily be abstract; you can counteract this abstractness by actually reading portions of text out loud and then discussing your topic as it relates to that specific piece. The same thing can be done visually—if it's impractical to show slides or video clips, then assign panelists to describe scenes in vivid detail instead. Or orchestrate a low-key performance which then can become the concrete focus of the discussion.

4. Orchestrate audience involvement beyond the asking of questions. Last year in the "can writing be without gender" panel, I polled the audience after each reading to see whether they thought the character was male or female, and why. In the course of the presentation, we concocted a pretty interesting list of reasons why people assume a character is one gender rather than the other. For the "revisioning writing" panel, at the beginning of the presentation I asked everyone to devise

a metaphor for their writing experience. Audience members shared their metaphors, explained them, and then the panelists made comparisons to their own experience. It was memorably relaxed, intimate, and hilarious.

I hope these suggestions help you to start thinking in some new directions, but if you're drawing a blank on what to do for your particular panel, I'd be happy to help out.

Laurie J. Marks

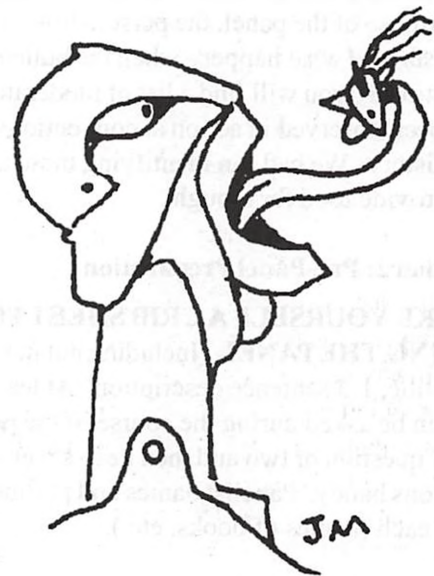
lmarks@lynx.neu.edu

Presumably, you are looking at this document because you are planning to originate a programming item, moderate it, or both. If you are entering this process sometime after Section 1, it is strongly suggested that you find out what the originator of the panel had in mind, and what, if anything, has been communicated to the panelists so far.

Section 1: Defining The Panel

TOPIC: Exactly what is the point? Be specific. Come up with a 1-3 sentence description that will leave no doubt in the mind of all the panel participants what they will be talking about. This description will also appear in the program book.

PURPOSE: Why are you doing this? To inform? Entertain? Showcase a GOH? Spark a group discussion? Stir up a controversy? It has been suggested that there are only two possible purposes for a panel: to inform or to entertain (with the best panels, of course, accomplishing both.)



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TITLE: There seem to be 3 general approaches to titles:

(1) Explicit: "Collaborations: How It's Done, Why We Shouldn't Do It, and Why We Keep Doing it Anyway"

(2) Clever: "Worldcon Envy: Does Size Matter?"

(3) Hybrid: "Lime Jello, Myth or Reality: The Origins of Fannish Legends"

The entire topic is surprisingly controversial, actually. But everybody agrees that titles should not be overly generic, for instance "Women in SF" or "Fantasy or Science Fiction?" The more specific the better.

SIZE: Experts suggest an ideal panel size of 5 including the moderator, rarely fewer than 4 or more than 6. Remember, 75 minutes divided by 5 panelists means 15 minutes for each person, assuming the audience doesn't participate (ha!).

FORMAT: Now you know what you are doing and why, let's talk about format.

Panel, Discussion Group, Debate, Free-for-all? This should be decided on far enough in advance to put in the program book.

Question Policy: Audience questions can be encouraged throughout or only taken during designated question period(s). Be sure to make the policy clear to all panelists (and then to the audience during the panel). **Facilities:** Do you need a large room, a small room or an intimate space? Will you be seated behind a long table, around a round table or just chairs facing an audience? How many microphones will you need? Do you need special equipment like a slide projector or overhead?

CONSIDER MODERATOR STYLE: There is no single "best" way to moderate a panel. The style you use depends not only on your personality, but the topic and purpose of the panel, the personalities of the panelists, and what happens when the bullets start flying. In Section 3, you will find a list of moderator styles that have been observed in action at conventions that are now history. We had fun identifying these and we hope they provide food for thought.

Section 2: Pre-Panel Preparation

MAKE YOURSELF A CRIB SHEET FOR USE DURING THE PANEL. Including but not limited to: Panel title, 1-3 sentence description. At least 3 questions that can be asked during the course of the panel. A starter question or two and then keep several emergency questions handy. Panelist names and pertinent info about each (names of books, etc.).

READ SOMETHING BY EACH PANELIST, if possible. If not, at least know their latest book or a recent accomplishment.

TALK WITH THE PANELISTS BEFORE THE CON, if possible. Let them know if you will be gathering in the Green Room before the panel.

MEET WITH THE PANELISTS AT THE CON, either one by one or in a group. The Green Room is available for this purpose. If you can't meet in the Green Room, at least spend a few seconds before you convene to introduce yourselves.

IN THE GREEN ROOM

Review panel description, purpose and format with the participants. If you haven't already, introduce yourself and each other. Check with the participants: Anything you've thought of since we last talked? Anything in particular I should ask? Anything to avoid? Get preferences and suggestions. If panelists seem to need warming up, try out one of your Questions on them. If they're shy, feed them several questions so they can think about their answers for a while. There are refreshments in the Green Room which participants can take to the panel. Relax.

GETTING STARTED

Arrive on time. A few minutes early is OK. If you're arriving from the Green Room, arrive all at once; it really impresses the audience. Sit down. If possible, arrange the tent cards yourself so the panelists are where you want them. Feel free to move people if they've beaten you to the seating arrangements. You may choose to sit at the end of the row of panelists instead of in the middle. It will make it easier to keep an eye on everybody. Start the panel by establishing rapport with the audience. The traditional opening is "Hello? Hello? Is this mike on?" If it is, smile and continue. If it isn't, turn it on (or otherwise make arrangements to be heard). Identify yourself and briefly describe the panel. Introduce panelists, referring to your notes as needed. Give the ground rules ("If this goes according to plan..."). Be sure to address Question Protocol (questions taken any time, or only during specified question period) Throw out the first question. Think carefully about who to address it to! The first questioner will set the tone for the panel. Some possibilities: The most senior GoH, the person with the most experience, the quietest person on the panel, the person who originally proposed the idea for the panel, the person most likely to set the tone you are striving for. Play out the question, giving everybody a chance at it.

FINISHING UP

Finish on time! Give a 5 or 10 minute warning that time is running out. Issue a summing-up question. If you have to interrupt the last person, do so. "I'm afraid we're out of time. Thank you all for coming." Thank the panelists for participating. If a discussion is still raging, suggest that the discussion can continue in the spontaneous programming room [or any open site, including the consuite or the bar]. Announce the next panel.

Section 3: Moderator Styles

We present these as examples for your consideration. Most moderators combine elements of more than one style. The style used for any panel depends on the personality of the moderator and the interaction of the participants. Some of the building blocks for a style can be found in the Section 4.

EVEN-HANDED: Keeps things moving, involves everyone, facilitates discussion without taking sides or expressing opinions. A good even-handed moderator can moderate a panel on a topic he knows nothing about and isn't even interested in.

NURTURING: Much like even-handed, but even more so. Especially attentive to quiet panelists who need to be drawn out and encouraged to enter the discussion.

PARTICIPATING: Joins in the discussion and expresses opinions, but without taking over or dominating the panel. At times, panel may appear to be a round-table discussion with no one moderating. However, the moderator is in fact leading the discussion, raising questions, encouraging participation by everyone and dealing with interruptions. This style is difficult to pull off. You must be able to split yourself into 2 people—the moderator and the participant. Do not call on yourself more often than any other participant.

TIGHTLY REINED: A moderator who naturally tends toward Participating Moderator trying very hard to function as an Even-Handed. Produces tremendous dramatic tension as audience waits for moderator to crack.

QUESTIONING: Intensely interested in the topic, but hasn't made up his mind how he feels about it yet and is hoping to gain insight into the subject (frequently a difficult or controversial one) by questioning the panelists.

PROVOCATIVE: This moderator believes that life is a bit dull without conflict. Specializes in questions like,

"I sense that you may have some disagreement with the last speaker," and "You aren't going to let him get away with that, are you?"

Not to be too judgmental or anything, we do hope you avoid elements of the following styles:

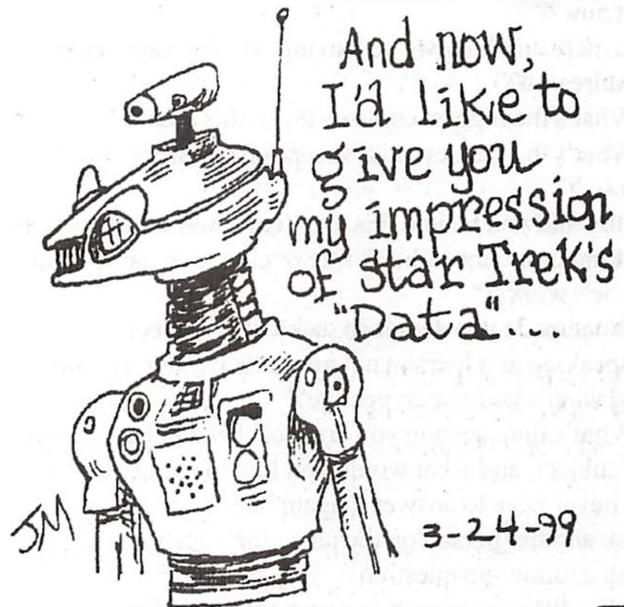
IGNORANT: Not only knows nothing about the topic of this panel or the people on it, he didn't even know he was moderating it until about 5 minutes ago. (Best solution is to admit your ignorance ["But I find the topic fascinating!"] and get the panelists to suggest appropriate questions, perhaps when you have them introduce themselves.)

FAILS TO FACE THE PANEL: Runs dull topics into the ground, interrupts discussions just as they're getting interesting, lets one panelist dominate the time, doesn't prompt reticent speakers, cuts off panelists in mid-sentence but lets audience loudmouths run on forever, etc.

OUT-OF-IT: Too sleepy (or otherwise underbrained) to pay attention. Calls the panelists by their wrong names, misremembers their books, gets the topic of the panel wrong and/or is still trying to get in the last word from the previous panel.

Section 4: The Art Of Moderating

Prepare in advance, but go with the flow. Don't be afraid to alter your original plan radically if it seems like a good idea. But do have a plan. Maybe more than one. Keep the level of energy high. Be aware when a question or topic has run its course and be prepared to change direction. Play devil's advocate if things get dull.



Chicon 2000 Programming Participant's Guide

Refer to your prepared questions when you need a new topic. Watch the audience. Start taking questions if too many hands are up; pick up the pace if people start to fidget (or leave). Repeat questions from the audience, especially if the room is large. Pay attention to the panelist's answers and ask follow-up questions if appropriate. Pay attention to the people farthest from you: They may be participating less. Seat shy or quiet panelists close to you. Pay attention to body language. Watch for signs of impatience, annoyance or general disagreement with the last speaker (frowns, muscle tension, leaning forward, leaning backward, folding arms across chest). If a light bulb suddenly goes on over someone's head, call on them quick before they forget the idea! Use body language. Lean forward slightly and make eye contact to encourage a shy panelist. To cut someone off politely: lean back, catch their eye. If that doesn't do it, slowly reach toward the mike. Prompt the audience, if necessary. Lead the applause or laughter, but squelch any which goes on too long. Remember: The audience didn't come to see you. Sometimes the moderator's main job is to stay out of the way. This happens more often than you might think. Be firm. Don't lose control of the panel or audience. Have fun. Encourage the panelists to have fun too. If the panelists enjoy themselves, so will the audience.

Moderator Emergency Kit

WHEN THE CONVERSATION GRINDS TO A HALT

"Let's open the panel to questions from the audience."
"What's the greatest challenge for you in your work right now?"

"Is there anything we're leaving out here that needs to be addressed?"

"What's the biggest controversy in this area?"

"What's the greatest misconception people have about...?"

"How did you handle this problem when you were working on... [insert book title or character name from author's work]?"

"What made you decide to tackle this subject?"

"Speaking as a [person not normally involved in this area] what's your perspective?"

"What's the question you are most tired of hearing on this subject, and what would you like to say about it so you never have to answer it again?"

Ask another person on the panel the question.

Ask a follow-up question.

Ask a different person to comment on another

panelist's answer.

SQUELCHING THE PANEL

"Excuse me, but we have wandered far afield..."

"Getting back to the original topic..."

"That would be a good subject for another panel."

"Excuse me, but we haven't heard from [reticent panelist] in a while."

"Let's take a question from the audience."

SQUELCHING THE AUDIENCE

"No comments from the peanut gallery."

"In order to make the best possible use of our panelists, we're only taking questions from the audience, not statements."

"We're only taking statements from the audience, not questions."

"Oh, let's not always see the same hands."

"Thank you for your interesting suggestion. You may be right."

"You're making some rather broad generalizations."

"OK, OK, I think I understand the question. Now, which of our panelists wants to handle it?"

"Would someone in the back please call hotel security?"

MODERATOR MANTRAS

It's only an hour.

This has never killed anyone yet.

I do not have to go home with this person.

It's okay to do this — I'm the moderator.

Hey, this is a nice looking tablecloth!-

MODERATOR PREPARATION NOTES

(write these notes for yourself before the panel.)

Day and Time

Room

Panelist Intros (including yourself)

Starter Questions

Emergency Questions and notes

Disclaimer: These guidelines and suggestions are the distillation of a series of brainstorming sessions. In other words, this document was originated by committee. So if it waffles, backpedals and blatantly contradicts itself, that's just the way it goes. The project was started and organized by 1990 Minicon Programming Co-Chair Sharon Kahn, and involved many people's input. Dave Romm volunteered to take the mass of data, add his further input, organize and format it for the Mac, and give it to Sharon for final revision. What you see here is Dave's file, adapted to html, not Sharon's final, though changes were slight. E-mail me for the original 6pp file in MS Word 3.1 (Mac). Copyright 1990, 1995 by the Minnesota Science Fiction Society, Inc.

A Neo-Pro's Guide to Fandom and Con-dom

By Susan Schwartz

(SFWA Handbook, 1990)

If you write fantasy and science fiction and don't know what a "neo-pro" is, chances are you are one and that you're at your first science fiction convention. Chances also are that you're already thinking, "Omigod, how'd I get into this—and where's the fire exit?"

If you don't enter the ranks of sf pro writers through fandom and conventions, the first inkling you probably had that conventions even existed (disregarding the series of cryptic initials and dates at the backs of magazines you hoped to sell to) probably came from your Smiling Editor (hereafter, S.E.), as in: "And I think it would be a good idea for you to put in an appearance at a few cons."

A few whats?

Now, that should have been the key for good ol' S.E. to explain how conventions work, and suggest you attend one. Ideally, you'd have made your convention debut, lovingly supervised by your publisher (and preferably at your publisher's expense), guided, wined, dined, and introduced to the community of sf writers and editors, and your potential readers.

Right. Save stuff like that for a fantasy novel. To quote my astonishingly precocious nephew: "Never

trust a smiling editor."

S.E. is likelier just to toss you a copy of *Locus* or *Asimov's*, tell you, "No problem! Just look at the convention listing and pick one. You know, since it's getting around toward Labor Day, you might really think of showing up at the Worldcon. If you do, by all means come to your publisher's party during the con, and you can meet some of our other writers."

Thus violating the First Rule for Neopros. Never pick Worldcon as your first convention.

Why shouldn't you have chosen a Worldcon as your first convention? Because Worldcons are the longest and biggest of the sf conventions; the Los Angeles Worldcon bloated to 10,000 members. Worldcon staffs these days are bigger than a lot of worldcons used to be in the fifty years they've been held.

For the neopro facing Worldcon as a first-contact experience, here is your survival kit.

Physical Maintenance

Remember to eat, drink, bathe, and sleep. At regular intervals. This sounds like such stupid advice to give an adult. However, it isn't just neos who get so excited and overstimulated that they forget to take care of themselves and collapse ignominiously with "Con Hysterics" or get sick after the convention.

1. Don't cram 20 people into your hotel room. You need quiet and as much privacy as you can grab. At my first convention, I was one of about twelve people crammed into a double room. I was lucky. At least I had a share of the bed.

2. Know how much sleep you need to function and resign yourself to the fact that you're not going to get that. And before you make arrangements for a roommate group, make up your mind whether or not you mind sharing a room with A) members of the other sex; B) smokers; C) night owls (if you're a day person); D) animals (four-footed); E) a very affectionate couple (you won't get to use the room).

3. Eat regularly. Not just junk, but nourishing food. If it helps, think of it as going into training. In addition, if you plan on doing any drinking, you know better than to drink on an empty stomach.

4. If you can't eat, sleep. If you haven't time to sleep, at least sit down. If you can, make it back to your room at some time each day for a brief rest. A quick bath or shower can replace a nap. After you've been in a few elevator mobs, you'll know why else it's useful.



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5. "Substances" and alcohol. Substances will get you thrown out, and if the cops get you, no one can help. Alcohol—if you don't drink, this isn't the place to learn. I've learned from experience that you get drunk faster when you're flirting with exhaustion.

Surviving Registration

Does this sound familiar?

You arrived at the convention hotel and promptly found yourself in the check-in and registration lines, surrounded by people, in and out of costumes (hell, some of them are in and out of any clothes and all—and some of them *shouldn't* be), chatting, screaming, laughing, hugging long-time friends they haven't seen since the last Worldcon. . . if you've got the normal amount of social insecurity among writers (mine's the size of the budget deficit and growing about as fast), you probably feel as if time's rolled back and, once again, you're the new kid in a strange school, or the wallflower at the biggest damned college mixer you've ever wanted to get the flu in order to avoid.

Now, look at the pro ahead of you, with all his or her reservations in order *and in writing*, wearing a badge and a ribbon signifying "Program Participant" (thereby legally able to write off this convention on his or her tax forms), greeting friends, fan and pro alike. "God, I needed a con," the pro announces, to nods all around. And you wonder: why?

First, get through this Worldcon. Second, here's



what you should do at the next convention to make life easier.

1. Get in one of those long, long hotel registration lines. Check in. Yes, I know I wrote that glibly. Checking in can take you hours. Once you're in your room, unpack and make your home-away-from-home as pleasant as possible. If you like extra towels, get them now! If you need ice to store soda, get it now. Towels, ice, soda, etc. may be scarce later on, as con participants descend on the hotel like a plague of locusts.

2. Once you're settled, REGISTER. You will not be admitted to any convention functions without a badge. With luck, you've written the convention and arranged to be a program participant. That ribbon is your passport. If you haven't done that, go to a convention worker, find the Green Room, and volunteer to be on programming. Being on programming helps you feel like you belong. It provides visibility. It makes your Smiling Editor happy. If you don't care about making the S.E. happy, think of the friends you can make and the books you can sell.

3. If you know anyone at the convention at all, get in touch NOW and agree to meet. (You probably won't, but the thought is comforting. One of the aggravating things about conventions is that you usually miss the people you most want to see.)

4. Find the SFWA suite and the Green Room.

The what?

The Green Room, as those of you who've acted know, is where actors or talk-show guests wait and have a drink before they go on stage or before cameras or whatever. The advantages of a convention Green Room are legion, but I'll mention three: they are full of professional writers whom you've probably been reading since forever and who are going to be your colleagues and maybe even friends; they're a good place to make plans; and they almost always have coffee and munchies. Important note: it is tacky to go into a feeding frenzy that makes Jaws look like a goldfish at the sight of the Danish pastry.

If you're a program participant or a SFWA member, you automatically get into the Green Room. Otherwise, *talk* your way in. If you know someone in there, call that person's name. If you see your editor, you ought to be invited in, taken around, and introduced. S.E. may even snag another of your publisher's writers and ask him or her to show you around. If S.E. doesn't, ASK.

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You and Your Fellow Writers

1. Writers come in clusters. Usually, a number of writers go pro almost simultaneously. These are the people you're likeliest to meet, and—unless your first few times at bat catapult you into the All-Stars—they're the people you'll probably be grouped with for a long, long time. (Imagine what it must have been like to be part of that group that included Heinlein, Asimov, de Camp, and the other Golden Agers.) Sibling rivalry is common.

2. Finding writers. If you can't find someone you're looking for, check the bar or the Green Room. Leaving messages at the hotel's registration desk isn't hopeless, but it's close.

3. SFWA is very close to being a Confucian culture. Ancestor worship, if not mandatory, is useful. In other words, if you're thinking about saying something snide about John W. Campbell or Robert Heinlein, think again. Fast. Don't try to be controversial; it'll just happen.

4. You need a mentor. Better yet, mentors, fan as well as pro. Your mentors should be able to explain the people and customs to you—what senior pro or editor *not* to discuss gun control with; what people to stay strictly away from; why "filk" isn't a typo or an obscenity; what panels you really want to hear, or be on.

You and Your Editors

TANSTAAFL Is True

TANSTAAFL—there's no such things as a free lunch. As Smiling Editor says, "Things are tight in the industry." This is an excuse for everything from a low first advance to . . . never mind. Worldcon is neither the time nor place to indulge in editor-bashing. For one thing, you're new, and I want you to like us. For another thing, my Smiling Agent doesn't let me bash editors.

The perk with which editors are compensated for their salaries (and teachers think *they* have it rough!) is the Expense Account, which is the subject of articles of faith—and the occasional holy war—between editors and authors. Here is the crux of it: editors are convinced that writers are sponges of infinity capacity, just hanging around and longing to be invited to breakfast, lunch, drinks, dinner, and advantageous nibbles in between, while writers are convinced editors exist to feed them.

1. For God's sake, keep your dignity. No free lunch or drink or dinner is worth the loss of pride as you cadge an invitation. (Besides, do you want to give good ol' S.E. that much power over you?) If you're broke, that's what Burger King is for. If you're too proud to be seen dining there or without an editor in tow, call Room Service, pay on plastic, and pay off the plastic on time.

2. Editors have a list of people whom they *must* entertain. This list is calibrated according to the publishing house's view of the author's standing. And the editor is answerable for irresponsible use of the expense account. In other words, if S.E. stands you to pheasant under glass, the publisher's going to make the S.E. stop smiling real soon. If the editor invites you out solo, especially to breakfast or lunch, it's probably a working session. The editor—especially an assistant or associate editor—may take a writer-cluster to dinner, and probably will pick up a tab in the bar.

3. It does you no damned good whatsoever to wonder at what Three Star restaurant the publisher is feasting the Big Names. As a new author, you can gain a reputation as a pro—or as a mooch. Pro is much better. Keep this in mind. After awhile, you'll be able to calibrate your standing with your publisher by the type of hospitality your Smiling Editor offers.

4. Neopros can pretty much expect to come to publishers' parties, unless they're off-site parties hosted by a publisher you don't work with. (As you stop being a neo and begin to be a familiar face, you'll go to those, too.) Greet the Smiling Editor guarding the door with "Hi? I'm So and So; I've written Such and Such for Other Publisher, and I was told I could stop by." That should get you in.

5. If another writer's S.E. is in the bar with a group of writers and you're there, that editor may offer to run a tab. Don't take the editor for granted; say thank you if you have to leave before the party breaks up. The S.E. may buy you a drink solo if s/he's interested in finding out if you'd like to come write for a different publishing house.

6. If an editor has rounded up all the people you planned to go out to dinner with, or if you've been invited to dinner but have met an old friend you'd like to have come along, get the editor politely in private and ask politely if you, or your guest, may come along at your own expense. If you say this and the editor agrees, get out your wallet and settle up the instant the check comes.

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7. As you cease being a neo, it's occasionally pleasant to buy an editor lunch or a drink. Practice this line in front of your bathroom mirror: "Thanks! Why not let me pick up the tab this time?" just watch Smiling Editor's jaw drop.

8. This is going to sound like one of those horrible How-To- Succeed handbooks so I apologize in advance. In general, you'll be most comfortable if you dress, look, and behave like the professional you want to be treated like. You don't need Brooks Brothers, but fur bikinis are drafty, broadswords will get you in trouble with the Weapons Policy, and armor will chafe you in embarrassing places. (If you're a superb costumer, do programming in that area.) You want to be conspicuous for your writing and your work on programming, not your clothing. Two tips: 1. Bring comfortable shoes. 2. If you plan to go to a publisher's party, many pros dress up a bit for evening.

Public Relations I You and the Fans

My first convention was Darkover II, around 1979. What I'll never forget was practically the first thing that happened to me. I was sitting in the lobby, trying to fight off culture shock, when an attractive, vivacious blonde woman came up, smiled, shook hands, and said, "Hi! I'm Katherine Kurtz."

In my mind's eye, I compared her face with her dust-jacket portrait, and blurted, "Oh, you really are!" A really stunning self-introduction. The only reason she didn't get up and flee is that she's warm and gracious, a real pro.

Katherine, though it's taken me ten years to say so, I've never forgotten your kindness to a newcomer! It made me promise myself that if I ever became a pro, I would try to act just as you did. Whenever I'm tempted to go off into Conestoga configuration with the other pros, I think back to how welcome you made me feel. Sometimes, it even helps me behave myself.

Janet Morris told me before my first (and so far, only) Guest of Honor appearance, when you're at a convention, the minute you leave your room, you're on stage. If you can't smile and talk graciously to the people around you, don't leave your room. This applies to neopros as well as GOHs. If you *really* can't take it, maybe you and Smiling Editor had better have a little chat on whether it's advisable for you to go to conventions.

1. Basic Golden Rule. Treat fans the way you want to be treated. Fans are your audience. Fans run conventions. More to the point, fans (fannish plural: fen) are human beings; and too many of them have been scarified by writers on ego trips. (Okay, okay, I've heard horrible stories about fans, too; the main thing is not to provide data for either side.)

2. Fans running a convention are volunteers. Not lackeys, flunkeys, or IRS agents. Besides, no matter how hard they work (and they do), Lincoln freed the slaves. If the con committee gets you something you want or places you - even at the last minute - on a panel you'd love to be on, they've done you a good turn. Your con committee members are your hosts. Make your fannish interactions win/win situations.

3. Don't just hold forth. Listen. Aside from the dignity you owe fellow human beings, some fans become pros, and fans and pros alike have long memories.

4. Admire the creativity around you. If someone is carrying a particularly fine fire-lizard sculpture or is singing well, or if there's a hall costume you particularly admire, say so. Look, but do not touch, unless by mutual arrangement (You know perfectly well what I mean!)

5. First Fandom (identifiable by jacket patches) deserves respect. For the neo who wants to learn more, go to *any* fandom-history presentation given by Hal Clement, David Kyle, or Julius Schwartz. Incidentally, never try to keep up with members of First Fandom. They've been going to conventions for fifty years and can party you under the table.

6. Turn trouble aside. Even if you have provocation, don't insult people in the halls, and don't smartmouth the audience when you're on a panel. If you need to, get out of the convention, spot a friend, be late for an appointment, or head for the bathroom—and make it sound convincing. Listen if someone with a long memory for cons warns you about "the way we do things."

7. Don't be a snob. No fan should feel s/he has to thank you just because you've had a short conversation. One short story or one novel does not a Big Name make. Besides, the Big Names work at being gracious.

8. Shop talk is fine, but here's one wonderful reason to head for the bathroom: the person who buttonholes you and insists on telling you the plot of the short story (novel, trilogy, trilogy cycle) that s/he plans to write. This person may be indistinguishable from the hopeful character who *also* has an idea. . . and wouldn't you like to write it and split the money?

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Here are two useful answers:

Answer #1: Your story sounds like fun, but if you *tell* it, you won't need to write it. Don't talk, *write*. (note: you're under no obligation to read said story when it's done unless you volunteer.)

Answer #2: Write a story from your idea? Thanks for thinking of me, but I don't have time to write stories about all *my* ideas. Why don't you get started on it yourself?

Other people you may legitimately avoid: people who scare you (outsiders dressed as punks fall into that category for me and usually get cons into trouble with the hotel); people who smell like elevators; people who carry on monologues at anything available—you, the Guest of Honor, or the wall.

9. Learn tact. Memorize the following nice answers for use when someone comes up to you, glares at your nametag, then humphs: "Never heard of you."

"No reasons why you should." Then introduce yourself.

"This is my first convention. *This* is my book cover."

"Be nice to me; I'm a neo." With a small, pained smile at the inevitable comments about virgins.

10. Marion Zimmer Bradley, who has probably helped more neos see print than anyone else in the past two decades, taught me that everyone who brings you something to sign has the right at the very least to a large, legible signature. I always thank people who compliment me by asking me to sign something.

11. Let people know you're having a good time. Enjoyment is contagious.

Public Relations II

How to Give Good Panel

You've been asked to be on your first panel. Essentially, *this* is your con debut. The minute the microphones go on, YOU ARE AT WORK. Your job is to persuade the audience that you are charming, friendly, and talented—and that they want to shell out their money for your books.

1. If you don't make a pit stop before the panel, you'll be sorry.

2. Before the panel, go to the Green Room. If you can, meet with the moderator of the panel. Give the moderator what we call "biodata"—name, rank, serial number, recent publications—and some idea of what you can

bring to the topic.

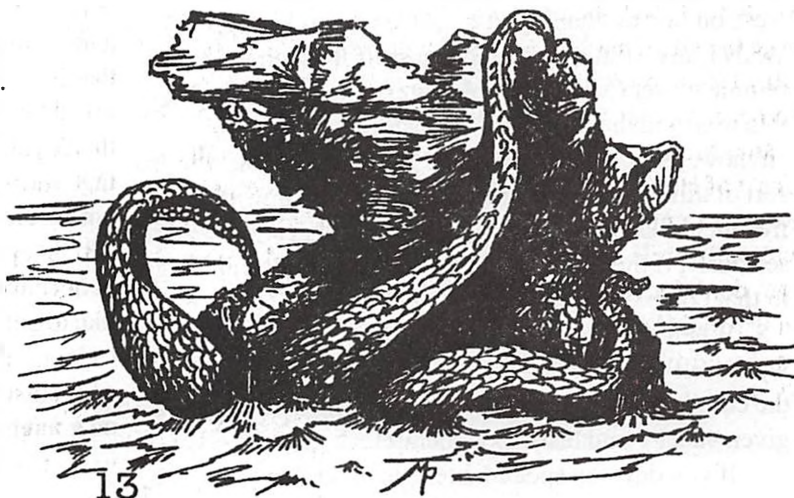
3. Do not overprepare for the panel. Most panels at conventions are run pretty informally. If the panel isn't—like some panels at academic conferences, World Fantasy, or some of the main programming, attended by thousands, at Worldcon—expect to see a hand-picked panel working on a prearranged list of topics.

4. Make sure you have water if you need it. Smile at the audience. Take a deep breath and. . .

5. DO NOT JOIN THE MOTOR-MOUTH PANEL. This is a sin your mother called "monopolizing the conversation." We call it the "motor-mouth panel." It's sort of a Platonic absolute composed of the very biggest mouths who've ever grabbed a microphone *and not let go*. Fans and pros alike have long memories for motor mouths. Most programming questionnaires have a line on which people can list people they will not work with. Motor mouths are at the top of the list. So, if you're introducing yourself, take the microphone, say your name, hold up a book cover or magazine, speak your piece, and yield the mike. Keep all comments brief. Your fellow pros will thank you, and the moderator will breathe a sigh of relief. If you're on with a member of the Motor-Mouth panel, follow the moderator, but be prepared to grab the mike. Getting the mike means it's your turn to talk, and you're entitled to say so to the Motor Mouth.

6. Get the audience on your side. "Hello, I'm Susan Neopro, and this is my first convention" is always good for the sympathy vote. Especially if your first convention is a Worldcon. Then you can expect the sympathy—and admiration—once reserved for warriors who performed a particularly impressive Sun Dance.

7. Share. Don't hold forth and don't squabble, but engage in a dialogue with the other panelists and with the



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audience. Again, follow the moderator. The ability to moderate panels is highly prized by convention programming committees. So is the ability to work well with them.

8. Know who you can work with.

9. Know who you can't work with and come up with a reason that won't get you stuck with a libel suit.

10. Stick around for a while after the panel unless programming really needs the room or unless you didn't take a pit stop before the panel.

When I first started going to conventions, programming was something my few fannish friends were nice enough to stick me onto. I had no idea how to go about it. Gradually, I learned how to get myself on panels and how to plan them.

1. If there's a con you want to go to, write to the Con Committee. Your letter can be brief: Hello, I'm Joe Neopro; I've sold X, Y, and Z; I wanted to come to the con and be on programming; here's what I like to talk about.

2. There's almost no such thing as a free convention. Despite the "demands" for expenses and honoraria some writers (often libertarians) make, don't expect to "earn" anything but a free membership (and not even that at Worldcon and World Fantasy). The Guests of Honor have all expenses paid; media guests are *well*-paid. Until you're GoH yourself. . . at this point, review what I said about the Smiling Editor and the Expense Account. It's much the same.

3. Let's say that the program committee gets back in touch. You may receive a programming questionnaire. Fill it out and return it.

4. Or, you may propose ideas up front. In general—especially after a disaster when I got overly excited and insisted on showering program ideas on a program chair who had his own ideas, thank you very much, and they were on horror, thank you even more, and he didn't WANT any of this fussy fantasy stuff from an unknown femme writer (My cluster of writers knows which con this was, and the programming was pretty crummy anyhow. Note: I told you there's a long memory for this sort of thing.)—I write and ask if programming *minds* free ideas. Usually, they're happy for suggestions. And seriously, if they do mind input, do you really want to go to that con?

5. When you propose ideas, suggest people who'd work well on the panel—and who might be coming to the convention. Indicate if you're willing to moderate a given panel—and learn to moderate!

6. If you develop special interests in fandom, indicate

them and say whether you're willing to participate in various activities. For example, Sandra Miesel, Melissa Scott, Lisa Barnett, and Don Sakers are fine costumers. Look for them at masquerades alongside fans like Peggy Kennedy. More examples: C.J. Cherryh and Juanita Coulson are pros turned filk musicians; Misty Lackey, Leslie Fish, Julia Ecklar, and Roberta Rogow are filk musicians turned pro.

Last of all, let's turn to the overwhelming question.

What's the Use of All This?

Among some writers, it's considered stylish to whine about conventions, to gripe about the time you have to put in, when you could be—and should be—writing. Mostly this little *angst*-ridden artist act is staged at conventions. The actors are very eloquent about cliquishness and clubbishness (Shwartz's Dictionary of Bitchy Semantics defines cliquishness as any group you don't belong to and don't like, while clubbishness adds comfy-cozy silliness and pomposity to the cliquish brew), and they'll do their blasé best to make you feel overenthusiastic, *nykulturny*, and probably unpublishable. They'll also tell you that the best thing you can do is WRITE and that's all that counts in life. Pass the absinthe. (Better not. I think it's a controlled substance.)

I should be very sorry if all I could ever do, if all I could ever be happy for was writing. Now, writing is a part of my life. It's even one of the main parts of my life. But it's not my whole life. I tend to think that *NOTHING* should be one's whole life. As I see it, *my* whole life has room in it for writing and cons, friends and cats, the occasional day job, and all the other things that people have in their lives.

Though I may not be able to pick my colleagues, I certainly can pick my panel members or drinking buddies. That's why you won't see me with those people. You can find me, when I'm not on a panel, checking out the art show, the hucksters' room, or flaking out in the bar or the Green Room. I'm the one gulping coffee and moaning about how tired I am (mornings) or agreeing with my writer-cluster that "God, did I need a convention. . ." Or I'm listening very carefully (you hear that, people?) to the people about me, especially my agent and editors. I'd like to keep them smiling.

Come talk to me. I may get distracted by seventeen conversations at once, but I don't mean to be rude, and I do want to be friendly.

Chicon Programming Managers



Director	Steven H Silver
Assistant Director	Pat Sayre McCoy
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Art Show Docent Coord.	John Hertz
Autographing	Elaine Silver
Children's Programming	Linda Winks
Database Guru	Linda Deneroff
Fandom Programming	Mike Glyer
Costuming Programming	Carol Mitchell
Filk Track Manager	Carol Flynt
Gaming Track Manager	Daryl McLaurine
Green Room	Pat Sayre McCoy
Kaffeeklatches	Mike VandeBunt
Literary Programming	Steven H Silver
Mascot	Robin Silver
Media Programming	Kyym Kimpel
Comics Track	Mike Suess
Non-Fiction Programming	Nick Winks
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Academic Track	Beverly Friend
	Elizabeth Anne Hull
	Phil Kaveny
On-Line Chat Coordinator	Janice Murphy
Program Operations	Tom Whitmore
Readings	Mike VandeBunt
Writers Programming	Richard Chwedyk

Don't worry if you're told, "going to cons is just egoboo (egoboo=ego boost)." So what? Either you're earning your way as a writer so you can celebrate at the conventions, or you aren't.

Now, this lecture has gone on long enough to haul me up on charges of egoboo, too. To which I plead Not Guilty. Ten years ago, as I said, I went to my first convention. Since then, I've done a hell of a lot of writing, an incredible amount of public speaking (which has helped me in every aspect of my life), and made friends, all because of the writing and con-going that began with that Darkovercon, when Katherine Kurtz set the standard of professional behavior for me.

I can't pay her or any of the other people I've met back. All I can do is borrow: this time, from Jerry Pournelle's eulogy at the 1987 Nebulas for Robert A. Heinlein (which I'm quoting from the July 1988 *Locus*):

I [Dr. Pournelle] once asked him [Mr. Heinlein] how I could pay him back. His answer was simple: "You can't. You pay it forward."

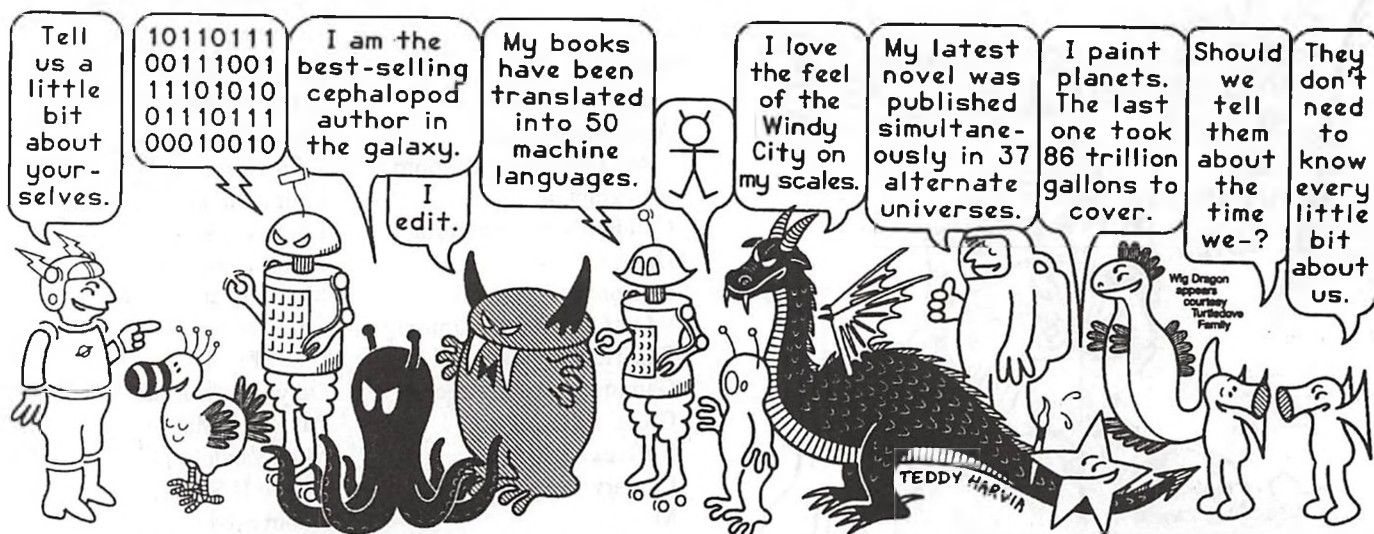
No debt was easier to pay. Indeed, it costs nothing, because we get back tenfold everything we invest.

Here's partial payment on *my* account.
See you in the Green Room.



Wow! This kid really has a neat imagination.

Chicon 2000 Programming Participants Biographies



Forrest J. Ackerman Forrest Ackerman is the man Ray Bradbury calls "the most important fan/collector/human being in the history of science-fantasy fiction." For more than seventy years, Forry has been an avid enthusiast and preserver of the SF culture. He is the recipient of the Hugo Award, the Ann Radcliffe Award, the Horror Hall of Fame's Life Time Achievement Award and many others for his countless contributions to the genre.

Roger MacBride Allen Roger MacBride Allen is the author of *Ring of Charon*, *Caliban*, and *The Depths of Time* among other books. <http://www.rmallen.net>

Aaron Allston Aaron Allston's current goal in life is to utter history's most painful pun. Until then, he writes SF and fantasy novels, including *Doc Sidhe*, *Wraith Squadron*, and the upcoming *Sidhe Devil* and *Mongoose Among Cobras*. Allston lives in the Austin, TX area. <http://www.io.com/~allston/>.

David Lee Anderson David Lee Anderson, science fiction & fantasy illustrator, has been showing work at conventions since 1980; published both nationally and internationally since 1985. He's done book, magazine, game and SF genre illustrations for Tor, Baen, Mayfair Games, etc. He has been the artist Guest of Honor at over 20 conventions.

David-Glenn Anderson Furniture salesman; US Navy journalist, Mainframe computer lead operator, Community activist aka Saul Alinsky, Newspaper editor, writer, administrator, retired after 34 years in civil service. Has been a substitute teacher for six years. <http://www.jps.net/helgem/rffutah>

Douglas Anderson Douglas Anderson is, perhaps, best known in Tolkienist circles as the editor of *The Annotated Hobbit* and the scholar who sifted and winnowed all Tolkien's revisions to produce the definitive text now used for *The Lord of the Rings*. He has also been instrumental in getting back into print books by Kenneth Morris, Wyke-Smith, Clemence Housman and other fantasy authors.

Kevin J. Anderson Best known for his numerous Star Wars and X-Files projects, Anderson's original work has received great critical acclaim, appearing on "Best of the Year" lists from *Locus*, *Science Fiction Chronicle*, and *SFX* magazines, the final ballots for the Nebula and Bram Stoker Award, and the American Physics Society's prestigious Forum Award. In 1998, he set the Guinness World Record for "Largest Single-Author Book Signing" in Hollywood, CA. Anderson's current project is to write a prequel trilogy to *Dune*, co-authored with Frank Herbert's son Brian and based on thousands of

notes recently discovered in storage.

Arlan Andrews, Sr. SFWA member since 1980; Doctorate of Science in Engineering; worked at: White Sands Missile Range, Bell Labs, Sandia National Labs, White House Science Office (1992-1993); wrote first White House article on nanotech; lobbied Clinton Administration for Single Stage To Orbit spacecraft; co-founder of Muse Technologies, a Virtual Reality software company.

David Angus Art college background with a continual interest in maps and science fiction. First planetary model was Brian Aldiss's Helliconia in 1984. Others include Lower Cretaceous Earth (87), Epona (95) and a total of 3 models of Mars starting in '93.

Eleanor Arnason Eleanor Arnason published her first story in *New Worlds* in 1973. She has published five novels. *A Woman of the Iron People* (1991) won the first Tiptree Award and the Mythopoeic Society Award for Best Adult Fantasy.

Catherine Asaro Catherine Asaro writes both space adventure hard SF and near future SF suspense. Her book *Ascendant Sun* came out in March 2000, and the *Veiled Web* in December 1999. Her work has been nominated for the Hugo and Nebula and has won various other awards. Her husband, Johan Cannizzo, is the proverbial rocket scientist.

Randy Asplund From Ann Arbor, MI. Graduated in 1985 with a BFA and sold first book cover that year. Well known for works in *Analog* Magazine and card art in games like Magic: The Gathering and for plastic model covers, Star Trek and other kits. In the Society for Creative Anachronism he is a knight and known as Ranthulfr Asparlundo, and contributes frequently to the Medieval Scribal arts e-mail list. <http://www.provide.net/~randyaf>

Fiona Avery Fiona Avery is a freelance scriptwriter, as well as the Reference editor for the hit TV series *Babylon 5*, and its follow-up series *Crusade*. In addition, she wrote four episodes of *Crusade*. <http://www.sff.net/people/fiona-avery/>

James Baen See his biography in the Chicon Souvenir Program Book.

Gerri Balter Gerri has been in fandom for over 20 years and has participated in programming in conventions for around 15 years. She is an unpublished writer and reviews books for Uncle Edgar's in Minneapolis, MN.

Steven E. Barnes First published in 1979, Steven Barnes has written 17 novels, including *Blood Brothers*, *Iron Shadows*, *Dream Park* (with Larry Niven) and *The Legacy Of Heorot* (with Niven and

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Jerry Pournelle), and *Firedance*. He has also written for such television shows as *Outer Limits*, *Twilight Zone*, and *Star Gate*.

<http://www.lifewrite.com>

Paul Barnett Paul Barnett is the author of over 50 books, mainly under the *nom de plume* John Grant. His best known nonfiction works are *The Encyclopedia of Fantasy*, with John Clute, for which he won the Hugo, World Fantasy Award, Locus Award, Mythopoeic Society Scholarship Award and J. Lloyd Eaton Scholarship Award; and *The Encyclopedia of Walt Disney's Animated Characters*, currently in its third edition. He was Technical Editor of the Clute/Nicholls *Encyclopedia of Science Fiction*, for which he shared a BSFA Special Award. He is Commissioning Editor of Paper Tiger, the leading publisher of fantasy/SF art books.

Elizabeth Barrette Elizabeth Barrette is the Managing Editor of *PanGaia* and a regular reviewer for *Spicy Green Iguana*. Her major fields are speculative fiction, alternative religions and gender studies. Favorite pastimes include suspension of disbelief bungee-jumping and white-water rafting on the stream of consciousness.

<http://www.worthlink.net/~ysabet/index.html>

Steven Bartlett Steven is an aerospace engineer who has worked on reusable and expendable launch vehicle, the International Space Station, advanced propulsions systems, orbiting propellant depots, and other programs. Vice President of the LA chapter of the NSS.

Martha A. Bartter Writes about SF, with the main focus on utopias and feminist concerns. Author of *The Way to Ground Zero: The Atomic Bomb in American Science Fiction* (Greenwood, 1988). Collaborates with C. Andrew Hilgartner on his innovative work on human behavior. <http://www.hilgart.org>

Stephen Baxter Stephen Baxter has a degree in mathematics, has research in engineering, worked in teaching and computing. He is the full time author of 12 SF novels and 4 Young Adult novels. He has won the Philip K. Dick Award, the John W. Campbell Memorial Award, the Seiun Award and the Sidewise Award.

<http://www.cix.co.uk/~sjbradshaw/baxterium/baxterium.html>

Stephanie Bedwell-Grime Four-time Aurora Award finalist. Her novel *Heartbeat* is has just been published by Genesis Press, and her electronic vampire novel *The Bleeding Sun* is available from New Concepts Publishing. <http://angelfire.com/scifi/sbg>

Hilari Bell Hilari Bell wrote for 17 years without any sales, then sold three novels, to two different editors, at three different presses—all within a year. Go figure.

Gregory Benford Benford is a professor of physics at the University of California, Irvine, where he has been a faculty member since 1971. He has published well over a hundred papers in field of physics. Benford is the author of over a dozen novels, including *Jupiter Project*, *Artifact*, *Against Infinity*, *Great Sky River*, and *Timescape*. A two-time winner of the Nebula Award, Benford has also won the John W. Campbell Award, the Australian Ditmar Award, the 1995 Lord Foundation Award for achievement in the sciences, and the 1990 United Nations Medal in Literature. <http://authorcafe.com/benford/index.html>

Alice Bentley A lead in Moebius Theatre, a department head at Windycon, and just about everything (one at a time) at Capricon. Owns and runs *The Stars Our Destination*, now 12 yrs old. Worked at Fermilab, Xerox and Tropel. She is an active member of General Technics. <http://www.sfbooks.com>

Carol Berg Degree in mathematics, with a minor in English and a degree in computer science. Taught high school mathematics, childbirth and parenting education, and worked for 15 years as a software engineer at Hewlett-Packard Co. Her first novel, *Transformation*, a fantasy adventure, was published by Penguin/Roc

in August, 2000.

Karen Bergquist In fandom since 1982, and has particular expertise in historical costuming as well as a degree in psychology and anthropology. For the past 12 years, she has performed at the Bristol Renaissance Faire. <http://members.tripod.com/seamstrix/>

Mark Bernstein Mark Bernstein joined the Stilyagi Air Corps in Ann Arbor, MI in November 1973. He has auctioneered at many Michigan art shows, and at many fan fund auctions. Mark is primarily known as a writer and performer of filk songs and stories. He won the Pegasus award for his version of Robert Heinlein's "The Green Hills of Earth," and has twice won the OVFF parody writing contest.

Tina Beychok (BetNoir) Involved with modern fencing for the past 15 years and Elizabethan rapier fence for five years. She is also a member of a historical pirate recreation group, Port Royal Privateers. Involved with space activism, which she came to by being married to a Rocket Scientist, she makes her living as a medical editor.

Joshua Bilmes One of the top five agents for science fiction, his clients include Elizabeth Moon, Simon Green, Tanya Huff, Kristine Smith, Stephen Burns, Fiona Patton, Jeff Kooistra, Bill Baldwin, Scott MacKay, and many more. Also likes baseball and movies.

Holly Bird Worked as a storyboard artist for Caddyshack and Cocoon II. Has worked in graphic design and layout for magazines and cover art for books. Chief graphic designer for Tampa's Fox TV affiliate. Currently teaches design, computer graphics and traditional animation at a college in Tampa, FL.

Bob Blackwood Dr. Bob Blackwood is a retired professor of English and Communications Media from Wilbur Wright College. Dr. Bob is also a film critic for Chicago's "Near North News" and a reviewer of books on film criticism for *Choice*. When he is not being critical of films or books, he does some creative writing.

<http://www.blackwood.org>

Diane Blackwood Computer programmer by day, SMOF by night, Diane Blackwood is the Director of Publications for Chicon 2000. She earned her MA in Sociology with a thesis on the process of becoming a science fiction fan, (talk about going native). <http://www.blackwood.org>

Fr. John R. Blaker Priest of the Diocese of Oakland in California and has been attending conventions since 1975. His first WorldCon was Iguanacon in 1978. Worked for 13 years as a UNIX system administrator. Costumer and often works as a catcher at Masquerades. He was also on the San Jose in 200 bid committee. <http://home.pacbell.net/jrblaker>

N. Taylor Blanchard Taylor Blanchard is primarily a self taught artist. He started painting in late 1980 and has been working as a professional illustrator since 1986. His work has appeared on the covers of books, magazines, games and CD's in the United States, Germany and Italy. <http://members.aol.com/tblanchrd/ntblanchard.html>

Tippi N. Blevins Born in Tainan, Taiwan, but has lived basically all his life in Texas. Working odd jobs makes more time for writing and the operative word in most cases is "odd." Last year, won the *Speculations* Readers Poll for short fiction. Writes science fiction, fantasy, horror, and is working on a vampire mafia murder mystery comedy. <http://www.Sff.net/people/tippi>

Suzanne Alles Blom Just as her stories started to sell, she decided to boost her chances of success by writing a trilogy (it must be said that she did not plan to write a trilogy, it simply happened over the course of years of compulsive research and writing). *Inca: The Scarlet Fringe* will be published by Forge in October, 2000.

Gail Bondi MA teaching (Reading), Jacksonville University. Teaches at JU-Study Skills. Private Tutor-Reading and Study Skills,

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Fostered and found homes for 35+ animals from Animal Care and Control (Group in total found homes for 738).

Michelle Bottorff She has attempted much, accomplished little, produced havoc. . . Or is that reproduced. <http://www.freemars.org/lavender/index.html>

Alexander Bouchard A Detroit area fan, fanzine editor, computer tinkerer, writer, dilettante of the first water.

Ben Bova See his biography in the Chicon Souvenir Program Book.

Julie Bowman Self-employed artist for 20 years. Designs and manufactures stuffed animals/soft sculpture. Has sold at conventions since early 80s and has done demos and class instructions for five years. <http://www.centaur.org/mythjulie/>

David Brin David Brin quit research and teaching to become a writer. "I discovered a latent gift for libel," he explains, "But never had the heart to slander real people. Anyway, real people hit, sometimes real hard. Then I found that you can lie all you want. . . about fictional characters. They can't gripe, or sue, if you strand them in space, or marry them off to aliens, or ruin their reputations. What a deal!" David's wife, Cheryl, is also a reformed scientist.

Charles N. Brown Publisher of Locus Magazine. <http://www.locusmag.com>

Charlene L. Brusso An active member of SFWA, finishing her first novel. She reads submissions and edits for *Aboriginal SF* and also reviews genre, science and pop culture books for several periodicals, including *Publisher's Weekly*, Amazon.com, SF Site and Brutarian. She also freelances articles on science and writing.

Ginjer Buchanan Ginjer Buchanan was a Founding Mother of the Western Pennsylvania Science Fiction Society. She moved to New York City in the early '70s, where she made her living as a social worker and as a freelancer for various SF publishers, including Pocket Books. In 1984, she became an editor at Ace Books. Her first novel, a Highlander tie-in titled *White Silence*, was published in February of 1999.

Algis Budrys Algis Budrys was born in Königsberg, East Prussia, in 1931. His father was Consul General of Lithuania. By the age of nine he was writing his own SF stories. He sold his first novel in 1953, and eventually produced eight more novels, include *Who?*, *Rogue Moon*, *Michaelmas*, and *Hard Landing*, and three short story collections.

Lois McMaster Bujold Lois McMaster Bujold was born in Columbus, OH in 1949. She now lives in Minneapolis. She wrote three novels in three years. *Shards of Honor*, *The Warrior's Apprentice*, and *Ethan of Athos* were all published in 1986 by Baen Books. Bujold went on to write the Nebula-winning *Falling Free* (1988) and many other books for Baen. The Vorkosigan series includes the Hugo-winning novels *The Vor Game* (1990), *Barrayer* (1991) and *Mirror Dance* (1994). Her most recent novel from Baen is *A Civil Campaign* (1999), a Hugo nominee. <http://www.dendarii.com>.

Kir Bulychev Born in Moscow in 1934, his father was a lawyer, his mother a graduate of the military institute who became an industrial chemist. In the mid-60s, he started writing SF. His "The Little Girl Nothing Ever Happens To" has been translated into English five times.

Steven Burgauer An avid hiker, Eagle Scout, founder of a successful mutual fund, winner of the coveted Mathematics and Science Award from the Rensselaer Polytechnic Institute, Steven Burgauer lives in Illinois with his family. A graduate of Illinois State University, Mr. Burgauer currently writes science fiction and teaches Business Finance for Eureka College and for Bradley University. <http://bradley.bradley.edu/~dlb/steven.html>

Brian Burley Reader, fan, mainframe programmer (COBOL will never die!) home brewer and beer maven, responsible for first Star Trek con ever (April, 1969) one of 7 co-founders of Eastern Kingdom,

SCA (1968) and probably holds the record for being on the most losing WorldCon bids ever.

Stephen L. Burns Stephen has been writing for about 20 years, selling for 16. Frequent contributor to Analog Magazine with some two-dozen stories published there. First novel, *Flesh and Silver*, was published by Roc Books and another, *Call from a Distant Shore*, came out from Roc in August. <http://hillwoman.com/stephenl>

Steve Carper Steve Carper attended Clarion West in 1972 and sold his first story there. Although he's recently published several short stories (*Asimov's*, *TomorrowSF*, *Odyssey*, etc.) he writes non-fiction for a living, including the major books on the subject of lactose intolerance. <http://ourworld.compuserve.com/homepages/stevecarper>

Jack Chalker Jack Chalker is the author of almost sixty novels and various short pieces, almost all of which are science fiction or fantasy. Someone who grew up in SF (one of his Hugo nominations is for Best Fanzine—long ago, and he has been on the committee of a dozen worldcons), he has retained his love for the field. Best known for his Well of Souls series, his latest novel is one in a new universe, *Balshazzar's Serpent*.

Diana Challis A planetary geologist by trade. Bachelor's in geology at Plymouth University in Britain, and her Master's at Arizona State U. in planetary science (1997). She now works at the Adler Planetarium here in Chicago, educating the public on planetary science and exploration issues.

Suzy McKee Charnas Suzy McKee Charnas is the Nebula- and Hugo-winning author of "Unicorn Tapestry" and "Boobs."

B. A. Chepaitis B.A. Chepaitis is author of the cyberpunk suspense series *The Fear Principle*, *The Fear Of God*, and *Learning Fear*. She is director of the storytelling group the Snickering Witches, and screenwriter with collaborator Steven Sawicki. Her first mainstream novel, *Feeding Christine*, is out this July.

Chad Childers Chad Childers was responsible for the first web server at Ford Motor Company. Chad started out in New Orleans fandom with SOB^2, moved to Detroit, joined the Stilyagi Air Corps and created www.stilyage.org with its con list, and has been on the ConFusion conglom for many years. He played a Ferengi Grand Nagus for a while on TrekMuse, but has gotten over it. <http://cannibal.mi.org/>

Robert Chilson One of the last generation of writers published by John Campbell. He's collaborated with William F. Wu, Robin Wayne Bailey, and Lynette Meserole (now Burrows). He's had seven novels and over sixty short stories published, the latter in most of the major magazines in the field. <http://robchilson.com>

Terence Chua He was introduced to the filking scene at WorldCon '99 and has since built up notoriety for his ABBA-based Cthulhu filk. He also authored a Singapore-published anthology of SF short stories titled *The Nightmare Factory* which is sadly, out of print. He lives and works in Singapore. <http://www.khaosworks.org>

Hal Clement Hal Clement was born in 1922 and saw service in World War II with the 8th AAF as a B-24 pilot. He sold his first magazine story in October '41 ("Proof", *Astounding*, June '42). Latest novel (*Half-Life*) published in September 99 (Tor). In between, Clement has written several novels (*Needle*, *Mission of Gravity*, *Iceworld*, *Nitrogen Fix*, *Fossil*, *Still River*) and was named to the First Fandom Hall of Fame in 1997. He received the Gallun Award in 1989, the Asimov's Award in 1993, the retro-Hugo in 1996 and the SFWA Grand Master Award in 1998.

Bill Clemente A professor of English at Peru State College in NE, Bill Clemente has published articles on Medieval and Renaissance texts, as well as on Caribbean Literature and Science Fiction. His interview with author Suzy McKee Charnas is included in *Women of*

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Other Worlds; and an essay by him will appear in *The Utopian Fantastic*. Bill is an enthusiastic birdwatcher and presently serves as editor of the *Nebraska Bird Review*.

Brenda W. Clough Six of her SF and fantasy novels have been published in the last couple decades. *The Doors of Death and Life* was published by Tor in May. <http://www.SFf.net/people/Brenda>

John Clute Reviewer of SF/Fantasy from 1963 in Canada, USA, UK. Editor of the *Encyclopedia of Science Fiction* (1979, 1993, etc.) *The Encyclopedia of Fantasy* (1997), *The Illustrated Encyclopedia of Science Fiction* (1995). Novels include *The Disinheriting Party* (1977), *Appleseed* (forthcoming).

David B. Coe He has a Ph.D. in US Environmental History but gave up the academic life to write. He has three fantasies out from Tor which together make the *Lon Tobyn Chronicle: Children of Amariid* (1997), *The Outlander* (1998), *Eagle Sage* (2000). <http://www.SFf.net/people/DavidB.Coe>

Don Cohn This critically acclaimed SF voice and acting talent is known for his over 200 different character, original, commercial and animated voices presented in television, radio, film and on stage. Don can also be seen playing to standing ovations at the Comedy Store, Improv and Laugh Factory.

Walter R. Cole Walter Cole was a member of the Queens Science Fiction League and Eastern Science Fiction Association. He was secretary of the Lunarians for many years as well as registrar at Lunacon. Contributed to *Science Fiction World* (a predecessor to *Locus & SF Chronicle*) and *Luna Monthly*.

Ron Collins Ron Collins is a Writers of the Future prize winner, and has contributed to *Analog*, *Dragon Magazine*, and several other magazines and anthologies. He has collaborated with Hugo and Nebula award-winning author Mike Resnick. <http://www.typosphere.com/>

David Combs A 1983 history graduate from VMI, an import licensed Customs Broker since 1986, and editor and founder of *The Ultimate Unknown* magazine which began in 1995.

Cary A. Conder Born in Colombia, SA of British parents and immigrated to Canada as a child. He's a member of ASFA, serve with the Canadian Air Force and is a Nobel Peace Laureate. He's also a semi-pro writer.

<http://caconder@islandnet.com>

Guy Consolmagno, SJ A Jesuit brother who is presently Curator of Meteorites at the Vatican Observatory. He's been a planetary scientist (SB 1974, SM 1975 from MIT, PhD 1978, University of Arizona) for 25 years and an SF fan (MITSFS, Skinner 1974) even longer. <http://clavius.as.arizona.edu/vo>

Glen Cook He has been writing fantasy and science fiction for 30 years. Best known for the fantasy series "The Black Company" and "The Garrett Files." Also attend many conventions as a bookseller.

John H. Costello MA in archaeology. Dug in Massachusetts, New Hampshire, Kenya, South Africa, Sardinia and Pennsylvania. Proprietor of Fossicker Press, which specialized in translations of Russian SF. I have two books out, *Those Who Survive* and *Alice: The Girl from Earth* from Xlibris.

Greg Costikyan Greg Costikyan is a game designer, author and consultant. His fourth novel, *First Contract*, appeared from Tor in June 2000. His 27 commercially-published on-line, CD-Rom, board and role-playing games include *Fantasy War*, *MadMaze*, *Star Wars: The Role Playing Game*, *Paranoia*, *Toon* and *The Creature That Ate Sheboygan*. <http://www.costik.com>

Joyce Cottrell Joyce Cottrell is half of the writer duo Jocelin Foxe, author of the *Wild Hunt: Child of Fire* and *The Wild Hunt: Vengeance Moon*, both published by Avon/Eos.

Juanita Coulson Began publishing *EISFA/Yandro* in 1952. First

professional sale was in '63, a story collaboration with Marion Zimmer Bradley. Received the Hugo for Best Fanzine in 1965. Fan GoH at LA Worldcon in 1972 (with husband Buck Coulson). Sixteen novels published, plus short stories and indices. Grandmistress of Filk and in the Filk Hall of Fame.

Caroline Cox Ph.D. in Astronomy from the University of Michigan in 1985. From 1995-1998, did research and taught at the University of Virginia. Since then, she's been working with the Educational Service division of the Smithsonian National Air and Space Museum. <http://www.radix.net/~fornax/cvcox/>

F. Brett Cox His story "The Light of the Ideal" appeared in the *Winter 2000 Century*. Other fiction and criticism in *The New York Review of Science Fiction*, *The New England Quarterly*, *Forbidden Lines*, *St. James Guide to Science Fiction Writers*, *Contemporary Novelists*, *The Baltimore Sun*, and elsewhere.

John G. Cramer John Cramer's latest hard SF novel is *Einstein's Bridge*. His first SF novel, *Twistor*, earned him two Campbell Award nominations for best new SF author. Since 1984, he has written the bimonthly science-fact column "The Alternate View" for *Analog Science Fiction/Science Fact*. <http://faculty.washington.edu/jrcramer>

Dave Creek Born in 1953. Published his first *Analog* story in 1995 and sold four in 1999. He may be close to selling his first novel to an on-line service owned by Sony Communications.

Richard Crownover A lifelong SF fan/aspiring author with a Ph.D. in physics from Duke and an MD from Duke. Residency in Radiation Oncology at UCSF. Currently at the Cleveland Clinic treating tumors of the brain, breast and musculoskeletal system. Also principle investigator for the cyberknife (robotic oncology).

Ctein Ctein is a professional photographer and writer, best known in the SF community for his photographs of eclipses, aurorae, and space launches. Ctein is a contributing editor to *PHOTO Techniques* and *Darkroom User* magazines and the author of a new book on printing: *Post Exposure: Advanced Techniques for the Photographic Printer*. <http://www.plaidworks.com/ctein>

Cathy Cupitt Cathy Cupitt lives in Perth, Western Australia. She is currently a writer, editor and academic, but not necessarily in that order. Her fiction has been published in various Australian magazines and anthologies, and she has been publishing her magazine, *The Rhizome Factor*, for nearly three years. <http://www.geocities.com/ccupitt.geo/>

Karen Cupp Karen Cupp is a survivor of Clarion West '98, and has completed *Starblessed*, an SF coming-of-age novel in a post apocalyptic world. Her twenty-year experience as a teacher of gifted, as well as handicapped young people has led to her commitment to young writers on the Del Rey On-line Writing Workshop.

Barbara Dannenfels Fan of science fiction and fantasy for at least 10 years, professional quiltmaker/judge with a special interest in creating wearable art. She began going to conventions with "The Amazing Science Fiction and Horror Trivia Game" in 1994. Formerly editor and publisher of her company newsletter.

Randy Dannenfels The creator of the Amazing Science Fiction and Horror Trivia Game, a 3200 question genre board game that has been featured on the Sci-Fi Channel. He also writes two monthly e-zine columns, "Roo's Rants," for *First Light* and an untitled column for *The Prydonian Renegade*.

Randy A. Dannenfels Edits *Adventures of Sword & Sorcery* magazine and the new annual collection *Year's Best Sword & Sorcery*. He also writes a market column for writers for *Speculations* and for *The SFWA Bulletin*.

<http://d-s.home.att.net>

Dennis Danvers Author of 5 published novels: *Wilderness*, *Time*

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and Time Again, Circuit of Heaven, End of Days, The Fourth World. Ph.D. in English literature and an MFA in creative writing and has taught literature and writing for many years. Now a full time writer.

Michael Dashow Michael Dashow is world-renowned for his science fiction and fantasy book cover illustrations. His cover for Peter S. Beagle's *The Rhinoceros Who Quoted Nietzsche* won the Chesley Award for Best Paperback Book Cover in 1997. <http://clients.wavi.com/walrus/>

Ellen Datlow Fiction editor at Omni for 16+ years. Editor of *Event Horizon* and currently fiction editor of *Scifi.com*, Sci Fi Channel's website. Co-editing *Year's Best Fantasy and Horror* with Terri Windling for 13 years. Winner of 5 World Fantasy Awards.

Solomon Davidoff Doctoral Candidate in American Culture Studies at Bowling Green State University, working primarily on religion in Children's Fantasy Literature. His Master's thesis focused on Filk Music and its usage by fandom. <http://www.solomonology.com>

Howard Davidson Ph.D in physics, senior scientist at Sun Microsystems research lab. Have worked on computers, instrumentation, and ultra-light satellites. Current research areas include nanotech and quantum computing.

Stephen Davies Stephen chaired the 1999 UK national con. He writes filksongs, and co-edits the fanzine *Plokta* ("The Journal of Superfluous Technology") which is up for the fanzine Hugo. He is a computer consultant for mega-consultancy Cap Gemini Ernst & Young. <http://www.vraidx.com>

Jaque Davison He holds a commercial pilots license with instrument ratings. Currently, a Principal Systems Engineer employed as a government contractor supporting the United States Army Intelligence and Security Command. Additionally, he operates his own business providing virtual reality models for interactive virtual worlds on the web and commercial quality three-dimensional art.

Cheryl Ann Dawson Cheryl Ann Dawson is a jack of all trades, having worked as a marketing administrator, a negotiator, and a researcher. Her first novel, *Alien Stalker* was recently published by Vivisphere.

Joy Day Joy Day is a professional artist specializing in landscape, astronomy, science fiction and fantasy painting. She is represented in galleries internationally and her work has been published in CD-ROMs, prints, bookmarks, postcards and note cards. <http://www.glassnebula.com>

Genny Dazzo Genevieve Dazzo holds a Ph.D. in Theoretical Chemistry. She is head of Quality Associates, a company that trains other companies and their employees in a variety of advanced computer and management skills. She has been active in science fiction fandom both in New York City and Los Angeles since the mid-1970s.

John De Chancie Author of two dozen books, fiction and nonfiction, and has written for publications as widely varied as *Penthouse* and *Cult Movies*. Over a million copies of his books have seen print, many in foreign languages. His latest book is a short story collection, *Other States of Being*.

Chris de Longpre Computer specialist by day and astrophotographer by night (and during solar eclipses). Member of the Kentwood (MI) Amateur Astronomy League, his presentation on beginning astrophotography was first developed for the Club's Learning Lab. <http://pobox.com/~cdl>

John de Longpre John de Longpre is a computer specialist by day and an astrophotographer by night (and during solar eclipses). Member of the Kentwood (MI) Amateur Astronomy League, his presentation on beginning astrophotography was first developed for the



Club's Learning Lab. <http://pobox.com/~jed>

Wendy Despain Wendy Despain became the brains behind the official web site for "Gene Roddenberry's Earth: Final Conflict." When "Gene Roddenberry's Andromeda" started into serious planning phases she was put on the job again. Now you can see the results in a new hypertext universe at <http://www.AndromedaTV.com> which introduces the show airing this fall. <http://www.AndromedaTV.com>

Nicholas A. DiChario Nick DiChario has published short stories in several magazines and anthologies, including *The Magazine of Fantasy and Science Fiction*, *SF Age*, *Crime Through Time*, and most recently the *Year's Best Fantasy and Horror, Twelfth Edition*. <http://www.mysteryhouse.com>

Lucienne Diver Lucienne Diver has been with Spectrum Literary Agency for over seven years, specializing in science fiction, fantasy, mystery, suspense, and romance. <http://www.spectrumliteraryagency.com>

Cory Doctorow Cory Doctorow is the author of short stories published in *Asimov's*, *Science Fiction Age*, *Amazing*, *Realms of Fantasy* and elsewhere. He is a nonfiction contributor to *Wired* magazine, and the author (with Karl Schroeder) of *The Complete Idiot's Guide to Publishing Science Fiction*. <http://www.craphound.com>

Tom Doherty Sales manager under Ian Ballantine during the launch of Lord of the Rings and the Ballantine Adult Fantasy line. Became publisher at Grosset & Dunlap where he published Young adult SF in the Tempo line. Publisher of Ace for five years. In 1980, he founded Tor with Jim Baen from Galaxy and Harriet McDougal from Ace. In 1983, he formed Baen Books, run by Jim Baen with Dick Gallen and himself as silent partners. President and publisher of Tor and a partner at Baen.

Jim Doolittle Degree in crop sciences, and works for an agricultural supply co-op. He actively involved in the small sub-genre often referred to as furry fandom. He is the art show director for Midwest FurFest, and has published a couple of fanzines.

James S. Dorr Short story writer (approximately 125 stories and novelettes in print) and poet. Active member of SFWA and HWA. He has been a technical writer, associate editor and a regional magazine full time non-fiction freelancer and a semi-professional musician.

L. Warren Douglas L. Warren Douglas is the author of seven published SF novels and four upcoming fantasies. He is a former archaeologist.

Gardner Dozois Gardner Dozois has been honored with the Hugo Award for Best Editor eleven times. The prolific editor of *Asimov's Science Fiction* magazine and of many anthologies, he was hailed as "the most imaginative editor in SF" by the *Village Voice*. An

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accomplished writer himself, he has garnered two Nebula Awards for his own short stories. He lives in Philadelphia with his wife, Susan Casper.

Lisa Dumond Freelance writer and reviewer. Her work appears on SF Site, Spicy Green Iguana, Disenchanted, iUniverse Daily, and her own site—MEviews.com. Her reviews, interviews, and articles have been published in *Publishers Weekly*, *BookPage*, *Review Of Children's Literature*, and *Break* magazine. Her novel *Darkers* was published this summer by Hard Shell Word Factory. Don't be afraid to approach her, but don't show fear. <http://www.hikeeba.com>

Linda Dunn Linda Dunn's stories have appearing in anthologies as diverse as *Analog* and *MZB's Magazine*. She is a computer specialist at a government facility. <http://www.sff.net/people/ljdunn>

Doranna Durgin Degree in wildlife illustration and environmental education. She is a writer who is irrevocably tied to the natural world and its creatures due to her years in the Appalachian Mountains. Doranna has a handful of fantasy novels out and four more in production, along with a smattering of anthology stories. <http://www.doranna.net/>

Scott Edelman Scott Edelman was the editor of Science Fiction Age. He has also been the editor of Sci-Fi Entertainment, the official magazine of the Sci FI Channel. He is a four time Hugo Award finalist for Best Editor.

Bob Eggleton See his biography in the Chicon Souvenir Program Book. <http://www.bobeggleton.com>

Gary J. Ehrlich After hours and weekends, he transforms into a wild-partying, pun-cracking, guitar-strumming, Internet-addicted musician and SF fan. He frequently ventures out to folk concerts, festivals, and retreats. Included among those activities are his performances with *Thrir Venstri Foetr* ("Three Left Feet"), an English Country dance group. <http://www.erols.com/hyperion/electro.html>

Raymund Eich Raymund has a Ph.D. and works for a law firm and is at the cusp of a professional writing career with one pro story sale to date (*Odyssey*). <http://www.sff.net/people/raymund>

Alex Eisenstein Alex has been Phyllis's spouse and collaborator for more than 30 years. He used to be a film critic for *Fantastic Films* magazine, and at one time he taught SF illustration at Columbia College Chicago. He is a longtime art collector and is presenting the "Classics of SF Art" retrospective exhibit at Chicon 2000.

Phyllis Eisenstein Phyllis sold her first story in 1969. She has sold six novels, 30-odd short stories and one non-fiction book on arthritis. She is the editor of the *Spec-Lit* anthology and teaches writing at Columbia College Chicago (10 years). She has helped mount retrospective art shows in Atlanta, Minneapolis, and at Chicon 2000. Toastmaster of Chicon 2000. <http://www.bl.com/eisenstein>

Kate Elliott Kate Elliott (Alis Rasmussen) is the author of the Crown of Stars fantasy series, the Novels of the Jaran and, with Melanie Rawn and Jennifer Roberson, the fantasy novel *The Golden Key*. She currently lives in central Pennsylvania with her husband, three children, and two newts. <http://www.SFf.net/people/Kate.Elliott/>

Edward R. Endres He started costuming in 1979 with a group called the Galactic Players Guild. In 1985, he began apprentice work in Fiberglass and in 1986, began working with Robert Vaillencourt which led to the formation of "Fyberdyne Laboratories".

Craig Engler Craig E. Engler is the executive producer of SCIFI.COM. Prior to joining SCIFI.COM he was the editor and publisher of Science Fiction Weekly. Craig also served as the SF&F "expert" editor for Amazon.com from 1995-1999, and he has written about both SF and non-SF for publications such as Wired, Yahoo! Internet Life, and The New York Times. <http://www.scifi.com>

William Ernoehazy Dr. William Ernoehazy, Jr. is a board certified specialist in the field of Emergency Medicine and a former Naval Officer. He was a NASA/University of Florida Physician Affiliate, and served on mission support teams for shuttle launches in 1993. He has written five chapters of the first peer-reviewed textbook of emergency medicine to be published via Internet (<http://www.emedicine.com>).

William B. Fawcett Bill has been a professor, teacher, corporate executive, and college dean. He is one of the founders of Mayfair Games, a board and role play gaming company. His company Bill Fawcett & Associates has packaged over 200 titles for virtually every major publisher. He has written numerous articles for *Dragon* magazine and created numerous role playing modules and board games. He is editor or co-editor for over 50 anthologies.

Moshe Feder His professional credits include only one published short story (in *Orbit 16*), but hundreds of reviews published in *Asimov's*, *SF Chronicle* and *Publishers Weekly*. He has been Assistant Editor of *Amazing* and of the SF Book Club and Editor of the Military Book Club and is currently a judge for the Sidewise Awards.

David Feintuch Winner of the 1996 John W. Campbell Award for Best New Writer, author of the Seafort Saga: *Midshipman's Hope* through *Patriarch's Hope*, and *The Still*.

Mark Fewell Mark writes short stories and poetry and has had work published in *Marion Zimmer Bradley's Fantasy Magazine*, *Fantastic* (formerly *Pirate Writings*), *Bizarre Bazaar*, and about 30 or so small press publications. He writes a column, "Scary Scraplings" for *Calliope*, which is published by the Mensa Writer's SIG. He works as a machine operator in a Christmas Tree Factory.

jan howard finder The Wombat, a/k/a jan howard finder has chaired two Tolkien conferences, several cons including ALBACON, and will chair SFRA 2001, an academic conference on science fiction and ALBACON 02. He is active in masquerade and as an auctioneer. He put out an award winning fanzine, *The Spang Blah*. He sold a short story in 81 & edited an SF anthology, *Alien Encounters*, in 82, & published his incredible *Finder's Guide to Australterrestrials*. He puts out an irregular fanzine on Arthur Upfield, an Australian mystery writer.

Leslie Fish Popular filk singer.

Melanie Fletcher Melanie Miller Fletcher is an SF writer, graphic artist and expatriate Chicagoan living in Sweden. Her most recent publications include the German translation of Hermaphrodite in the anthology *Der heimliche Spiegel*. In addition to writing, she also maintains the writers' on-line journal list WebRatas. <http://www.io.com/~hoosier>

Lynn Flewelling Lynn Flewelling is the author of the highly successful Nightrunner Series (Bantam Spectra). She is currently working on *The Bone Doll's Twin* (forthcoming from Bantam Spectra), the first of a new trilogy.

John L. Flynn John is an SFWA member and author of five books, lots of short stories, articles and reviews. He teaches a course on writing SF at Towson University in Baltimore and is regularly featured on TV talking about SF. He also writes a column for *Starlog*, *Sci-Fi Universe*, and *Cinescape*. <http://www.towson.edu/~flynn/Welcome.html>

Michael Flynn Author of the *_Firestar_* series, Mike Flynn has been published since 1984. He contributes to *Analog*, *F&SF*, and *Asimov's*. His short fiction has made the Hugo ballot several times and he recently won the Sturgeon Prize for "House of Dreams." His most recent publications are "Built Upon the Sands of Time," "Maiden Flight" and "Check Flight," all in *Analog*, and *lodestar*, a novel from Tor. Forthcoming from Tor early next year are *Falling Stars* and a re-

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issue of his first novel *In The Country Of The Blind*.

Michael Fossel He graduated cum laude from Phillips Exeter Academy, received a joint BA (cum laude) and MA in psychology in four years from Wesleyan University in Connecticut and, after completing a PhD in neurobiology at Stanford in 1978, went on to finish his MD at Stanford Medical School. He was awarded a National Science Foundation Fellowship and taught at Stanford University. Dr. Fossel is a clinical Professor of Medicine at Michigan State University.

Brad Foster Multiple Hugo nominee, and winner of a couple of them. Artist, cartoonist, publisher and chief bottle washer for the small press Jabberwocky Graphix.

Linda Reames Fox She writes with co-author Joyce Cottrell under the name Jocelin Foxe. Born in Chicago, raised in Northern Indiana, met her husband at her first con (Mid-American in 1976). She now lives in Bloomington, Indiana, writing and keeping track of six cats. <http://www.sff.net/people/lindaf>

Howard Frank Howard Frank has been a successful entrepreneur and business executive, a world-class information technologist, a leading electrical engineering, computer sciences and business professor, and is currently Dean of the Robert H. Smith School of Business at the University of Maryland, College Park, MD.. Together with his wife Jane authored *The Frank Collection: A Showcase of the World's Finest Fantastic Art*.

Jane Frank Managing director and owner of Worlds of Wonder, a well-known art agency specializing in SF and fantasy art. Author of numerous articles on art, her newest project is an artbook on the artist Richard Powers. With her husband, Howard, she is also a major collector of SF and fantasy art, and together, they authored *The Frank Collection: A Showcase of the World's Finest Fantastic Art*. She recently co-curated "Possible Futures," an exhibition of science-fictional paintings. PhD in Linguistics from Georgetown University, and has an MBA in Marketing and currently teaches business courses at the University of Maryland Business School. <http://www.wow-art.com>

Laura Frankos Author of mystery novel *St. Oswald's Niche* and of science fiction and fantasy short fiction published in *Analog*, and various anthologies, including the *Chicks in Chainmail* series.

Frank Kelly Freas Frank Kelly Freas is recognized as the most prolific and popular science fiction artist worldwide. Authored three published books of his own illustrations. He has been publishing his prints for over 20 years, and continues to do so today, with his 1991 limited edition collection. <http://www.kellyfreas.com>

Laura Brodian Kelly Freas Laura Brodian, Ph.D. (a/k/a. Laura Freas) began her professional career as Interim Director of the Indiana Arts Commission, later as engineer, host and producer of classical music radio programs at WFIU-FM, Bloomington, IN. Currently, she announces the in-flight classical music programs for Delta Airlines, as well as hosts a weekday classical music program live over radio station KKHI in San Francisco. <http://www.kellyfreas.com>

Lisa Freitag Do you care that she's a board certified pediatrician? We didn't think so. Married to Greg Ketter of DreamHaven Books. Attended cons since 1984, for a fan long before that. Her hobby is photography—exhibited at art shows for about six years.

Beverly Friend Beverly Friend is emeritus professor of English at Oakland Community College and author of *Science Fiction: The Classroom in Orbit* and was Science Fiction Book Reviewer for the *Chicago Daily News*. She is a founding member of the Science Fiction Research Association, and has written many reviews and critical articles on Science Fiction.

Esther M. Friesner Esther M. Friesner was educated at Vassar (double BA) and Yale (MA & Ph.D.) She has had about 29 novels

published, over 100 short stories, plus poetry and articles. She won the Nebula twice and was a Hugo finalist once. She is best known for creating and editing the popular "Chicks in Chainmail" anthology series. She will be the toastmaster at the Millennium Philcon in Philadelphia in 2001.

Marcel Gagne Marcel is a writer and editor and also runs a computer consulting firm. Besides writing SF short stories (the latest of which will appear in *Tales From the Wonder Zone : Explorer*), you'll find his regular columns in computer magazines such as *Linux Journal* and *SysAdmin*. He is also the author of *Linux System Administration : A User's Guide* due early 2001 from Addison Wesley. Along with his wife, Sally Tomasevic, Marcel edits *TransVersions*, a Canadian magazine of SF/Fantasy, and horror. <http://www.salmar.com/marcel/>

Tom Galloway Tom Galloway is considered an elder net.god on Usenet's rec.arts.comics, he captains the fan team in the Pro/Fan Trivia Challenge at Comicon International in San Diego.

Fred Gambino Born 1956. Worked as a SF illustrator for 20 years. Worked for all the major UK publishers. Worked for Warner, Berkley, Harper Collins, Penguin, US postal service and more recently Paramount in the USA

Robert Garcia Bob Garcia is part of the team that produced *Cinefantastique* magazine's double issue on "Babylon 5." In the last few years, he has turned in two book-length manuscripts. One has appeared as a double issue of *Cinefantastique* (on the Batman television shows), and the other is *Deadwood*, an RPG sourcebook on western horror, which was not able to be published.

James Alan Gardner Wrote for stage and radio, 1976-1990. Won the "Writers of the Future" in 1989, attended Clarion West the same year. First pro short story publication in 1990. Finalist for Nebula and Hugo for "Three Hearings on the Existence of Snakes in the Human Bloodstream." A short story collection will be published in 2001. <http://www.thinkage.ca/~jim>

Terry Garey Terry A.Garey is known for her poetry. She has been published in many places, edited poetry anthologies and won the Rhyssling Award in the Long Poem category. She is a member of the Lady Poetesses From Hell. <http://www.hidden-knowledge.com/JoyOfWine/index.htm>

Richard Garfinkle Richard Garfinkle is the author of two novels: *Celestial Matters* and *All of an Instant*. He lives in Chicago with his wife and daughter.

Elizabeth Garrott Grew up in Japan, flunked out of Wake Forest, graduated from Carson-Newman, taught English as a foreign language in Japan for 6 years, worked for the Fort Worth, TX police, and is now working (underpaid) in a factory. Assistant (and correspondence) editor of FOSFAX since 1992.

Rob Gates Rob Gates is editor of the online review magazine *Wavelengths Online*. He serves as Administrator of the Gaylactic Network Spectrum Awards. He provides freelance reviews to a number of gay and lesbian publications, including the Lambda Book Report. He has also served as a judge for both the Lambda Literary Awards and the Spectrum Awards. <http://www.wavelengthsonline.com/>

Janice Gelb She has been a participant in numerous apas over the last 23 years (including a string of over 14 years in SFPA, the Southern Fandom Press Alliance), posts frequently to Usenet newsgroups, and has worked on many conventions, including MagiCon, ConFrancisco, and LAcon III. She was the 1999 DUFF North American representative at Aussiecon 3 where she also ran Program Ops. In the Real World, she is a senior developmental editor at Sun Microsystems in Silicon Valley.

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Mark Gellis Dr. Mark Gellis teaches rhetoric, professional communication, and literature at Kettering University in Flint, MI. <http://www.kettering.edu/~mgellis>

Roberta Gellis Since 1964, Roberta has had 35 books published. Of these, 8 have been fantasy, 3 mystery and/or romantic suspense and the remainder have been historical fiction, winning many awards. Her most recent publications are *A Mortal Bone* (mystery), and *Bull God* (mythological fantasy). <http://www.robertagellis.com/>

Jan Sherrell Gephardt She is the owner of The Cerridwen Enterprise, which since 1981 has been a source of marketing help for small creative businesses. She began doing web site design to promote fantasy artwork in 1994. She has spent much time as an officer in ASFA, the Association of Science Fiction and Fantasy Artists, Inc. <http://www.fantasticart.com>

James Gifford He has spent more than 20 years studying Robert Heinlein and his work, culminating in publication of *Robert A. Heinlein: A Reader's Companion*, the first comprehensive and authoritative reference to Heinlein's lifetime body of work. Also, with several other Heinlein researchers and critics, he is forming a new model of Heinlein's personal history, achievements and influence on American literature and speculative thinking. <http://www.nitrosyncretic.com>

Richard Gilliam Richard Gilliam is the Director of Content for the All-Game Guide, overseeing work on one of electronic gaming's busiest websites. As an author, he's been a Bram Stoker Award finalist for his novella "Caroline and Caleb," and as an editor, a World Fantasy Award nominee for the much acclaimed anthology *Grails: Quests, Visitations and Other Occurrences*. A former sportswriter and prolific anthologist, his most recent book is *Joltin' Joe DiMaggio*, a selection of writings about the New York Yankees baseball star.

Alexis A. Gilliland He has drawn many hundreds of cartoons, an avocation which won him four Hugos in the fan artist category. In addition, three cartoon collections have been published. He has run six Disclaves and a Corflu, and has been hosting WSFA meetings in his house since 1967. Seven novels (four SF, three fantasy) all now out of print, have been published by Del Rey.

Carolyn Ives Gilman She has been publishing SF and fantasy for a dozen years in magazines and anthologies such as *Fantasy and Science Fiction*, *Bending the Landscape* and *The Year's Best SF*. Her novel, *Halfway Human*, came out from Avon in 1998. She was a Nebula finalist in 1992.

Laura Anne Gilman Laura Anne Gilman has been in the publishing game for over a decade, for the past four years as executive editor at Roc Books/New American Library. She is also a writer, with two "Buffy the Vampire Slayer" novels, *Visitors* and *Deep Water*, as well as a number of short stories.

<http://www.Sff.net/people/LauraAnne.Gilman>

James C. Glass A Writers of the Future grand prize winner, Jim has sold over 30 stories to a variety of magazines, including *Analog*, *Aboriginal SF*, and *Talebones*. *Shanji*, his first novel in mass market paperback, came out in 1999 from Baen Books. Three books are now pending publication with Baen. Four novels are available in audio editions from Books in Motion, Spokane, and a selection of his stories can be found on the web at www.alexlit.com. <http://www.SFwa.org/members/glass/>

Gary L. Glasser Dr. Gary L. Glasser is a Fellow of the American College of Physicians and is Board Certified in Internal Medicine and Geriatrics. He is currently a physician with the Veterans Administration and he is married to writer Leslie What.

Barry Gold Barry found SF fandom in 1966 while at Caltech. Shortly thereafter, he dropped out of Tech to become an R&D

programmer (now a UNIX kernel programmer) but has always stayed an SF fan. He sings filksongs (many of them written by his wife, Lee) and enjoys living room role-playing games. He is also a member of EFF, a cook and a fringe Furry. <http://www.nyx.net/~bgold>

Lee Gold She writes filksongs and GMs living room RPGs, with a number of professional gaming products to credit (*GURPS Japan*, *Vikings* for Iron Crown, and "Golems and Gematria" in *The Familiar*). She also publishes a monthly RPG APA (*Alarums and Excursions*) and a bimonthly filkzine (*Xenofilkia*). <http://theStarport.com/xeno/leegold.html>

Lynn Gold Lynn Gold attended her first con in 1981 where she wound up co-throwing the "@" party. She has been involved in many parties since then, including bid parties for Westercon 40, the Millennium Philcon and Bay Area in 2002. She began filking seriously in 1991. In 1992, she formed a filk trio with Robin Baylor and Fred Capp, called The Band from Argo (abbrev. TBA), and eventually N Strings Attached. After the group broke up, Lynn went on her own. <http://www.rahul.net/figmo>

Stephen Goldin Stephen Goldin is the author of over 25 SF and fantasy books, including *The Rehumanization Of Jade Darcy* (in collaboration with his wife, Mary Mason) and *The Parsina Saga*. He also co-authored the highly respected nonfiction book, *The Business Of Being A Writer*. <http://stephengoldin.com>

Jeanne Gomoll Jeanne Gomoll is a Hugo-nominated fanzine editor and artist, a past TAFF delegate, a fan of feminist SF, a longtime Wiscon concon member, and a current member of the James Tiptree, Jr. Motherboard.

Kathleen Ann Goonan She has a degree in English, AMI Montessori certification and had owned and operated a 100 student school for 10 years in Knoxville, TN. She attended Clarion West in 1988 and has sold 20 short stories. She is the author of *Queen Jazz City*, *The Bones of Time*, *Mississippi Blues*, *Crescent City Rhapsody*, and the forthcoming *Light Music*. <http://www.goonan.com>

Simon R. Green Student, BA & MA, Worked as a shop assistant, actor, unemployed, sold first novel in 1988. 21st novel, *Return the Blue Moon* appeared in August 2000. All 5 Deathstalker Books have been best sellers.

Hugh S. Gregory Professionally an avid Spaceflight Historian, he has worked as an Engineers' Surveyor, an Industrial Paramedic/E.M.T., and managed his own OSHA consulting service. Hugh owns and operates the H.R. McMilian Planetarium's affiliated space and astronomy educational BBS "SpaceBase(tm)" and is the moderator of the 8 "SB-" prefixed space news service echoes for the amateur FidoNet network. He has produced and sells numerous space-related slide shows and videos.

Javier Grillo-Marxuach A graduate of Carnegie-Mellon University with a BA in creative writing, and an MFA in screenwriting from the Southern California School of Cinema Television Graduate Screenwriting Program. Development executive for NBC Network for seaQuest, Law and Order and Earth 2. A Staff writer for SeaQuest 2032, story editor for The Pretender, executive story editor for Three and Charmed.

Jim Groat Jim Groat is a self-trained cartoonist and has been syndicated since 1979. He started his own comic company in 1985, Equine the Uncivilized, Red Shetland in 1989. He is still publishing and drawing on-line comic strip "West Corner of the Park." <http://www.graphxexpress.com>

Karen Haber Karen Haber has written 8 novels including *Woman without a Shadow* (DAW) and *Star Trek Voyager: Bless the Beasts* as well as short stories published in *Asimov's*, *F&SF*, and *SF Age*. She is an art journalist whose columns have appeared in *SF Age*, *Realms*

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of *Fantasy*, *Galaxy On-Line*, *American Artist*, *Locus* and other places. She is married to SF author Robert Silverberg.

Joe W. Haldeman Joe Haldeman has won the Hugo and Nebula Awards. His latest book is *Forever Free*, and actual sequel to *The Forever War*. He is a combat veteran and teaches writing at the Massachusetts Institute of Technology.

Elizabeth Hand Elizabeth Hand is a writer, critic and author of six novels, including *Waking the Moon*, *Glimmering* and *Black Light* and the short story collection *Last Summer at Mars Hill*. Winner of the Nebula, World Fantasy, Mythopoeic Society and Tiptree Awards. Co-creator of Comics Anime. Critic for the *Washington Post* and *Village Voice*. Novelizations include *Twelve Monkeys*, *Fight the Future* (X-Files Movie) and *Anna and the King*.

Thomas Harlan Thomas Harlan has traveled extensively in Europe, the Near East and Australia/New Zealand. Thankfully, he no longer works in the computer industry. He writes full-time, when not designing games, traveling or writing game modules. <http://www.throneworld.com>

Lisa Deutsch Harrigan Lisa Deutsch Harrigan (a/k/a Auntie M) is a long time fan of SF media (Babylon 5, Star Wars, Farscape) and books (especially Fantasy like Tolkien). She also frequents newsgroups and e-lists, such as rec.arts...babylon5.mod, f-costume, film costume, Mythsoc, and has chaired a Mythcon and a Westercon. Most recently she was Treasurer of the Mythopoeic Society.

Anne Harris Author of *The Nature of Smoke* and *Accidental Creatures* (Tor Books). *Accidental Creatures* recently won the Spectrum Award. Her husband, Steve Ainsworth, is a chemist who has mixed gas for NASA. She works part time as a freelance journalist and has a bachelor's degree in Computer Science with a minor in physics.

David G. Hartwell David G. Hartwell is a senior editor at Tor/Forge Books. He is the publisher of the Hugo-nominated review magazine *The New York Review of Science Fiction* and edits *The Year's Best SF* for Harper Eos books.

Teddy Harvia Teddy Harvia is a two-time Hugo Award Winner for Best Fan Artist (1991, 1995). He has contributed to hundreds of fan publications since 1975 and is the co-chair of the Cancun in 2003 WorldCon bid.

Ralph Lokke Heiss MD-University of Illinois Medical School, MFA in film studies from University of Southern California. Worked with Blackhawk Films for film restoration, in particular the restoration of German silent film *Nosferatu*. Film Guest for International Conference of the Fantastic in the Arts (ICFA) in 1997 and *Dracula Scholar*. Works as Family Practice physician.

John G. Hemry John Hemry grew up everywhere (a Navy-brat). He graduated from US Naval Academy in 1978. He retired from the Navy in 1994 and started writing. His first sale was to *MZB's Fantasy Magazine* and his first published story was in *Analog*. His first novel, *Stark's War*, appeared in April, 2000. The sequel has been accepted and he is currently working on the third novel in the series. <http://www.sff.net/people/john-g-hemry>

Raechel Henderson Raechel Henderson, formerly an author, is the editor of Eggplant Productions which published the e-zines *Jackhammer* and *Dark Matter Chronicles* and the print publication *Spellbound Magazine*. <http://www.eggplant-productions.com>

Howard V. Hendrix Howard Hendrix has a BS in biology, and an MA and Ph.D. in English Literature. He has taught college level English for about 20 years. His short fiction began appearing in 1986. He is the author of the novels *Lightpaths*, *Standing Wave*, and *Better Angels*. His fourth novel, *Empty Cities of the Full Moon* is due out from Ace Books in Spring, 2001. <http://www.howardvhendrix.com>

John Hertz John Hertz is probably best known for infecting fandom with English Regency Dancing. He writes the Westercon Notebook annually for *File 770* and Worldcon masquerade reviews for *SF Chronicle*. He leads Art Show docent tours, judges masquerades. He wrote the program book for LACon II (1984). He has a cameo appearance in Larry Niven's *N-Space*. With June and Len Moffatt, he edited the Rick Snary tribute *Button-Tack* (1992). He writes a fanzine called *Vanamonde* and is a lawyer.

Stephen F. Hickman Since 1976 Hickman has illustrated approximately 300 SF and fantasy covers for Ace, Baen, Ballantine, Bantam, Berkley, Dell, Del Rey, Phage Press, and Warren Publications. In 1988 Hickman wrote *The Lemurian Stone* (Ace Books). In 1994 he was awarded a Hugo Award for the United States Postal Service's Space Fantasy Commemorative Booklet of stamps. <http://www.ulster.net/~shickman>

Bill Higgins Bill Higgins, a participant in NASA's Solar System Ambassadors program, frequently writes and speaks about exploration of the planets. He is employed as an engineering physicist at Fermilab, working on safety aspects of the transport of high-energy particle beams.

Kenneth Hite Kenneth Hite is a professional writer of role-playing games. Currently the line developer for Last Unicorn Games's Star Trek RPG, he also contributes a weekly column, "Suppressing Transmission" to *Pyramid* magazine. He is the author or co-author of 27 other books, including *GURPS: Alternate Earths* and *GURPS: Alternate Earths 2*.

Martin Hoare Martin Hoare read Physics at Oxford and has worked in the computer industry since 1973 and has been on more Eastercon committees than anyone else. He has a part time job as a Hugo Acceptor and an interest in recreational explosives.

P. C. Hodgell P. C. Hodgell has been writing fantasy since the 70s. The first two novels, *God Stalk* and *Dark of the Moon*, have just been reissued by Meisha Merlin. P.C. also teaches at University of Wisconsin-Oshkosh.

Rachel Holman Rachel Holman is the Publisher at *Marion Zimmer Bradley's Fantasy Magazine*, where she also functions as editor and art director. She got her start in SF publishing when she worked at *Locus* from 1979 to 1984, rising to the post of Managing Editor.

Butch Honeck Butch Honeck served in the US Navy in the Pacific during peace time and then worked as a mechanic before starting a tool sales business. He is a self-taught sculptor and has his own foundry. He's been a full-time artist for 26 years.

Susan Honeck She received a BS in 1968 in Psychology and taught 7th grade for 4 years. In 1991, she received a master's degree in social work from the University of Michigan and now treats sex offenders of all ages. She assists her husband in his sculpture business and is self-employed as a social worker.

Alexandra Elizabeth Honigsberg Alexandra Elizabeth Honigsberg is known for her poetry and fiction found in anthologies such as White Wolf's *Dark Destiny* series, *Dante's Disciples*, and *Pawn of Chaos*, as well as *New Altars* (Angelus Press), *On Crusade* (Warner/Aspect), *Blood Muse* (Donald I. Fine Publ.), *Angels of Darkness* (SFBC), *The Crow* (Del Rey), and *Strange Attractions*. She is a professional musician and a scholar of comparative religions and church history. <http://www.dqydjp.com>

David M. Honigsberg David M. Honigsberg's short stories have appeared in numerous anthologies, including *Elric: Tales of the White Wolf*, *The Ultimate Silver Surfer*, *On Crusade: More Tales of the Nights Templar* and, most recently, *Bruce Coville's U.F.O.'s*. He is one of the founding members of the Don't Quit Your Day Job Players.. <http://www.Sff.net/people/d.honigsberg>

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Elizabeth Anne Hull Teaching SF since 1973 - Ph.D. in drama. Married to Frederick Pohl since 1984. Also teaches creative writing since 1973 (at Harper College). Past President of the Science Fiction Research Association. Judge (since 1986) for John W. Campbell Memorial Award, edited *Tales from the Planet Earth*. Wrote various short stories, critical articles on SF, reports in *Locus* and *SF Chronicle*. Photos in *Locus* and *SFC*. Ran for Congress in 1996. Founding member of World SF.

Alexander Jablov Five novels, one short story collection, two kids, one spouse, one career change, three bicycles, one car, no time.

Jan Lars Jensen His stories have appeared in *OnSpec*, the *Tesseract* anthology series, *Interzone*, *Aboriginal SF*, *Geist*, and *Fantasy and Science Fiction*. In 1998 his story "The Strip Mall Selects for Evolution" won first prize in an SF writing contest sponsored by *Prairie Fire*, a Canadian literary magazine. His first novel, *Shiva 3000*, was published by Harcourt and Pan, and his novelette "The Secret History of the Ornithopter" is nominated for a Hugo and a Sidewise award. <http://users.uniserve.com/~janlarsj/janlarsj/>

John Jarrold I have run three UK SF and Fantasy imprints: *Orbit* (1988-1992), *Legend* (1992-1997) and *Earthlight* (1998-present). I've been attending cons since 1973, first as a fan, and since 1988 as a publisher. I was FGoH at the British Eastercon in 1986 and won the Nova Award for Best Fanzine (Prevert) in 1985.

Bill Johnson Clarion 1975 graduate. Won the Hugo in 1998 for Best novelette for "We Will Drink a Fish Together." Work as manager of Product Management group for a major electronics manufacturer.

Rex Joyner Ph.D. 1988 University of Notre Dame - specialty is high energy particle physics. Has taught undergraduate physics to future engineers since 1986. Currently Associate Professor of Physics at Indiana Institute of Technology in Fort Wayne, Indiana.

Jordin Kare

Confan for 25 years (since Boskone 1975). Astrophysicist (Ph.D. U.C. Berkeley 1984). Worked on advanced space systems at LLNL 1985-1996. Mercenary Scientist since 1997 - will build secret weapons for food. Noted filker; just released his second album parody violation.

Sherry Katz Karp Sherry is a Senior Medical Writer at a medical communications company in Chicago. She has a couple of degrees in biology and a Master of Public Health degree in epidemiology and biostatistics. After many years of being a Secret Master of Public Health in clinical and pharmaceutical research, she decided it was safe to resume her writing career begun as a child.

Jennifer Adams Kelley She has been a costumer specializing in media recreation for 20 years. She has also been making amateur SF videos for 17 years - mostly Doctor Who parodies. <http://loredata.simplenet.com>

James Patrick Kelly He has written novels, short stories, essays, reviews, poetry, plays, and planetarium shows. His books include *Think Like A Dinosaur and other stories* (1997), *Wildlife* (1994), *Heroines* (1990), *Look Into the Sun* (1989), *Freedom Beach* (1986A), and *Planet of Whispers* (1984). In 1996, his novelette "Think Like a Dinosaur" won the Hugo Award. He writes a column on the internet for *Asimov's Science Fiction Magazine* and his audio plays are a regular feature on Scifi.com's Seeing Ear Theater.

Bart Kemper Bart Kemper, P.E., runs an engineering and design firm. In his copious spare time he continues his career(s) as a writer, photographer, artist, inventor, Army officer, fencing instructor, volunteer at schools/communities, and troublemaker. <http://www.bigdogz.com/bart>

Angela Kessler Angela Kessler is the editor and art director of *Dreams of Decadence*, the #1 vampire fiction and poetry magazine and assistant publisher of DNA Publications.

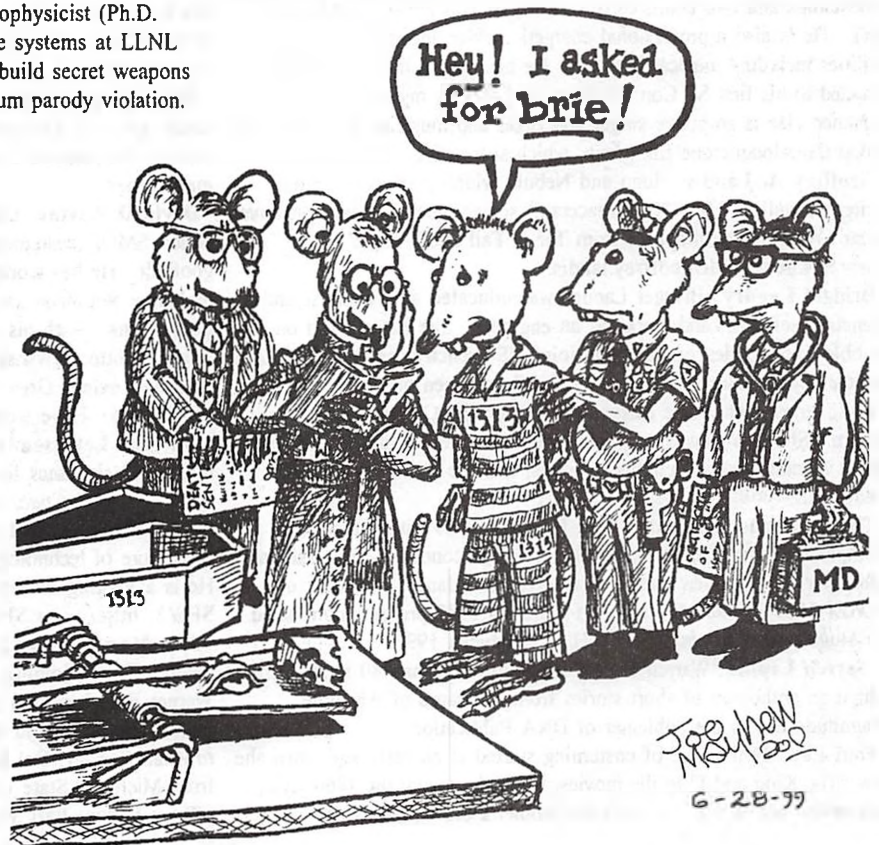
Lee Killough Lee Killough has been storytelling since childhood. She discovered science fiction and mysteries at age eleven, could not decide which she liked best, and has ended up combining the two inmost of her work.

Amy Sefton Killus She worked as a civil librarian for the Army until snatched from NY to move to California and marry James Killus. Madame Ovary was created over a decade long period at the New York Renaissance Festival. She has appeared at numerous craft fairs, parties, civic events and other venues of low repute.

James Killus He has engineering and science degrees from Rensselaer Polytechnic Institute and has worked in atmospheric research starting in 1975. Began publishing science fiction in 1980. Two novels and short fiction in *Asimov's*, *Full Spectrum*, *Twilight Zone*, *Amazing*, etc. Most recently appeared in *Tomorrow SF* and *Realms of Fantasy*.

Dan Kimmel Daniel M. Kimmel is a movie/TV critic from Boston. He is the Boston correspondent for *Variety* and past president of the Boston Society of Film Critics. His book on the history of the FOX network is due out later this year.

Leigh Kimmel Leigh Kimmel enjoys a wide variety of interests, including writing, art, history, and web design. She holds degrees in Russian language, library science, and history. Her stories have appeared in several magazines and on Alexandria Digital Literature. <http://members.tripod.com/~kimmel/>.



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Mindy L. Klasky Mindy Klasky was born in California and grew up in California, Texas, Georgia, and Minnesota before attending college in New Jersey and settling in Washington, D.C. Along her wandering course, she began to write novels. Her first short stories were accepted for publication in 1999 and her first novel, *The Glasswrights' Apprentice*, was published by Roc in July 2000. <http://www.Sff.net/people/mindy-klasky/>

Peter Knapp A founding member of Lambda Sci Fi: DC Area Gaylaxians and the chair of Galaxicon V and co-chair of Gaylaxicon IV. He has helped run the Gaylactic Network.

Terry Ryan Kok Terry Ryan Kok is a real wizard, not the fantasy kind, but a practical, forward-thinking realist and doer who believes that science fact can be more fun than fiction.

Deb Kosiba Deb showed jewelry for about 5 years in art shows across the Midwest and earned a BFA in Industrial Design. Her day job is designing toys for McDonald's. She is also a marketing head for Capricorn 21. <http://www.daedalusdesign.com/~deb>

Ed Kramer A member of both the Horror and Science Fiction Writers of America, Ed is editor of Roc's *Dark Love and Grails* (1995 & 1992 World Fantasy Award nominees for Best Anthology), DC Comics/HarperPrism's *Sandman: Book of Dreams* (1996 British Fantasy Award nominee for Best Anthology), TOR Books' *Free Space* (1998 Libertarian SF Award Winner), Avon Books' *Forbidden Acts*, Warner Book's *Excalibur*, Pocket Books' *Phobias* series, White Wolf's *Dark Destiny* series.

Dina Krause Chicon 2000 Director of Facilities. Bachelor Social Work, Minor Anthropology Director qualified preschool (6 weeks to 6 years) post grad, University of Chicago

Nancy Kress Author of 17 novels and short-stories collections, all SF and F. Winner of 3 Nebulas and 1 Hugo. <http://www.sff.net/people/nankress>

David Kushner An M.D. with specialty in radiology and two fellowships and two board certifications, he is a physics graduate of MIT. He is also a professional energetic healer and intuitive, with abilities including medical intuition. He has been a fan since being dragged to his first SF Con (Boskone in 1981) by my sister, Ellen Kushner. He is an active singer and filker and musician and helped to found the Albuquerque filk group, which still active.

Geoffrey A. Landis Hugo and Nebula winning science fiction writer as well as Mars 2001 spacecraft science teams. His first novel *Mars Crossing*, will appear from Tor in Fall 2000. <http://www.Sff.net/people/geoffrey.landis>

Bridget Landry Bridget Landry was educated as a chemist and planetary scientist, and works as an engineer. She has worked on the Hubble Space Telescope and the joint US-French oceanographic Earth orbiter Topex. Her favorite project so far as been on the Mars Pathfinder project. She currently works on the Cassini Mission to Saturn. She is a Master-level costumer most noted for the Strauss Waltz Assault Team, Computer Pirates, and the Victorian Bathing Beauties.

Timothy Lane Graduated from Purdue (1973) with a B.S. in Computer Science, Minor in History and economics. Professional computer programmer, currently working free-lance. President of FOSFA 1982-3, 1984-6. Editor of FOSFLX 1987-present (nominated for Hugo several times). Fan GoH at Windycon 1997.

Warren Lapine Warren Lapine has sold more than 40 short stories, edited an anthology of short stories from the pages of *Absolute Magnitude* and is the publisher of DNA Publications.

Toni Lay Toni's love of costuming started at an early age when she saw "The King and I" in the movies, fell in love with the 1860 style, and sewed her Hoola-hoop into her mother's old circular skirt. Toni is

a member of the New Jersey-New York Costumers' Guild (a chapter of the International Costumers' Guild) and a member of the Society for Creative Anachronism.

Judy Lazar Ph.D. in microbiology and has worked in the pharmaceutical industry since 1978. Currently, she is a consulting medical writer at Gen-Probe, a San Diego biotech company.

Steve Lazarowitz Steve Lazarowitz is one of the best known web authors, with stories and articles published in *Jackhammer*, *Exodus*, *The Wandering Troll*, *Another Realm*, *Darkmatter Chronicles*, *Twilight Times*, and many more. Two collections of his short fiction are now available as e-books. <http://www.sff.net/people/nagennif>

Joseph Lazzaro He specializes in technology for people with disabilities. Other work includes writing about space settlement and technology. His work has appeared in numerous magazines including *IEEE Spectrum*, *Analog*, *Artemis*, *Absolute Magnitude*, *Byte*, *Technology Review*, *New York Times*. <http://www.world.std.com/~lazzaro>

April Lee Free-lance illustrator, computer game animator and artist who has worked on a number of CD-ROM games (Heroes of Might and Magic 2 and 3, Might and Magic 6,7 and 8, etc.). She has also illustrated many computer game manuals and role-playing game books. Her collectible card game art may be found in Legend of the Five Rings, Magic, Middle Earth, DoomTown, 7thSea, Shadowfist, Wheel of Time, XXXenophile, etc. <http://www.aprillee.com>

Sharon Lee In addition to serving as executive director of SFWA, Sharon Lee is co-author, with her husband, Steve Miller, of the Laden Universe novels and stories. Recent publications are *Partners in Necessity* and *Plan B* from Meisha Merlin; "A Choice of Weapons" in *Absolute Magnitude*; "Naratha's Shadow" in *Such a Pretty Face*; and "The Big Ice" in *CatFantastic V*. <http://www.sfw.org>

Evelyn Leeper with her husband Mark, Evelyn Leeper co-founded the science fiction club at AT&T (now Lucent), twenty years ago. She has been nominated for the Hugo for Best Fan Writer ten times. She is one of the Sidewise Award Judges. <http://www.geocities.com/evelynleeper>

Mark Leeper Founded the Bell Labs SF org when he found the action was like a morgue. A messy guest he drops in letters origami SF critters. He reviews films on the internet. <http://www.geocities.com/markleeper>

David D. Levine David Levine is a Renaissance Fan: fanzine editor, SMOF, costumer, media fan, unpublished author, and all around goofball. He has worked on far too many convention committees, including Worldcons, and can often be seen in fannish stage productions. With his wife, Kate Yule, he produces the fanzine "Bento." <http://www.spiritone.com/~dlevine/>

Jaime Levine Grew up in Pittsburgh, PA. Went to the University of Chicago. Have worked for Warner for 3 years.

Dr. Paul Levinson Paul Levinson's stories in *Analog* have been nominated six times for Hugo, Nebula and Sturgeon awards. His first novel, *The Silk Code*, was published by Tor in October 1999. He has published 8 books and more than 100 articles on the history, philosophy and future of technology and communications, and 25 SF short stories. He is a Visiting Professor at Fordham University and President of SFWA. <http://www.SFwa.org/members/levinson>

Ann Margaret Lewis In her role as a Content Specialist at T3 media. Before joining T3 Media, she was a member of DC Comics/Warner Bros Licensed Publishing team. She is a published author of children's stories and has just written *The Star Wars Essential Guide to Alien Species* (Del Rey, 2001). She has a BA in English literature from Michigan State University.

Tony Lewis Past Worldcon Chairman

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Jacqueline Lichtenberg Jacqueline Lichtenberg's first novel was published in 1974, and she is primary author of Star Trek Lives!. She is founder of Star Trek Welcomitee is co-owner of Sime-Gen Inc. running the WorldCrafters Guild school of professional writing, doing SF/F reviews, and writing nonfiction on the Tarot. She is in *Faces Of Science Fiction* and a new Meisha Merlin quotation book slated for release at Chicon. <http://www.simegen.com/bios/jlbio.html>

Brad Linaweaver Berkeley CA boy, without drugs - comic letterhack - met Pohl Anderson, joined little men-moved to New Orleans, LA - and joined NASFA - joined southern fandom press alliance 1971 - bid for NolaCon II - founded the Hugo-nominated genzine, *Challenger* <http://www.crosswinds.net/~ghliii>

Jeffrey G. Liss His published science fiction has appeared in *Analog*, *Science Fiction Age* and *Artemis*. He is a Vice President and Director of the National Space Society, and previously served as Editor of *Inside NSS*, Chair of the 8th annual International Space Development Conference (Chicago, 1989), and principal co-editor of that Conference's *Proceedings*. In real life, he am a general business lawyer in Chicago.

Denise Little Denise managed book stores for 10 years, then became the national buyer for genre fiction at B. Dalton/Barnes and Noble. She initiated the chain's genre publications *Heart to Heart* and *Sense of Wonder*, and wrote *Heart to Heart* for several years. She then became an editor at Kensington, moved on to become executive editor at TechnoBooks. She has founded several writers' groups, worked as a consultant for an ABC miniseries, wrote for PBS and volunteers for big Brothers/Big Sisters.

Therese Littleton Before Amazon.com hired her as Science Fiction & Fantasy editor (and Science and nature), she was a marine biologist/aquatic toxicologist.

Michael Longcor Michael ("Moonwulf") Longcor writes and sings songs. His music has aired on radio programs nationally and internationally and even on Dr. Demento's radio show. His fourth CD (and seventh album), *Field of Fire* was released in Spring 1999. Michael recently finished work writing and recording the album *Owlflight* for the novel by Mercedes Lackey, and is currently working on songs for her upcoming *Exiles of Boqurain*.

Jean Lorrhah, Professor of English, Murray State University, Author of 15 trade-published novels, Creator, Savage Empire Series, Co-Creator, Sime-Gen Universe, CEO of Sime-Gen Inc., <http://www.simegen.com>

Marie Loughin Marie began writing and became a mother in 1993, continuing her job as a consulting statistician. She also accepted a position as editor of *E-Scape* in 1995 and remained in the position until 1998 when she became the art editor.

Dave Luckett Australian fan, Dave got Anne McCaffrey to be first WA international GOH. Chaired natcons 1983 and 1994. His first SF story published 1995 and he has published 8 books including 3 novels in Australia. Won the Aurealis (Australian national SF award), 1999 for novel *A Dark Winter*. Member, SFWA since 1999. Reviews SF for "The West Australian" daily newspaper.

Tracy S. Lunquist Chaired Conomazoo I three years after finding fandom, and continued with the next 4 Conamazoo's. Now active on the board of Capricorn's parent organization, and am chairing Capricorn 21. Also a technical writer and pilot of single-engine airplanes.

Perrienne Lurie Physician with the Division of Communicable Disease Epidemiology at the Philadelphia Department of Health. She was a member of the Baltimore in 89 bid committee. She served as Deputy Division Director for Programming at BucConcer. She is the assistant to the director of the Millennium Philcon Hugo Awards Ceremony.

Brad Lyau He received his M.A. and Ph.D. in history from nearby University of Chicago. He has taught at various colleges and universities and has published articles about science fiction in both Europe and America.

Barry Lyn-Waitsman Attended Illinois State University. Attended first con at Discon II and has attended every Windycon. Worked customer service in Electrical and Conveyor belt industries. Served as President of temple Menorah in Chicago for two years.

Marci Lyn-Waitsman Marci has worked Windycon Registration, Art Show, Programming, Child Care, and Head Gopher. She Co-chaired Windycon 10. In 1997, she stepped down from the ISFiC board after serving for 20 years. During her term, she started PicniCon.

Joseph T. Major He reviews books in several fanzines and also writes locs. He also works for the county government of Jefferson County, Kentucky. <http://members.iglou.com/jtmajor>

Derwin Mak Derwin Mak is an author of quirky science fiction short stories. He has a Master's degree in military studies.

Carl Mami ideographer, ICG Archivist and holder of the ICG Lifetime Achievement Award.

Elaine Mami Master costumer, frequent judge of regional and WorldCon masquerades.

Julia S. Mandala She has degrees in history and law. She has published five short stories in professional magazines and in the *Mammoth Book of Comic Fantasy II*.

Laurie Mann Geek and Web site developer, Laurie Mann has been an active fan since 1974. With husband Jim Mann, she's running the Programming Division for the Millennium Philcon, and is serving on the committee of the Boston in 2004 Worldcon bid. <http://www.dpsinfo.com/awardweb/index.shtml>

Louise Marley Author of four novels by Ace. *Sing the Light*, *Sing the Warmth* and *Receive the Gift* comprise the Singers of Nevyra trilogy. *The Terrorists of Irustan* has received critical acclaim and has been selected by *Voya Magazine* as one of the best books of 1999. *The Glass Harmonica* is scheduled for publication in October 2000. <http://www.sff.net/people/lmarley>

Mary Marshall *Angel Fire*, her first fantasy/sci-fi novel was published after an extended search for a publisher. The \$7500. advance enabled her to begin working on the sequel, *Face The Lion*. This year she also started working on a screenplay.

George R. R. Martin Professional writer since 1971. http://www.sfw.org/members/Martin_GRR/

Lee Martindale Writer, editor, and size rights activist. Editor of *Such a Pretty Face: Tales of Power and Abundance*, out this year from Meisha Merlin Publishing. Short story credits include stories in two volumes of *Sword and Sorceress* (14 & 17), and *Pulp Eternity*. <http://web2.airmail.net/lmartin>

David Marusek David Marusek sold his first story at Clarion West in 1992. He sold his second to *Playboy* a couple months later. He has been nominated for the Sturgeon and Nebula and received an Honorable Mention at the Los Angeles Hugos. He is currently working on his first novel, called *Counting Heads*. <http://www.marusek.com>

Sue Mason An artist and teacher of crafts, she is this year's TAFF delegate. She likes canal boating, English Civil War re-enactment and good beer. <http://www.plokta.com/woodlore>

Kathleen M. Massie-Ferch was born and raised in Wisconsin. She has ficton sales in a variety of magazines and anthologies and has co-edited two historica fantasy anthologies

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Michael Mayhew A writer, publisher and filmmaker, he wrote several episodes of Henson's SF kid show Brats of the Lost Nebula, and is currently writing scripts for *Centipede*. He edited and published a book of Halloween stories entitled *Harvest Tales & Midnight Revels*. He is about to publish Joshua Mertz's SF novel *Machine Dreams*. He also shot and edited *The Item*, an SF/black comedy/horror indie film which premiered at Sundance in 1999. <http://www.baldmountain.com>

Shawna McCarthy Hugo winner for best editor in 1984. Currently the editor of *Realms of Fantasy*. Agent for Tanith Lee, Robert Charles Wilson, Nicola Griffith and Sarah Zettel, among others.

Wil McCarthy A former rocket scientist, Wil McCarthy is the author of six science fiction novels, including *Aggressor Six*, *Bloom*, and newly released, *The Collapsium*. His short fiction has appeared in *Analog*, *Asimov's*, *SF Age*, *Interzone*, *Aboriginal SF*, and a bunch of other places. He writes a monthly science column for the website [scifi.com](http://www.scifi.com), and does research and development work for the robotics industry. <http://www.sff.net/people/wmccarth>

Terry McGarry Writer and freelance copyeditor from New York City. Her first, *Illumination*, should appear next spring from Tor. Her short fiction has appeared in magazines from *Amazing Stories* and *Terra Incognita* to anthologies such as *Blood Muse*, *Sword and Sorceress 16*, and *The Confidential Casebook of Sherlock Holmes*, and her poetry has been collected in the chapbook *Imprinting* from Anamnesis Press. http://www.Sff.net/people/Terry_McGarry

Gary McGath Active in filk since Noreascon 3. He is clerk of M.A.S.S.F.I.L.C. and has edited numerous songbooks, including his own "Mad Scientist's Songbook." Last year he chaired ConCertino 99, the northeast filk convention. One of his ongoing projects is the Pocket Printed Filk Database (PPFD), an index for the Palm Pilot of filk songbooks. He has published two stories in *Analog*, under the name Gary McDonald. <http://www.shore.net/~gmcgath/>

Maureen F. McHugh Maureen McHugh's first novel, *China Mountain Zhang*, won the Tiptree Award and the Locus Poll for best first novel. She won a Hugo in 1996 for her short story, "The Lincoln Train." her fourth novel, *Nekropolis*, will be published by Avon in the next year. <http://www.en.com/users/mcq/>

Dennis L. McKiernan Dennis McKiernan served in the US Air Force during the Korean Conflict. He has a BS and MS in Electrical Engineering and has worked for AT&T/Bell Labs for 31 years. He began writing in 1977 after he was run over by a car. <http://home.att.net/~dlmck>

Sean McMullen He has written 6 books and sold 3 more as well as 3 dozen stories to *Analog*, *F&SF*, *Interzone*, etc.. He has a novel coming from Tor in August and works in computer engineering. <http://myfreeoffice.com/seanmcmullen>

Sean Mead DM since 1977 with a B.A. in Anthropology from IU. He has an Area Cert. Inner Asian studies, an MLS and JD from IU. Sean is currently practicing in computer law and intellectual property at Mead, Mead & Clark, Salem, Ind. <http://www.blueriver.net/~wyrml/index.html>

Rebecca Meluch Author of 8 SF novels and SAP sys admin in the mundane world. Owns too many ferrets.

Joshua Mertz John works a blue collar job in the entertainment industry and has a degree in film from USC. Poetry published in *Harpers* and *Filmmakers Newsletter*. Short stories in *Aboriginal Science Fiction*, *Amazing Stories*, and *Harvest Tales And Midnight Revels*. First novel *Machine Dreams* due to be released September 1, 2000 by Bald Mountain Books.

Gordie Meyer Gordie started working in online SF communities in 1985 and began hosting online SF communities in 1998. He published

SF in 1997. Not sure when he started losing my mind...<http://www.wunzpub.com/>

Kathleen Meyer In fandom since 1974: Chaired Windycon 3 times and Chaired Chicon V in 1991. Have worked on or headed: Programming, Operations, Guest Liaison, Hotel Liaison; Member Services, Help Desk and is Events Division Head for Chicon 2000.

Melisa C. Michaels Author of 10 published novels and numerous short stories and articles. She is webmaster for SFWA and Embiid, Inc., as well as editor, publisher and cover artist for Embiid Publishing. <http://www.embiid.net>

Richard Michaels President and CEO of Embiid, Inc., an internet consulting company with a division, Embiid Publishing, dedicated to electronic publishing specializing in F&SF reprints. <http://www.embiid.net>

Franz H. Miklis Franz Miklis was born in Oberndorf/Salzburg (Austria). He's been active in fandom as an artist and fanzine editor. As an SF and Fantasy artist, he has produced more than 1,100 pieces of art, shown in dozens of exhibitions and five worldcons as well as in the printed media. His art can be seen in the Planetarium Stuttgart and *Star Observer Magazine*. <http://www.pege.org/fmiklis>

Nancy Mildebrandt SF Fan and professional costumer. Has worked as a drama assistant in charge of costumes, props and make-up and was an Art Department intern for the motion picture "The Paint Job". Worked at Six Flags Great America as a dresser and seamstress., Since 1979, she has either entered, run or judged at many masquerades at SF conventions.

Craig Miller President of Wolfmill Entertainment. He began working for George Lucas in 1977. He worked as a publicity, licensing and marketing consultant on feature films including *Splash*, *The Dark Crystal*, *Return to Oz*, *Superman II* and *Excalibur*. He has worked as a writer/producer and has written scripts for a variety of television programs. Currently working with Wendy Pini on a script for an animated film based on the *ElfQuest* comics..

Georgia 'Sasha' Miller She has been a professional author for nearly twenty years. She has a BA from Central State University in Oklahoma and has several novels published and a non-fiction book on how to write. She won the Tepee Award for Best novel by an Oklahoman and the Award of Merit from the Friends of American Writers.

Steve Miller Steve has been a fanzine fan, a con fan, a writer, Clarion attendee, a teacher, publisher, art agent, art show dealer, huckster and editor. He was the founding curator of SF for the UMBC SF Research Collection and president of the Instructors of Science Fiction for Higher Education. He writes the Liaden Universe with his wife and collaborator, Sharon Lee. <http://www.korval.com/liad.htm>

Tara Miller-Oakes She met her husband, Ron Oakes, at a Christian fandom meeting at Windycon. He almost proposed at Aussiecon, but forgot he locked the ring in the hotel safe in his laptop. Because of Tara, Ron is the chair of Duckcon 9, but because of Ron, she is finally a member of SCA and will be gaining two cats in the bargain.

Betsy Mitchell Betsy Mitchell was a senior editor at Baen Books and Bantam Spectra before becoming editor-in-chief of Warner Aspect, which she launched in 1994. Authors she has discovered include J.J. Jones, Nalo Hopkinson, David Feintuch, Roger MacBride Allen, and Sarah Zettel.

Rebecca Moesta She holds a Masters of Science in Business Administration from Boston University and worked for 7 years as a publications specialist and technical editor. She is the author of more than 23 books, including the award-winning *Star Wars: Young Jedi*

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Knight series, which she co-authored with husband Kevin J. Anderson.

Elizabeth N. Moon A native Texan, with degrees in history and biology, she spent 3 years in the Marine Corps between degrees. Her 14 novels include *Sheepfarmer's Daughter*, winner of the Compton Crook Award in 1989, *Remnant Population*, Hugo nominee in 1997, and most recently *Change of Command* (1999), part of the Serrano Legacy. *Against the Odds*, the last of the Serrano Legacy, will appear in December, 2000. Moon has also written short fiction for magazines and anthologies.

Matthew Moon The webmaster and technical arm of Eggplant Productions, he has designed and implemented all of the web

technologies on the site. <http://www.eggplant-productions.com>

Lyda Morehouse Lyda has published SF and fantasy in *SF Age*, *Dreams of Decadence* and *Tales of the Unanticipated*. <http://www.mninter.net/~sprounds>

Kate Morganstern A master-level costumer, she does both historical recreation and SF/fantasy, often combining them as "hysterical costuming." She teaches workshops in costume-making and usually designs and builds the props for the masquerade entries.

Sandra C. Morrese Sandra has appeared in *Marion Zimmer Bradley's Fantasy Magazine*, and the DAW anthologies *Sword and Sorceress XI* and *Four Moons of Darkover*. She's the advertising director for the *Bulletin*, the trade journal of the SFWA, and for the daily internet newspaper <http://www.ofallonline.com>. Chairperson of the Writer's Workshop at Archons 22&23, has taught creative writing at adult education centers. She also does freelance ad copywriting and public relations.

Mike Moscoe Mike Moscoe's latest book, *The Price of Peace*, continues his far future science fiction saga which begun with *The First Casualty. Who Stand and Wait* should be out in January. With *Lost Days*, Mike completed the story he started in *First Dawn* and *Second Fire*. *Analog* recently published Mike's latest novelette.

Deidre M. Murphy Deirdre writes, creates art, sings writes songs.. She's been "weird" as long as she can remember; she wants to show the world that different is not the same as wrong.

Pat Murphy In 1987 she won the Nebula for both her second novel, *The Falling Woman*, and her novelette "Rachel in Love." In 1990 her short story collection *Points of Departure*, won the Philip K. Dick award and her novella "Bones" won the World Fantasy award. Her short fiction has also won the Isaac Asimov Reader's Award and the Theodore Surgeon Memorial Award. Her most recent novel is *There and Back Again*. <http://www.brazenhussies.net/murphy>

Yvonne Navarro Yvonne Navarro is the author of 10 published novels and 60+ short stories, plus a reference book for writers. She has written science fiction, horror, and thrillers, as well as media tie-in novels for movies and television series. <http://www.para-net.com/~ynavarr>

Vera Nazarian An active member of SFWA, her short work has appeared in over a dozen *Sword and Sorceress* and *Darkover* anthologies edited by Marion Zimmer Bradley, *The Age of Reason*, and magazines such as *Talebones*, *MZBFM*, *Visionair SF*. She is

currently working on a couple of fantasy novels and is also Help desk manager at a database software company. <http://www.Sff.net/people/vera.nazarian/>

Ingrid Neilson An artist known for her ink & watercolor drawings of dragons, griffins and other creatures of fantasy. Her fan work has appeared *Vampirella*, *The Comics Journal*, and Marvel's *Epic* magazine. Her professional work includes logo design for the Intergalactic Trading Company and inking for the WaRP Graphics comics. Ingrid helps to oversee ASFA's Chesley Awards. Ingrid's artwork appears on the recent CD-ROMs *Dragons & Dinosaurs*, *Rockets & Robots*, and *Atlantis to the Stars II*. <http://www.datatrack.com/zbirdman>

Patrick Nielsen Hayden Patrick is a long time fan, editor of the *Starlight* series of original anthologies and a senior editor at Tor. He is past winner of TAFF and of the World Fantasy Award. <http://www.panix.com/pnh>

Teresa Nielsen Hayden Teresa is a trufan with activities in fanzines, conrunning, TAFF and online fandom. She has worked as an editor at Tor and wrote the Hugo-nominated essay collection *Making Book*.

Larry Niven Larry Niven's first short story appearance was in the December 1964 issue of IF.

Gerald David Nordley Gerald intended to be an astronomer, but joined the air force and stayed for 20 years. In 1989, he retired as a major and started writing. <http://www.SFwa.org/members/Nordley/>

Jody Lynn Nye Jody Lynne Nye lists her main career as "spoiling cats." She lives northwest of Chicago with two of the above and her husband, author and packager Bill Fawcett. Among her novels are 4 contemporary fantasies, 3 SF novels and several collaborations with Anne McCaffrey. Her latest book is *The Grand Tour*.

Ronald B. Oakes Ron has worked as a software engineer for Motorola. Ron has served as the Chair for Duckon IX in 2000. Ron is heavily involved in Christian Fandom. <http://www.ron.oakes.net>

Terry L. O'Brien Long-time fan, convention worker and art collector, he is a contract software programmer. <http://www.sff.net/People/TerryO'Brien/>

John O'Halloran John has been on BBSes or the net for 15 years and was on the web in '93 (yep 7 years means I'm an old timer). He's worked developing web and internet technologies and his primary focus is on eMail systems. <http://www.tyedye.org>

Elaine Oldham Elaine is a fantasy artist/writer and is the creator/publisher of the small press comic *Minstrel Fair*. She is branching into computer graphics and website design and also works for Attorneys' Title

Guaranty Fund, Inc.

Mark Olson Mark is a reviewer for *Aboriginal* and has edited 6 books for NESFA Press (including James Schmitz, Diana Wynne Jones, Zenna Henderson, and Hal Clement). He is active in NESFA and MCFI (which runs the Noreascons.) chaired a Worldcon (Noreascon 3) among others. His degrees are in chemistry and he works as a software manager.

Jerry Olton He is the author of over 90 published stories in *Analog*, *F&SF*, and various other magazines and anthologies. He has 10 novels, the most recent of which is *The Flaming Arrow*, a Star Trek novel. His next novel, *Abandon In Place*, will be published in November from Tor Books. His work has won the Nebula award and has been nominated for the Hugo award. He has also won the Analog Readers' Choice award.

John O'Neill Founder of the SF Site. Publisher and Editor of *Black Gate* Magazine (launched August 2000).

Margaret Organ-Kean She has a B.A. in art history and works

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full time as a writer and illustrator. Her illustrations have appeared in magazines such as *Marion Zimmer Bradley's Fantasy Magazine* and *Crocket*, and for gaming companies, and children's books such as MoonMountain Publishing's reissue of Jay William's *Petronella*. <http://www.alexicom.net/moonstone>

Henry W. Osier Chairman, Milwaukee Science Fiction Services 97-99. Co-Chair of *CreteCon* 1-2 and Video Programming (1995-1996). Co-chair of *CostumeCon* in Chicago in 2003 bid. Organizer of *Fannish Road Rallies* in Milwaukee. Longtime contributor to *MilwApa*. Role-Playing in various games since 1982.

Carol Paolucci A fan for over 40 years she has worked convention since 1976. A *Star Trek* fan, she has been active in a local *Star Trek* club.

Severna Park Author of 3 novels, 2 of which, *Speaking Dreams*, and *The Annunciate* have been Lambda Literary Award finalists. Her short stories have appeared in magazines and anthologies, including her latest, "The Golem," in the Ellen Datlow and Terri Windling collection, *Black Heart, Ivory Bones*. This year she was awarded a grant from the Maryland State Arts Council and is working on the sequel to *The Annunciate*, entitled, *Harbingers*.

Anne Passovoy See her biography in the Chicon Souvenir Program Book.

Bob Passovoy See his biography in the Chicon Souvenir Program Book.

Fred Patten First con was the 1958 Worldcon; active in Los Angeles fandom since 1960. On committees of 1972, 1984, 1996 worldcons. Co-founder of 1st anime fan club in 197. Active in APAs, written articles on SF, comics, animation for *Library Journal*, *Animation Magazine*, *Comics Journal*.

Teresa Patterson Author of several fantasy short stories in theme anthologies including "To Kill a Dragon" in *Dragon's Eye*, "What Price Magic?" in *The Day the Magic Stopped*, and "The Gift" in *Time of the Vampires*. Co-authored *The World of the Wheel of Time* with Robert Jordan. Currently writing *The World of Shannara* with Terry Brooks.

Paul Pence Paul Pence is just beginning to be published. He has works in *Jackhammer*, *The Goblin Market*, *Planet Relish*, and *The Providence Journal*. He comes to professional writing from over twenty years as a media fanzine writer. <http://paul.pence.com/writing>

Misty Pendragon Misty Pendragon (Gayle Rudolph) is a published fanfiction writer, a fan girl at heart, and a devoted Buffyholic.

Lloyd Penney Involved in fandom for 22 years, mostly in Toronto fandom. Degree in journalism at Ryerson Polytechnical University. Lloyd has helped local litcon Ad Astra for 16 years, also local cons and clubs.

Yvonne Penney Began attending cons in 1978. Began working on cons in 1980. An avid watcher of *Star Trek* when it first ran and then discovered the books. I became an avid amateur astronomer. Her first SF book was *Childhood's End*. She lives by the motto, "Science Fiction: Dare to Dream."

Charles E. Petit Honors degrees in English and Chemistry from Washington University in St. Louis. Served as an active-duty officer in the USAF. Law degree magna cum laude from the University of Illinois. He currently practices publishing and intellectual property law, fraudbusting, and complex litigation. <http://www.crosswinds.net/~cepetit>

Pierre E. Pettinger He has designed costumes since he was a boy. With his wife, he has been costuming for 16 years and they compete in the Master Division. They have won many awards including 2 Best in Shows at WorldCon (1986 & 1997).

Sandra Pettinger

he had acted in school productions so when she saw her first masquerade, she knew that was for her. She and her husband compete in the Master Division and have won many awards

Martina Pilcerová Her work has appeared at conventions including several World Science Fiction Conventions. She has done covers for the European magazines *Odyssey*, *Ikarie*, *Nemesis*, *Kaos*, *Fantazia* and the Czech edition of the *Magazine of Fantasy & Science Fiction*. She has also done game cover art and card designs and in 1998 won the "Science Fiction, Fantasy and Horror Academy Award." <http://www.asfa-art.org/Members/Pilcerova/index.html>

Anne Phyllis Pinzow Award-winning newspaper reporter for Gannet Newspapers, and a writer, editor, and film and television producer since 1976. She has been involved in the production of documentaries, radio news, off Broadway theatrical presentations, industrial and commercial videos and specialty segments for television.

Emmett Gard Pittman Author of short SF, a winner of the ISFIC Short Story Contest, a graduate of Clarion 1991, and currently the Submissions Editor and Spokesperson for Other Worlds Library, a new small press.

<http://www.otherworldslibrary>

Steven Piziks His short fiction has appeared in *Sword and Sorceress*, *Marion Zimmer Bradley's Fantasy Magazine*, *Chicks in Chainmail*, and elsewhere. His novels include *In the Company of Mind* and *Corporate Mentality*.

<http://www.astrodigital.org>

Frederik Pohl Frederik Pohl has been about everything that it is possible to be in the field of science fiction, from consecrated fan and struggling poet to critic, literary agent, teacher, book and magazine editor, and, above all, author.

Nicholas Pollotta Author of over 20 Science Fiction novels, including *Bureau 13*, *Satellite Night Special*, *Shadowboxer*, and the forthcoming *Zero City*. <http://www.sfw.org/members/pollotta/>

John Pomeranz John has worked on numerous local and regional conventions. Bid for DC in 92 thwarted WorldCon bid. Ran programming for *BucConeer*. Writer of fannish musicals, *SMOFlahoma* and *Pirates of Fenzance*. He's a lawyer specializing in nonprofit organizations. <http://www.bungalow.org>

Andrew I. Porter Editor/publisher and sole staff-member of *Science Fiction Chronicle*, 24-time Hugo Award nominee, won the fanzine Hugo in 1974 for his fanzine/semi-prozine *ALGOL* (later *Starship*), and the semiprozine Hugo in 1993 and 1994 for *Science Fiction Chronicle*. In 1991, he received a Special Committee Award at the World SF Convention, for "Distinguished Semiprozine Work"; in 1992 he received a Special British Fantasy Award. He's also worked as a copy editor and production manager.

Tom Porter Tom has helped run and organize Children's programming at *Wiscon* for many years and does panels on political, family and aging issues. He is also a nurse who loves his job in a Doctors's office.

Terry Pratchett Author of the hugely-popular *Discworld* series of books — there are now 25 — and one of the Britain's biggest selling authors.. In 1998 he was awarded the Order of the British Empire for 'services to Literature', which he feels he has served by denying at every opportunity that this is what he writes.

William E. Priester He is a writer and game developer who developed "Antietam" war game for PC in 1994. Now working on a couple of things in a military fiction line. He has been in the computer field since the days when you had to rewire EAM equipment as programming (1965) been teaching computers and history off and on for the last 15 years.

Tullio Proni Was voted most likely to become a mad scientist in the

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5th grade and has tried to live up to the honor ever since. Was one of the founders of General Technics In 1975 and has been selling his guns at conventions ever since. He has recently been turned by the dark side and is making his living as an information services director.

Karen Purcell An active fan with a mundane career as a vet with a special interest in ferrets, with a BS in Biology and a Doctorate of Veterinary Medicine. She recently published a textbook on ferret medicine. <http://world.std.com/~dgp/karen.html>

Gordon Pusch Gordon has a Ph.D. in Physics and has since worked at Canada's Chalk River Laboratory, the U.S.A.'s Argonne National Laboratory, and Michigan State University. He is currently at Integrated Genomics, Inc., where he works on gene sequencing. He is the winner of the 1986 Gravity Research Foundation 3rd place essay award, for a proposed experimental test of the existence of a "fifth force" using an apparatus based on Robert Forward's Mass-Detector. <http://204.248.57.211/~pusch/>

Trevor Quachri A recent graduate of Rutgers University, he recently began my first full-time job as an editorial assistant at Analog and Asimov's.

Eric Rabkin Eric Rabkin is Professor of English Language and Literature at the University of Michigan in Ann Arbor. His current research interests include the quantitative study of culture, traditional literary criticism and theory, and academic computing. <http://www.umich.edu/~esrabkin>

Christian Ready Worked on the Hubble Space Telescope program for 5 years. Worked on various space science missions including the Rossi X-Ray Timing Explorer.

Robert Reed 9 novels, including Marrow - Tor Books, 2000. One hundred stories published in *Asimov's*, *F&SF*, *SF AGE*, *Interzone*, *Amazing*, *Starlight*. Four Hugo nominations - "The Utility Man," "Whiptool," "Marrow," "Decoy." One Nebula nomination "Chrysalis."

Katya Reimann Author of *The Chronicles of Tielmark: Wind from a Foreign Sky* (1996, Tor), *A Tremor in the Bitter Earth* (1998, Tor), and *Prince of Fire and Ashes* (forthcoming from Tor, Winter 2001?). She was a finalist for the John W. Campbell Award as Best New Writer of 1997. <http://www.katyareimann.com>

Mike Resnick Sold 40 novels, 10 collections, 120 stories, 50 + articles, edited 23 anthologies, won 4 Hugos, 1 Nebula. <http://www.MikeResnick.com>

Neil Rest Long-time, well-known, opinionated fan

Jesse Rhines Dr. Rhines is Assistant Professor of African American Studies at Rutgers U, Newark, NJ. His focus has been Blacks in the film industry. His new focus is Blacks in utopia. <http://spiketheboomer.com>

Kevin Roche Kevin Roche's costumes have been known to not only glow and rotate, but occasionally explore strange new universes all on their own. Kevin was a founder of the Costumer's Guild West, has performed at Renaissance and Dickens Fairs and directed "Dimensions In Design" at CostumeCon 12. You can see details of some of his efforts at his Twisted Image Productions website. <http://www.twistedimage.com>

Roberta Rogow Fan writer, fanzine editor, costumer and filker, with stories published in C.J. Cherryh's "Merovingian Nights" anthologies and in Marvin Kaye's Sherlock Holmes pastiche anthologies. She is now writing a mystery novel series pairing Charles Dodgson (Lewis Carroll) and Arthur Conan Doyle. She is also a children's librarian in a public library in New Jersey.

Jennie A. Roller Jennie majored in Bio Sci, Physics, Chemistry and English in a large California University.

Carol Roper Carol Roper started singing publicly at the age of 5

(church choirs, many church choirs), discovered science Fiction at the age of 11, and learned to play guitar at age 15, but didn't manage to put it all together until she discovered filk (They sing SF songs?!?!). A filker for over ten years, Carol has taught singing workshops at Noreascon III and Magicon.

Selina Rosen Her work has appeared in several magazines and anthologies, including *Sword and Sorceress 16* and *Such a Pretty Face*. Her recent novel, *Queen of Denial*, is the end product of a life time of drinking, working in the trash business and getting into fist fights over petty crap. <http://yarddogpress.com>

Dr. Edward R. Rosick Physician, trained in preventive medicine, public health, general practice. Author of multiple short stories published both in magazines and webzines.

Mark Roth-Whitworth Been a fan since 1965, officer of PSFS, concommittee-con suite. <http://www.enteract.com/~whitroth/silverdragon>

Jane Routley Author of *Mage Heart* (1996), sequels *Fire Angels* (1998), and *Aramaya* (1999). Now working on two more books for Avon set in the same world. Winner of the Aurealis award for best Australian fantasy novel both 1998 and 1999. <http://www.asauthors.org>

Kristine Kathryn Rusch Kristine Kathryn Rusch is an award-winning fiction writer. Her novella, "The Gallery of His Dreams," won the Locus Award for best short fiction. Her body of fiction work won her the John W. Campbell Award, given in 1991 in Europe.

Charles C. Ryan Editor of *Aboriginal Science Fiction* (1985-present). He and the magazine have been nominated for a Hugo three times. Founding editor of *Galileo* magazine. As an editor in the science fiction field he has helped start the careers of a number of talented writers and artists including Connie Willis, John Kessel, Patricia Anthony, and Jonathan Lethem, to name a few. <http://www.aboriginalSF.com>

Fred Saberhagen <http://www.berserker.com>

Steve Saffel Since joining Del Rey in 1995, Steve has worked with veteran authors like Harry Turtledove and David Gemmell, and new authors like Toni Anzetti and Ann Lewis. His list also includes media tie-ins such as Star Wars and Babylon5 and media non-fiction. <http://www.randomhouse.com/delrey>

David Ian Salter Film editor for Pixar Animation Studios on Toy Story 2 and a Bug's Life. Prior to that, he was an assistant editor on NYPD Blues and the videogame version of Johnny Mnemonic. He attended USC film school and have covered Star Trek and Babylon 5 for Cinefantastique.

Peggy Rae Sapienza Past WorldCon Chair.

Steven Sawicki Writer, screenwriter, reviewer, Steve Sawicki reviews for *Absolute Magnitude*, *Pirate Writings*, *Scavengers Newsletter*, *Dreams of Decadence*. He has had short stories published in *Transversions*, *Reality's Escapes*, and *Absolute Magnitude*. <http://www.damnaliens.com>

Robert J. Sawyer Author of a dozen hard-SF novels, he is the only author to win the top science-fiction awards in the United States (the Nebula Award for Best Novel of the Year [awarded in 1996 for *The Terminal Experiment*]), Japan (*Seiun*), France (*Le Grand Prix de l'Imaginaire*), and Spain (*Premio UPC de Ciencia Ficción*); in addition, he has won five Canadian Science Fiction and Fantasy Awards ("Auroras"). Rob is also a five-time Hugo Award finalist (including Best Novel nominations for *The Terminal Experiment*, *Starplex*, *Frameshift*, and *Factoring Humanity*). www.sfwriter.com.

Pat Sayre McCoy An identical twin and law librarian, she has sold short stories based on old folk and fairy tales to *Sword and Sorceress 12* and *20*. She has been Windycon Green Room manager for several years and this year takes on the Chicon Green Room. She is also the Assistant Programming Director for Chicon.

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Sharon Sbarsky Sharon has she's attended almost 200 conventions, working in one area or another at most of them. She's run or worked program, registration, treasury, newsletter, art show, dealers, sales to members, staff den, green room, ribbons... well, you get the idea. Sharon is currently an active member of the New England Science Fiction Association, Massachusetts Convention Fandom, Inc., OSFCI, and the Lunarians, and is active on-line in fannish newsgroups and mailing lists. <http://world.std.com/~sbarsky>

Lucy Cohen Schmeidler She was a founding member of Jewish Science Fiction Society in 1989 and wrote/edited its newsletter for several years. Currently a member of the Lunarians, member of Luancon since 1997, member of several APAs, *Eidolon* and *Critters*. Her first fantasy sale was in 1991, first pro sale in 2000.

Stanley Schmidt Stanley Schmidt has contributed numerous stories to *Analog*, *Asimov's*, *F&SF*, *Rigel*, *Twilight Zone*, *Writer's Digest*, *The Writer*, etc. Since 1978, as editor of *Analog*, he has been nominated for Hugo Award for best Professional Editor 20 times. He is a member of the Board of Advisors of the National Space Society. In his writing, he draws on a varied background which make their way into his novels.

Bruce Schneier Security technologist and author Bruce Schneier is both a Founder and the Chief Technical Officer of Counterpane Internet Security, Inc. Concerns as diverse as Microsoft, the National Security Agency, Citibank, and the White House staff have all relied upon Schneier's unique expertise. He is the author of five books including *Applied Cryptography*. <http://www.counterpane.com>

Paul Schoessow Paul Schoessow has a Ph.D. in physics and works at Argonne High Energy Lab on new particle accelerator technologies. His science fiction interests are mostly hard literary/cyberpunk, B5.

Eric Schulman Eric has a BS in Astrophysics from UCLA and an MS and Ph.D. in astronomy from University of Michigan and is the author of *A Briefer History of Time* (W.H. Freeman, 1999). <http://www.radix.net/~fornax/>

Darrell Schweitzer Editor of *Weird Tales* (World Fantasy Award Winner, 1992); attended Clarion in 1973. About 250 stories published in *Interzone*, *Amazing*, *Twilight Zone*, etc. Recent story collections are *Refugees from an Imaginary Country*, *Nightscares*, *Necromancies and Netherworlds* (with Jason van Hollander). Three published novels. Book reviewer for *Aboriginal SF*. Numerous essays, interviews, etc. Editor GoH at World Horror Con, 1997.

Howard Scrimgeour Veterinarian (Guelph 1978) and instructor with Royal Canadian Army Cadets; Howard works for Canadian food inspection agency. He had been on Concom for FilkOntario 10 years.

Joyce Scrivner Attended college in Colorado and graduated from Purdue. Failed at Clarion (well, at least 10% do!), became a fan instead. Won DUFF in 1981.

Lucy Cohen Seaman Lucy is a Clarion alumna and has worked on special effects in film, wrote a novel, and wrote TV scripts. She's a member of the Dorsai Irregulars since the inception and the SCA. Currently an artist teaching oil painting.

Shelly Shapiro Editorial director for Del Rey Books and for LucasBooks at Del Rey, she works with Anne McCaffrey, Laurell K. Hamilton, Arthur C. Clarke, Greg Bear, R.A. Salvatore, Jane Jensen and Michael Reeves to name a few.

Charles Sheffield Charles Sheffield has published 40 books, 100+ short stories, and a couple of hundred science papers and articles. He is a winner of the Nebula, Hugo, John W. Campbell Memorial and Seiun Award, and has had best-sellers of both fact and fiction. <http://www.SFf.net/people/sheffield>

Rick Shelley Rick's short fiction has appeared in most of the major SF magazines (and a couple of anthologies) over the past 15 years.

Over the past decade, he has published 16 fantasy/SF novels and has several more novels "in the pipeline." <http://www.rick-shelley.com>

Mark Shepherd At fifteen Mark made his first professional writing sale, a science fiction poem. In 1990, he began collaborating with Mercedes Lackey on the SEERated Edge urban fantasy series. He published his first solo novel, *Elvendude* and two sequels, *Spiritride* and *Lasarwarz*. <http://www.elvendude.com>

Joseph Sherman Joseph Sherman is a fantasy novelist and folklorist, whose latest titles include the dark urban fantasy *Son of Darkness*, *Highlander: The Captive Soul*, *Xena: All I Need to Know I Learned from the Warrior Princess*, by Gabrielle, *Merlin's Kin*, and *Vulcan's Forge* and *Vulcan's Heart* with Susan Shwartz <http://www.JosephaSherman.com>

Susan M. Shwartz For the past 16 years, Susan Shwartz has been a financial writer and editor at various long-suffering Wall Street firms. For the past 20 years, she has written, edited and reviewed fantasy and science fiction. Her most recent books are the historical fantasies *Cross and Crescent* and *Shards of Empire*. She has also published *Vulcan's Forge* and *Vulcan's Heart* with Joseph Sherman. <http://www.SFf.net/people/SusanShwartz>

Van Siegling Active in gaming and science fiction circles for over 30 years, Van Siegling and family now reside in Kalamazoo, MI. He still works for the Department of Defense (real world) and runs the World Builders Program and Gaming Department at Chambanacon (fannish activity)

Steven H Silver One of the founders and judges for the Sidewise Award for Alternate History and a freelance book reviewer with reviews appearing in *BookPage*, the *New York Review of Science Fiction*, *SFRA Review*, *Tangent*, *Cinescape*, *Yellow Submarine* (French) among others and a Contributing Editor to SF Site since 1997. He is a Hugo nominee for best fan writer and Programming Director for Chicon 2000. From June 13-June 15, 2000, he was a Jeopardy! champion. <http://www.sfsite.com/~silverag/>

Robert Silverberg Robert Silverberg has written a lot of stuff.

Bradley H. Sinor Brad has sold 1 novel *Highlander: Eye Of Dawn* that will be released in 2001. His short fiction has appeared in anthologies such as *Merlin*, *Lord Of The Fantastic*, *On Crusade*, *Time Of The Vampires*, *Such A Pretty Face* and others.

Glenn R. Sixbury Glenn has been writing and selling science fiction and fantasy for twelve years. His credits include SF, fantasy and horror stories published in magazines and in anthologies.

Susan Sizemore She writes the Laws of the Blood vampire series for Ace and has written Forever Knight tie-in novels. Also write Romance for Avon and has had short stories in DAW anthologies. <http://members.aol.com/Ssizemore/storm/home.htm>

Marian Skupsi Marian Skupski has a Ph.D. in biology from the University of New Mexico. She has done research on population genetics and population biology, as well as genomics and comparative genetics. She has worked on a repository for DNA sequences and has been doing genomic analysis since June 1999.

Joan Slonczewski Joan Slonczewski's most recent novels, *The Children Star* and *Brain Plague*, depict the emergence of microbial aliens out of bizarre ecosystems. She is the foremost biological scientist writing science fiction today. Her Campbell-award-winning novel, *A Door Into Ocean*, about an all-female colony of genetic engineers on a unique ocean world, is scheduled for a reprint in October, 2000. <http://www2.kenyon.edu/depts/biology/slonc/slonc.htm>

Dave Smeds Author of 8 books, including fantasy novels *The Sorcery Within* and *The Schemes of Dragons*, erotic collection *Earthly Pleasures*, Media tie-in novels. Dave has sold over 100 stories to such markets as *Asimov's*, *F&SF*, *Realms of Fantasy*, *Full*

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Spectrum 4, Nest New Horror. He has been a Nebula finalist and has an advanced black belt in karate. <http://www.Sff.net/DaveSmeds>

Christy Hardin Smith Christy is currently writing her first novel of what she hopes will be a five book series of a space fantasy universe. She writes short fiction in both the science fiction and fantasy genres as well as dabbling in horror, mystery and history. <http://www.Sff.net/people/reddhedd>

Kristine C. Smith With a BS in Chemistry from the University of South Florida she works for a large pharmaceutical manufacturer, on the R&D side. In 1999, she published her first novel, *Code of Conduct*, a finalist for the Philip K. Dick Award and she is a current Campbell nominee. <http://www.Sff.net/people/ksmith>

Leah Zeldes Smith Leah Zeldes Smith and her husband, Dick Smith, publish STET, a Hugo-nominated fanzine primarily concerned with fandoms. In 1993, the Smiths won the Down Under Fan Fund. They then lead the North American effort in the Australia in '99 Worldcon bid. Leah was a founder of the first fanzine convention. Leah is a journalist: managing editor of the features, entertainment and food sections of Chicago's Lerner Newspapers chain. She has also sold stories to various SF anthologies.

Tom Smith Known for music, comedy, social commentary, and lethal puns. Tom Smith has won more awards for filking excellence than anyone alive, and his concerts are not to be missed. <http://www.tomsmithonline.com/>

Matthew Springer Matt Springer is a Chicago-based writer and editor for the *Official Buffy the Vampire Slayer* magazine and a frequent contributor to *Cinescape* magazine and *Cinescape Online*. He's also one of the founding members of Chicago Force, a Chicago fan group based around the Star Wars films. <http://www.chicagoforce.org>

Allen M. Steele Winner of the 1998 Seiun Award for Best Foreign Short Fiction. His most recent books include *Sex and Violence in Zero-G* and *OceanSpace*. <http://www.SFwa.org/members/steele>

James Stevens-Arce James is a member of SFWA, HWA, the Dramatists Guild and ASCAP. He has published 17 short stories in various genre magazines and original anthologies. His novella "Soulsaver" won the 1997 UPC Award and the novel version will be released in hardcover by Harcourt Brace this fall. <http://www.stevens-arce.com>

Steve Stiles Steve won TAFF in 1968. Fanartist, fanwriter, published fanzines (Sam, Skiffle, Skosh). Underground cartoonist starting in 1964. Worked for Marvel Comics, DC, Heavy Metal, Hamilton, Kitchen Sink Press, etc. Back up artist for Eisner.

S. M. Stirling He has a BA in History and an LL.B., martial artist. He was first published in 1984 and has been a full time writer since 1988. His latest work includes *Island in the Sea of Time*, *Against the Tide of Years* and *On the Oceans of Eternity*. <http://www.smstirling.com/>

Keith W. Stokes Keith is currently the newsmaster for the Science Fiction and Fantasy Writers of America, the webmaster for three different conventions and the Kansas City Science Fiction and Fantasy. <http://home.unicom.net/~sfreader/>

Erwin S. Strauss Erwin published an *Index to the SF Magazines* (1965 & 1966) and then published *Filthy Pierre's Microfilk* (1975-1983). First con chaired was Boskone 3 in 1966. Inducted into the Filk Hall of Fame in 1998.

Ian Randal Strock Ian Randal Strock is the editor of *Artemis* Magazine and the president of its parent company, LRC Publications. His writing has appeared in *Analog*, *Absolute Magnitude*, *The Daily Free Press*, *Games*, and other places.

Lindalee Stuckey Lindalee and her husband were married at

Capricorn in 1987. As a school teacher and librarian, she is concerned with children's literature. She helped start the Golden Duck Award for excellence in children's literature and Duckon. <http://www.goldenduckfoundation.org>

Jonathan Sullivan Jonathon M. Sullivan MD, Ph.D. is Assistant Professor of Emergency Medicine at Wayne State University in Detroit, Michigan. He is the publisher and co-editor of *Neverworlds.com*, a science fiction webzine, where he contributes a science column entitled "Quantum Meat." <http://www.neverworlds.com>

Michael Swanwick Michael Swanwick is the author of 5 novels and half a hundred stories, for which he has received the Hugo, Nebula, World Fantasy, and Theodore Sturgeon Awards, one of each. He has just finished a novel about dinosaurs.

Isaac Szpindel Isaac Szpindel is an author, screenwriters, electrical engineer and a physician-neurologist. He is a producer of the SF short "Hoverboy" and a partner in Infinite Monkey Productions. He is also developing several SF projects with writing partner Eugene Roddenberry. http://www.geocities.com/canadian_sf/pages/authors/szpindel.htm

Ronald Taylor Ronald is a computational biologist and a software designer. He has just left the National Cancer Institute for the Dept of Pharmacology, U. of Colorado Medical School in Denver as director of gene expression analysis in the Center for Computational Pharmacology. <http://bimas.cit.nih.gov/~rtaylor>

W.A. Thomasson Originally trained as a biochemist (Ph.D.)

Monsieur, I am the
greatest swordsman
in France. They do so
at considerable peril,
who snicker at how
I toast my
marshmallows.



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Caltech, 1970), he switched into science/medical writing in 1978. Since then, he has written on subjects ranging from air motors to Viagra and in formats ranging from press releases to research articles

Amy Thomson Amy Thomson is the author of *Through Alien Eyes*, *The Color of Distance*, and *Virtual Girl*. She won the John W. Campbell Award for best new writer in 1994. *The Color of Distance* was nominated for the 1995 Philip K. Dick Award. She is a member of the National Writer's Union and the Science Fiction Writers of America.

Mark W. Tiedemann Mark attended Clarion in 1988 and shortly thereafter began selling short fiction on a regular basis to *Asimov's*, *SF Age*, *F&SF*, and numerous anthologies. His first novel, *Mirage*, appeared in April, 2000, to be followed by its sequel in 2001 and the first volume of the Secantis Sequence, *Compass Reach*, in April 2001 from Meisha Merlin. <http://www.marktiedemann.com>

Lois Tilton Current novels: *Darkspawn* (Hawk Publications), *Written in Venom* (Wildside). Current Short Fiction "Dragon's Teeth" (*Asimov's*), Nebula Preliminary Ballot and Locus Recommended Reading.

Charles S. Tritt Professor of Biomedical Engineering with a Ph.D. in Chemical Engineering, Charles teaches biomedical engineering, perfusion, nursing, computer engineering and electrical engineering courses at the Milwaukee School of Engineering. His professional interests include biomedical applications of mass, heat and momentum transfer; medical device and process modeling; perfusion and biomaterials. <http://www.msoc.edu/~tritt/SF/index.html>

Harry Turtledove See his biography in the Chicon Souvenir Program Book. <http://www.sfsite.com/~silverag/turtledove.html>

Mary A. Turzillo Nebula award winner in 1999, "Mars Is no Place for Children," she has also been a finalist for the British Science Fiction Association Award, the Dell Readers Award, and the Rhysling Award. She has published poetry, fiction, and articles in a variety of national and foreign magazines and anthologies. Under the name Mary T. Brizzi she published Starmont critical biographies of Philip José Farmer and Anne Inez McCaffrey. <http://www.sfga.org/members/turzillo/>

Rochelle M. Uhlenkott Rochelle is a physicist, amateur author with one professional fiction publication and a few book reviews and scientific publications. She has involved in an online writers workshop. She is currently working on a fantasy novel series and has several short stories floating around in the submission ether.

Laura J. Underwood Laura is the author of 38 short stories which have appeared in a number of volumes of *Sword and Sorceress* as well as many issues of *MZBFM*, *Adventures in Sword and Sorcery* and others. She is a member of SFWA and of the SFWA Musketeers. <http://www.sff.net/people/keltora>

Christine Valada Christine Valada has served as SFWA outside counsel since 1996. Long an advocate for creators' rights, a lecturer on business and legal practices for writers and artists, and a legislative activist for the American Society of Media Photographers on copyright and tax matters, Christine is currently plaintiff's attorney for Harlan Ellison on an Internet copyright infringement law suit.

Eric M. Van Eric M. Van is a pre-doctoral student in Neurobiology at Harvard University. He is Readercon's longtime Program Chair (Emeritus) and was the database manager for the Philip K. Dick Society; his observations on PKD have appeared in *The New York Review of Science Fiction*.

Gordon Van Gelder An editor for St. Martin's Press since 1988, Gordon has worked on books by such authors as Kate Wilhelm, Bradley Denton, K.W. Jeter, Geoff Ryman, Marc Laidlaw, Jonathan Carroll, Rachel Pollack. He also edits the annual *Year's Best Science Fiction* and *Year's Best Fantasy and Horror* anthologies and has

served as an editor of the *New York Review of Science Fiction* for six years. Since 1997, he has been the editor of *The Magazine of Fantasy and Science Fiction*. <http://www.fsfmag.com>

Mark L. Van Name Mark L. Van Name's short fiction has appeared in such places as *Asimov's*, *Full Spectrum*, *The Year's Best Science Fiction*, and *Armageddon*. With John Kessel, he co-founded the Sycamore Hill Writers' Conference. He has also written over a thousand computer-related articles.

James Van Pelt James is a high school/college English teacher and writer, with a Master's degree in English/creative writing from UC-Davis. He was a finalist for the John W. Campbell Award for Best new writer last year.

Carrie Vaughn Carrie is a 1998 graduate of the Odyssey Writing Workshop who is currently finishing a Master's Degree in English Literature at the University of Colorado at Boulder. She has had stories published in *Talebones*, and *Military Lifestyle* and have forthcoming stories in *Weird Tales* and *Sword and Sorceress*.

Joan D. Vinge Has written a lot of that SF & Fantasy stuff.

Vernor Vinge Vernor Vinge sold his first science-fiction story in 1964. In 1971, he received a PhD (Math) from UCSD, and the next year began teaching at San Diego State University. Over the years he has written a number of stories and novels, "True Names", *Marooned in Realtime*, "The Blabber", and *A Fire Upon the Deep* among the best known. In August 2000 he retired from teaching to write science-fiction full time.

Katharine L. Waitman Her first novel, *The Merro Tree* (Del Rey 1997), won the 1998 Compton Crook Award for best first novel in the genre and was chosen Del Rey's Discovery of the Year for 1997. Her second novel *The Divided* (Del Rey 1999), was inspired by a trip to Egypt and Jordan. She has finished a sequel to the *Merro Tree* (tentatively called *The Roots of Forgiveness*) and is currently working on a new piece of science fiction entitled *The Image Maker*. <http://members.xoom.com/Wynt>

Ron Walotsky Over the past thirty-two years, his ability to bring the fantastic to life has established him as an important cover artist for well known authors in and out of the science fiction field. He has more than 450 published covers. <http://www.arpent.com/walotsky>

Michael Walsh Past Worldcon chair (1983), past World Fantasy Con chair (1995), chaired 2 1/3 Disclaves & a Balticon. He also publishes books, most recently reprinting the Lensmen books. <http://www.oldearthbooks.com>

Charles J. Walther Charles is an engineer with 20+ years engineering experience. As Senior engineer, he manages clean-up projects. He is also a lay historian in ancient engineering and military history.

Jacqueline M. Ward Costumer for more than twenty years. Won Best in Show at Chicon, 1991. Awarded a lifetime achievement award by the ICG in 1997.

Michael Ward Hidden Knowledge, his e-book publishing company, has been getting good reviews and attention in the industry. He has also other small-press and 'zine publications. <http://www.hidden-knowledge.com>

Art Warneke Shortly after getting involved with fandom, Art heard about this stuff called filk music. He quickly became an enthusiastic collector of filk lyrics, tapes, and CDs. Art first played in open filk at OVFF in 1995, and since then has played in open filks in cons in his native Milwaukee, in Chicago, and at other Midwest cons.

Kennita Watson Kennita has a B.S. and M.S. in Computer Science and is a member of Alcor Life Extension Foundation and the Extropy Institute. Her current position is Senior Quality Engineer, Sun Microsystems. <http://i.am/kennita>

Lawrence Watt Evans Lawrence Watt-Evans is the author of

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about 30 novels and over a 100 short stories, including the Hugo-winning "Why I Left Harry's All-Night Hamburgers," and after twenty years as a full-time writer and active convention participant still hasn't figured out what to say in these darned bio things. <http://www.sff.net/people/lwc/>

Len Wein Len is one of the premier comic book creators of his generation. His characters Wolverine, Storm, Swampthing, Dr. Arcane, and the Human Target have all made the translation to television and (with the exception of the Human Target) to the big screen. "If it wears tights and flies," Len's probably written it: Marvel's Spider-Man, Fantastic Four, Incredible Hulk, and Thor to DC's Batman, Superman, Wonder Woman, Flash, and Green Lantern. He's held positions at Marvel, DC, Disney, and Top Cow. These days, Len spends most of his time writing for television.

David Weingart David has won several filk awards and is a costumer one award away from Master level. He's helped run I-Con out on Long Island for <mumble> years. <http://www.liii.com/~phydeaux>

Toni Weisskopf Toni currently holds the position of executive editor at Baen Books. Under the name T.K.F. Weisskopf, she is the co-editor, with Greg Cox, of two SF anthologies for Baen: *Tomorrow Sucks* and *Tomorrow Bites*, about vampires and werewolves respectively. With Josepha Sherman she compiled and annotated the definitive volume of subversive children's folklore, *Greasy Grimy Gopher Guts*, published by August House.

Catherine Wells Catherine is a novelist, playwright and librarian. Her books include *Mother Grimm*, a finalist for the Philip K. Dick Award (1997), and *Beyond the Gates*, and her play "Prisoners" was a finalist in the Eugene O'Neill playwriting competition (1985). She is also a singer.

Kathy D. Wentworth K.D. began her career by winning in the Writers of the Future Contest in 1988. She has sold over 50 stories to

such markets as *Hitchcock's Mystery Magazine*, *Realms of Fantasy*, *Return to the Twilight Zone*, *Did You Say Chicks?!*, *Dying for It*, *Crafty Little Cat Crimes*, and *Fantasy & Science Fiction*. Her short story "Burning Bright" was a Nebula finalist in 1997, her short story "Tall One" was a Nebula finalist for 1998. *Black/On/Black*, (1999) is her fourth novel, and she is currently writing its sequel which will be published next year. <http://www.ionet.net/~richard-11/>

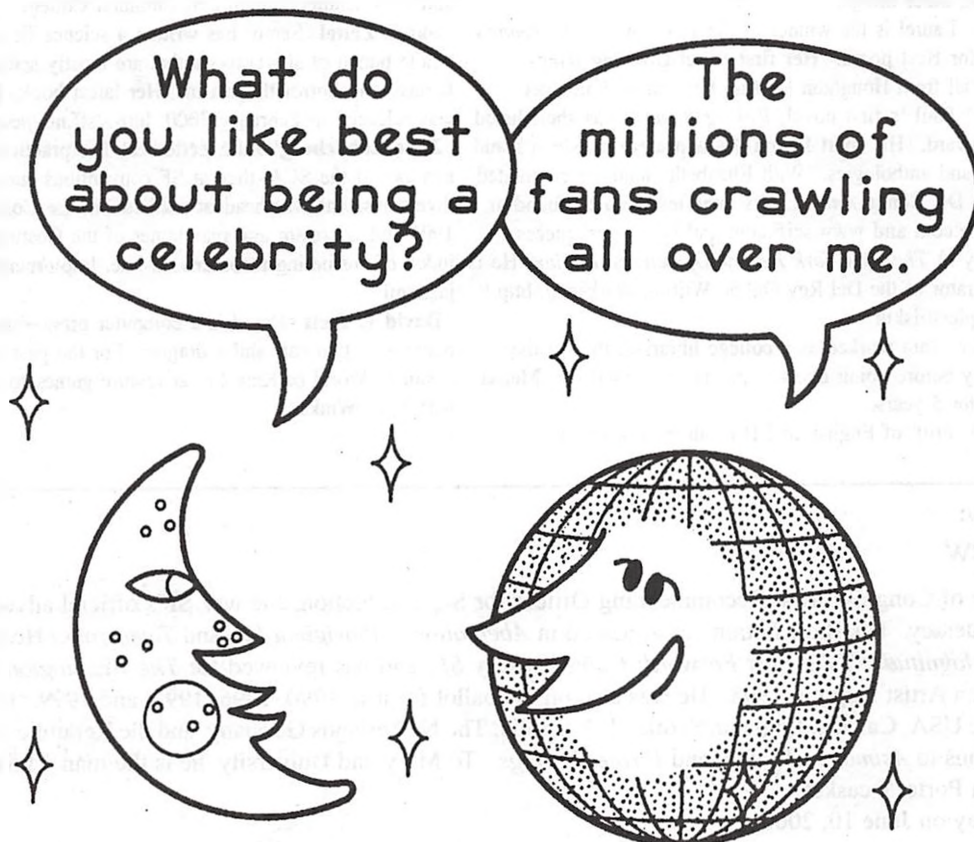
Leslie What Leslie is a Nebula Award-winning author who has published over 50 short stories in literary and genre magazines, and also writes nonfiction and poetry. Her work has been produced on stage and broadcast on PBS. Her first collection of stories *The Sweet And Sour Tongue* explores Judaism through an SF, Horror, Religious, Gonzo, and Magical Realism perspective, and was published in July from Wildside Press. <http://www.SFf.net/people/leslie.what>

Andrew Wheeler Andrew has a BA in English from Vassar College and began his editorial career in 1991 as editorial assistant. He is now an editor.

Mel. White Mel. White a professional artist and writer, she's done book covers for e-books, comic books and graphic novels, written short stories for a number of Martin Greenberg's anthologies. Mel. (yes, there's a period in her first name) is also the editor of the *ASFA Quarterly*. She's the lead web designer and Internet Support Analyst for the City of Garland, Texas.

Rick Wilber Rick Wilber is a prolific author of books, short stories, and newspaper and magazine articles, essays, features and reviews. His recent collection of fantasy stories, *Where Garagiola Waits and Other Baseball Stories* (University of Tampa Press, 1999), was a finalist for the Dave Moore Award. His suspense novel, *Bone Cold*, is forthcoming from Tor Books. He also *Fiction Quarterly*, the short-story supplement of *The Tampa Tribune* and currently writes a science-fiction book column for the St. Petersburg Times.

Connie Wilkins Connie is a SFWA Active Member with



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publications in SF and Fantasy magazines and anthologies (including children's) as well as some erotica and mystery anthologies.

Edward R. Willett Edward is a full-time freelance writer and performer, author of 3 YA science fiction novels. He also writes a weekly science column for newspapers and radio and a weekly arts column for InRegina.com and hosts a weekly phone-in show about computers. <http://www3.sk.sympatico.ca/ewillett>

Sheila Williams Sheila Williams is the executive editor of *Asimov's* Science Fiction magazine. She has been with the magazine for over seventeen years. She is the co-founder of the Isaac Asimov Award for Undergraduate Excellence in Science Fiction and Fantasy Writing. She is also the managing editor of *Analog*.

Walter Jon Williams Another one of those SF writers.

Jack Williamson Born 1908, published since 1928. College professor since 1960. Still at it.

Connie Willis Connie Willis is the author of the Hugo and Nebula-Award winning *Doomsday Book* and the Hugo-Award winning *To Say Nothing of the Dog* and of numerous short stories such as "Even the Queen" and "The Winds of Marble Arch," currently a Hugo nominee. She is the first author to ever have won Nebulas and Hugos in all four writing categories.

James J.J. Wilson James has contributed hundreds of articles, essays, columns, and reviews to numerous prozines and semi-prozines over the years. Currently, he is co-editor and managing editor of *Filmfax* and *Outré* magazines.

Robert Charles Wilson Author of *A Hidden Place*, *The Harvest*, *Mysterium*, *Darwinia*, and *Bios*, as well as other novels, he is the winner of the Philip K. Dick Award, the Aurora Award for Canadian science fiction (twice), Hugo finalist for last year's *Darwinia* and the novelette "Divided by Infinity." Just released: *The Perseids And Other Stories* (Tor Books). Coming soon: *The Chronoliths*, a novel.

Linda Winks, Nick Winks Nick and Linda Winks: are convention organizers, among other things.

Laurel Winter Laurel is the winner of the 1997 and 1998 *Asimov's* Readers Award for Best poem. Her first novel *Growing Wings* coming out this fall from Houghton Mifflin. <http://misterhouse.net>

Paul Witcover Paul's first novel, *Waking Beauty*, was short-listed for the Tiptree Award. His short fiction has appeared in *Asimov's* and other magazines and anthologies. With Elizabeth Hand, he co-created and co-wrote the DC Comic *Anima*. His interviews can be found at www.galaxyonline.com and www.scifi.com and his critical pieces appear frequently in *The New York Review Of Science Fiction*. He is also the administrator of the Del Rey Online Writing Workshop. <http://www.sff.net/people/stilskin>

Taras Wolansky Tara worked as a college librarian, then at the West Point library before going into computers. He edited the Mensa SFSIG clubzine for 5 years.

Gary K. Wolfe Prof. of English and Humanities Roosevelt

University; reviewer and contributing editor, *Locus*; winner of Pilgrim, IAFA, Eaton Awards for criticism of SF; author *The Known and the Unknown*, *Critical Terms for Science Fiction and Fantasy*, David Lindsay.

Gene Wolfe SF writer

Betsy Wolheim SF Editor

Eleanor Wood Eleanor Wood is the founder and president of Spectrum Literary Agency, which has been in business for 23 years and represents many distinguished science fiction and fantasy writers as well as author in other areas. A complete list of clients can be found at Spectrum's website www.spectrumliteraryagency.com <http://www.spectrumliteraryagency.com>

delphyn woods Born in 1945, former flower child (1966-67 in San Francisco). Discovered SF Fandom in 1979. Won Hugo in 1986, nearly died in 1997. Now living twice as much.

Barbara Wright Barbara is a costumer and Treasurer of the Chicagoland Costumer's Guild.

Deborah J. Wunder Deborah has been active in Fandom for over 20 years and writes primarily short fiction.

Janny Wurts Janny Wurts is the author of 14 novels, 1 short story collection and is the artist of several paperback covers. She's won three Chesley awards and is married to artist Don Maitz.

Ben Yalow Ben has worked on more than 150 cons and attended almost 500. He has edited two collections for NESFA Press and is working on two more.

Janine Ellen Young Janine Ellen Young is the author of *The Bridge*, a first contact novel. Her first novel, *Cinderblock*, made *Locus* magazine's 97 year in review Recommended First Novel list.

Mary Frances Zambreno Mary has been publishing short stories for about 20 years and young adult fantasy novels for about 10 years. She writes SF, fantasy, and some horror, and also teaches medieval literature, history of the English language, creative writing, composition, and 20th century literature at Elmhurst College.

Sarah Zettel Sarah has written 4 science fiction novels, and a whole bunch of short stories that are mostly science fiction with some fantasy and horror thrown in. Her latest book, *The Quiet Invasion*, was released in February 2000. <http://sff.net/people/sarah-zettel>

Julie Zetterberg Julie Zetterberg has practiced costuming first as a member of the SCA, then at SF conventions and other historical diversions. She was head of publications for CostumeCon 14 Seattle in 1996 and is creator and maintainer of the Costume Page, the oldest index of costuming resources on-line. <http://members.aol.com/nebula5/jaz.html>

David F. Ziels David is a computer programmer who shares his home with two cats and a dragon. For the past ten years, he has been running "World of Kelnahr" adventure games for children and adults with Nick Winks.

In Memoriam:

Joe Mayhew

As the Library of Congress' first Recommending Officer for Science Fiction, Joe was SF's official advocate inside the Federal Bureaucracy. His short fiction has appeared in *Aberrations*, *Aboriginal SF*, and *Tomorrow*. He reviewed regularly for *Absolute Magnitude*, TV's *Fast Forward: Contemporary SF*; and has reviewed for *The Washington Post Book World*. Joe won the Fan Artist Hugo in 1998. He was also on the ballot for it in 1990, 1996, 1997, and 1999. His cartoons have appeared in the USA, Canada, England, Scotland, Australia, The Netherlands Germany, and the Republic of South Africa. He has sold cartoons to *Asimov's*, *Analog*, and *Pirate Writings*. To Maryland University, he is the man who decorated Katherine Ann Porter's casket.

Joe passed away on June 10, 2000.

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