



# ARISIA 2011

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What? Of course there's an Anime Room. I mean, what kind of convention would this be if we didn't have one?!

# ARISIA 2011

Westin Waterfront Hotel  
Boston, Massachusetts  
"Mad Science"

Writer Guest of Honor  
**Kelley Armstrong**

Artist Guest of Honor  
**Josh Simpson**

Webcomic Guest of Honor  
**Shaenon Garrity**

Fan Guest of Honor  
**René Walling**

Special Guest  
**Seanan McGuire**



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Colophon: This publication was typeset with Baskerville, Berthold Akzidenz Grotesk and Mason.

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GREG WEISMAN - WRITER & ANIMATION PRODUCER: *CARBONELS, SPECTACULAR SPIDER-MAN*

WWW.CONVERGENCE-CON.ORG

# WELCOME TO ARISIA!

While we are devouring a novel, engrossed in a piece of art, or enveloped by various works of media, we believe in the truth that the creator offers us — life on other planets, magical beings, amazing adventures. So, too, do we weave truths in our convention, and spin fantastical dreams. Anyone with knowledge of Josh Simpson's art can appreciate the blend of theory and fact, the idea of his planets and the reality of the glass. Reading Kelley Armstrong's novels or Shaenon Garrity's work, one recognizes the greater perceptions of humanity even while observing a demon character or talking dog. And if you ask René Walling to tell you about his experiences in fandom... well, be prepared to be astonished, is all I can say.

Science fiction and fantasy, perhaps more than any other genre of work, is about the wonder (and sometimes the horror) of possibilities. Arisia, as a convention, is the natural child of

possibility and hard work. The weekend never fails to surprise and delight, every year, as we grow and change in the community.

This convention is also, in many ways, a family. We on staff have worked hard, side by side, for the past year (and some of us for the past 22 years). I'm very proud to have served as conchair of Arisia for 2011, and I hope all of us — whether staff, volunteers, attendees, program participants, corporate members, event planners, or guests of honor — have a fabulous time.

Enjoy!



*Crystal Huff*  
Arisia Conchair, 2011

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# A MESSAGE FROM THE PRESIDENT

Greetings and welcome everyone to Arisia 2011!

It seems like I've been here before. "But wait," you say, "this is a new hotel!" Well, you see, this is the second time I've been greeting people to Arisia two years in a row, and the second time I've greeted people to a new Arisia Hotel as Arisia Corporate President

Many things have obviously changed since last year. We're at a new bigger hotel — the Westin Boston Waterfront. It looks like Arisia will be bigger this year — possibly the biggest Arisia ever. Other things remain the same. Arisia is still "New England's Largest and Most Diverse Science Fiction Convention." We will continue to welcome everyone: young and old, new fans and long-timers, art lovers and book readers, movie buffs and anime fans, costumers and filkers, boardgamers and larpers, and so on.

While we will miss our old friends including all the people at the Cambridge Hyatt and the Hyatt itself, we are very excited to be at the Westin. The Westin will give us space to grow. Unlike at the Hyatt last year, we will be sharing the Westin this year with others. So, please be extra considerate and try not to scare the mundanes or the hotel staff — we plan and hope to be at this hotel for years to come. In fact, we have signed a contract to be at the Westin for 2012 and 2013 as well. So, if you see something we can do better next year or something you liked this year, please let us know by using our

online comment form ([2011.arisia.org/feedback](http://2011.arisia.org/feedback)), stopping by the Info Desk and filling out a comment form, or coming to one of the feedback sessions listed in the Pocket Program

Especially in a bigger hotel with a bigger con, Arisia needs volunteers. It takes lots of people to run Arisia. All kinds of jobs are available, from sitting down (watching a door) to weight lifting (helping move stuff in and out), from before the convention until at least Tuesday after the convention, from early morning to late at night. Please stop by the Volunteer Lounge in the Alcott room on the mezzanine level of the main part of the hotel and see what jobs are available that interest you. Anyone working eight hours will get a free T-shirt (only available to staff and volunteers). Anyone who works twelve hours will get a free membership to next year's convention. And anyone who helps during move-in and move-out will get those hours doubled. Please see the volunteer room for details.

Whether or not you choose to volunteer, please sit back and enjoy yourself. There is a lot to enjoy at Arisia. Check out Arisia's many attractions, among them: the art show, the consuite, the dances, the dealers room, the filking, the films/anime/video, the gaming, the masquerade, the programming, and/or (last but not least) the parties.

That's enough from me, please enjoy the con!

—Rick Kovalcik

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STROSS**

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**GREGORY  
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# ARISIA 2011 COMMITTEE

## ConChair: Crystal Huff

- Assistant ConChairs: Chris Shuldiner, Lisa "Jasra" Holsberg
- Administration: Julia Suggs
- Guest of Honor Liaison: Jack Dietz
- Staff: Dirk Tiede, Liz Orenstein, Rachel Silber, Val Grimm
- Special Projects: Steve Huff, Alan McAviney, Noel Rosenberg
- Staff Website: Benjamin Levy, Lisa "Jasra" Holsberg
- Treasurer: Kim Riek
  - Budget: Kim Riek, Nicholas "Phi" Sheetman
  - Staff: Jason Riek, Dave Cantor, Kathleen Morrison, Tim Szczesuil, Lisa Goldstein
- Registration: Kris "Nehanter" Snyder, Danielle Reese
  - Staff: Wendee Abramo, Melissa Beetham, Peter Brenton, Jesse Cox, Jennifer Fitzimons-Gauger, Cate Hirschbiel, Kara Hurvitz, Derek Lichter, Joshua Rachlin, Crissy Rose Richards, Mink Rosequist, Randy Smith, Julie Sprague, LA Sweet, Hill Thompson, Will Walker, Devon Winkler, Kate Wood
- CONGO Development: Dave Shevett
- Badge Design: Tina Gleason

## Events Division: James Pinkerton

- Assistant Division Head: Samantha Dings
- Staff: Lisa "Jasra" Holsberg, Natalie Seals
- Arisia TV: Carl "z!" Zwanzig
- Banquet Coordinator: Pat Vandenberg
- Blood Drive: John Hodges
  - Naughty Nurses Coordinator: Adria Alumbaugh
- Dances
  - 8-bit Demoscene Dance: Val Grimm
  - ORDNANCE & Mr Pet: DJ Pet
  - Period Dance: Jesse Wertheimer
  - Time Traveler's Ball: Paul Aldred
  - Visual Kei Party: Katie Dumas, Mary Dumas, Renée Johnson, Pam Larson
  - Weird Science Dance (80's dance): DJ Johnny Zed
- Gaming: Puck Dowd
- LARPs: Michael McAfee
- Live Performances:
  - 2010: Our Hideous Future: Unreliable Narrator Theater Group
  - Buffy the Vampire Slayer Sing Along: Tesseract Players of Boston
  - Dr Horrible's Sing Along Blog: Tesseract Players of Boston
  - Dr Who radio play: Post-Meridian Radio Players
  - Façotica, A Musical Event: Mary Goodman
  - Geeky Belly Dance: Katrina Meyer
  - Golf: Vessela Stoyanova, Valerie Thompson
  - Hallucinating Shakespeare: Michael Anderson
  - Higgins Armory demos: Higgins Armory
  - Kunstbruder: Steven Hirsch
  - Psyche Corp: Genevieve Yang, Renée Staffield
  - Repo, the Genetic Opera: Tesseract Players of Boston
  - Rocky Horror Picture Show: Tesseract Players of Boston
  - Sassafrass and Stranger Ways: Julia Suggs, Susan Weiner
  - The Subs: Rebecca Angel
- Masquerade: Sharon Sbarsky
  - Assistant Masquerade Director: Jill Eastlake

- Staff: James Hinsey, Joni Dashoff, Suford Lewis
- MC: Susan de Guardiola
- Stage Manager: Joel Lord
- Judges
  - Presentation Judges: Byron Connell, Jamila Sisco
  - Judges' Clerk: Joni Dashoff
- Adult Masquerade Green Room: Stacey Mandell
  - Den Moms: Rachel Wright
  - Repair Table: Tina Connell
  - Den Moms: Sandra Linebarier
- House Manager: Seth Breidbart
- Kamikaze Kids: Persis Thorndike
- Head Ninja: Ann Catelli
  - Ninjas: Michele Weinstein
- Official Photography: Sandy Middlebrooks
- Fan Photography: Sheila Perry
- Registration: James Hinsey
- Participation:
  - Shoalin Stretch: Jude Shabry
  - Yoga: Jude Shabry

## Exhibits Division: Nicholas "Phi" Sheetman

- Assistant Division Head: Allan Kent
- Art Show: David D'Antonio
  - Mail-In: Megan Lewis
  - Security: Dave Inkpen
  - Setup/Teardown: The Marvelous MERV, Ellen Blackburn, Lenny Foner, Jeanise Bertrand
  - Student Art Contest: Allan Kent, Nicholas "Phi" Sheetman
  - Staff: The Incredible East Coast Floating Art Show Crew
- Dealers Liaison: Amy Chused
  - Assistant Dealer Liaison: Ed Trachtenberg
- Fan Tables: Geri Sullivan
- Projected Media:
  - Anime: Mary Dumas
  - Films: Scott Dorsey
  - Video: Lance Oszko
    - Assistant: Jonette Butler
- Artist/Author Alley: Lisa Hertel

## Hotel Division: Benjamin Levy

- Staff: Ann Thomas, Lisa "Jasra" Holsberg
- At-Con Hotel Liaisons: Craig McDonough, Dennis McCunney, Joel Herda
- Innkeeper: Noel Rosenberg
  - Staff: Cath Austin, Karen Fenlason, & Kim Singer
- Party Czarina: Karen Fenlason
- Resume Wrangler: Benjamin Levy
  - Resume F&B: Persis Thorndike
- Parking: Benjamin Levy

## Marketing Division: Michael Leuchtenburg

- Ad Sales: Kelsi Watkins
- Flyer Design: Jack Dietz, Erica Schultz
- Flyer Production and Distribution: Jack Dietz, Riek Kovalcik, Crystal Huff, others
- Online Presence (Facebook, Twitter, LiveJournal, etc): D Matyas, Lisa "Jasra" Holsberg, Crystal Huff, Benjamin Levy



- Press Liaison: Pete "Happy" Thomas
  - Staff: Liz Burke
- Promotional Parties: Rick Kovalcik, Crystal Huff, Benjamin Levy, others
- Freebies: Stephanie Clarkson
- Mass Mailer: Skip Morris, Jet Cultir
- Convention Website: Beau Lyle, Benjamin Levy, Lia Olsborg, Lisa "Jasra" Holsberg,

**Member Services Division: Paul Aldred**

- Access: Tanya "selkiechick" Washburn
  - Staff: Carol London
- Childcare (AKA "TurtleTrack"): Rev. Ocean Thundermoon
- Coat Check: Anna Bradley
  - Staff: Katherine Cunningham, Joshua Sheena, Colin Sandel, Rachel Olsen, Greykell Dutton
- Information Desk: Kristin Page
  - Staff: Diane Rosenburg, Jack Page
- Bulk Purchasing/Quartermaster: Dan Snyder
- Con Suite: Conor Walsh, Dylan Spencer
- Green Room: Josh Jasper, Rose Fox, David Shaw
- Staff Den: David Shaw, Josh Jasper
  - Deputy Food Area Heads: Erin Sweeney, Peter Gravelle, Bonnie Aumann, Fsh
  - Staff Den/Green Room Staff: Sheila Oranch, Rikibeth Stein, Deborah Castellano, Casey Grimm, B. Diane Martin, Randee Dawn, Deb. Danielle Sucher, Rikibeth Stein, Sara Tulchinsky, Joe Woodhouse, Matt Hutchins
- Teen Lounge: Amos Meeks

**Operations Division: Rick Kovalcik**

- Duck Hunt: Steve Huff, Talis Thorndike Love
- Logistics: Mike Trachtenberg
  - Staff: Steve Huff, Andrew Campbell
- Massage Den: Steve Balzac
- Ops Desk: Bryan Maynard
- Ribbons: Sharon Sbarsky
- Security: Jet Cultir

- Assistant: Ally Chilson
- Staff: Kit Golan, Christina Schoenfeld, Arthur Ercolini
- Sign Shop: Robert Luoma
- Volunteers: Gary Strong
  - Lounge Lizard: Pasquale Nuzzo

**Programming : Mike Sprague**

- Assistant Division Head: Emily Coombs
- Program Nexus: Mike Sprague, Emily Coombs
- Brainstorm Moderator: Mike Sprague
- Editors: Ann Muir Thomas, Terry Holt
- Zambia: Peter Olszowka
- Tracks:
  - Anime: Mary Dumas
  - Comics: Jaime Garmendia
  - Costuming: Elizabeth O'Malley
  - Fan Interest: Micah Schneider
  - Fast Track: A.J. Strong
    - Assistant Area Head: Bill Pomeroy
  - Music: Kate Farb-Johnson
  - Gaming: Alex Feinman
  - Literature: Shira Lipkin
  - Media: Dan Kimmel
  - Science: Bill "Crash" Yerazunis, Lisa Wood
  - Social Issues: Aimee Bouchard
  - Victorian/Steampunk: Deborah Castellano
  - Writing: Mike Sprague

**Publications Division: Karen Purcell, Jonathan Venezian**

- Assistant Division Head: Cris Shuldiner
- Overall Publications Design: Lia Olsborg
- Braille Program: Tanya Washburn
- Editors: Janet Stickle, Skip Morris
  - Proofreader: Lisa Hertel
- Large Print Pubs: Rick Kovalcik
- Newsletter: Lew Wolkoff, Madeleine Claire Hahn
  - Staff: Carsten Turner
- Staff Newsletter: Lisa "Jasra" Holsberg
- PDA/Webphone Schedules: Benjamin Levy
- Pocket Program: Paul Selkirk
- Restaurant Guide: Lisa Goldstein, Lia Olsborg
  - Artist: Rob Allison
- Souvenir Book Team: Erik Nelson, Renè Walling, Susan Soares
- T-shirts: Jonathan Venezian
  - Sales Shirt Design: Shaenon Garrity, Josh Simpson
  - Volunteer Shirt Design: Jenny Anckorn

**Tech Division: Matthew Barr**

- Assistant Div Head for Events: Peter Olszowka
- Assistant Div Head for Program A/V: Abby Noyce
- Lighting Designer: \*hobbit\*
  - Assistant Lighting Designer: James Dattolo
- Sound Designer: Dan Noc
- Video Director: Syd Weinstein
- ArisiaTV Feed: Carl "z!" Zwanzig
- Program A/V Sound: Joseph Averett
  - Staff: David H. Silber, Sarah "Pie" Stauff
- Tech Consultant: Paul Kraus
- General Tech Staff: Lia Olsborg, Daniel Johnson-Carter, Kat Dutton, Greykell Dutton

# ARISIA CODE OF CONDUCT

To help ensure our members' happiness and a successful convention, we have established a Code of Conduct and Behavior Policies for all members. We have little desire to police our membership, but we do have some requests and expectations that will help ensure a pleasurable weekend for all.

## General Demeanor – Common Sense Required

Reminder: The hotel is not dedicated completely to our use for the weekend. Members of the general public stay here or visit the hotel to dine and socialize. Please be considerate of non-convention individuals at all times.

Arisia expects its members to respect each other and behave in a generally civilized fashion. Members should respect common sense rules for public behavior, personal interaction, common courtesy, and respect for private property. If you wouldn't do it in a public setting, please don't do it here.

Please report to the convention committee any incidents in which a member of the convention is abusive, insulting, intimidating, bothersome, or acting in an unsafe or illegal manner. Arisia reserves the right to revoke, without refund, the membership of anyone for just cause. Persons violating the law may be turned over to the police or the hotel security force.

Sleeping in public or convention areas of the hotel is forbidden by the hotel management. This hotel is private property.

The hotel strictly forbids throwing, dropping, or flying anything from the balconies or escalators. Rollerskating is also not permitted inside the hotel.

Program participants and event coordinators are responsible for the comfort and safety of convention members in their areas. Disruptive behavior by children or adults is not acceptable, and any actions disturbing to attendees may result in a request to leave.

Convention Badges must be worn and visible to access any convention area (including Dealers Row and Open Parties). Exceptions may be made for special cases, e.g. masquerade participants while on-stage (but masquerade participants do need to have memberships in any case).

## Children as Fans and Companions

Arisia makes every effort to protect fans of all ages and provide a healthy environment with many opportunities for fun and learning. Children are a valued part of our community, and we welcome their appropriate participation.

Childcare is available for ages 2-6 years with a Childcare membership. Parents must provide a cell phone or pager

number. Space is limited, so purchase Childcare memberships in advance.

Fast Track is a children's program open to fans aged 6-12 years old. Fast Track is billed as a con within a con, offering a wide variety of program items for children. Some items may require the supervision of a child by parents. It is each parents' responsibility to review the Fast Track schedule and decide which items they will allow their child to participate in, either with or without adult supervision.

Fast Track does not provide snacks and meals; parents must arrange to feed their children.

Childcare and Fast Track have limited hours; please check the schedule.

Children under 12 years old may attend with either their own paid convention membership, or with a free Kids-in-Tow membership (with and under the supervision of an authorized adult at all times). Arisia requires that there be at least one supervising adult with a membership accompanying every three Kids-in-Tow members.

Parents of children ages 9-12 who believe their children are mature enough (and who have their own paid membership) may choose to allow their children to freely roam the convention on their own. Any child who excessively misbehaves or engages in inappropriate, disruptive or dangerous behavior is subject to having free-roaming privileges or their entire membership revoked.

All children aged 8 and under must be with an adult, in childcare, or in Fast Track con areas. All other unattended children will be sold to mad scientists for experimentation purposes.

Please remember that many of the costumes the attendees will be wearing and the displays in the exhibit areas may be made of delicate and easily damaged materials that should not be handled without permission.

Some program items dealing with adult topics may be closed to individuals under 18 years of age. Although children under 18 years of age may register as "adults," membership in the convention in no way supersedes local, state, or federal laws.

## Costume and Masquerade Guidelines

All costumes are welcome at Arisia, whether created by the wearer or not. However, purchased and rented costumes are not eligible for awards. Awards are made to the creator of the costume, not the wearer.

Costume weapons are permitted, but must be peacebonded by Arisia Security when you arrive, unless worn solely for the masquerade as part of an on-stage costume. The use of any real weaponry as part of a costume, as well



as the use of any special effects, must first be approved by the Masquerade Director. Remember, it's okay to surprise the audience, but not the staff.

During the masquerade, flash photography, laser pointers, beepers or cellular telephones not set to silent are forbidden.

Participants in the masquerade must read and agree to the terms contained in the separate costumer release.



### Parties in Guest Rooms

If you'd like to host a party (Open or Closed), you must register with us in advance and use a room in the "Active" room block. Parties registered in advance with Arisia will be moved to a "Party Host room", can request a free ice delivery from the hotel, and ensures you are covered by Arisia's corkage agreement (allowing you to serve food and non-alcoholic drinks).

Parties may be "Open Parties" (all convention members welcome, and with doors open or ajar) or "Closed Parties" (private, doors closed, no advertising). Serving of alcohol is not allowed in Open Party areas.

Party hosts are responsible for adhering to convention policies, hotel rules, and local, state, and federal laws.

### Smoking, Alcohol, Weapons, and Illegal Acts

The Westin hotel bans smoking in all areas of the hotel, including all guest rooms.

Arisia prohibits the consumption of alcohol in all convention areas except for alcohol purchased from the hotel and consumed in the area in which it was purchased. The legal drinking age in Massachusetts is 21. You may be asked to provide a valid ID if ordering alcoholic beverages.

Arisia's corkage waiver does not apply to serving of alcohol. According to the Massachusetts Alcoholic Beverages Control Commission and the Boston Licensing Board, all alcoholic beverages must be purchased through the hotel. The hotel may confiscate any privately purchased alcohol, prevent you from bringing it onto the property, or take other actions (such as placing a large corkage charge on your bill).

Laws governing illegal substances, obscenity, weapons, public behavior, and the treatment of minors must be strictly observed. Remember, there may be members of the Boston Police Department on patrol at the convention.

The following weapons are illegal in Massachusetts: blackjacks, billy clubs, any sort of double-edged knife (symmetrical cross-section, even if one side is dull), shuriken (throwing stars) and nunchucks. This list is not exhaustive.

### Photography, Videography, and Press Policy

There will be photographers present; if you do not wish to be photographed or recorded, please state so clearly and unambiguously.

Photographers, ask permission before you photograph or audio/videotape any person or group. Anyone wishing to take pictures or make audio or video recordings of any part of the convention must read and agree to the terms of the separate photographers/videographers release. Anyone wishing to sell photographs or audio or video recordings of any part of the convention (including the masquerade) must read and agree to the terms of the separate photographers/videographers contract.

If you are acting on behalf of a publication, video production organization, or news medium of any kind (freelance or employed; commercial publication, media, or fanzine), you must register for a press pass and press packet with the Press Liaisons.

Individuals or organizations violating these guidelines by selling, reproducing, broadcasting, or publishing materials obtained at an Arisia convention without permission may be prosecuted to the full extent of the law. If you have any questions as to what is appropriate, contact the Press Liaisons for further information.

Dealers are limited to the Dealer's Room in the Galleria space, and the Dealer's Row on the 16th floor. Any vending from a hotel room not authorized by the dealer coordinator will be shut down, and the memberships of those involved will be revoked.

All raffles and drawings, whether for profit or charitable reasons, must comply with the City of Boston guidelines.

We will happily refund the membership fee of anyone who finds these policies unacceptable.

# ARISIA FROM A TO Z

New to Arisia? Information you need...

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## Anime

Anime is a style of animation from Japan, which has a very active and devoted fan following in North America. There are all kinds of anime, from romance to science fiction. We will feature anime in our theater, program panels about anime, and a party/dance on Friday night. Anime costumes are more than welcome in our Masquerade on Saturday night. Look for anime items on Dealers' Row as well.

## Arisia

Arisia is an annual gathering of individuals with a common interest in Science Fiction and Fantasy. Our many interests include literature, gaming, costuming, anime and TV shows, music, collecting, art, performing, and looking into the future, as well as alternate histories. The name Arisia comes from E.E. "Doc" Smith's classic Lensman novels; in those stories, Arisia was the name of the "good guys." The symbol of the Arisians was the mystical lens, which is why we call our logo the "Arisia Lens."

Arisia is also a nonprofit corporation and entirely volunteer run. If you wish to help out, we'd love more people! Some other conventions or convention-like events in the Boston area include Boskone (whose name is also from Doc Smith; February), The Science Fiction Film Marathon (February), Vericon (March), AnimeBoston (April), and Readercon (July).

## Art Show

The Art Show features art by our guests of honor and many other artists. Admission to the Art Show is free to all attendees. Prints are available for purchase at the Print Shop, and much of the original work in the Art Show is also for sale. Throughout the weekend, there will be a series of tours of the Art Show, including an accessible tour. Check the program schedule for details.

## Artist/Author Alley

A.K.A. The Pros' Nest

This is a place in the middle of the Galleria for artists, authors, and small businesses (e.g., book and game publishers) to promote themselves.

## Babysitting

See *Turtle Track*.

## Badges

Although there is a famous phrase "We don't need no stinkin' badges", actually we do. Please be sure to wear your badge in the Westin so we can know you are one of us, on the shuttles so the drivers can know you are one of us, and in local restaurants to advertise that we are bringing business to the community. Badge checking will occur throughout the convention.

## Blood Drive

Look for our famous "Naughty Nurses" who will help sign you up for a blood donation at the convention. The blood drive is run in cooperation with the Heinlein Society. Robert A. Heinlein was a big supporter of blood drives, and he was instrumental in encouraging the first one at a convention — the 1976 World Science Fiction Convention, where he was Writer Guest of Honor. This year we will be working with two hospitals, allowing us to accept donations both on Saturday and Sunday.

## Child Care

See *Turtle Track* or *Fast Track*.

## Con Suite

The Con Suite is an informal area where you can get a snack and rest your feet. Sit down and make new friends, or chat with longtime buddies. It will be held on the 16th floor in the Presidential Suite this year. Never fear, the Westin's elevators will get you there in a jiffy!

## Dances

We haz them. This year's convention features several different dances of different time periods, including the "Time Traveler's Ball."

## Dead Dog Party

The traditional End-of-Convention bash takes place in the Con Suite Monday evening after teardown has been completed.

## Dealers' Row & Dealers' Room

Want a book, some jewelry, a bit of sculpture, or clothing? How about something unusual? The Dealers are basically a big Science Fiction flea market where you can find all sorts of books, garb, jewelry and a wide range of items of interest to our attendees.

Dealers' Row is a block of hotel rooms on the 16th floor of the hotel; each room is open at the individual dealer's discretion. Dealers' Room is a segment of the Galleria in the lowest floor of the hotel, and the Dealers' Room hours are available in the Pocket Program.

## Drum Circle

Drumming is primal and powerful and invariably attracts those who dance. We host a drum circle and encourage you join with others in laying down some intoxicating rhythms for the dancers amongst us. BYODrum.

## Duck Hunt

Rubber ducks like a good convention, and so they LOVE Arisia! However, they tend to get into mischief, and so we're asking attendees to help us out. If you find a rubber duck hiding somewhere in the hotel, bring it to the Volunteer Lounge; you may be able to exchange it for a prize!

## Events

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Events feature large items in large spaces; from the Masquerade to a GoH concert, from the Weird Science 80's Dance to the Renaissance Period Dance. Events this year are spread out in various larger function rooms in the hotel, mostly ballrooms. So come sing, dance, watch cartoons, see knights take on Legionnaires — and don't forget REPO! The Genetic Opera at midnight Saturday!

## Fast Track

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Fast Track is a convention within a convention, and is geared to fans ages 6–12. It features panels and activities such as storytelling, crafts, costuming, and kids' science panels.

Fast Track is also part of convention programming, and is open to fans of all ages. However, parents must accompany their younger children and should review the schedule to determine when their child may not have the manual dexterity, knowledge, or attention span for any particular panel or activity.

## Filk

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Filk is fannish folk singing, and can vary from moving ballads to humorous parodies. There will be sing-alongs, concerts, round-robins, and less formal events. Most filk happens at night; use your ears to find the current location down on the Lobby level. Everyone is welcome, even if you can't sing and are tone-deaf.

## 5-2-1 Rule, The

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For a happier convention, we recommend that everyone have at least five hours of sleep, two full meals, and one bath or shower during every 24 hours. Do unto others as you would have them do unto you, and please note that 5 meals, 2 showers, 1 hour of sleep is not the same thing.

## Galleria

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Galleria is your one-stop shop for the Dealers' Room, the Art Show and Au-

thor/Artists Alley. It is accessible via the escalator in the lobby or the elevators just behind.

## Gaming

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Tabletop, fantasy, role-playing, and other games will be found in our Gaming Room. We have both "scheduled" games, which you may sign up for, and open gaming where people bring their own. In addition, several LARPs will be occurring in the hotel. Gaming runs 24 hours a day through the entire convention.

## Hall Costuming

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Hall Costuming is a way to get in character and feel at home. You can be who you'd like to be (or who you really are and can't be in the mundane world) among your friends here at the convention. Come by the Masquerade Registration Table in the Lobby and show us your stuff. We may take your picture, sign you up to be in this year's Masquerade, and you even might find yourselves the winner of a coveted Hall Costume Award.

## Information Desk

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Centrally located in the Westin Lobby, the Information Desk is where you can drop by to get another copy of the Program Guide, pick up a copy of the Daily Newsletter, get intel on the Restaurants in the area, or ask anything that has to do with the convention. If we don't have the answer, we may be able to point you in the right direction.

Please stop by the Info Desk if you have any feedback, issues, complaints, or compliments about the convention. If the Info Desk is closed, please drop by Operations on the Mezzanine in the Faneuil room for urgent matters.

## Kids' Stuff

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Kids-in-Tow is a free, no-charge membership for young fans designed to make it easier for families to attend. Kids-in-Tow members are required to stick-like-glue with a parent all times.

All children with full memberships are welcome to use Fast Track programming (designed for ages 6 to 12) or Child Care (designed for ages 2 to 6). Children using Fast Track will be given ribbons to add to their badges that are either green for "Comet" (kids are free to roam around the hotel like all adults) or red for "Satellite" (kids are required by their parents to either be in Fast Track or with under adult supervision). Please remember that everyone attending Arisia, including Kids-in-Tow, must have a badge.

## Lost and Found

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See *Operations*.

## Masquerade

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The Masquerade is a costume contest and display of creativity by your fellow convention members. Entrants may dress in anything interesting and fun so long as they can motor themselves across the stage and back. You'll find a variety of BEMs (Bug Eyed Monsters!), Transformers, faeries, royals, dragons, cosplayers (anime-inspired costumes), movie and TV characters, and just plain silly people in costume. This is a judged event and is a highlight of Arisia. If you're not competing, come see the fabulous display of creativity by your fellow fen. All entries are judged in three separate categories (Novice, Journeyman, and Craftsman/Master) to give everyone a fair chance.

## Memberships

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Arisia is a large extended family. We sell memberships, not tickets. The several categories of memberships include Full Weekend, Single Day Members, Child Care (entitling the child to make use of convention-provided child care services), Kid-in-Tow and Adult-in-Tow members. Everyone attending Arisia, including Dealers Row and Open Parties, must have a membership and a badge.

## Operations

a.k.a. Con Ops

This is the convention communication nerve center where our staff goes to coordinate activities, find people and things, and receive or deliver messages. Located on the Mezzanine in the Faneuil room, this is also the Lost and Found for the convention.

## Parties

In the evening, some attendees will host parties in hotel rooms and suites. Most of Arisia's parties are "open," meaning all convention members are invited. If the door is open, go on in! Parties are the best place to socialize with fellow fans. Sponsors throw parties on their own dollar, either for fun or for fannish political purposes.

Throwing a party? Remember to list your open party on the Party Board (it will also be published in the Newsletter). Organizers of Open Parties should stop by the Con Suite to claim a "party seed" of snacks and drinks to help get the action going.

## Programming

Programming includes panels, lectures, discussions, workshops, and more — there's a whole Program Guide devoted to it. We will be a variety of programming, starting mid-afternoon on Friday, running 24 hours throughout the convention, finishing up Monday afternoon.

## Registration

This is where you picked up your badge when you first arrived at the con, at the top of the escalators on the Mezzanine level. It's also where you go if you've lost your badge (when Registration is open — otherwise, please go to Con Ops) or need a replacement (lost badge replacements aren't free, so try to keep track of your badge!).

## Restaurants

Hungry? The Westin hotel operates Saucy Restaurant, Starbucks (behind the escalator to the Mezzanine level), and their Birch Bar (in the lobby).

Also inside the hotel are MJ O'Connor's and City Bar. Check out the Dining Guide for info on where to get a quick snack or a meal with friends.

## Security

Arisia Security can help you in case of emergencies involving inappropriate behavior of other convention members or in case you are in trouble and need assistance. You will see our Rovers in the hallways making sure that things are going well, and calling in help if it is needed.

## Tech

Related to Events and Program, Tech builds and controls the lights, sound, video rigs, and Arisia TV for the convention. Entirely volunteers, the tech

team would love to have fresh subjects to experiment on... or, volunteers to train. We love volunteers! Go to the Volunteer Lounge to find out how to join us!

## Turtle Track

By prior sign-up we are providing supervised child care for those too young to enjoy the convention on their own (2 to 6 years old). All children using this service must have full memberships to the convention. There will be no other fee. For older children, see the "Fast Track" and "Kids' Stuff" entries.

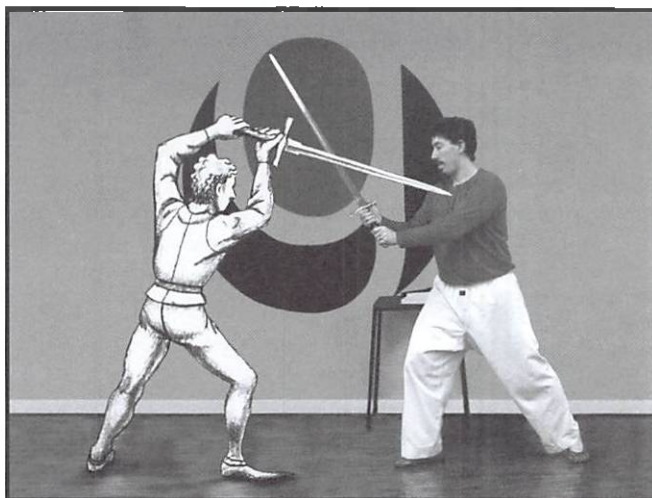
## Volunteers

This is a volunteer-run convention — and you're welcome to join us! If you have looked through your Pocket Program and found that you have a few hours to spare, please come by the Volunteer Lounge in the Alcott room on the Mezzanine, and sign up. Contribute eight hours and you'll earn a fabulous t-shirt; twelve hours gets you a free membership to next year's convention.

Helping out at your favorite activities can have its perks: You may also find that you get a better view of the Masquerade by working as an Usher, or get to see more of the Art Show by joining the Art Show staff. Perhaps you like overnight gaming and want to make sure it runs? Volunteering to work there will help it remain open.

## Zed

The Fan GoH, pronounces the last letter of the alphabet in this manner.



## Cross Swords with History!

Historical Martial Arts and Sword classes  
Open Day February 12th

Monday and Thursday nights  
Gymnasium  
1001 Watertown St, W. Newton, MA

*kunstbruder.org*

*The Arisia Convention Committee  
cordially invites you to  
the presentation of*

*The Carl Brandon Awards*

*for the years  
two thousand and eight  
and  
two thousand and nine*

*Please join us  
in the Commonwealth C Ballroom  
Sunday, the sixteenth of January  
two thousand and eleven  
at half past three in the afternoon*

**TURN THE PAGE FOR DETAILS**

# ABOUT THE CARL BRANDON AWARDS

(in their own words)

## About the Carl Brandon Society

We came up with the idea for the Carl Brandon Society in 1999 at the feminist science fiction convention WisCon in Madison, Wisconsin. African American SF legend Samuel R. Delany had recently published an article titled "Racism and Science Fiction" in the *New York Review of Science Fiction* (August 1998, vol. 10, issue 12). Partly in response to the article, people of color attending WisCon requested that the convention schedule more programming items that addressed race. This resulted in two focus groups where people of color and white people could meet and formulate strategies for increasing the awareness and representation of people of color in the genres and in the community. The focus groups were followed by an all-community session to follow up on the focus group discussions.

The main result of these activities was the decision to create the Carl Brandon Society as an organization to help build further awareness of race and ethnicity in speculative literature and related fields.

## About Our Name

Carl Joshua Brandon was a fictional black fan writer invented by white writers Terry Carr and Peter Graham in the fifties. A hoax that lasted for over two years, Carl Brandon was nearly elected to office in a fan writers association, and was for a time one of the most popular fan writers in the genre. But the existence of a lone, fictional black writer underscores the fact that a fictional voice had to be invented for people of color, because we had none in fandom.

We named ourselves after Carl Brandon in much the same way that the Tiptree Award named itself after the fictional male writer James

Tiptree, Jr, a pseudonym for the feminist SF writer Alice Sheldon. Just as women can now write under their own names, so can people of color now write (and publish) our own stories. We've got much further to go yet. This is why we're working to make fandom a more rewarding place for people of color, to build a readership for the speculative writing of people of color, and to help the world understand that we can't create a just future if people of color aren't included in its imagining.

## Our Mission

The mission of the Carl Brandon Society is to increase racial and ethnic diversity in the production of and audience for speculative fiction.

## Our Vision

We envision a world in which speculative fiction, about complex and diverse cultures from writers of all backgrounds, is used to understand the present and model possible futures; and where people of color are full citizens in the community of imagination and progress.

## We Value

- Fantasizing for its own sake, and as an agent of social innovation
- Literature as a groundspring for social change
- Creative innovation in the field of speculative fiction
- Inclusive definitions of both genre and audiences
- A culture of listening to people of all abilities, genders, and backgrounds, in all fields of endeavor
- National and international community-building around areas of interest

## The Awards

**The Carl Brandon Parallax Award** is given to works of speculative fiction created by a person of color. Nominees must provide a brief statement self-identifying as a person of color; creators unwilling to do so will not be considered for this award. This Award includes a \$1000 cash prize.

**The Carl Brandon Kindred Award** is given to any work of speculative fiction dealing with issues of race and ethnicity; nominees may be of any racial or ethnic group. This Award includes a \$1000 cash prize.

## Past Winners:

### 2007

The winners of the 2007 Carl Brandon Society awards are Nnedi Okorafor, who received the Carl Brandon Parallax Award for her novel *The Shadow Speaker*, and Minister Faust, who received the Carl Brandon Kindred Award for his novel *From the Notebooks of Doctor Brain*.

### 2006

Andrea Hairston is the winner of the 2006 Carl Brandon Parallax Award for her novel, *Mindscape*. No Kindred Award was given for 2006.

### 2005

The winners of the 2005\* Carl Brandon Society awards are Walter Mosley, who received the Carl Brandon Parallax award for his novel *#7* and Susan Vaught, who received the Carl Brandon Kindred award for her novel *Stormwitch*.

\* The Awards are now named for the year they were published. The Awards for *#7* and *Stormwitch* were originally called the 2006 Awards.

# LUNACON 2011

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Lawrence M. Schoen

ARTIST GUEST OF HONOR  
Rachael Mayo

SPECIAL GUEST  
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### Adults

Sept 1, 2010 - Feb 20, 2011 \$50  
February 21, 2011 - At the door \$60

### Child (ages 6 - 12)

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Membership rates good through dates listed.  
Memberships mailed in must be postmarked by  
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[info@lunacon.org](mailto:info@lunacon.org)

# ARISIA ABBREVIATED HISTORY

Arisia was founded as a non-profit in 1989 to hold conventions and to promote science fiction and fantasy in all forms. Arisia '11 will be our 22<sup>nd</sup> convention.

Date	Venue	Guests of Honor & Special Guests	ConChair & Officers	Theme/Notes	Reg.
Arisia '90 Feb 23-25, 1990	Lafayette Swissôtel Boston, MA	WGoH: Richard Bowker AGoH: A.C. Farley FGoH: Spike McPhee	Chair: Matthew Saroff Pres: Mary Robison VP: Kim Van Auken Treas: Tom Fish Clerk: Adria Crum	<i>1990 was Arisia's second year of existence; officers from the first year were: Pres: Cris Shuldiner, VP: Mary Robison, Treas: Tom Fish, Clerk: Brian Cooper</i>	842
Arisia '91 Feb 1-3, 1991	Vista Inter- national Waltham, MA	WGoH: Jack L. Chalker AGoH: Bob Walters FGoH: Richard Hill & Laurel Cunningham Media GoH: Larry Ross	Chair: Matthew Saroff Pres: Mary Robison VP: Robert Bazemore Treas: Marshall Ellis Clerk: A. Joseph Ross	<i>The "Vista International" is now the "Waltham Weston" hotel</i>	1050
Arisia '92 Jan 3-5, 1992	Boston Park Plaza Hotel & Towers Boston, MA	WGoH: Craig Shaw Gardner AGoH: Robin Wood Filk Guest: T.J. Burnside Clapp Guest Editor: Ginjer Buchanan, Shoshanna Green Media Guest: Lynne Stephens Tech GoH: Alex Latzko	Chair: Kimberly S. Van Auken Pres: Patrick McCormack VP: Jeffrey Jordan Treas: Marshall Ellis Clerk: A. Joseph Ross	<i>Ginjer and Shoshanna were each listed as "Guest Editor" in different sections of the Program Book. No one (including the chairman) remembers what really happened.</i>	1094
Arisia '93 Jan 15-17, 1993	Boston Park Plaza	WGoH: Ellen Kushner AGoH: Charles Lang & Wendy Snow-Lang FGoH: Monty Wells Tech GoH: Carl Zwanzig	Chair: Robert "Insanity*3" Bazemore Pres: A. Joseph Ross VP: Heather Coon Treas: Allan Kent Clerk: Mark Dulcey		1670
Arisia '94 Jan 21-23, 1994	Boston Park Plaza	WGoH: Spider & Jeanne Robinson AGoH: Michael Whelan FGoH: Dave Kyle	Chair: James S. Belliore, Jr. Pres: A. Joseph Ross VP: Nicholas "phi" Shectman Treas: Allan Kent Clerk: Edward Dooley	<i>The "Park Plaza Castle" (formally the armory for the First Corps of Cadets National Guard Unit) was used for the masquerade and several other events, due to an outside wedding being scheduled in the hotel main ballroom.</i>	1513
Arisia '95 Jan 13-15, 1995	Boston Park Plaza	WGoH: C. J. Cherryh AGoH: Jael FGoH: Walter Kahn Filk Guest: Michael Longcor Tech Guest: Deryl Burr	Chair: Sheila Oranch Pres: Joell Herda VP: Jim Stevenson Treas: Eric Bunce Clerk: Edward Dooley	<i>DIVERSITY — we are not one-dimensional beings!</i>	1810
Arisia '96 Jan 12-14, 1996	Boston Park Plaza	WGoH: Emma Bull & Will Shetterly AGoH: Lissanne Lake FGoH: Rob Bazemore a.k.a. "Insanity*3" Musical Guest: Boiled In Lead	Chair: Nicholas "phi" Shectman Pres: Cris Shuldiner VP: Walter Kahn Treas: Randall Cohen Clerk: Robert Fairburn IV	<i>Minneapolis Music The Fan Guest of Honor got married in the hotel ballroom as his "GoH Event." Arisia '96 was the last year under the old family-owned Park Plaza management. The hotel sale closed the Monday after the convention.</i>	1826



Date	Venue	Guests of Honor & Special Guests	ConChair & Officers	Theme/Notes	Reg.
Arisia '97 Jan 10-12, 1997	Boston Park Plaza	WGoH: R. A. Salvatore AGoH: Bob Eggleton FGoH: The Gang of Five (Arisia's Founders: Brian Cooper, Tom Fish, Mary Robison, Matthew Saroff, Cris Shuldiner)	Dictator: Pat McCormack Pres: Cris Shuldiner VP: Brendan Quinn Treas: Marshall Ellis Clerk: Glen Goodwin	<i>Exploring Tyranny In Our Literature and In Our Lives a.k.a. "The Iron Boot of Tyranny"</i>	1874
Arisia '98 Jan 16-18, 1998	Westin Hotel Waltham, MA	WGoH: James P. Hogan AGoH: Courtney Skinner FGoH: Marty Gear	Exec Director: Glen R. Goodwin Pres: Jeffrey L. "Hunter" Jordan VP: Brendan Quinn Treas: Skip Morris Clerk: Paul Selkirk	<i>Freedom: Stories of The Revolution! The "Westin Waltham" is the former "Vista International". Arisia '98 had a strict membership cap of 1500 due to hotel function space limitations. The cap was raised to 1550 and no one was turned away.</i>	1538
Arisia '99 Jan 8-10, 1999	Westin Copley Place Boston, MA	WGoH: Roger MacBride Allen AGoH: Gary A. Lippincott FGoH: Patrick & Teresa Nielsen Hayden Science Guest: H. Paul Shuch a.k.a. "Dr. SETI"	Chair: Cris Shuldiner Pres: Elka Tovah Menkes VP: Glen R. Goodwin Treas: Skip Morris Clerk: Rachel Silverman	<i>The 10th Arisia/Party Like It's 1999. There was actually no external theme for this convention, as the Chair does not believe in them. What is listed here is the internal theme designed for the staff to have fun with.</i>	1672
Arisia '00 Jan 14-16, 2000	Boston Park Plaza	WGoH: Jane Yolen AGoH: Tom Kidd FGoH: Sharon Sbarsky Musical Guest: Echo's Children	Chair: Paul Selkirk Pres: Noel Rosenberg VP: Cris Shuldiner Treas: Skip Morris Clerk: Tom "Merv" Murphy	<i>No official theme, but the "in joke" was that Arisia '00 was officially "Not Y2K Compliant," so the dates were printed as 1900.</i>	1965
Arisia '01 Jan 12-14, 2001	Boston Park Plaza	WGoH: Lois McMaster Bujold AGoH: Wojtek Siudmak FGoH: Jan Howard Finder a.k.a. "Wombat"	Chair: Elka Tovah Menkes Pres: Brendan Quinn VP: Nicholas "phi" Shectman Treas: Skip Morris Clerk: Tom "Merv" Murphy	<i>Looking Back on the Future</i>	2082
Arisia '02 Jan 18-20, 2002	Boston Park Plaza	WGoH: Katherine Kurtz AGoH: Tristan Alexander FGoH: Eugene Heller	Chair: Noel Rosenberg Pres: Brendan Quinn VP: Colette Fozard Treas: Nicholas "phi" Shectman Clerk: Paul Selkirk	<i>So Long, and Thanks for All the Fish: A Tribute to the Works of Douglas Adams</i>	2309
Arisia '03 Jan 17-19, 2003	Boston Park Plaza	WGoH: Harry Turtledove AGoH: Victoria (Poyser) Lisi & Julius Lisi FGoH: Anthony R. Lewis, FN Gaming Guests: Looney Labs (Andrew Looney, Kristin Looney, Alison Frane) Costuming Guests: Pierre & Sandy Pettinger Filk Guest: Gwen Knighton	Chair: Skip Morris Pres: Joel Herda VP: Noel Rosenberg Treas: Nicholas "phi" Shectman Clerk: Paul Selkirk	<i>Exploring Alternate Realities Through Literature</i>	2264

Date	Venue	Guests of Honor & Special Guests	ConChair & Officers	Theme/Notes	Reg.
Arisia '04 Jan 16-18, 2004	Boston Park Plaza	WGoH: Tim Powers Sculptor GoH: Arthur Ganson FGoH: Kim Van Auken Freedom Guests: Eric S. & Catherine Raymond Filk Guest: Tom Smith	Evil Overlord: Carsten Turner Pres: Joel Herda VP: Noel Rosenberg Treas: Nicholas "phi" Shectman Clerk: Alex Latzko	<i>The Future of Freedom Official Con Book: Powers of Two, from NESFA Press</i>	2283
Arisia '05 Jan 21-23, 2005	Boston Park Plaza	WGoH: Barbara Hambly AGoH: John Picacio FGoH: Victor J. Raymond Media Guest: Harry Knowles Fannish Movie Guests: HiddenFrontier.org Filk Guests: Mary Ellen Wessels & Ed Stauff	Chair: Buzz Harris Pres: Carsten Turner VP: Rick Kovalcik Treas: Alex Latzko Clerk: Claudia Mastroianni	<i>Through Alien Eyes</i>	2086
Arisia '06 Jan 13-15, 2006	Boston Park Plaza	WGoH: Allen Steele AGoH: Frank Wu FGoH: Barb Schofield Musical Guest: Heather Dale	Chair: Nicholas "phi" Shectman Pres: Rick Kovalcik Vice Pres: Lisa Hertel Treas: Benjamin Levy Clerk: Rachel Silber	<i>Focus</i>	2437 (reg'd) 2330 (attended)
Arisia '07 Jan 12-14, 2007	Hyatt Regency Cambridge	WGoH: Esther Friesner AGoH: Hilary Scott Filk GoH: Luke Ski	Chair: Joel Herda Pres: Rick Kovalcik Vice Pres: Lisa Holsberg Treas: Benjamin Levy Clerk: Rachel Silber	<i>Humor in Science Fiction and Fantasy A new home for Arisia</i>	2137 (reg'd) 2045 (attended)
Arisia '08 Jan 18-21, 2008	Hyatt Regency Cambridge	WGoH: Laura Anne Gilman AGoH: Marrus Fan Performer GoH: Eric "in the Elevator" Zuckerman	Chair: September Isdell Pres: Nicholas "phi" Shectman Vice Pres: Crystal Huff Treas: Benjamin Levy Clerk: Rick Kovalcik	<i>Pirates vs. Ninjas First four-day Arisia</i>	2369 (reg'd) 2280 (attended)
Arisia '09 Jan 16-19, 2009	Hyatt Regency Cambridge	WGoH: Walter H. Hunt AGoH: Dave Seeley Fan GoH: Ricky and Karen Dick	Chair: Jill Eastlake Pres: September Isdell Vice Pres: Crystal Huff Treas: Benjamin Levy Clerk: Nicholas "phi" Shectman	<i>The Fabric of Science Fiction</i>	2523 (reg'd) 2410 (attended)
Arisia '10 Jan 15-18, 2010	Hyatt Regency Cambridge	Artist GoH: Sarah Clemens Fan GoHs: Kevin Roche and Andy Trembley Musical GoH: S.J. Tucker — Skinny White Chick Writer/Editor GoH: Gardner Dozois	Chair: Rick Kovalcik Pres: Samantha Dings Vice Pres: Glenn MacWilliams Treas: Benjamin Levy Clerk: Nicholas "phi" Shectman	<i>SF Old and New</i>	2416 (reg'd) 2307 (attended)
Arisia '11 Jan 14-17, 2011	Westin Waterfront Hotel Cambridge	Writer GoH: Kelley Armstrong Webcomic GoH: Shaenon Garrity Artist GoH: Josh Simpson Fan GoH: René Walling Special Guest: Seanan McGuire	Chair: Crystal Huff Pres: Rick Kovalcik Vice Pres: Noel Rosenberg Treas: Benjamin Levy Clerk: Nicholas "phi" Shectman	<i>Mad Science</i>	TBA

# ALBACON 2011

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artist Stephen Hickman

media Keith Decandido

special guest The Wombat  
AKA jan howard finder

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[www.ALBACON.ORG](http://www.ALBACON.ORG)

# WRITER GUEST OF HONOR: KELLEY ARMSTRONG

Kelley Armstrong was born in Ontario, where she still lives with her family. She's been telling stories since childhood, but her parents, while very supportive, were also very practical, and considered writing a hobby, not a career choice. So she grew up planning to pursue a doctorate in psychology.

When the time came to go to graduate school, though, Armstrong realized she was heading into a career that wouldn't leave much time to pursue a dream of "someday getting a book published, maybe even writing part-time." So she switched gears and headed back to college for computer programming. That gave her a 9-to-5

corporate cubicle job, where she learned how to ALT-TAB between programming and a word processing program at record speeds.

As Armstrong got more serious about her publication goals, she was advised to get more serious about her writing, too. No one was ever going to buy the werewolf book she kept hammering away at, not when she couldn't even stick to one genre, but insisted on mixing fantasy, horror, romance and mystery. So she tried to "go straight," trying her hand at the various genres. After years of getting nowhere, she decided to pass around the werewolf book. And it sold.

*Bitten* came out in 2001, and was the first novel in the Otherworld series. Book 11, *Waking the Witch*, was released in the summer of 2010. Armstrong also has two crime novels featuring an ex-cop-turned hitwoman (*Exit Strategy* and *Made to be Broken*) and the *Darkest Powers* young adult trilogy, set in her Otherworld universe.

You can find details and excerpts for all of her books, plus plenty of free fiction and useless writing advice, on her website, [www.KelleyArmstrong.com](http://www.KelleyArmstrong.com).

## Bibliography

### Otherworld Series

*Waking the Witch* (2010) Penguin Dutton  
*Frostbitten* (2009) Bantam Spectra  
*Living with the Dead* (2008) Bantam Spectra  
*Personal Demon* (2008) Bantam Spectra  
*No Humans Involved* (2007) Bantam Spectra  
*Broken* (2006) Bantam Spectra  
*Haunted* (2005) Bantam Spectra  
*Industrial Magic* (2004) Bantam Spectra  
*Dime Store Magic* (2004) Bantam Spectra  
*Stolen* (2003) Penguin Viking  
*Bitten* (2001) Penguin Viking

### Nadia Stafford Series

*Made to be Broken* (2009) Bantam  
*Exit Strategy* (2007) Bantam

### Darkest Powers Trilogy

*The Reckoning* (2010) HarperCollins Teen  
*The Awakening* (2009) HarperCollins Teen  
*The Summoning* (2008) HarperCollins Teen

### Anthologies and Short Novels

*Counterfeit Magic* (2010) Subterranean Press  
*Tales of the Otherworld* (2010) Bantam Spectra  
*Angelic* (2009) Subterranean Press  
*Men of the Otherworld* (2009) Bantam Spectra

### Short Stories

"Lucifer's Daughter" *Blood Lite 2* (2010) ed. Kevin J. Anderson  
"Last Stand" *The Living Dead 2* (2010) ed. John Joseph Adams  
"Hunting Kat" *Kisses from Hell* (2010) HarperCollins  
"Learning Curve" *Evolve* (2010) ed. Nancy Kilpatrick  
"Life Sentence" *The New Dead* (2010) ed. Christopher Golden  
"The Collector" *Hellbound Hearts* (2009) ed. Paul Kane & Marie O'Regan  
"A Haunted House of Her Own" *Twilight Zone* (2009) ed. Carol Serling  
"Dead to Me" *Tesseract's Thirteen* (2009) ed. Nancy Kilpatrick & David Morrell  
"Kat" *The Eternal Kiss* (2009) ed. Trisha Telep  
"Zen and the Art of Vampirism" *A Fantasy Medley* (2009) ed. Yanni Kuznia  
"Paranormal Romance Blues" *Mammoth Book of Paranormal Romance* (2009) ed. Trisha Telep  
"The Ungrateful Dead" *Blood Lite* (2008) ed. Kevin J. Anderson  
"Stalked" *My Big Fat Supernatural Honeymoon* (2008) ed. P.N. Elrod  
"Twilight" *Many Bloody Returns* (2007) ed. Charlaine Harris & Toni L. P. Kelner  
"Chaotic" *Dates from Hell* (2006) HarperCollins  
"Death Dealer" *Dying for It* (2006) ed. Mitzi Szereto  
"Plan B" *Like A Charm* (2004) ed. Karin Slaughter



## CHECKMATE

A short story by Kelley Armstrong

*Portage and Main fifty below.* The BTO lyric kept running through my head as I stood on that very corner, known as the coldest intersection in Canada. Tonight, it was living up to its reputation.

Even in a fur coat, I was shivering. I'm not a big advocate of fur garments, but this one wasn't likely to get me in trouble with PETA. In fact, if they knew about it, I'm sure they'd find a way to work it into a campaign. *Wolves are people too... at least some of them... part of the time.*

Of course, this particular subspecies — numbering only a few hundred worldwide — was responsible for more deaths than the hundreds of thousands of real wolves, so one could argue they *should* be exterminated. But that wouldn't make good ad-copy.

I was on the trail of one of my murderous brethren right now...or I would be, once my nose defrosted enough to find his trail.

I stood in the shadows between two office towers. The streets were deserted. It was Saturday night, and the smart Winnipeggers were hunkered down in their warm homes, enjoying the reliable spectacle of the Leafs attempting to play our national sport.

Clay stood a few feet away at the mouth of the alley. Though the empty streets meant we ran little risk of being seen, it wouldn't matter. We Changed into wolves, not Hollywood-style wolfmen. If seen, we'd be mistaken for dogs.

Clay surveyed the street, his nose turned straight into the bitter wind, golden fur rippling, blue eyes slitted. He glanced at me, huddled behind the windbreak, and gave a soft chuff of a laugh. Cold never bothered him, even in human form. I always swore he was really one of those medieval werewolves, believed to wear their fur under their skin.

I snorted and huffed, hot breath streaming through my nostrils. Then I set out. Clay fell in behind, letting my better nose take the lead. After two blocks, I caught the distinct smell of a werewolf.

I broke into a lope, Clay at my heels, our nails clicking across the pavement. There's nothing like a city run to get our hearts pumping — the tantalizing smells, the unexplored nooks and crannies, the constant threat of exposure. Tonight, though, we were here to work.

We'd come to Winnipeg to check out a growing number of missing prostitutes. Hookers are the favored victims for man-eating mutts, who can take a slow stream for decades without raising alarms. They are equally popular victims for human monsters, though, and we rarely turned up any sign of a werewolf. This time, we had.

I followed his scent on the wind until we arrived in one of the more rundown sections. The street stretched in an endless, straight ribbon. The old joke is that the prairies are so flat you could watch your dog run away for three days. That means you can also safely surveil your mutt quarry from three blocks away.

As the lone figure strolled along the sidewalk, women slipped from the shadows. Dressed in ratty fur coats and short skirts over long bare legs, they tottered forward on stiletto heels, like deer leaving the safety of the trees after the wolf has passed.

In this case, though, the wolf was what drew them out. Your average werewolf makes an attractive john. Delayed aging keeps him young. A heightened metabolism keeps him active and physically fit. A sensitive nose keeps him clean and well-groomed. Even if the guy had Quasimodo's face, he was probably the best thing these girls had seen in a month.

As they clustered around him, he stopped to talk. Their voices reached us as murmured words and laughter.

Clay bumped my flank, then jerked his muzzle to the south. In wolf form, communication isn't easy, but we'd been together a long time — lovers, partners, mates — so I knew he was suggesting I return to our clothing and Change back. If we had to rescue a girl, it would be easier if one of us was in human form. Not that Clay particularly cared about some anonymous victim, but I would. In this, too, we understood one another.

*Continued on page 22*

By the time I finished, I was worried the mutt would have already culled his prey from the herd, so I ran back. There'd been no need to rush, though. He was still chatting up the hookers. As I crouched in the shadows, Clay moved beside me, fur tickling my cheek, body shielding me from the wind's icy blast.

In this form, it was easier to understand human speech. And retaining a wolf's sharper hearing meant I could pick up snatches of the distant conversation. The mutt just seemed to be chatting the girls up, as if he knew them. A regular, I guessed, but when they teased and cajoled and offered him "deep discounts," he only laughed.

Then, abruptly, he said good-bye and he walked on alone. The reason for his speedy departure? An approaching car.

The mutt swung onto a side-road. The car slowed for a lone girl farther down, and she got in. As it rolled away, I waited for the mutt to return. Then I caught the thump of running footsteps...heading the other way.

We followed for three blocks, certain we'd lost our chance to catch him in the act. If we didn't, Clay would be happy to kill him anyway. To him, a mutt was a mutt, and if he wasn't causing trouble now, he would eventually. But that's why our Alpha put me in charge. I understood that there were decent mutts, those who just didn't choose to join the Pack.

Without proof, we'd have to stay longer and dig some up. We'd already been here four days just trying to find the mutt, and were ready to get home to our kids.

We followed the mutt to an empty lot guarded by buildings, a private spot littered with used condoms. And there, parked in the shadows, was the car we'd just seen pick up the girl.

"He waits for a john to bring a girl here, then nabs her after the guy takes off," I whispered. "That way, no one can link him to the missing girl. Smart."

Clay snorted. "Smart" wasn't a word he'd use for mutts.

We watched as the girl climbed onto the driver's lap. I was about to suggest we get into position, surrounding the mutt, when a *whump* and a strangled cry made me jump. I looked over to see the prostitute flailing in the car, the john's hands around her throat, choking her as she battered the window.

"Shit! Where's — ?"

I spun to where the mutt had been. His hiding spot was empty.

Clay sailed past me. As I followed, I caught a movement on the lowest rooftop. It was the mutt, seeing us and stumbling back from the edge.

Clay ran full-tilt toward the car, leapt and landed on the roof with a crack. I was already at the passenger door. One

sharp wrench and I broke the lock. The girl twisted to see Clay snarling through the windshield. She screamed. The man did some shrieking of his own before shoving the girl off and reaching for the ignition.

From the passenger seat, I waggled the car keys. He stared, wondering how I got there, then yanked open the driver's door. The girl scrambled over him, kicking and clawing her way out first. Clay leapt off the hood and into the man's path.

He could have taken the man down there, but killing him wasn't the goal. We weren't vigilantes. As I watched the girl crawling away, battered and crying, and thought of the others he'd killed, and I could have happily treated him to the same fate. But the Law was clear — only kill humans if they are a direct threat. In this, Clay was the one who acted as a check on my worst instincts.

Clay tore after the man. Just because we couldn't kill him didn't mean we'd let him go. We'd take him down, grab his ID, turn his name over the police and hope they did something about it.

As I raced down the alley, a figure dropped from the fire escape and landed in my path with a pained grunt, one knee buckling. It was the mutt. As my fists flew up, he lifted his hands and backed off.

"We're on the same side," he said, through teeth gritted in pain. "Some hero I am, getting spooked like that. Did you get that bastard?"

"We're working on it."

"Good. Just tell me what I can do." He took a step and faltered. "On second thought..."

"Wait here, in case he circles back."

By the time I caught up with Clay, our prey had gone to ground, which was fine, because the den he'd chosen was his own apartment, where he felt he'd safely escaped the crazy dog chasing him. Taking his ID might have scared him into skipping town. This way, we could return and case his place for proof to give the cops. It still didn't guarantee justice, but it would do.

While I followed his scent to the apartment door, Clay took off to Change back, returning as I stepped from the building.

"Where's the mutt?" he asked.

"Seems he was hunting the hunter," I said. "We spooked him and he twisted his ankle."

"So he's still there? With the girl?"

"Yes. Why?"

One look at his expression and I broke into a run.

We found the mutt still in the lot, rifling through the car's glove box. As we approached, he backed out.

"Stolen, like I figured. He used a different car every time, so the girls wouldn't make him."

"Where is she?" I asked, striding over.

He cocked his head to listen. "Back with her friends, it sounds like, trying to decide whether to call the cops and leaning toward 'no.'"

He was right. I could hear the girl, and hear her friends urging her not to report it. Why bother if she was safe? And this story about being rescued by a blond chick and a huge dog? What the hell was she on, anyway?

I glanced at Clay, expecting a shrug of "okay, I was wrong," but he kept studying the mutt, making him shrink back.

"So I guess we should thank you," Clay said, his drawl stealing the sarcastic snap from his words.

"Hey, I'm happy to help the Pack. Maybe you guys can do the same for me sometime." He caught Clay's look and hurried on. "Not that you'd need to. I'm just doing my part, finding a worthy outlet for that..."

"Killer instinct?" I said.

"Exactly." He shoved his hands into his pockets. "So I guess you guys will be leaving town now...?"

"Soon. And you?"

A noncommittal shrug.

"No reason to," Clay said. "Now that you've taken out the competition and earned yourself brownie points with the Pack, instead of the shallow grave you were heading for."

"Wha—?"

"You didn't throw out your jacket after you disposed of your last victim. I can smell her blood on it."

The mutt's mouth opened, as if to argue. Then he wheeled and ran.

We stood outside the mutt's motel, watching his silhouette as he frantically packed, convinced he'd lost us. Killing him in his room would be messy, but once he came out we'd find a spot and finish this.

"There was no blood on his jacket," I said.

"Your nose is frozen, darling. Or maybe you're just losing your touch."

I jostled him hard. He grabbed me around the waist and headed for the nearest snow bank. When I struggled, he said, "What are the magic words?"

I kept struggling until he had me suspended over the snow, the cold making my eyes water.

"You were right, okay?" I said. "You were right. I was wrong."

He set me down. "Wasn't that easy?"

"Sure, because it happens rarely enough that I don't mind admitting it."

He laughed, scooped me up and pitched me into the snow bank.

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# SEE YOU IN SAN DIEGO!

# FAN GUEST OF HONOR: RENÉ WALLING

René Walling is a fan of SF animation, and comics.

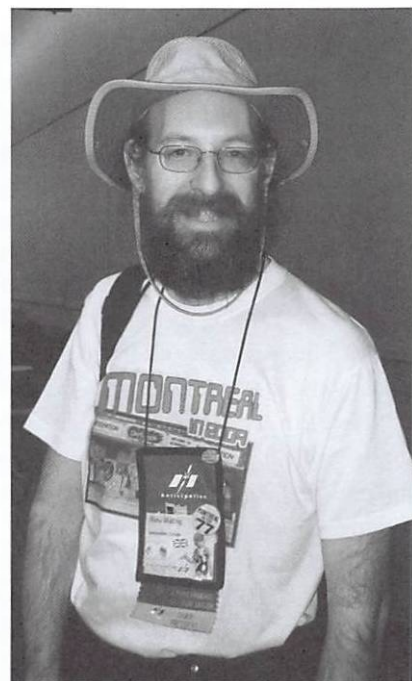
This has, in general, gotten him in trouble. Case in point: at Noreascon 4, while discussing Canadian Worldcons, René asked a rhetorical question (or so he thought): “When do you think the next Canadian Worldcon will be?” The next thing he knew, he was chairing a Worldcon bid for Montréal in 2009. The bid won and he ended up co-chairing Anticipation with fellow fan Robbic Bourget. So, after three years of bidding and two years of organizing, he had his answer. The consensus among his friends is that most people would have chosen an easier way to get an answer to their question.

But you don’t get in that much trouble all at once, René has been involved in Canadian conventions for two decades, including Con•Cept, Torcon 3, Due North (the 2005 Westercon), Otakuthon, several Worldcons and even this Arisia! Most recently, he be-

came the Canadian agent for the New Zealand in 2020 Worldcon bid.

René also enjoys introducing fellow fans or potential fans to the sf he likes. That impulse to share, as well as to support Canadian sf authors, is what motivated him to try his hand at publishing. In 2009, he founded a publishing house, Nanopress, whose third book, *Burning Days* — a collection of short stories by Glenn Grant — is being launched at Arisia this weekend.

But he doesn’t just like books. Like many fans, he enjoys watching movies and TV shows, but he is particularly fond of animation in all its forms. His love of animation has led him to study Film Animation at Concordia University. This in turn led to his involvement with *sfs magazine*, where he started doing layouts, edited a few issues of the print magazine and eventually was a regular blogger, writing about animation for eight years. Lately he’s been blogging about comics and animation (and suggest-



ing Saturday Morning Cartoons) for Tor.com. He is also the Bureau Head for Francophone SF in Canada for The Portal ([sfportal.net](http://sfportal.net)), an online review of short-form genre fiction from around the world.

## Fan GoH: a Renoir

I first met René at Ad Astra, a convention in Toronto, in 1990. I was participating in the lightning costume competition, where we were given a bunch of random crafts materials and an hour or so to create entries for the masquerade. I had a gangling, blonde partner in this, so we were making a Spaceman Spiff costume, complete with sparkly sun-glasses and singlet and a rictus grin. I was trying to figure out how to represent Hobbes and the best idea that I had was to draw a cartoon tiger on a bright orange air mattress.

I am no great artist but I had seen someone wearing a Calvin and Hobbes t-shirt out in the con, so I went in search. I asked around and spent way too much of my available time chasing from one place that he’d just been to the next, without success. Dejected, I returned to my lonely artist’s garret and sketched an outline and some stripes.

René eventually heard that a big, hairy costumer was looking for him but he had changed to another shirt. Not everyone would go back and put on the shirt again but René did and there he was, seeking out his weirdo stalker. By the time he found me, the costume had already won its category.

I roped him into the committee for Con•cept, which he chaired a few years later. Since then, we’ve worked on conventions, including the occasional Arisia, a Worldcon bid and several Worldcons. We’ve also run lots of parties. This makes him one of a low number of people with whom I have conspired to smuggle Montréal smoked meat into the USA.

Trained as an animator, he was a long-time collaborator and editor of *sfs*, a magazine of animation. In 1996, he was the Canadian Unity Fan Fund (CUFF) delegate to the Convention, in Calgary (CUFF is like TAFF or DUFF but colder and more polite, eh). More recently, René started a small SF&F publishing company, Nanopress. Among other things, he is a successful artist and an accomplished father (or maybe the other way around). He also blogs for Tor.com.

One more thing about René: he wears a Tilley hat. Not necessarily far out of the ordinary in fandom but you can use this photo to help you pick him out of the crowd of people who have gathered around him.

— Eugene Heller



## My neighbour, René Walling

We met in Boston, though he lives next door  
And that's fandom for you, people who meet  
Because we like to talk of what we read  
And find our friends in cons, not in the street.

But next door has advantages, you know,  
René makes a good neighbour, as you'd guess  
He lends me chairs, I lend him teapots, books  
Pass to and fro in both directions, yes.

And though he's often busy, being dad,  
and publisher, and artist, Worldcon chair  
He makes the time to help, and when I need  
A friend near by to talk to, he is there.

— Jo Walton

Life is funny. And cool. And weird. If it wasn't for the Brownian motion of fandom, I wouldn't have met half the funny, cool or weird people I know now. And thanks to that random walk, I met René.

You know how sometimes you meet someone, and you just hit it off? Well, that's what happened when I met René. Mind you, I was hip deep in being coerced into a world con bid. So the fact that he rocked on up with a laptop, beard, hat and smile\* and offered to design a logo and create publicity material might have something to do with it. You know, comradeship in the trenches.

Even though our friendship is only a few months old as I write this, I do consider him a friend. Someone I can go to for con running advice, for help. Probably even to cry on a shoulder. Who knows what the future will bring, but it's just that bit brighter knowing René is there as well.

Life is funny. And cool. And weird. Just like fandom. And, you know, René.

— Norman Cates

\* And clothes. For those of you wondering. Seriously, what were you thinking?

Why I chose René to be my FanGoH is less interesting than how fantastically happy I am now that he is my FanGoH. I chose him to be my FanGoH because I saw how much hard work he was putting into Anticipation, how deliberately he tried to make everyone (including me, a relative newbie on the con scene) feel welcome and comfortable, and how he encouraged participation at meetings from everyone. He was also, quite frankly, the only person I knew who lived far away (for some definition of "far") and was a "big name fan".

I have been ecstatic to have him on board since getting to know him better, however. The better I get to know him, the happier I am to have him as my FanGoH. I have seen him work hard to make younger fans and less popular fans

feel heard and welcome. I have seen him treat teenagers with the same respect he treats well-known authors with highly lucrative careers. In fact, I have seen him prefer the company of young fans who are "n00bs" to the company of said well-known authors or BNFs. He has an eye toward the long-term implications of his decisions and actions, and that engenders a tremendous amount of respect from me.

I trust him to be a good person and a good friend, and I'm really glad to know him. I would be really sad if he wasn't able to come to Arisia this year, so I'm really glad that I'm able to help make it happen.

— Crystal Huff

I first consciously met René Walling at 2004's Montréal-based Boreal Convention: Julie Martel introduced us, and had to spell out that I *could* speak to René in French. The next few years became a blur of René-precipitated adventures in the strangest places, from impressing Calgarian young ladies with our French-Canadian *charme* (is it the beard or the accents?), smuggling alcohol past American customs for Anticipation's Los Angeles party, or presenting the innate perversions of French SF cinema to Melbourne innocents.

Considering his mild demeanour despite everything he's gone through during the time we've known each other (ask him about his worst flight(s) back home), René overshot SMOFhood a while ago and ended up in zenhood. My pet theory is that he lives to organize parties at conventions. How else to explain why, after successfully co-chairing a Worldcon, he would anti-gafiate with a vengeance and (among *so many other things*) found Nanopress?

— Christian Sauvè

I'm not sure if it was the first time I actually met René, but I do know that it was his first convention, Ad Astra, 1990, and that the guest of honour was Terry Pratchett. I also know that at somewhere between gawdawful late on Saturday night and gawdawful early on Sunday morning, the convention hotel's fire alarm went off and in no time at all, the hotel's garden atrium was filled with assorted groggy, grumpy fen in their nightclothes. Perhaps one of the most memorable figures was Mr. Pratchett himself, who as I recall was dressed in a fuzzy bathrobe, a jaunty explorer's hat, and had his laptop tucked under one arm and what looked suspiciously like a banana daiquiri in the opposite hand. Of that night, he later wrote something along the lines of, "You can tell a lot about a person from what they bring with them during a late night fire alarm." I'd always thought he'd been speaking of himself, but later found out that the reference was actually to René, who he'd spotted in his pajamas, holding a favorite teddy bear.

— John Zed

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We choose to host a Worldcon.  
We choose to host a Worldcon in this decade and  
do the other things, not because they are easy,  
but because they are hard, because that goal will serve  
to organize and measure the best of our energies and skills,  
because that challenge is one that we are willing to accept,  
one we are unwilling to postpone, and one which we intend to win,  
and the others, too.

## **OUR CREW**

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Fan

Agent

Toastmaster

## WEBCOMIC GUEST OF HONOR: SHAEPPON GARRITY

Shaenon K. Garrity is best known as a writer and artist of webcomics, including *Narbonic*, *Skin Horse*, *Li'l Mell*, *Smithson*, and *Trunktown*. She has also written and drawn various print comics, including work published in *The Marvel Holiday Special*, *Broad Appeal*, *Secrets and Lies*, and *I Saw You: Comics Inspired by Real-Life Missed Connections*. She won the 2004 Websnark Shortbread Award for Best Webcomic, the 2005 Lulu of the Year from Friends of Lulu, and the 2007 Stumptown Trophy Award for Outstanding Small Press, and *Narbonic* was cited as one of the best comics of 2006 by *The Comics Journal*.

In addition to making her own comics, Garrity writes extensively on the comics medium for *The Comics Journal*, *Otaku USA*, *About.com*, and *Comixology.com*, among other places. She contributed to the Eisner Award-nominated *Manga: The Complete Guide* and *The Hundred Greatest Looney Tunes*. Most recently, she published her first prose fiction for the anthology *Machine of Death: Stories About People Who Know How They Will Die*. Her story is "Prison Knife Fight."

Because none of this actually makes any money, she works as a manga editor for Viz Media, overseeing such series as *Naruto*, *One Piece*, *Case Closed*, *Knights of the Zodiac*, and *Kingyo Used Books*.

She lives in Berkeley with her husband, Cartoon Art Museum curator Andrew Farago, and their cat Tesla.



# WE'RE ALL MAD HERE (ESPECIALLY THAT GUY OVER THERE WITH THE EXTRA HEAD):

## AN APPRECIATION OF SHAEON GARRITY

There are people who change the world through politics, scientific discovery, great literature, or revolutionary philosophical thought. Then there are the people who change the world with mutagenic compounds, giant lasers, weird machines that make beeping noises right before they explode, or fascinatingly twisted comic strips about all of the above (plus gerbils and talking animals in little goggles). Guess which category Shaenon falls into?

Gosh, you're a good guesser.

Shaenon Garrity is the sort of person it's easy to appreciate, in part because of the whole "if I don't appreciate her, I might wake up tomorrow with a whole different phenotype" thing, but really because she's just so much fun. I first met her at an Alternate Press Expo in San Francisco, pressing paper dolls and sample strips for her new comic, a mad science romp titled *Narbonic*, on anyone who slowed down long enough to get caught in her gravitational pull. She was enthusiastic to the point of becoming impossible to resist, which was a really good thing, because who in their right mind would want to?

Many of Shaenon's fans discovered her work through *Narbonic*, which managed to transition, with beautiful grace, from nothing but straight mad science wackiness to something sweet and rich and powerful, a romance that spanned life, death, and a bunch of other things that romances don't usually get to span unless they're very, very lucky (and one of the parties involved believes in breaking one

or two of Nature's peskier laws). The strip spanned years, getting better all the time, and even got something very few webcomics receive: a worthy conclusion.

talking dogs. Also sentient swarms of bees. Have I mentioned yet that Shaenon is very strange sometimes?

Shaenon is friendly, funny, talented, bizarre, and all-around wonderful in the way that only a woman who grew up on classic literature and comic books before getting shipped off to Vassar for a complicated education can possibly be. Her passion for mad science is outweighed only by her passion for things that make absolutely no sense, like talking cobras that want to hug you, or giant robotic feet with personal identity issues.

And she's just an awesome person! Supportive, helpful, entertaining, and totally willing to help you figure out how to introduce nanobot-enhanced parasites into the water supply.

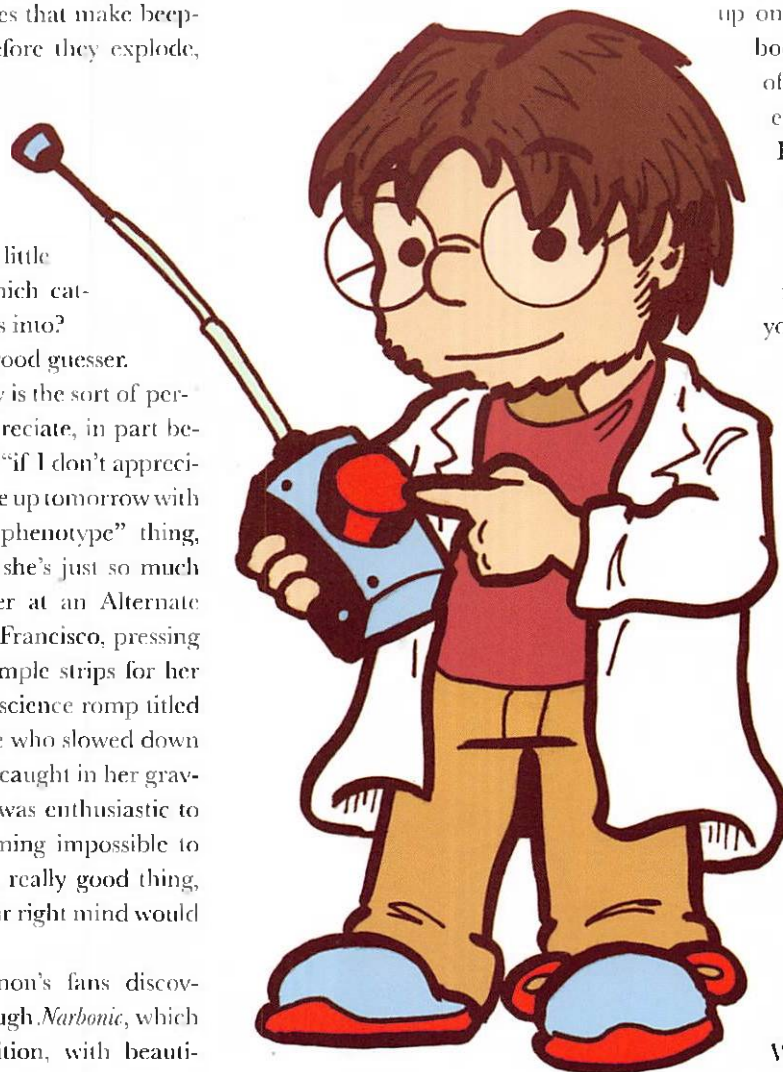
If, uh. You wanted to do that, or anything.

So you're very lucky, Arisia; you're getting the opportunity to meet Shaenon "The Destroyer" Garrity.

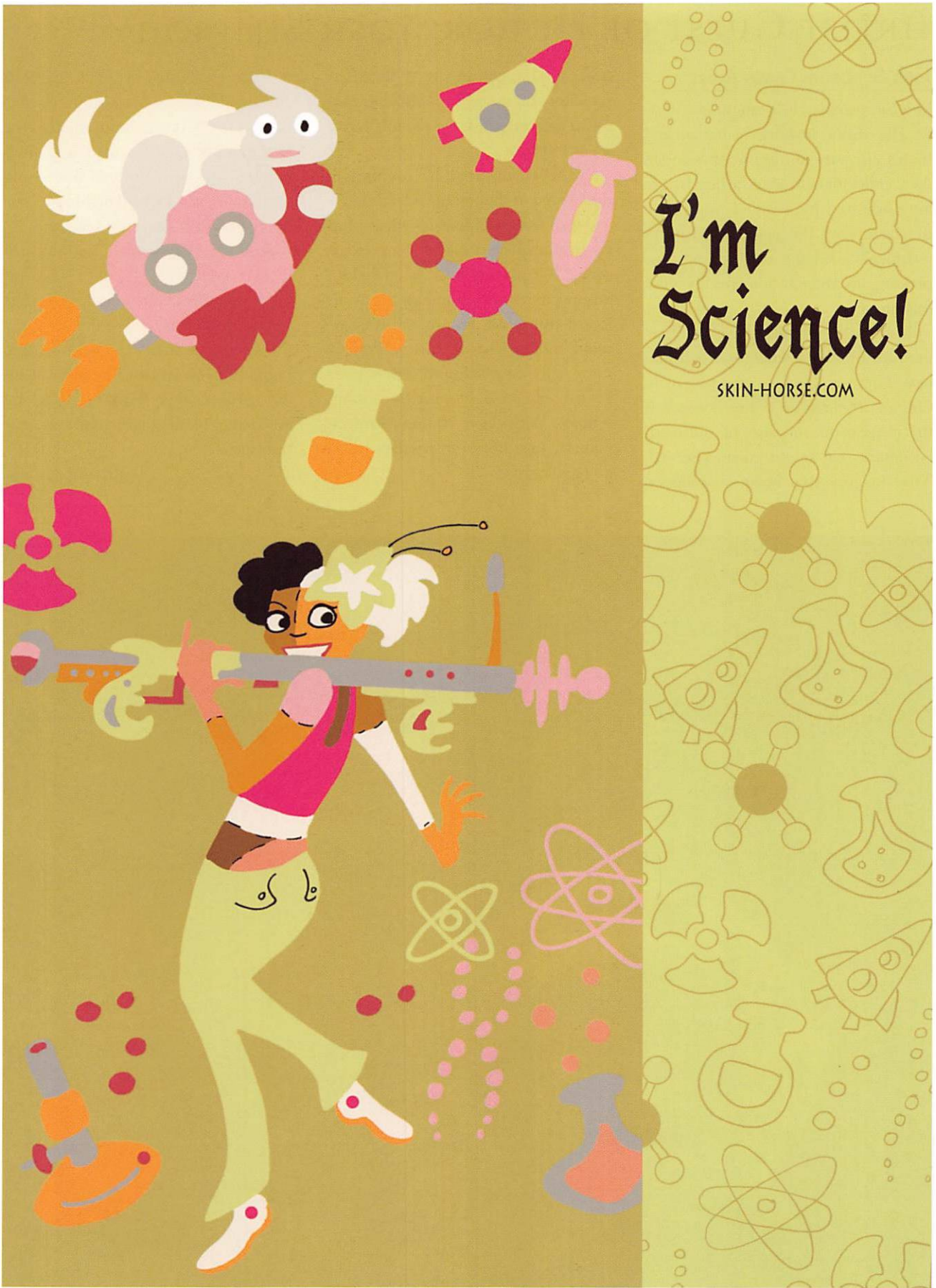
I recommend sacrifices and offerings to assuage her wrath. Or, you know. Smiling and waving. Whatever works for you. And read her comics! They're worth it in a way that very few things involving talking dogs and robot armies are, and that's saying something.

Shaenon Garrity, you have been appreciated. And really, you still are.

—Seanan McGuire



It seemed like Shaenon couldn't possibly top *Narbonic*...and then she teamed up with Jeff Wells to create *Skin Horse*, the story of a shadow government populated with transgenic social workers, mad scientists, and



# ARTIST GUEST OF HONOR: JOSH SIMPSON

## Josh Simpson: Glass Artist

Josh Simpson is a self-taught glass artist. His work is inspired by nature and by his curiosity and sense of wonder. As a collector and glass artist, I have long admired his work. I appreciate the beauty of the work itself, Josh's technical knowledge of glass and glass making, his imagination and his sense of humor.

Josh's work is a seductive, alchemic mixture of art, science and technology. There is much to discover in it. One of my favorite things about it is the element of surprise, of obfuscated details that might go unobserved. The imagery that suggests galaxies,

oceans, skies, continents, civilizations, satellites and space ships also speaks to me as a visual artist and lifelong fan of science fiction.

In 1976, inspired by marbles he discovered in the soil outside his kitchen, Josh began hiding his glass planets in unexpected places. Since then, over 1700 planets have been hidden around the world. Some of them are found the same day; others may remain hidden for centuries. Perhaps some will never be found. These planets are signed only with the infinity symbol. With these "Infinity Project" planets, Josh hopes to perplex future archaeologists.

I was enchanted by a talk that Josh gave at the Glass Art Society conference in 2009. It was about methods of testing glass formulas for compatibility. Not only was the talk interesting and useful, but I was delighted to discover that Josh has a nerdy side!

Josh is widely known, and not just by glass collectors. His work is beautiful, thought provoking and accessible. I encourage you to visit the art show to experience it first hand. Josh also happens to be an entertaining, engaging speaker, so I recommend taking advantage of the opportunity to hear him speak.

*-Michelle McGuire*

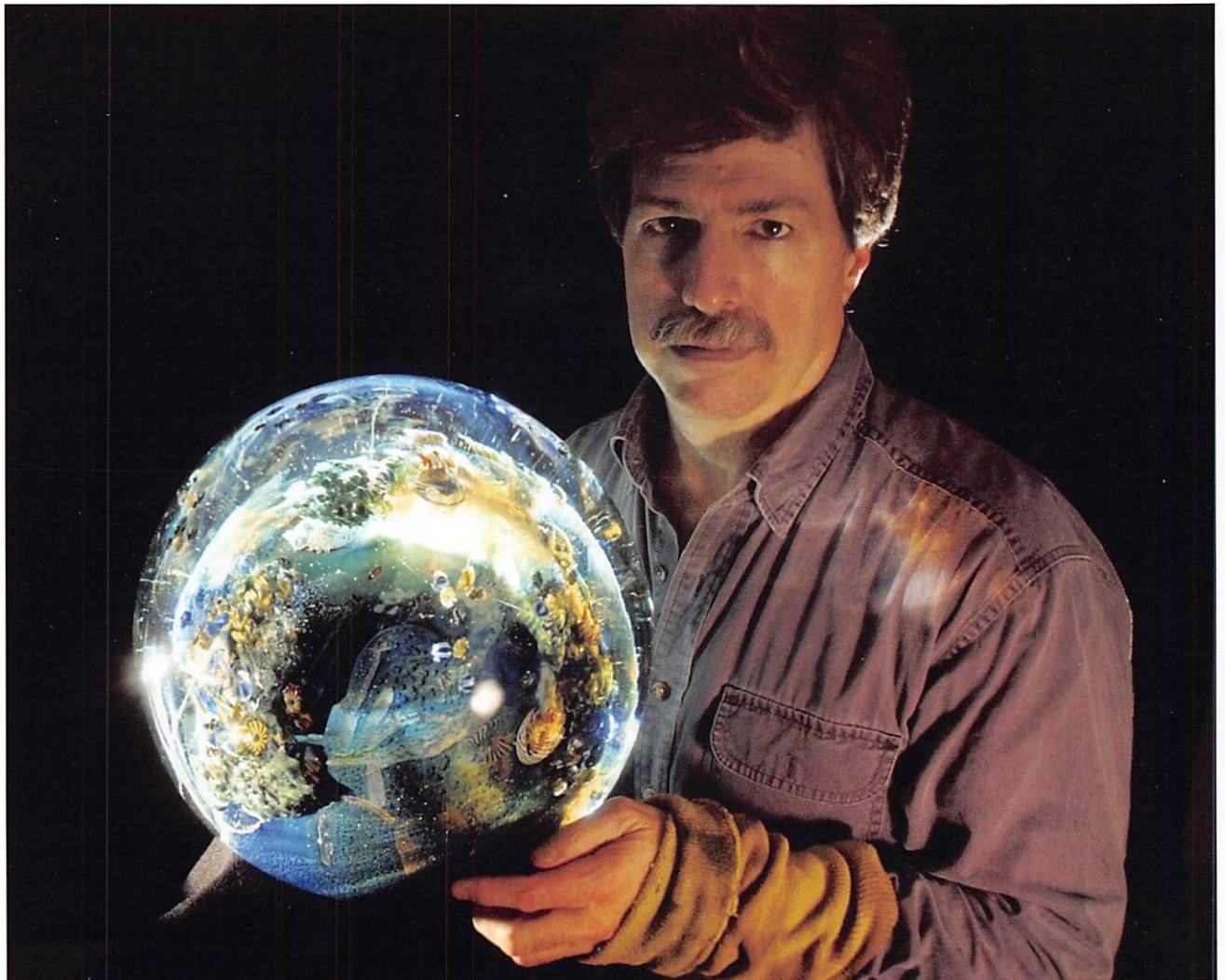


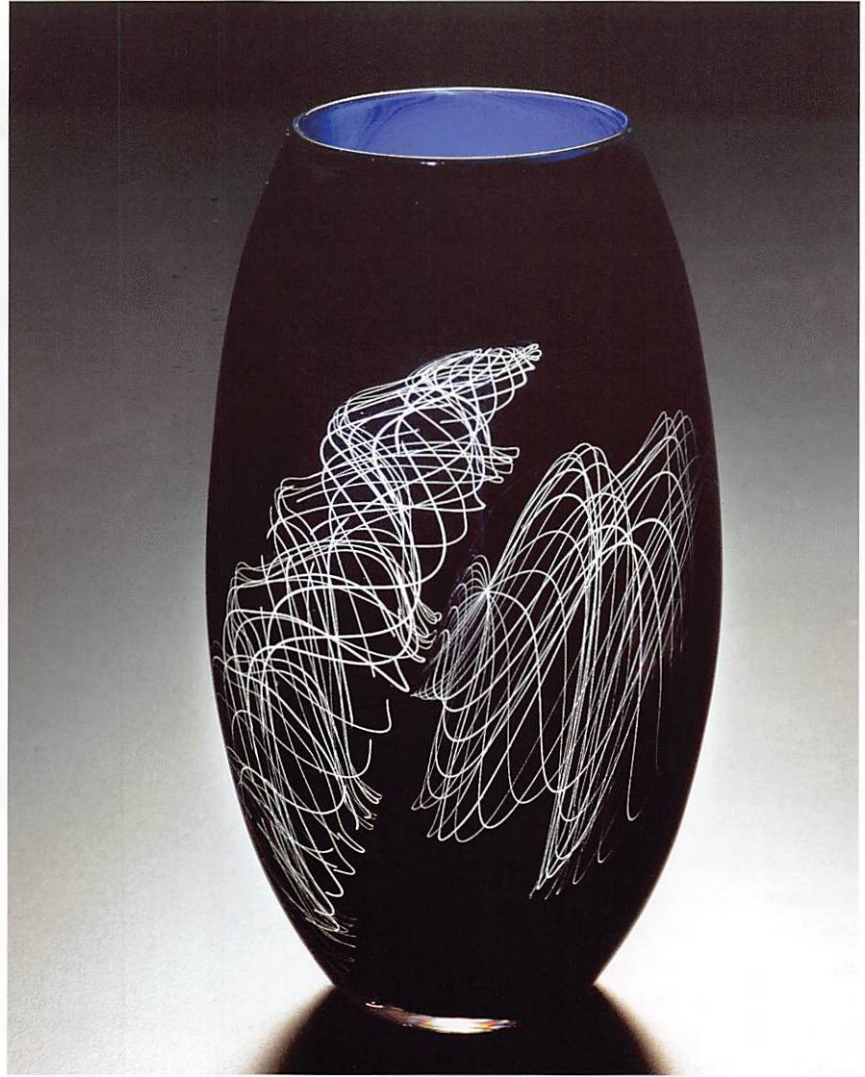








Photo: Scott Lefton



## SPECIAL GUEST: SEANAN MCGUIRE

Seanan McGuire was born in Martinez, California, and raised in a wide variety of locations, most of which boasted some sort of dangerous native wildlife. Despite her almost magnetic attraction to anything venomous, she somehow managed to survive long enough to acquire a typewriter, a reasonable grasp of the English language, and the desire to combine the two. The fact that she wasn't killed for using her typewriter at three o'clock in the morning is probably more impressive than her lack of death by spider-bite. Her upbringing left her with a love of rattlesnakes and a deep fear of weather, which explains a lot.

Often described as a vortex of the surreal, many of Seanan's personal anecdotes end with things like "and then we got the anti-venom" or "but it's okay, because it turned out the water wasn't all that deep." She has yet to be defeated in a game of "Who here was bitten by the strangest thing?" and can be amused for hours by just about anything. "Just about anything" includes swamps, long walks, long walks in swamps, things that live in swamps, horror movies, strange noises, musical theater, reality television, comic books, finding pennies on the street, and venomous reptiles. Seanan may be the only person on the planet who admits to using Kenneth Muir's Horror Films of the 1980s as a checklist.

Seanan is the author of the *October Daye* series of urban fantasies, the first seven of which have been purchased by DAW Books; the *InCryptid* series of urban fantasies, the first two of which have been purchased by DAW Books; and the *Newsflesh* trilogy, published by Orbit under the pseudonym "Mira Grant." She's working on several other books, just to make sure she never runs out of things to edit. Her short fiction has appeared in multiple anthologies,

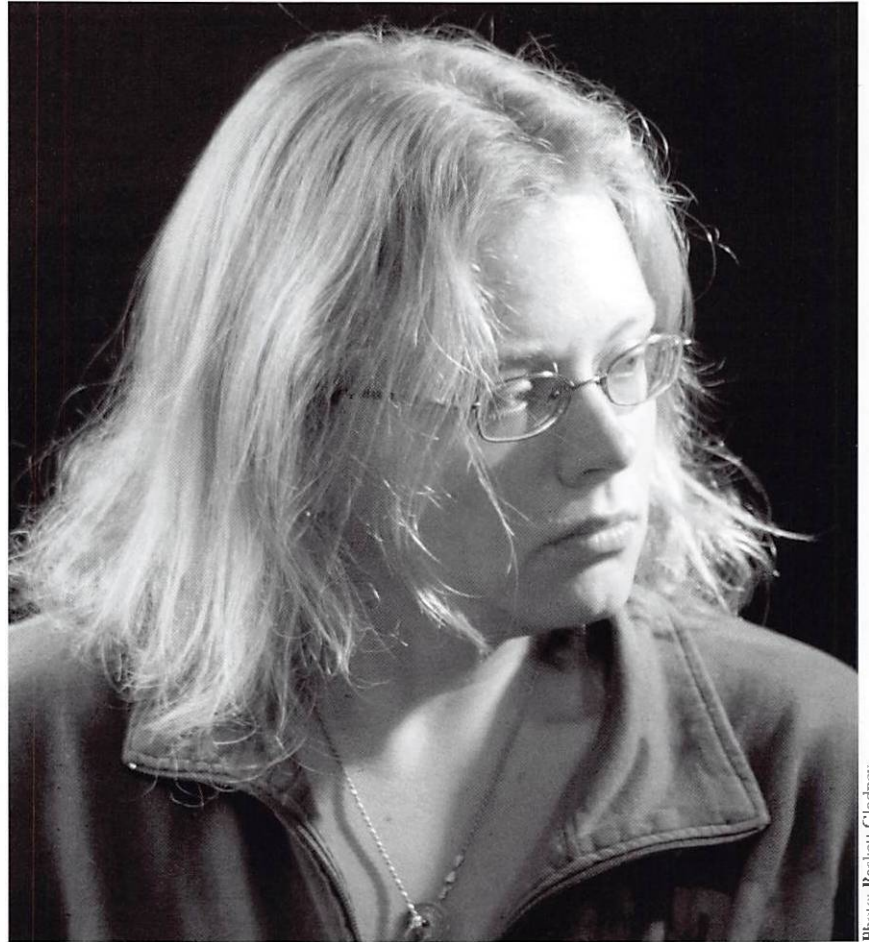


Photo: Beckent Gladney

and she was a 2010 Universe Author for *The Edge of Propinquity*.

In her spare time, Seanan writes and records original music. She has three CDs currently available. She is also a cartoonist, and draws an irregularly posted autobiographical web comic, "With Friends Like These...", as well as generating a truly ridiculous number of art cards. Surprisingly enough, she finds time to take multi-hour walks, blog regularly, watch a sickening amount of television, maintain her website, and go to pretty much any movie that has the words "blood," "night," "terror," or "attack" in the title. Most people believe that she doesn't sleep.

Seanan lives in a creaky old farmhouse in Northern California, which she shares with her three cats, Lilly,

Alice, and Thomas, a vast collection of plush things and horror movies, and sufficient books to officially qualify her as a fire hazard. She has strongly-held and oft-expressed beliefs about the origins of the Black Death, the X-Men, and the need for chainsaws in daily life.

Years of writing blurbs for convention program books have firmly fixed Seanan in the habit of writing all her bios in the third person, so as to sound marginally Jess dorky. Stress is on the "marginally." It probably doesn't help that she has so many hobbies.

Seanan was the winner of the 2010 John W. Campbell Award for Best New Writer, and her novel *Feed* was named as one of Publishers Weekly's Best Books of 2010.

# PROGRAM PARTICIPANTS

Award-winning author **Danielle Ackley-McPhail** has worked both sides of the publishing industry for over fifteen years. Her works include the urban fantasies, *Yesterday's Dreams*, *Tomorrow's Memories*, and *The Halfling's Court: A Bad-Ass Faerie Tale*. She has edited the *Bad-Ass Faries* anthology series, and *No Longer Dreams*, and has contributed to numerous other anthologies and collections, including *Dark Furies*, *Breach the Hull*, *So It Begins*, *Space Pirates*, *Barbarians at the Jumpgate*, and *New Blood*.

She is a member of The Garden State Horror Writers and Broad Universe, a writer's organization focusing on promoting the works of women authors in the speculative genres.

Danielle lives somewhere in New Jersey with husband and fellow writer, Mike McPhail, mother-in-law Teresa, and three extremely spoiled cats. She can be found on LiveJournal (damephail), Facebook (Danielle Ackley-McPhail), and Twitter (DMcPhail). To learn more about her work, visit [www.sidhenadaire.com](http://www.sidhenadaire.com).

**Martha Adams** at age 79 realizes some successes are not survivable, and retirement is one of these. She is developing a large Web page, named *Adna*, at [www.mhada.info](http://www.mhada.info). The Web work is mostly text. Its topic is settlements in space. From time to time she brings up the Venice Beach camera in her computer to look at its image while wondering what she is doing here in Boston with the Winter coming on...

**Dawn Albright** is involved in many different areas of fandom. She's written short stories, edited anthologies, (*New Altars* and *Vision Quest*). She is also a dollmaker and costumer. Her most recent project is a web journal called *Polu Texni* which can be found at [www.polutexni.com](http://www.polutexni.com).

**Mark Amidon** first read Isaac Asimov's "Nightfall" in 1971, and has been heavily involved in science fiction ever since. He has been attending *Arisia* since 1991, and with his wife since 1992. He works as a software engineer now designing and programming robots, which is well ahead of the schedule that Dr. Asimov foresaw. Both of his daughters read genre fiction. His cats remain aloof.

**Thomas A. Amoroso**, MD, MPH is a practicing emergency physician, a health policy analyst, and has been a fan of fantasy and science fiction since his junior high librarian pointed him to Harry Harrison after he found Andre Norton on his own. After that, he devoured everything he could

find in the limited libraries available in Europe for English language SF. Despite all of that, it took him way too many years to find the rest of organized fandom. He firmly believes in the power of human thinking to get us through crises — he just wishes we'd use some of it to avoid crises instead. He cannot wait for the autodoc, so he can stop being a doctor-because what he really wants to do is direct. All other aspects of science are just as fascinating, and he's fully prepared to expound on the scientific method, the uses and limits of statistics, and why most people aren't able to adequately judge scientific issues, even though it just isn't that hard.

Taken broadly, **Erik Amundsen** has had an interesting life: he's been a baker, an itinerant schoolteacher, worked for two governments and gotten in bar fights overseas. He now lives at the foot of a cemetery in central Connecticut where he writes nasty little stories and poems that shuffle around in the night when he's not looking. Or at least he hopes it's them; something's got to be making those noises and it's not the furnace. A few of them have made it to *Weird Tales*, *Fantasy Magazine*, *Goblin Fruit*, *Three Crows Press* and *Cabinet des Fees*.

**Brian Anderson** has been building costumes since he was a little kid. The only things that have really changed are his access to power tools and credit cards.

**Michael Anderson** is a First Amendment lawyer. After he takes off his tie, he talks to audiences in ways they don't allow in federal court. He started in the San Francisco spoken word scene in 1990. He performed in slacker coffeehouses and actual grownup venues. In 1999, he moved to Boston, where he brought his manic, political style to storytelling. He wrote and performed *Free-Style Shakespeare* (2003) and *Soccer Nightmares, Soccer Dreams* (2007) at Jimmy Tingle's Off-Broadway Theater.

Next to his wife and son, he loves the essays of George Orwell, the Queen's Gambit attack in chess, and the first two Clash albums.

He thinks: there's no such thing as free speech if you don't use it.

**Rebecca Angel** is a singer/songwriter with themes of fantasy, anime, and whatever strikes her fancy. Living in Albany, NY, she has performed around the northeast with raw emotion, and storytelling music. Rebecca also teaches songwriting, and encourages topics that explore the fantastic: ex-boyfriends as wizards, falling in love with an anime character, or a Viking scientist...

She firmly believes that anyone can write a song and explore their geeky side at the same time.

**Lisa Ashton** is a Master-level costumer from Maryland. She has won Best in Show in the *Arisia Masquerade* in the past with "Home Improvement", "The Standing Stone" (with Diane Seiler), and "Mary Gothins-Perfectly Evil". Last year's entry was "Victorian Lady's Hunting Costume". She lives for costuming, beads and hunting, and in mundane life is an Emergency PA. Current interests include collecting Victorian photo cards and researching clothing of the period. She was also last fall's Fan GoH at Albacon, and is Programming Director for CC29 in NJ and CC30 in Phoenix.

**Steve Balzac** is the author of *The 36-Hour Course in Organizational Development*, published by McGraw-Hill. He has also been published in numerous magazines, including a science article on the psychology of culture in *Analog Science Fiction*. When he's not writing, Steve is a management consultant and speaker. He is the president of 7 Steps Ahead ([www.7stepsahead.com](http://www.7stepsahead.com)), and the founder of the MIT Assassins' Guild and SIL West. He uses LARPs as a tool for training business leaders in negotiation and leadership skills.

**E. J. Barnes** is a cartoonist and comic-book artist, having seen publication in *Fortean Times*, *Funny Times*, *The Journal of Irreproducible Results*, and *Gauntlet*. Her comic books are sold across the country. She teaches Basic Cartooning at the Cambridge Center for Adult Education.

**Matthew Barr** lives in NY, and want to thank his staff for making this year really work. They deserve the real thanks for this year's new hotel and all the tech. And thanks, Terri, for all the time this takes.

**Howard Beatman** has been interested in comic books since 1959, science fiction since 1966, and has been going to conventions since 1974. He has attended all the *Arisias* and took his nephew to *Arisia* for four straight years — the next generation of nerds is well in hand!

**Jessica Belisle**: Sci-Fi/Sword & Sorcery Geek, garb maven, cosplayer, Haute Couture intermediate, Shutterbug, Poet, published online writer, beginner gamer, and proud studier of things that make it difficult for her to sleep at night. Pagan à la Carte; a Student of Life and Mortuary Science. Was delighted to win a Hall Costume Award her first year at *Arisia*.

**Bendy Yoga Girl** has been teaching and training groups and individuals for almost 30 years. She has extensive experience with body/mind disciplines including several forms of meditation and yoga, as well as cognitive therapeutic techniques, all of which she has studied for decades.

She created the first internal training program for the search engine that rhymes with Taboo! and has worked professionally as an instructional designer, sexpert, Goddess of ontology, teacher, trainer, business process engineer, information architect, visual artist, writer, dancer, singer and musician.

Currently based in Boston, Bendy Yoga Girl co-founded MAsTMass, runs The Submissives' Round Table, is the Speaker Liaison for NELA's programming team, volunteers with the NCSF, and is an activist for personal freedom.

Bendy presents on a wide variety of topics, including bottoming, communication/negotiation, sexuality, yoga and meditation for kinksters, body language, and energy play.

**Lex Berman** is editor of the Science Fiction Artists Database at [www.yumcetime.net](http://www.yumcetime.net), and spends his time researching SF fandom, beatniks, Russian futurism, agit-prop, tea, and historical rebellions. He started contributing to fanzines in the 1970's, spent the 80's practicing various forms of mysticism and alcoholism in the mountains and deserts of America, and the 90's moved to Asia to seek the secrets of the Orient. After his mysterious reappearance in Boston several years ago, Lex has been compiling digital samples and indexes of Science Fiction and Fantasy artists for sharing with other fen.

**Steve Berman** has been a finalist for the Andre Norton Award for Young Adult Science Fiction and Fantasy (*Vintage, a Ghost Story*), the Golden Crown Literary Award (as editor of *So Fey*), and multiple times for the Lambda Literary Award (as editor of *Charmed Lives and Wilde Stories*). He regularly speaks around the country on queer issues in young adult literature. He has a gay vampire story in the forthcoming anthology *Teeth* (ed. by Ellen Datlow & Terri Windling).

**Abby Blachly** is LibraryThing's first employee and head librarian and runs LibraryThing for Libraries. She got her MS in Library and Information Science and her MA in History from Simmons College. Abby worked with Tim Spalding at Houghton Mifflin, before becoming an archivist and then later a corporate indexer/cataloger.

A native of Phoenix, AZ who long ago decided he preferred actual seasons in Boston. **W. "Ian" Blanton** has been spending the last decade or so focusing on homeschooling his daughter while being gainfully employed as a Macintosh consultant. His previous life in-

terests include western martial arts, historical re-enactment, and flinching whenever a "re-imagined" movie/ TV show is announced. His current project is running a Bronze Age/Fantasy *GURPS* Campaign for his daughter and her friends, which is rapidly spiraling out of control.

**blee** has signed up for enough different types of panels that having one bio is kind of silly, because it reads like this: blee is a [bi] [poly] [kinky] guy [who has extensive experience with both theater-style and boffer LARPs] [and] [who is very excited to be pursuing a master's degree in library science]. Please cross off any parts of this bio which are not relevant to your interests.

**Wolverine Bloodthorn** is a 15+ year Arisia dweller living near Boston MA. Back in the Park Plaza era he used to help out in the Security department. He fell in love with the Drum Circle, so much so, that last year and this year he is co-running it with 2 friends on Friday night!

**Michael Bonet** is one of the hosts of the *Ninja vs Pirates Podcast*, one of the designers of *Ninja vs Pirates* the card game, and *Shenani-gans* the card game (as well as *Hammers, Lasers, Mirrors*) and currently a graduate student to become an English teacher.

**Aimee Bouchard** is a bi, poly, kinky, geeky, hippie, girly sort of gal. As a solo attorney practicing in Western MA she focuses on child welfare and domestic relations, and has published on same-sex estate planning. Her interests include protecting and creating rights for polyamorous relationships, the legalities of Kink and BDSM, and GLBT rights. Aimee lives in Springfield where she is on the board of the Western Mass Power Exchange, is an avid geocacher, and lives in a large poly, co-housing home.

Having spent eighteen years in the Boy Scouts and five years in the Navy **Thomas Boutilier** was fairly certain he would be unprepared for anything life was going to hurl at him, so he commenced a vigorous course of self-education reading books, examining and studying anything he could get his hands on, which lead to Thomas having a tendency to keep all books for future reference, large areas in his admittedly small apartment are overflowing with double-stacked, over-stacked and teetering piles of books. When not reading books, Thomas often spent time in the wilderness learning what works and what doesn't, i.e. don't take a tent into the woods if you are unsure of its waterproofing because it WILL rain. Thomas has developed a system of kits to prepare himself for that OH CRAP! moment. While moderately successful dodging his own personal disasters, Thomas's assistance helping other

people and corporations prepare for disaster has been well received. Thomas loves roaming the tubes of the interwebs.

**John Bowker's** stories have appeared in several anthologies and magazines. He is an associate editor at the online magazine [www.idcomancer.com](http://www.idcomancer.com)

**Bridget Joyce Boyle** has held many positions from div. head up to gopher at many cons. She instructed Computer Literacy and Graphics Programs. She avidly supports sexual orientation equality for all people. As a transplanted Philadelphian, she makes her home in Merrimack, NH. With her husband Alex Latzko, she fights the graying of fandom the old fashion way by reproduction resulting in Aileen(5) and Saoirse(3) and Caoimhe(3). She enjoys her first, second and third lives immensely.

**Anna R Bradley** is a gamer, a LARPer, a costumer and a volunteering junkie.

A native of MA, **Cheryl Braverman** has been attending cons for over 25 years in multiple states and countries. She's also been involved with the *Rocky Horror Picture Show* for as many years, experiencing it not only from an audience member's perspective, but also as a participant. Most recently as a member of the *Rocky Horror Internet Show*.

Legally disabled, she hopes she can impart some knowledge and perspective to those dealing with managing their health problems, while participating in fandom. She can be seen around Arisia volunteering as a Heinlein Society "Naughty Nurse."

**Adrienne Brennan** stumbled into her love of writing by accident at the age of ten with a creative writing assignment for her science class. The end result was a science fiction comedy featuring numerous puns regarding vegetables.

Adrienne's works were previously published through Aphrodite's Apples Press and are now published through Freya's Bower and Love You Divine, and contracted with Running Press and Torquere Press. In addition, she is a member of EPIC, Infinite Worlds of Fantasy Authors, the Midnight Seductions Authors group, and is an alumnus member of Kappa Gamma Psi, a co-ed national professional performing arts fraternity.

The author resides in Boston, MA with two cats and a car she has aptly named "the TARDIS." She assures her readers that people tell her it looks bigger on the inside.

**Peter Breton** has been attending Arisia off and on since the mid-90s. He is a software engineer who lives in Arlington with his wife, daughter and son.

**Nat Budin** co-founded Alleged Entertainment in 2003 and has written and run over

a dozen LARPs with the group since then, including two award-winning games. He also served as con chair of Intercon I in 2009, and the first three Festival of the LARPs conventions at Brandeis University.

**Liz Cademy Pfeffer** is the CMO (Chief Maternal Officer) of the Pfeffer family; herself, one "mad engineer" husband and two high-energy kids. In a previous life, Liz sat in a small padded cubicle under a nameplate that said "Financial Analyst". Now, she bills herself as a professional polymath, doing things as diverse as designing and selling t-shirts (as Cartesian Bear Industries), serving as an informal advocate to the gifted AS/NLD community, building furniture, leading grade school kids on nature hikes, sewing and knitting (and designing patterns for both) and working at science fiction cons.

**D. Cameron Calkins** has been active in the SF/F community since the early 1980's. He has been creating art in the genre and displaying it at conventions since Noreascon 3. He has won numerous awards, and been published from time to time. His art appeared most recently on the cover of Roberta Rogow's *Root of the Matter*. Cameron speaks on a variety of topics and is frequently in the company of Dagnir, his dragon.

**Calliope** is a former English teacher and casual student of science fiction who blames Robert Heinlein for first introducing her to open relationships. She enjoys balancing a June Cleaver-esque love of cooking from scratch and household management with a kinky/poly lifestyle all while holding down a job, taking classes and being involved in the larger community in ways she adores. As a former freshman English teacher, she has a keen understanding of power dynamics!

Together with Darkteddybear, she has recently taught at numerous conferences and meetings, including Floating World, Western Mass Power Exchange and Conversio Virium, and looks forward to the chance to share new ideas and perspectives and hear those of others about the overlap of sexuality and science fiction/fantasy.

**David Camacho** is frequently seen at conventions holding forth on his main interests in folklore, cartography, and cyborg theory/post-humanism. He holds a BS in Anthropology from Vanderbilt University and is currently working on my master's degree in Geographic Information Technology at Northeastern University.

**Michela Carlson** is a crafter of all things cyber punk, futuristic, Victorian, horror, Sci-fi, Fantasy and yes, steampunk.

**Vonnie Carts-Powell** is a science writer, book author, SF enthusiast, and an enthusi-

astic follower of the transformative arts pursued by fandom.

**Hugh Casey** is a writer, blogger, actor, filmmaker, photographer, convention promoter, geek, and fan. He currently lives in King of Prussia, PA.

He is the founder of Parents Basement Productions, and has produced, directed, written, and performed in two short films: *Teddy's Big Escape*, and *Young Geeks In Love*. Both are on YouTube.com.

Hugh has been a long-time fan of science fiction, fantasy, and horror, and has been part of fandom for many years. He has served as the president and vice-president of the Philadelphia Science Fiction Society (PSFS), as well as on its board of directors. He was chairman of the Society's annual conference, Philcon, in 2003, and vice-chairman in 2002. He attends, and is often a panelist at, many cons and events, such as Arisia, Balticon, and Wicked Faire. In 2010 he was the "Guest of Awesome" at 5 Pi-Con, in Enfield, CT.

You can read his blog at: [www.hughcasey.com](http://www.hughcasey.com), or you can check out his photography at [hughborg.deviantart.com](http://hughborg.deviantart.com).

**Deborah Castellano** has been demanding culture for the masses since her Salon-Con tenure starting in 2006. When she isn't instigating mini revolutions, she is a freelance and smit writer, crafter specializing in hand dyed & hand spun yarn, and blogging about kitchen witchcraft & radical practicality ([www.deborahmcastellano.com](http://www.deborahmcastellano.com)).

A geek and a fan from way back, **Laurent Castellucci** is a writer, an actor, a storyteller, a photographer, and a sometimes comedian. A long history of telling stories in as many forms as possible has only highlighted the fact that the stories we tell ourselves can be as restricting as they are empowering. Change our stories, change the world.

**Ann Catelli** is the current president of the International Costumers Guild and a past officer of the local chapter, Northern Lights Costumers Guild. She competes at the master level in F&SF and Historic Masquerades, and plays with cloth, string, and dolls.

**Mary Catelli** is a writer whose work has appeared in *Sword and Sorceress* anthologies and *Weird Tales*. She lives in Connecticut, where she daylights as a computer programmer.

**Jeanne Cavelos** began her professional career as an astrophysicist at NASA. Her love of SF led her to earn her MFA in creative writing and move into publishing. She was a senior editor at Bantam Doubleday Dell, where she ran the SF/F/H programs and won the World Fantasy Award. Jeanne left publishing to write. Her seven books include the best-selling *Passing of the Techno-Mages* trilogy, *The Science of Star Wars*, and *The Science*

*of the X-Files*. Her work has twice been nominated for the Stoker Award. Jeanne is director of Odyssey, widely considered one of the best workshops for writers of SF/F/H, held each summer in Manchester, NH. ([www.jeannecavelos.com](http://www.jeannecavelos.com))

**Aurora Celeste** is a costume dabbler with more than 10 years' experience. Her costuming interests are all over, but her passion is reproducing costumes, mostly sci-fi and fantasy movies and tv shows, anime and manga, and Joseph Michael Linsner's Dawn. She gives panels and enters masquerades all over the country, has won Best in Show at Costume Con 24, and is currently serving as Recording Secretary of the International Costumers' Guild Board of Directors. Outside of costuming Aurora can often be seen running conventions. She has served as staff on many conventions, including DragonCon in Atlanta, and a con head at Naka-Kon Anime Convention in Kansas City. Visit her journal at [auroraceleste.livejournal.com](http://auroraceleste.livejournal.com).

**Dr. Chused** is a physician at Weill Cornell Medical Center in the Division of Hospital Medicine. She also works in data mining to evaluate efficiency and quality measures for the Hospitalist Division. In her free time, she reads SF & F and fanfic, plays boardgames and computer games, debates medical ethics, and slaves away on the Arisia Dealers Row.

**Vikki Ciaffone** has been writing badly since the age of five, and reading fairly well since long before that. She is a fan of urban fantasy, pulp and many other genres, over-educated in literature, history and more, and spent more years than was possibly good for her in theater. She loves coming to Arisia to catch up with old friends and make new ones. Say hi!

**Stephanie Clarkson**, sometimes called thespian, has been attending Arisia since 1992, and though she has lived in Toronto, Rockville MD, Arlington VA, Raleigh NC, and Atlanta GA, she always feels compelled to get to Arisia. She now lives in the Boston area. A web developer, puppeteer & creator, journalist/copywriter and most recently a bartender, she is free to hire or flirt with. [stephanieclarkson.com](http://stephanieclarkson.com)

A freelance writer for such entertainment publications as *The Hollywood Reporter*, *The Los Angeles Times* and *Moving Pictures Magazine*, **Randee Dawn Cohen** recently had her first zombie story published in the *Well-Told Tales* podcast, where she also serves as a submissions editor. She was also a co-author (with Susan Green) of *The Law & Order: SVU Unofficial Companion*, which published in September 2009. She will write for food.

**Ian Condry** is a cultural anthropologist who studies Japanese popular culture. He is associate professor in Foreign Languages and Literatures at MIT. He likes the anime *Sayonara Zetsubo Sensei* and *Samurai Champloo*, and is hooked on the manga *Terumae Romae*. He is the author of *Hip-Hop Japan* (2006). His forthcoming book is *The Soul of Anime* to be published in spring 2012.

His work focuses on "globalization from below," that is, cultural forms that become transnational despite a relative absence of support from major corporations and governments. He founded and organizes the MIT Cool Japan ([mitcooljapan.com](http://mitcooljapan.com)) research project, which explores the cultural connections, dangerous distortions, and critical potential of popular culture through seminars, international conferences, and cultural events. From 2009-10 he was Associate Director of MIT's Comparative Media Studies Program. Web: [iancondry.com](http://iancondry.com)

**Tina Connell** has been a sf reader for over 50 years, although she didn't discover conventions until 20 years later. She is mostly active in costume fandom, assisting backstage in the contestants' Green Room, occasionally as a judge, and infrequently as a contestant. She has won costume awards at regional conventions, Worldcons and Costume-Cons, and competes as a Master. Her SF tastes are eclectic, although she is especially fond of alternate history. She and her husband also collect SF art, although their many bookcases limit the available wall space to display it.

**Jerome Conner** is a fan boy. He plays in just about any genre and loves it all. His primary fandoms are Science Fiction and Comic Books, which he got into at a young age. Jerome is a self-labeled "Sci-fi Geek". He's been going to cons, of all sorts, since 1983 and has helped run a number of sci-fi cons in New England. He's been involved in Star Trek Fandom, giving his time and energy to that group on many levels over the past 20+ years.

He's an award-winning Master-level costumer and current head of Northern Lights: New England's Costuming Association. He's seen at many of the local Comic Book Conventions, where he's known as "The Hawkeye Guy". He's also been involved in the Anime scene, not just talking to costumers about it, but enjoying the local cons and has even helped behind the scenes at some.

**Emily Coombs** is both a scientist and slightly mad, some days more than others.

**John Costello** has an MA in archaeology and has dug in Kenya, Sardinia, PA, MA, and NH. The sale of four stories (not since repeated) got him SFWA membership; from the late 80's onward he translated articles on Russian SF for *Locus*, and two books by Kir

Bulychev. Hopefully the (authorized) collection of Murray Leinster's non-SF short fiction he edited will be out by the time of the convention.

**Katherine Crichton** is the coauthor of *Salt and Silver* (Tor, May '09), under the name Anna Katherine. Her day job is as a production editor at a nonfiction publisher; she is currently a Massachusetts local, with her wife, daughter, housemate, and a pair of cats.

**Susan Hanniford Crowley** writes science fiction, fantasy, and paranormal romance, is a member of SFWA and RWA, and an associate editor with *Space and Time* magazine. Susan's fantasy work appeared in *Sword & Sorcery* anthologies. Her science fiction story "She Came to Sing" appeared in *Beyond Centauri* magazine (Jan. 2009). In addition, Susan is a member of the Futuristic, Fantasy, and Paranormal chapter of the RWA. She is the founder of the Nights of Passion blog and is the author of the *Vampires in Manhattan* series. Her latest release, the fourth in the series is *Vampire in the Basement*. Tease Publishing LLC has also released her mythology romance *Poseidon's Catch*. *Mrs. Bright's Tea Room*, her steampunk romance, has just been released. Susan will be reading and signing her vampire/supernatural romance novel *The Stormy Love Life of Laura Cordelais* at Arisia. Her website is [www.susanhannifordcrowley.com](http://www.susanhannifordcrowley.com). Her twitter name is SHC Crowley. Her Facebook name is Susan Hanniford Crowley.

**Patricia M. Cryan** is, by turns, a retailer who never sleeps, a walking library of children's literature, a fan of hard science, harder science fiction, and literary horror tales, and a freelance editor who makes strong folk cry at regular intervals.

She serves as General Partner for Mike's Comics — [www.mikescomics.com](http://www.mikescomics.com) — a mail order and Internet company established in 1976, which carries audio dramas, science fiction and fantasy books and collectibles, independent comics titles, graphic novels and trade paperback comics collections, roleplaying game supplies, fantasy greeting cards, and much, much more. She has been active in bookselling since 1987 and is a member of The New England Children's Bookselling Advisory Council. Her efforts to establish a worldwide wholesale company devoted exclusively to speculative fiction in print, audio, and sequential art can be found at [www.spicadistribution.com](http://www.spicadistribution.com).

**Charlene Taylor D'Alessio** has been a F&SF illustrator for over 30 years. She is known for her exquisite painted ties, humorous fantasy paintings of cats, hamsters, dragons, owls, and miniature astronomical pieces. Her latest published piece is *Merlin's Dilemma*.

Currently she is also illustrating a children's book. Look for Charlene's artwork at most SciFi Con artshows.

**Garen Daly** has been in the dark for more years than acceptable. First as an award winning film booker & exhibitor then as a movie industry analyst & commentator. He is a regular contributor to *WGBH, NH Public Radio*, *AE Cable News* and several web sites, but is perhaps best known as the producer of The Boston Science Fiction Film Festival, now in its 36th year, and co-producer for *Terrorthon*, a yearly exploration of horror film & live events.

**Loren Damewood** has been creating intricate decorative knots in precious metal for over 28 years, and recently retired from a career in the aerospace industry ("Not exactly rocket science... more like rocket tech.") to teach workshops on his methods full time. He taught himself the techniques he uses, by trial and error, and delights in helping others to bypass the painful and tedious stages and go right to the shiny stuff.

**Carl Danielson** is the co-writer/director of *2010: Our Hideous Future: The Musical!* The web series he wrote, *The Way of the Warrior-Bunny* will appear at [unreliable-narrator.com](http://unreliable-narrator.com) in spring/summer. He is the artistic director of the Unreliable Narrator Theater Group.

**Darkteddybear** is an ordained minister and lifelong geek, who found his first theological insights from *Star Wars*, and first learned the mental aspects of BDSM from David Bowie in *Labyrinth*. He has spent many years examining interconnections of sexuality, religion, polyamory and kink, particularly in regard to science fiction and fantasy, and has taught previously in both kink and vanilla settings, particularly on what it means to be a feminist male kinkster. If left alone with a guitar, he is liable to break out into renditions of songs from Jonathon Coulton or the Whedonverse.

**Dash** is an attorney, editor, linguist and social justice activist. She is the founder and editor-in-chief of *Expanded Horizons*, a monthly online speculative fiction magazine whose mission is to increase diversity in speculative fiction and to create a venue for the authentic expression of under-represented voices in the genre. In all her work, she tries to use her skills, talents, sensitivities and awarenesses to bring people together to prevent and solve problems and to promote social justice. She wants to fight the "fear of the other" with every tool at her disposal, and to show people that there is nothing so esoteric as cannot also be completely normal.

**Rob Davies** write stories about lobster girls and laser beams. Mimetic fiction is for wimps. Raised on a steady diet of weird paperbacks.

Infocom games, and comic books, he has always wanted to be a writer (well, actually, he first wanted to be a dinosaur, but that didn't work out so well). When not writing, he likes to travel around the world searching for the ideal pint of beer and the perfect bookstore. He lives in Somerville, Massachusetts, with his high school sweetheart Sara and two cats, Lilith and Tiamat, and a lot of books.

His stories have appeared in *The Year's Best Dark Fantasy & Horror 2010*, *Weird Tales*, *Interzone*, *Shroud Magazine*, and *Murky Depths*. His horror-thriller novella, *Hiram Grange and the Digital Eucharist*, was recently released.

**Christopher Davis** has been reading science fiction for longer than he can remember, and going to conventions for longer than he wants to think about. He's worked as a sysadmin for both the Electronic Frontier Foundation and part of the Human Genome Project, and feels fortunate to have arrived at just the right time for such opportunities. He's given up on looking for technological predictions from SF; too many lunar bases, not enough globe-spanning computer networks. (He's still glad food pills never came along, though.)

**Susan de Guardiola** ([www.blank.org/susan](http://www.blank.org/susan)) is best-known for her role as a masquerade emcee at the 1997 and 2004 Worldcons as well as numerous east coast local and regional conventions. She is a reviewer for *Publishers Weekly* and a social dance historian who

may often be found in musty library stacks researching dance from the 16th to the early 20th century, which she teaches at workshops and dance events across the United States. Susan also makes costumes and blogs about both dance history (at *Capering and Kickery*; [www.kickery.com](http://www.kickery.com)) and the rest of her life (at *Rixosous*; [www.rixosous.com](http://www.rixosous.com)). In her spare time, she plays high-speed online Scrabble.

**Lori Del Genis** wecgoddess on LJ) is back in the US with a business that eats her brain and feeds her soul. She currently spends her time creating eco-friendly/ethical wedding attire and saving the world through pretty pretty dresses. Lori currently lives in State College, PA with her spouse Jonathan but can be seen lurking around the Boston area whenever possible.

**Patrick Delahanty** is perhaps best known as the founder and host of The Chibi Project where he is responsible for experiments on anime toys. He is also the creator of Anime-Cons.com, the largest source for anime convention information on the Internet.

Patrick is big fan of conventions. He has attended more than 75 of them and is one of the founders of both Anime Boston and Providence Anime Conference. He has hosted his popular improv event, Anime Unscripted, 30+ times at 11 different conventions in two countries and four time zones.

In addition to being a con whore, Patrick is also the voice of the fighter pilots in the award-winning game *Escape Velocity* and its sequel, *EV Override*.

You should follow him on Twitter at [twitter.com/pdelahanty](https://twitter.com/pdelahanty).

**Chris Denmead** runs a horror themed radio show on 91.3 FM WCUW. The name of the show is *Dr. Chris Radio of Horror*, it covers horror movies and sci fi films. Some of the guests they have had on are Malcolm McDowell, Doug Jones, Dee Wallace Stone, Steve Niles and last year's Guest of Honor, Gardner Dozois.

**Daniel P. Dern** ([www.dern.com](http://www.dern.com)) is a freelance technology writer, and a very amateur magician. His science fiction stories have appeared in magazines and anthologies including *Analog*, *F&SF*, *World of If*, and *New Dimensions*.

Having finished his first science fiction novel, *Dragons Don't Eat Jesters*, which includes a minimum of "one dragon, two princesses, four dogs, a lot of riddles, some explosions, and a lot of really weird stuff," he's written over 50 short-short "Dern Grim Children's Short Bedtime Stories intended to be Morally Instructive to the Listener and Cathartically Therapeutic for the Reader," plus other children's stories. If you have at least 45 seconds to spare, ask to hear one if you see him and he's not otherwise busy!

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**Mario Di Giacomo** is a voracious reader, avid film-goer, and author of the Beware of Geek blog: [bewareofgeek.blogspot.com](http://bewareofgeek.blogspot.com).

**Dan Diamond** has organized *Realms* events at Vericon, and helped to run the *Realms* activities Arisia 2008, 2009 and 2010. Dan has been LARPing since 1990, SCA shordy thereafter, and tabletop gaming since he was eight. Science fiction caught his interest when as a kid he discovered his dad's books and hasn't looked back since.

Back to Events Division! After a year as Corporate President, **Samantha Dings** is "taking it easy" as an Assistant Division Head.

**Michael Dlott "Lawyer Mike"** has been running games for over 20 years and has frequently run White Wolf LARPs at local area cons such as Arisia and Anime Boston. He resides in Sharon with his fiance Melissa Hamilton and their two cats.

**Debra Doyle** was born in Florida and educated in Florida, Texas, Arkansas, and Pennsylvania — the last at the University of Pennsylvania, where she earned her doctorate in English, concentrating on Old English poetry. While in Philadelphia, she met and married James D. Macdonald, who was then serving in the US Navy, and subsequently traveled with him to Virginia, California, and the Republic of Panama.

Doyle and Macdonald left the Navy and Panama in 1988 in order to write full-time. Since then they have lived in Colebrook,

New Hampshire, where they write science fiction and fantasy for children, teenagers, and adults.

**Michelle Driscoll** is poly, kinky, pansexual, and proud to have served as a 2009 Co-chair and 2010 Content Director for the Transcending Boundaries Conference. A former university instructor of Gender Studies and English, Michelle runs a monthly polyamory/BDSM discussion group for The Society in Hartford, CT and is co-facilitator of the Western MA Polyamory group. She lives in Springfield MA with her wife and two boy-friends, their four cats and a dog.

At the first convention **Katie Dumas** remembers attending, her mother went into labor — dressed in full Romulan garb - to have her little brother. She was four years old. Since then, she has been to dozens of conventions all over the country ranging in interest from *Buffy* to anime to *Star Trek* and everything in-between. She is an actress, singer, costumer, and DJ — but more importantly, she is a young fan and proud of it!

A Western states native (Utah, California), **Mary Dumas**, moved to New England in 2004. She chaired the *Harry Potter* and *Lord of the Rings* fantasy convention, Cauldron Con in 2005. She co-founded the Anime Kaiju Experience section of the United Fan Con's New England Fan Experience in 2008. In 2009 she was the Chairman of New England Fan Experience, welcoming

guest of honor Leonard Nimoy and hosting the Mayor of Boston's first Leonard Nimoy Day. For a third year Mary is assisting with the Anime programming for Arisia. She has joined the staff of Anime Boston and Worldcon for 2011.

**Jerel Dye** is an artist, illustrator, designer and writer/creator of numerous comics projects. His artwork has appeared in galleries throughout the country, in childrens books, museum exhibitions, comics anthologies and several online magazines. He received his MFA from Mass College of Art. You can read more about his various projects and see examples of his work at [www.jereldye.com](http://www.jereldye.com)

**Jill Eastlake** has been around SF conventions for over 40 years. She volunteered at her first Boskone and has worked on almost every convention she has attended since then. She is the first person to have chaired a Boskone (11 with husband Donald, and then 15) and an Arisia ('09). She has done both back-of-the-house (Operations, Treasury, Volunteers) and visible work (Art Show, Events, Masquerade, and even Program one) for local conventions, Worldcons, and Costume-Cons. She is a Master Costumer. And, hopefully, will be around for another 40 years as a part of this fannish family.

**Bob Eggleton** is a nine time Hugo Winner. Worked on the films *Sphere*(1997), *Jinny Newtron Boy Genius*(2001) and *The Ant Bully*(2006) as well as the independent film *The Idol*(2007)



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and designed visual effects for *Star Trek* in 1996. Author or co-author of seven books, the most current one is *Dragon's Domain: The Ultimate Dragon Painting Book* from Impact Books.

**Genevieve Iseult Eldredge** is the kind of girl you don't want to meet in a dark alley. Five foot nothing and red-haired with a temper to match, she holds a black belt in Goju-Ryu Karate and can craft words faster than a ninja throws shuriken. A panelist at Arisia, Philcon, and Pi-Con, she writes high fantasy and fantasy erotica (under a pseudonym so her mom doesn't disown her). She is currently pursuing her MFA in Writing Popular Fiction at Seton Hill University.

Her publications as "Kierstin Cherry, Semi-shy Erotica Writer" include the erotic vampire stories: "Taken" featured in *Blood Surrender* by Blue Moon Books. "Enslaved," appearing in the Circler Press ebook *Lake Crimson Droplets* and "Graced" featured in the *Women of the Bite* by Circler Press ebooks and in print by Alyson Books.

**Wendy Ellertson**, [www.ellertson.com](http://www.ellertson.com), is an internationally known mixed media and leather artisan who creates story filled three dimensional mixed media mythic figures, masks and magical books. Her blog: [www.wendyellertson.blogspot.com](http://www.wendyellertson.blogspot.com) chronicles the transformation of materials.

Into playful embodiments of myth as well as her reflections as she wanders the road of an artist. She is on the Executive Board of the International Arts Foundation where she networks with others who thrive in the world of the "in between" and enthusiastically support border crossing art.

**Paul Estin** (a.k.a. "Happy Fun Paul") is a long-time SF fan with a Ph.D. in cognitive psychology and an affinity for silly music. Becoming a filker was inevitable — he sings and plays guitar and other instruments, sometimes solo and sometimes in the bands Dr. Snark and Don't Fret the Small Stuff.

Among Paul's other alphabetical interests are 80's music, Andrew Sullivan, astronomy, bicycling, books, cats, cognitive science, comics, complexity, dynamism, folk music, freedom, maps, market solutions, modern fairy tales, movies, mu\*ing, natural history, Neil Gaiman, non-fiction, nonstandard categories, reading, rock music, RPGs, science, surreality, Unitarian Universalism, and xenobiology.

Ingredients of Happy Fun Paul include an unknown glowing substance which fell to Earth, presumably from outer space. DO NOT TAUNT HAPPY FUN PAUL!!!

**Fabrisse** is a fanfiction writer who lives in Washington DC. It's one way to put her BA in English to good use. She has been attending Arisia for over a decade.

**Andrew Farago** is the curator of the Cartoon Art Museum, and husband to mad creator Shaenon K. Garrity. He is also the co-author of the *The Looney Times Treasury* and an expert on all things comics.

**Kate Farb-Johnson** is an all-around geek, especially interested in filk, gaming, mathematics, literary SF and other geeks. Lately, she has taken to volunteering at SF cons, including running the Music track at Arisia this year.

**Dr. Feinman** hacks hackers for a living; he provides usability support for designing software development and testing environments. His hobbies include all but one of the following: audio production, carpentry, glass-blowing, leather-working, miniatures gaming and painting, music, role-playing, sociology, and writing a little SF on the side. His novel *Duplicate* is available for sale online and at Arisia.

**Stuart Ferguson** is a math teacher at a school for students with above average intelligence and emotional differences.

Stuart is a youth sword instructor, so please ask him if you want your children to learn the knightly art of the sword.

Stuart is also a storyteller with 20 years' experience, although some would say the first ten years don't count because he wasn't over 18 yet.

**Adam Ferraro** has been an anime fan since he was 16 years old and is one of the founders of Anime Boston

**Tony Finan** is a scarred veteran of many a decade of con running, including spending over a decade running the film program at Philcon. He is also active with the Philadelphia Film Festival and Cinefest. He is an avid film and media fan specializing in Asian and British science fiction and horror.

**Kristina Finan** has been sewing and costuming since 1982. Been a *Dr. Who* fan since 1979. Been a Science Fiction fan since she saw the first man walk on the moon, live. Now she attempts to write it, as she keeps a full-time job as Custom Framer, and a part-time job keeping a husband.

**Tuna Oddfellow** was born in Second Life in mid-2005 as the online alter ego of local and well-known magician, Fish "the Mag-ish" Fishman. When a magician enters virtual space his first thought is, "how do you get that WOW feeling from folks in a place where they learn to fly on day one?" So coming from a thimbleful of knowledge of Photoshop, Fish and Tuna conspired to create a new art form, and the Odd Ball was born.

Today, Fish's company, Oddfellow Studios, Inc. has patents in the works, they've created a way to alter brain waves through

immersive 3D — it's gorgeous too. Having uncovered a previously unspecified principle of perceptual psych, Oddfellow Studios weds science to art in virtual space to benefit of the real world, with posited applications to therapies for PTSD/anxiety disorders, drug addictions, insomnia, ... But to someone without that need, the alpha/theta-like trance feels like getting stoned over the Internet. He still does magic in the real world — too.

**Will Frank**, aka "scifantasy," is a fan jack-of-all-trades and a programmer-turned-law student (NYU Law Class of 2011). Professionally, he specializes in intellectual property law; funnishly, he has interests in pretty much everything, but will probably be found in the filk room most of the time. Will has also appeared on reality television, specifically *Beauty and the Geek* in Fall 2007. Guess which he was.

This is Will's third Arisia as a congoer, and his first as a panelist.

**Bill Frankenfield**: Special effects makeup artist, studied Art and theatre, graduating in '82 an avid costumer and prosthetics artist raven is the owner of Raven Design/Ram FX studios in New Jersey [ravendesigngroup.com](http://ravendesigngroup.com)

**Terry Franklin** is a writer of science fiction and fact. He also gets himself caught up in Libertarian politics. Over the coming year, he will be coordinating the "Freedom Bus Caravan," an effort to bring marijuana legalization protesters to the circus of New Hampshire's primary season, and to get activists to each campaign stop by every presidential candidate.

**William Freedman**, author of *Land That I Love* and the forthcoming *Mighty Mighty*, is a writer of science fiction, dark fantasy and horror who injects humor, to greater or lesser degree, into his work. His novelette "Forever and Ever, Amen" appeared in the 2006 *Spirit House* chapbook and his short story "Intentions" is scheduled to be published this year in Ash-Tree Press's *Holy Horrors* anthology. He is a founding member of the Long Island-based LISciFi critique group and a perennial Literature-track panelist at the I-Con convention in Stony Brook, N.Y. He holds degrees in journalism and international business and his non-fiction work has appeared in *Investor's Business Daily*, *Euromoney Books*, *Global Finance* magazine, *Treasury & Risk Management* magazine, and many other business and financial news outlets both in print and online.

**Adam Fromm** is a writer, musician, published crossword constructor, game developer, and multiple-year recipient of the prestigious Guy Most Likely To Apologize Unnecessarily for Stuff Trophy. He has re-

cently relocated from upstate New York to the Boston area, where he can be found in close proximity to his guitar, an overworked MacBook and that novel that he really is going to finish one of these days, honest.

**Ed Fuqua** is a Young Adult Librarian as well as being a writer, a poet and a swordsman. He has spent many years running comic book stores and has qualified for the National Poetry Slam Championships four times. His short story "Familiar Places" appears in the anthology *Bites of Passion*. He is a performer and a director at King Richard's Faire in Carver MA.

**Shana Fuqua** has a BA in music. She is a nine year veteran of King Richard's Faire where she spent one year as assistant apprentice music director and work this past year as admin. assistant to the apprentice program. She is an experienced gamer, both video games and tabletop RPGs. Her many skills include knitting, crocheting, spinning, candle-making and balancing a stick on her head.

**Ken Gale's** writing career started with sales to DC Comics and Warren Publishing in the 70's. He's editor and co-publisher of *Dangerous Times* and *New Frontiers* for Evolution Comics, a producer and host for two radio shows on WBAL-FM in NYC; one on the environment and one on comic books. He does miscellaneous arts and public affairs shows at many different time slots. He was a member of the Board of the Celtic League American Branch and a former math textbook writer. His environmental horror comic book story in *Psychosis #2* came out in 2008. [www.comicbookradioshow.com](http://www.comicbookradioshow.com)

**Jaime Garmendia** is a member of the Boston Comics Roundtable, where he writes, produces, publicizes, and markets independent comics of all genres. He is also the Comics Track manager this year.

**Marty Gear** is a past Arisia fan guest of honor. He has been making, wearing and competing costumes, running costume competitions, judging costumes, & MCing convention masquerades for more years than he likes to count. Along the way he has also run a few Costume-Cons. In between costume "stuff" he reads Science Fiction helps run SF cons, and does tech. He pays for all this con stuff by negotiating contracts with the Federal Government. He really loves Arisia because he doesn't have to help run it.

**Joel Christian Gill** is the Chair of The Foundations Department at the NH Institute of Art. Originally from Roanoke Virginia, (but he does not hold that against New England) he received his MFA in Painting from BU. He writes and draws *StrangeFruit*. He is not currently in a bad mood. Feel free to "like" this Bio.

**Laura Anne Gilman** started her professional life as a book editor for a major NYC house, fitting her writing into the remaining available hours. In 2004 she switched that around, becoming a full-time writer and freelance editor. Laura Anne is the author of the popular *Cosa Nostradamus* books for Luna (the *Retrievers* and *Paranormal Scene Investigations* urban fantasy series), and the award-nominated *The Vineart War* trilogy from Pocket. She is a member of the on-line writers' consortium BookView Cafe, and continues to write and sell short fiction in a variety of genres. She also writes paranormal romances as Anna Leonard.

**Greer Gilman's** new book, *Cloud & Ashes: Three Winter's Tales*, is set in the Northern mythscape of her much-praised novel, *Moonwise*. Her Cloudish tales have won a Tiptree, a World Fantasy Award and a Crawford Award, and have been nominated for the Nebula, and Mythopoeic Fantasy awards. Her love of British lore and landscape, of its rituals and ballads, is a constant in her work; her love of language at its roots. Her books are written for the ear, as much as for the understanding.

Besides her two books, she has published other short work, poetry, and criticism. Her chapter on "The Languages of the Fantastic" will appear in *The Cambridge Companion to Fantasy Literature*.

**Ethan Gilsdorf** is the author of *Fantasy Freaks & Gaming Geeks: An Epic Quest for Reality Among Role Players, Online Gamers, & Other Dwellers of Imaginary Realms*. Named a "Must-Read" book by the Massachusetts Book Awards, *Fantasy Freaks and Gaming Geeks* is an award-winning travel memoir that investigates fantasy & gaming subcultures — from D&D players to World of Warcraft addicts, from *Harry Potter* fans to live-action role-players. What lures people to fantasy realms, and what meaning do they find there? National Public Radio described the book as "*Lord of the Rings* meets Jack Kerouac's *On the Road*." Wired.com proclaimed, "For anyone who has ever spent time within imaginary realms, the book will speak volumes." He publishes regularly in the *New York Times*, *The Boston Globe*, *Washington Post*, & other magazines and newspapers worldwide. His blog *Geek Pride* is seen on [PsychologyToday.com](http://PsychologyToday.com) and appears regularly at cons. More info: [www.fantasyfreaksbook.com](http://www.fantasyfreaksbook.com).

**Sarah Goodman** is an anthropologist by training and a gentlewoman by profession. Everything else is a hobby... Sarah, or one of her myriad personae, are likely to pop up anywhere on the space-time continuum, studying humankind and other semi-sapient and sapient races with the professed purpose of learning that which is necessary to

increase the general satisfaction level of the multiverse. A fan since the late mimeocene, she is also active in various trans-temporal re-creation activities including her current claim to fame as costumer of the (semi-) nude theatrical extravaganza, *Saucy French Postcards*, at the Dickens Fair. When not otherwise caught up in saving the galaxy, or investigating other centuries, she pursues her interests in law, culture, religion, dance, clothing, good food, friends, cats, and people in general from Tranquility Base, her Beaux-Arts-and-Crafts bungalow by the Lake in Oakland, California.

**Alicia E. Goranson** is an award-winning Boston author of books, plays and audio drama. Her first novel, *Supervillainz*, is a 2007 Lambda Literary Award finalist and winner of the 2004 Project QueerLit Award. She is currently writing, directing and producing the Post-Meridian Radio Player's audio drama, *The Mask of Inanna*, a thriller which includes both unheard episodes of a 1950's horror radio show and a modern tale of mystery, passion and enormous speed bumps. You can listen to it at [themaskofianna.com](http://themaskofianna.com).

She has performed at events including the Saints and Sinners Literary Festival, Cornell University and LitQuake in San Francisco. Charlie Jane Anders, editor of [io9.com](http://io9.com) and *She's Such a Geek*, says, "Alicia Goranson's superpowers include searing vision, a powerful voice, and the ability to leap over genre boundaries." You can learn more about her at her website: [alicia-goranson.com](http://alicia-goranson.com).

**Justine Graykin** is a free-lance philosopher who writes antidystopian SF (among other things) and is sustained by her deep and abiding faith in Science. She lives with 1 husband, two kids, three dogs, too many cats and a flock of chickens on 50 acres in New Hampshire. Boasting six degrees of separation from Harvard, Cornell and Dartmouth, she is a member of Broad Universe, and has had several pieces of short fiction published and anthologized. Of course, there is a website, [justinegraykin.com](http://justinegraykin.com). Science fiction doesn't have to be cold to be hard.

**Esh Grey** aka Cookie is a house keeper, nanny, personal assistant, gourmet chef, alchemist, caffeine/tattoo/piercing addict, chaos maker, book reader, erotica lover, dancer, mohawked, sacred mother wife and girl friend who still somehow manages to find time to have and be fun!!

I'm also the root of all that's evil but you can call me Cookie!

**Val Grimm** is part of the team running Nanopress ([nanopress.ca](http://nanopress.ca)), a small Canadian science fiction publisher based in Montréal, which has published two books, *Blood Out of a Stone*, a collection of short stories by Elisabeth Vonarburg released in August 2009.

and *The Aurora Awards — Thirty Years of Canadian Science Fiction*, with a third title slated to come out in early 2011. Other projects include The Portal ([sfportal.net](http://sfportal.net)), an international online review of short-form science fiction, fantasy, and horror; and activities in the demoscene such as founding @party, a small computer art event — join us in June 2011 ([atparty-demoscene.net](http://atparty-demoscene.net))!

Involved in fandom since 2003 as a stage-eteer, Val took on other roles, among them Anglophone Press Liaison for the 67th Worldcon. Other activities include organizing bone marrow registry drives at several science fiction conventions and teaching English as a foreign language as a volunteer for Literacy Volunteers of Massachusetts.

**Dr. Hafer** was born at Cape Canaveral, where her father was part of the U.S. space program. She grew up living lots of places in the U.S., experiencing the South, Midwest, Washington D.C., and New England all before age 10. She graduated in biology at Swarthmore College, then went to UCLA. She finished her graduate work at Oxford University where she earned a D.Phil. in zoology. Between UCLA and Oxford she worked for the National Marine Fisheries Service on a Japanese fishing ship in the Bering Sea. While on board, she won a pushups contest with the ship's officers. After Oxford, she did research on sleep and circadian rhythms, then took a job at Curry College where she teaches Human Anatomy & Physiology. She has also done research on respiratory physiology at Harvard School of Public Health. She enjoys outdoor sports and has traveled widely, including recent trips to Transylvania, Alaska and China. She is married, has two children, and lives in Bedford, MA.

**Andrea Hairston** was a math/physics major in college until she did special effects for a show and then she ran off to the theatre and became an artist. She is the Artistic Director of Chrysalis Theatre and has created original productions with music, dance, and masks for over 30 years. She is the L. Wolff Kahn 1931 Professor of Theatre & Afro American Studies at Smith College. Her plays have been produced at Yale Rep, Rites and Reason, the Kennedy Center, StageWest, and on Public Radio and Television. She has translated plays by Michael Ende and Kaca Celan from German to English. "Griots of the Galaxy," a short story, appears in *So Long Been Dreaming: Postcolonial Visions of the Future*, edited by Nalo Hopkinson and Uppinder Mehan. Her first novel, *Mindscape*, won the Carl Brandon Parallax Award and was shortlisted for the Phillip K Dick and Tiptree Awards. *Redwood And Wildfire* will be published by Aqueduct Press in 2011.

Communities, of all kind, are important to **Steven Hammond**. From communities of patients at [patientslikeme.com](http://patientslikeme.com) where Steve is the Director of Engineering to the Town of Holden where Steve serves on the School Board and volunteers as a space educator in local schools. Steve supports community, open source software development, and patronizes Kobold Quarterly's community game development. Steve has years of game mastering experience and was recently a top 10 finalist in Kobold Quarterly's "King of the Monster" contest.

**Onezumi Hartstein** is one of the most active contributors to and supporter of the convention and comics scene:

- She founded an entire New Media convention. Intervention ([www.InterventionCon.com](http://www.InterventionCon.com)) is Your Online life-In Person. Her new take on fandom conventions has been recognized by *Wired Magazine* and many others.
- She writes and draws *Stupid and Insane Defenders Against Chaos: A Lovecraftian Horror Comedy* ([www.onezumi.com](http://www.onezumi.com))
- Her dev team made the Webcomics Central App Service ([www.onezumi.com/webcomics-central-app-service](http://www.onezumi.com/webcomics-central-app-service)). They give free custom iPhone apps to other webcomics.
- She posts random art, tutorials, and awesomeness in her personal blog Onezumi-verse: Art + Theme Parks = Life ([www.Onezumi-verse.com](http://www.Onezumi-verse.com)).

It's pronounced "Oh-nch-zoo-me". She lives in New Jersey. She loves heavy metal and Disney World. Follow her on Twitter @Onezumi or say hello on Facebook!

**Jeff Hecht** is a free-lance science and technology writer, a correspondent for the weekly *New Scientist* and a contributing editor to *Laser Focus World*. His short fiction has appeared in *Analog*, *Asimov's*, *Interzone*, *Odyssey*, *Nature*, *Twilight Zone*, and several anthologies including *Year's Best Horror Stories* and *Great American Ghost Stories*. His nonfiction has appeared in many other magazines, including *Optics & Photonics News*, *Omni*, *Earth*, *Analog*, *Cosmos*, *Bulletin of the Atomic Scientists*, and *Technology Review*. His books include *Beam: the Race to Make the Laser* and *City of Light: The Story of Fiber Optics* (both Oxford University Press), and *Understanding Fiber Optics* (Pearson/Prentice Hall); and *Understanding Lasers* (IEEE Press/Wiley). He holds a B.S. in electronic engineering from the California Institute of Technology.

Both science and SF have been core passions of **Karl G. Heinemann's** since early childhood. And his bio-family nurtured strong habits of analyzing and predicting "the world around him" and "thinking for himself". These traits led Karl to formal education in physics, astronomy, and epistemology. Other interests include modeling

and simulation of economic and social systems, history, SF-based gaming, and mythology viewed as both entertainment and as a cultural attribute and psychological drive.

"Coming of age" during the 60's and 70's, Karl also developed a strong affinity for the humanistic and playful social agendas of those times. This exposure and his general skepticism led Karl to a 26-year involvement with the culture and practices of polyamory. During this time, he's led many presentations and mini-workshops in this field, including a monthly Poly Support Group at Boston's Fenway Community Health Center. Karl also has been living in a successful open marriage for the past 13 years.

An avid reader of science fiction and Fantasy, since the age of 7, and a rabid gamer since the age of 10, **James T Henderson Jr** has been a gamer and fan for most of his life. As an adult Jimmy pursued a career in Mechanical and Structural Engineering. As he is now dedicated to the upbringing of the next generation of Fans. He remains a wargamer, costumer, modeler, roleplayer, LARPer, and reader he attempts to divide his time to enjoy both parenthood, insanity and fandom. And succeeds.

**Evonne Heyning** is the dynamic polymath leading Amoration studio, a nonprofit dedicated to social action through intelligent events, interactive media & international aid. With dozens of creative volunteers we integrate social action, art, science, technology and the spirit of change.

**Andy Hicks** is a Boston-based musician, director, actor, and radio producer. He co-wrote and composed the music for *2010: Our Hideos Future*, a cyberpunk satire/romantic comedy which premiered at the Boston Playwright's Theater last summer and is scheduled to be performed this weekend on Sunday night. He will also be appearing this weekend as The Doctor in the Post-Meridian Radio Players' live action *Doctor Who* audio drama. And, last year, he was hired by a public radio station as an Associate Producer. Considering he wrote a musical, worked for NPR, and was cast in his dream role within the space of a year, it's pretty safe to say that his "Bucket List" is quickly running out of stuff.

**The Higgins Armory Sword Guild** is a volunteer organization dedicated to the historically accurate interpretation of medieval and Renaissance martial arts from surviving texts. Convention members will have the opportunity to witness combat techniques forgotten for hundreds of years. We invite you to join us to learn these martial arts. Safety and body-mechanics courses are required of all new participants. [www.higginsword.org](http://www.higginsword.org).

Worcester's **Higgins Armory Museum** is the only museum in the Western Hemisphere wholly devoted to the study and display of medieval and Renaissance arms and armor. Our founder, John Woodman Higgins, housed his collection in a unique building now on the National Register of Historic Places. Museum visitors will see objects ranging from ancient Greek helmets to ornate Renaissance armors while our programs help interpret the artifacts in a broad cultural context. [www.higgins.org/](http://www.higgins.org/)

**Woodrow Hill** is one of the few male Raqs Sharqi artists — better known as “belly” dancers — in the world, having started over 20 years ago. His day job as a programmer with a focus on security issues gives him an oddly optimistic view of the future, one fueled by his very first memory — watching *Star Trek* on a black and white TV set.

This reality-beaten optimism also leaks into his strong political activism, having been invested in civil rights, feminist, and related issues as well as working for politicians as varied as Strom Thurmond and Barack Obama (the latter of which he liked significantly more!).

He also looks back into the past as a member of the Society of Creative Anachronism, specializing on researching medieval era “belly dance” and 15th Century Ottoman culture, and into the future via interests in broader layperson science activities, focusing on issues around evolution.

**James Hinsey** is a life-long lover of Science Fiction, Fantasy, books, movies, tv-shows, anime, 80s music, women, root beer, chocolate, Hawaii, Japan and family. He is half-Japanese, a reader, Trekker, Browncoat, Costumer, book-collector, model-maker, videographer, publicator, con-goer, RISFC member, Psi Upsilon brother, RPI alum, former naval officer, brother, son, uncle, husband, and father of two girls. He is SamuraiX47.

**Steven Hirsch** has been playing swords for 5 years now. First with the Higgins, he now teaches at his own school Kunstbruder — the Brotherhood of the Art of Defense. Since he started playing with swords he has stopped having other hobbies - just variations on playing with swords like making Medieval clothes and armour or researching Medieval Combat. He is also studying to be a nurse — which may be useful given his hobby.

**John Hodges** has organized all of Arisia's blood drives for the Heinlein Society. He's a donor himself, having given away 41 gallons of his own blood and a kidney. He's a public representative to the board of directors of the United Network for Organ Sharing. He has been employed as a math & science tutor for gifted students, a climate scientist, a real estate appraiser, and a doodlebug (petroleum exploration geophysicist (we blow things up)). He's been a fan since reading *Farmer in the Sky* when he was eight.

**Merav Hoffman** is a New York based songwriter and performer. She is a founding member of the band Lady Mondegreen and is also an administrator for the Live Filk project. Merav will be chairing the 21st NEFilk convention: Contata VI on July 1-3, 2011. When she's not wearing her filker hat she edits manuscripts, crochets, and hosts NYC area house concerts.

**Lisa Holsberg** is assistant conchair for the second time. Nope, not gonna be a conchair. Not ever gonna happen.

**Nancy Holzner** is the author of the *Dead-toten* urban fantasy series, set in Boston and featuring a shapeshifter who kills other people's personal demons for a living. A recovering academic, Nancy has worked as a medievalist, English teacher, corporate trainer, and freelance editor. She lives in Ithaca, NY, with her husband Steve, where they both write from home without getting on each other's nerves. Her latest novel is *Hellforged*.

**Butch Honeck** has been making his living by selling his sculpture for 36 years. Self-taught, he casts the bronze using the lost wax method, with ceramic shell molds in his own foundry. Butch also does custom orders, so if you want your idea in bronze, talk to him. He has steampunk items for sale along with his regular array of items.

**Melissa Honig** maintains a calendar of sci-fi and fantasy events in New England on her blog, [nescifitevents.org/](http://nescifitevents.org/). She is also



[www.MysticReflections.com](http://www.MysticReflections.com)

# Frolicon

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the list administrator for the New England Browncoats. She enjoys steampunk, costuming, weird crafts, and watching old TV shows from her childhood via Netflix.

**Heidi Hooper**, Believe it or Not, is also known as "The Dryer Lint Lady" for her whimsical art, which can be seen in galleries around the country as well as in Ripley's Museums and in their latest book. Heidi received her bachelor's in sculpture from Virginia Commonwealth University and her master's in metalsmithing at Massachusetts College of Art. Once cancer took most of her right arm, she had to find new ways to express herself and found clay and dryer lint (not together). Her web page is [www.Heidi-Hooper.com](http://www.Heidi-Hooper.com). With her husband Michael A. Ventrella, she helped found modern live action fantasy roleplaying games in America and currently runs the Alliance LARP ([www.AllianceLARP.com](http://www.AllianceLARP.com)). She loves the pitter patter of little feet (she has four cats).

A Californian transplanted to Boston, **Mike Horne** has been attending Arisia's since the very beginning. In that time he's been a scenester in the anime community as a Triumvir of the Boston Japanimation Society in its early days. He's written reviews for AnimeJump.com and is currently the Manager of The Compleat Strategist, Boston's oldest games store. His interests include cinema, travel and humor.

**Wil Howitt** is a doctor of computer science and electrical engineering, specializing in physical acoustics and psychoacoustics. He has worked at MIT and BU, developing human auditory system models and speech recognition systems. He also enjoys drumming, dancing, and playing didgeridu and other rhythmic instruments. He teaches Taoist martial arts, rides a black BMW motorcycle, fences with a German longsword, and looks around a lot.

**Crystal Huff** spends her time saving the world and chasing down conventioners. Officially, she is the chair of this year's Arisia. Alignment: Chaotic Good.

**Warren Huff** is currently professor of geology at the University of Cincinnati, where he has been a faculty member since 1963. Much of his research deals with the study of bentonites and K-bentonites, which are the remains of explosively erupted volcanic ash layers. These layers are now altered largely to clay minerals although some original volcanic crystals remain. He studies both types of minerals to learn about the nature of the source volcanoes, many of which are several hundreds of millions years old, as well as the natural processes by which the volcanic ash layers have been buried in the earth and altered to their present form. In recent years he

has served as a technical consultant to NASA on the subject of Martian soil clays.

**Walter H. Hunt** has been writing for most of his life. His first four *Dark Wing* novels were published by Tor Books. His novel *A Song In Stone* appeared in 2008, dealing with the mystery of Rosslyn Chapel and the Templars. Current projects include an 18th century alternate history novel, a book on mesmerism in the Victorian age, and a sequel to *A Song In Stone* that will answer some questions and ask some others.

He has a background in history, with a Bachelor of Arts degree from Bowdoin College in Brunswick, Maine, and he speaks two other languages (German and Spanish). A member of the Masonic Fraternity, Walter H. Hunt has served as Master of two different Lodges in Massachusetts. He is a devoted baseball fan and board gamer; his first published game is scheduled for a 2010 release by Rio Grande Games. He has been married for more than half of his life, and he and his wife have one daughter who is a product of their affection and their unusual joint sense of humor.

**Jennifer Hunter**, 39, is a professional organizer and artist in Medford, Massachusetts. Once a writer and editor, with four books on Neopaganism to her credit, she decided to make a career out of what she did for fun on her writing breaks. She specializes in working with unconventional people, helping them learn that creative does not have to mean disorganized. Jen is also a collage artist, using mostly pictures from castoff magazines, and has exhibited in several shows. She lives with her housemates, boyfriend, ten-year-old daughter, and a matching ginger cat and dog. Her website is at [www.jenniferhunter.com](http://www.jenniferhunter.com).

**Sandra Hutchinson** has been reading and writing science fiction since she discovered the *Oz* books at age 6. A proofreading supervisor at a textbook publishing company, she is also an ordained deacon in the Independent Catholic Christian Church, with a master's degree in theology. She has published short stories in a number of different publications including *365 Scary Stories*.

**Elaine Isaak** dropped out of art school to found Curious Characters, designing original stuffed animals and small-scale sculptures, and to follow her bliss: writing. She is the author of *The Singer's Crown* (Eos, 2005), and sequels *The Eunuch's Heir* (Eos, 2006), and *The Bastard Queen* (Swimming Kangaroo, 2010). Her new dark historical fantasy series will be starting in 2011 with DAW books under a pseudonym (shhh!). A mother of two, Elaine also enjoys rock climbing, taiko (Japanese drumming) weaving and exotic cooking — when she can scrape the time together. Visit [www.ElaineIsaak.com](http://www.ElaineIsaak.com) to read

sample chapters and find out why you do not want to be her hero.

**Felicitas Ivey** is the pen name of a very frazzled helpdesk drone at a Boston area University. She's an eternal student even with a BA in Anthropology and History, since free classes are part of the benefits.

Felicitas writes Urban Fantasy and Horror of a Lovecraftian nature, monsters beyond space and time that think that humans are the tastiest things in the multiverse.

Felicitas lives in Boston with her beloved husband, known to all as The Husband, and her cat Smaugu, whom the husband swears is a demon. The husband also is worried about Felicitas' anime habit, her extensive collection of manga and *Gundam Wing* doujinshi, which has turned her library into a Very Scary Place for him.

**Alexander Jablovkov's** most recent novel is *Brain Thief*, a fast-paced AI-hunting adventure, out from Tor January 2010. His most recent story, "Blind Cat Dance", will be in the March issue of *Asimov's*.

He is the author of five other novels, including *Carve The Sky*, *Nimbus*, and *Deepdrive*, and a number of short stories. He lives in Cambridge, Mass.

**Victoria Janssen** is currently writing her fourth novel for Harlequin Spice, a trade paperback line of erotic novels. *The Moonlight Mistress*, a historical set during World War I, is most recent; it was nominated for an RT Book Reviews Reviewers' Choice Award. It has werewolves and a Zouave on a motorcycle. Her first novel was an alternate-world fantasy titled *The Duchess, Her Maid, The Groom and Their Lover* that subverted a number of romance novel tropes. *The Duke and the Pirate Queen*, set in the same world, is due out December 2010. It has pirates and the Island of the Lotus Eaters (or maybe that episode of *Star Trek* where Spock pulls flowers with Jill Ireland).

She blogs on writing, reading, and genre here: [victoriajanssen.blogspot.com/](http://victoriajanssen.blogspot.com/) and twitters here: [twitter.com/victoriajanssen](https://twitter.com/victoriajanssen).

**Renée Johnson** has a background in cultural anthropology which serves her well in the SF/F world. Some of her favorite fan-nish things include: *Doctor Who*, King Arthur, mythic fiction, urban fantasy, China Miéville, C.S. Friedman, vampires that don't sparkle, Miyazaki, DC Vertigo, Gothic Lolita, Tolkien, Shakespeare, *Fringe*, *Bones* and probably many more...

**James Jones** is a polyamorous Tibetan Buddhist who has an (almost) unhealthy love of beating people with plumbing supplies (sometimes called "larping") and Iceland. He currently works for a large company nick-

named “Wolfram & Hart” doing difficult to explain things with computers.

**Rachel Kadel-Garcia** is a bookbinder and book and paper conservator in private practice in Medford, MA. She holds an MA in Conservation Studies from the University of Sussex and a postgraduate diploma in Conservation of Books and Library Materials from West Dean College.

**Raven Kaldera** is a transgendered intersex activist and Pagan shaman who has written 26 books and innumerable articles and stories. His “hub” website is [www.ravenkaldera.org](http://www.ravenkaldera.org). ‘Tis an ill wind that blows no minds.

After almost a decade exploring creative sexuality, lifestyle and professional Dominatrix **Princess Kali** launched the KinkAcademy.com website to share her passion for making all things kinky more understood and more accessible. Intent on making “pervert” a compliment, she spends her days reaching out to individuals and couples all over the world with her playful philosophy of “pleasantly perverted” sex education.

**Steve Kanaras** is the publisher of Free Lunch Comics, and serves as a writer and editor as well. His works include *Only in Whispers*, *Pork n’ Beans*, *Beyond the Küpper Belt*, and the upcoming *Hostile Universe*.

**Catherine Kane** is a professional psychic, published author, Reiki master/teacher, bard, artist, enthusiastic student of the Universe, maker of very bad puns, songwriter and overachiever (amongst other things...). She loves empowering people to have their best lives possible. Visit Catherine and her husband, Starwolf as Foresight on Facebook, at [www.ForesightYourPsychic.com](http://www.ForesightYourPsychic.com), and at [www.ForesightYourCatPsychic.wordpress.com](http://www.ForesightYourCatPsychic.wordpress.com).

**Melissa Kaplan** is a long time attendee of cons, gamer, watcher and reader of sci-fi/fantasy and general geek. Past endeavors include two blogathons, one nanowrimo, and participating in panels at 5Pi-con. She spends far too much of her disposable income on steampunk costume pieces, wirework jewelry and books. This year marks her 11<sup>th</sup> time attending Arisia and her first time participating in programming. She freely admits that her qualifications as a panelist are restricted to love of sci-fi/fantasy and her ability to ramble semi-intelligently about geeky topics on command.

**David Kaplowitz ‘dkap’** An invertebrate punster, computer, gaming, science, and science fiction fan for quite a number of years who is delighted to be able to hold forth on topics he knows and loves.

**Kate Kaynak** was born in New Jersey but was able to escape. Her degree from Yale

says she was a psych major, but her true senior project was a bawdy songbook for the Marching Band.

After serving a 5-year sentence in graduate school, she started teaching psychology around the world for the University of Maryland. While in Turkey, she started up a conversation with a handsome stranger in an airport — and ended up marrying him. Kaynak now lives in New Hampshire, where she enjoys reading, writing, and fighting crime with her amazing superpowers.

Her YA paranormal series — the *Ganzfield* books — include *Minder*, *Adversary*, and *Legacy*. They tell the story of Maddie, a 16-year-old telepath training at a secret facility. It’s not exactly a nurturing place. Every social interaction carries the threat of mind-control; a stray thought can burn a building to the ground, and people’s nightmares don’t always stay in their own heads.

But it’s still better than New Jersey.  
[www.Ganzfield.com](http://www.Ganzfield.com)

**Daniel M. Kimmel** is a film critic and author. His reviews and essays can be found at NorthShoreMovies.net, the *Jewish Advocate*, *Clarkesworld*, and *Space and Time* magazine. He teaches film at Suffolk University. He is the author of five books. His latest, *Jar Jar Binks Must Die... and other observations about science fiction movies*, will debut at Arisia.

Born in 1967, **Catt Kingsgrave-Ernstein** has not yet managed to shuffle off the coil mortal, though not for want of trying, apparently. She writes, (fiction, music, poetry, recipes, and the occasional political rant,) she draws, paints, sings, dances, cooks, builds and repairs houses, and occasionally makes an outright fool of herself when confronted with her intellectual heroes.

She also has Opinions. No, wait! Don’t run!

**Ken Kingsgrave-Ernstein** is absolutely not the superhero *Common Sense Man*. He does not spend his days saving various portions of Corporate America from itself. He also does not recover data structures in need. He does however enjoy reading Science Fiction and the occasional foray into Fantasy. He also enjoys speculating on how to survive the zombie apocalypse with skills he learned surviving the cold war.

**Richard Kovalcik** is Arisia Corporate President and last year’s Con Chair.

**Ellen Kranzer** has been attending science fiction conventions for over 30 years and making music even longer. Filk lets her mix the two hobbies. Ellen is a founding member of M.A.S.S. E.L.L.C. and the club’s current treasurer. She has been involved in planning numerous conventions both in and out of fandom.

**Bettina M. Kurkoski** is the creator/writer/artist of *My Cat Loki*, published by Tokyopop. In 2003 she entered Tokyopop’s *Rising Stars of Manga vol. 2* competition, placing as a runner-up, her work *Axis Lumen* published in the winners’ compilation. *My Cat Loki* is Bettina’s first professionally published series. She has also contributed the convention exclusive cover for *Star Trek: TOS Manga vol. 1*, cover and story art for *Star Trek: TOS Manga vol. 2*, story art for *Star Trek: The Next Generation vol. 1*, story and art for the *Princess Ai/My Cat Loki* crossover story in *Princess Ai: Encounters* and cover and story art for *Warriors: Rise of Scourge*. Bettina is currently working on the Tokyopop/Harper Collins *Seekers* manga series based on the best selling *Seekers* novel series. You can see more of her artwork at [www.dreamworldstudio.net](http://www.dreamworldstudio.net).

Author, performer and radio personality **Ellen Kushner** ([www.ellenkushner.com](http://www.ellenkushner.com)) hosts WGBH’s *Sound & Spirit* for PRI. Novels include *The Privilege of the Sword*, *Swordspoint*, & *Thomas the Rhymor*. Spoken word performances include *Esther: the Feast of Masks*, and *The Golden Dreydl: a Klezmer ‘Nutcracker’* (with Shirim Klezmer Orchestra, on Rykodisc CD), also published as a children’s chapter book by Charlesbridge. Forthcoming: *Welcome to Bordertown* (co-edited w/Holly Black). She is a founding member of the Interstitial Arts Foundation, has taught at the Clarion Workshop, and lives in New York City with Delia Sherman and no cats whatsoever.

**David Larochelle** grew up in the D.C. area but moved up to Cambridge in 2004 where he currently resides. His involvement with fandom began when he joined the William & Mary Science Fiction and Fantasy Club (SKIFFY). He served as Vice President and was named Senator for Life upon graduation. He’s worked extensively in information security and is the coauthor of Splint, an Open Source tool for detecting security vulnerabilities in C programs. However, more recently he’s focused on understanding and building the Internet rather than attacking and defending it. He currently works for the Berkman Center for Internet & Society.

A dedicated fan of Duran Duran as seen in the documentary *There’s Something You Should Know*, avid cosplayer best known for her “Izumi Curtis” from *Fullmetal Alchemist*, Boston Legal Assassins Repo Shadowcast’s *Blind Mag* and Neil Gaiman Fangirl. **Pam “Izumi” Larson** has dedicated what little free-time she has from her television directing job to becoming the best fan she can be, helping out her fellow fans by staffing and volunteering at many cons, making sure a good time is had by all.

Her personal motto is "All Nite Parties, Cocktail Bars and Smiles"... It's more than a lyric, it's a way of life."

To say **Lauren** is eclectic is putting it almost embarrassingly mildly. Her current life, in no particular order: henna, raising kids, temari, spinning thread, polyamory, knitting, SCA, being wife to her bestest friend, singing, treating her depression, baking, drawing, conspiracy theories (mostly laughing at), computer games, painting, laughing, BDSM, belly dance, reading mostly fantasy and science fiction, really good sex, Indian, Persian, and general Arabic material culture and history, and whatever shiny thing wanders by next. She teaches a lot of these things at various events devoted to them. Visit her online at [www.hennadancer.com](http://www.hennadancer.com)

**Toni Lay** is a member of the New Jersey-New York Costumers Guild (aka The Sick Pups), and a Deputy Chatelaine for the Crown Province of Ostgardr in the Society for Creative Anachronism (SCA), which gives her plenty of opportunity to costume. Toni was Program Director for Costume Con 5, a Historical Masquerade Director for Costume Cons 16 and 22, and a Historical Judge for Costume Con 28. She has also been an Arisia Den Mom, Presentation Judge and Greenroom Director. Her other fannish interests include *Torchwood*, *Merlin*, *Star Trek*, *Doctor Who*, Britcoms, alternate history novels, *Harry Potter*, Pern and the Didius Falco and Gordianus the Finder mysteries. When she is not watching DVDs, reading or making costumes, Toni is a secretary for the New York City Department of Design and Construction.

A modern day swordsman and Japanese culture enthusiast. **David Lee** has been training for six years in various sword arts from around the world and currently teaches children and adults how to have fun sword fighting. He also teaches a Japanese culture class sharing his knowledge and love of all the unique aspects in Japan to his students. David also has a background in art, with a focus on graphic design. Just like knights and samurai of old, not only is he a capable swordsman, but also an artisan of various talents.

**Jacob Lefton** is an artist blacksmith currently living in Amherst, Massachusetts. He studied creative writing, art, and education at Hampshire College. Following brief adventures with the circus, he spent six months in Europe as a journeyman blacksmith. Since then he has been working hard to support himself. Visit [www.jacoblefton.com](http://www.jacoblefton.com) to see more of his work.

**Scott Lefton** makes and sells artwork in media including metal, wood, glass and Pho-

toshop, is occasionally serious about photography, and works as a freelance mechanical design consultant and patent agent. He lives in a big old Victorian house in Melrose, MA with his wife Rachel, whichever of their 3 kids happen to be in residence, and a cat.

**Bill Levay** was born in Rome, Italy and emigrated to the US with his parents when seven years old. Grew up in Honolulu, attended Tulane University, majoring in Mechanical Engineering, and spent six years active duty in the US Navy. After leaving the Navy he worked for 21 years as an Electrical Engineer for various DoD contractors.

Then, he finally grew up... since 1995 he has worked in the games industry as Producer and Executive Producer at The Avalon Hill Game Company (pre-Hasbro acquisition) and at Hasbro Interactive which was bought by Infogrames and years later renamed to Atari. His proudest accomplishment was being the Executive Producer for *Civilization III*.

At age eleven he was bitten (severely, mind you) by the Science Fiction bug when he accidentally cast his eyes on *A Princess of Mars* at the school library, and immediately fell in love with Dejah Thoris, John Carter and Barsoom.

He lives in Rockport, MA, and is married to the incomparable Trish Wilson. They have two children, Jim and Mike.

**Benjamin Levy** has been a science fiction fan for most of his life. He went to his first science fiction convention when he was 10 years old. He has been involved with Arisia since its inception. In the past he has worked for Arisia as a gopher, Dealers Room Liaison, Fixed Functions Division Head, and Assistant Con Chair. Currently, he is the Arisia Corporate Treasurer and Hotel Liaison Division Head.

**Suford Lewis** is a long time fan and a longer time reader. She has been a member of LASFS & MITSFS, & a founding member of NESFA and of Regency fandom. She is a Master Costumer, an inveterate con com member having been part of the committees of all the Boston Worldcons, many Boskones, two Costumecons, a few others, and even an Arisia or so, and in 2008 was given the Big Heart Award. She also finds time to play a little Dominion, see some anime, and, with luck, even filk a bit. Mostly retired from software system building, she still occasionally helps some people out with computers. She is the Bujold editor for NESFA Press, now on book 8. She is married to Tony Lewis, is owned currently by two cats, and is the proud mother of Alice.

**Shariann Lewitt** is the author of 17 science fiction and fantasy books. One of her more recent pseudonyms is Nina Harper for

*Succubus In the City* and *Succubus Takes Manhattan*. She lives in the Boston area.

**Paula Lieberman** went to her first convention, which was a Worldcon, and college the same weekend. Since then she's been to a bunch more conventions, many of which she's worked on, including Arisia, and has had more career changes than she can remember — military officer, systems engineer, analyst, tech writer, test engineer, market researcher, consultant... She's more likely to be around at 1 AM filking, than at a 9 AM panel, and usually helps out at art show sales. On-line, she's one of the community at Making Light ([www.nielsenhayden.com/making-light](http://www.nielsenhayden.com/making-light)) prone to spontaneously posting in verse (ballad form mostly).

**Tim Lieder** is a professional writer and editor. Through his publishing company, Dybbuk Press, he has published and edited eight books including *Teddy Bear Cannibal Massacre* and *God Laughs When You Die* by Michael Boatman. His latest project, *She Nailed a Stake Through His Head: Tales of Biblical Terror* was released in October 2010.

**Tom Limoncelli** is a 40 year old bi/poly activist and organizer from NJ. An IT professional and author, his 2003 book *Time Management for System Administrators* (O'Reilly) became an instant classic. He is an internationally recognized author and speaker, presenting keynotes and classes both within the IT community as well as at LGBTI, poly, and bi leadership conferences. He blogs at [EverythingSysadmin.com](http://EverythingSysadmin.com).

**Gordon Linzner** is founder and editor emeritus of *Space and Time Magazine*; author of several novels and scores of short stories; freelance editor; licensed New York City tour guide; front man for Saboteur Tiger blues & oldies band.

**Adam Lipkin** is currently a reviewer for *Publishers Weekly*, covering science fiction, fantasy, horror, and young adult books. He has written reviews for a number of publications, including *The Green Man Review* and *Rambles*. He wrote the horror column, "Fear Factor," for *Bookslut* for two years, and was also the animation columnist for SMRT-TV.com. He has published hundreds of horror movie reviews at his own blog, [yendi.livejournal.com](http://yendi.livejournal.com). His day job involves educational technology, heutagogy, and library research. Adam lives in the suburbs of Boston with his wife, daughter, and three moderately psychotic felines.

Writer/activist **Shira Lipkin** sidles up to the most interesting bars, and chats with runaway gods, duty-shirking sphinxes, the Ghost of Purim Past, and apostate cyborgs. Her poetry and fiction have appeared in *Interfictions 2*, *Electric Velocipede*, *ChiZine*, *Lone Star*

*Stories*, and other wonderful places. Track her movements at [shiralipkin.com](http://shiralipkin.com). She would like a monkey.

Award winning author of *Enemy Mine*, **Barry B. Longyear** has authored over twenty book-length works and numerous short stories. Recently he has completed his first vampire work, *The Night*, and is now in the process of converting all of his works into Kindle eBook format, several of which are now live. Check [www.barrylongyear.com](http://www.barrylongyear.com).

**Joel Lord** has been involved in technical theater for 17 years, and has been applying that experience to cons for 10. He has stage managed the Masquerade at Lunacon for the past 9 years, Arisia for the past 2 years, the Historical Recreation Masquerade at CostumeCon 27, and the Hugo Awards Ceremony at Noreascon 4 in 2004. He was also the Technical Director for Arisia 2005-2008 and is TD for CostumeCon 29, next May in New Jersey.

**James Douglas Macdonald** was born in White Plains, New York, the second of three children of W. Douglas Macdonald, a chemical engineer, and Margaret E. Macdonald, a professional artist. After leaving the University of Rochester, where he majored in Medieval Studies, he served in the U. S. Navy. Macdonald left the Navy in 1988 in order to pursue writing full-time. Since then he has lived with his wife and co-author, Debra Doyle, in a big 19th-Century house in Colebrook, New Hampshire, where they write science fiction and fantasy for children, teenagers, and adults. From 1991 through 1993, as Yog Sysop, he ran the Science Fiction and Fantasy RoundTable on the GENIE computer network; after the death of GENIE, he was the managing sysop for SFF-Net. These days, when not writing novels or running as an EMT with the local ambulance squad, he blogs at [AbsoluteWrite.com](http://AbsoluteWrite.com) and [MakingLight.com](http://MakingLight.com).

**Bruce Mackenzie** is currently working on the Mars Homestead settlement design for the Mars Foundation, and an entrepreneurial venture. Past work included use of rotating space tethers to establish industry on the Moon.

Bruce is a software and aerospace engineer. He has held positions in the National Space Society, AIAA, Mars Foundation, & Mars Society.

**Glenn MacWilliams** has been Business Director for the past 15 plus years of "The Tesseract Players of Boston" New England's Premier Traveling Shadowcast, performing *The Rocky Horror Picture Show*, *Dr Horrible's Sing-Along Blog* and others. Webpage [tesseract.com](http://tesseract.com). Always available for charity and fund raising events. General Manager of

Magic Dragon Comics in Arlington MA, THE place for new comics.

**Mark A. Mandel** is:

- a fan since the fifties and a filker since the nineties (thank you, Lois Mangano!)
- professionally and avocationally a language scientist
- sometimes morphs into Dr. Whom. Consulting Linguist, Grammarian, Orthoepist, and Philological Busybody
- currently lives in Philadelphia, which is why he hasn't been so active around here in recent years

**Peter Maranci** is the founder and editor of the *Interregnum* RPG APA (RIP). Winner of a few amateur video prizes at Arisia over the years. Publisher of "Pete's RuneQuest & Roleplaying!" ([www.runequest.org/rq.htm](http://www.runequest.org/rq.htm)), one of the oldest RPG sites online. Long-time Arisia panelist. Sold a story to a semi-pro mag long ago, but it folded before publishing it (or paying for it, unfortunately).

**Joy Marchand** holds a B.A. in Classical Studies from the University of the Pacific. She lives in Salem, Massachusetts, where she takes photos of odd signage, churchyards and the occasional roadside shrine. Joy's poems and short stories have been featured in *Bare Bone*, *Writers of the Future* Volume XX, the *Elastic Book of Numbers*, *Modern Magic*, *Time for Bedlam*, *Polyphony 5*, *Interfictions*, *Talebones*, *Apex Digest*, and *Interzone*, among others. Joy is an editor for *Shimmer*, a small magazine packed with quality short fiction and stunning artwork. She is currently at work on a novel set on Cape Ann, MA.

**David Marshall** was published by Fantagraphics Books, SpiderBaby Graphix and more recently by The Boston Comics Roundtable. This lecture is a selected portion of "Art of the Comic Book", a college-level studio and history comics class. Details on [www.illdave.com/comicbooks/](http://www.illdave.com/comicbooks/)

**Gail Z. Martin** is the author of *The Summoner*, *The Blood King*, *Dark Haven* and *Dark Lady's Chosen* (*The Chronicles of The Necromancer* series). A new series set in her world of the Winter Kingdoms, *The Fallen Kings Cycle*, debuts from Orbit Books in 2011 with *Book One: The Sworn*. For book updates, tour information and contact details, visit [www.ChroniclesOfTheNecromancer.com](http://www.ChroniclesOfTheNecromancer.com)

Gail is the host of the *Ghost in the Machine Fantasy Podcast*, and you can find her on MySpace, Facebook, GoodReads, BookTour, BookMarketing.ning, Shelfari and Twitter. She is also the author of a series on book marketing, *The Thrifty Author's Guide to Launching Your Book* comes out in early 2010. Gail's short fiction has been featured in two anthologies: *Ruin and Runestones* from Dragon

Moon Press and *The Bitten Word* from New Con Press.

In real life **Samara Martin** is a tribal fusion bellydancer, living statue and consummate theatre geek (primarily acting, directing and costuming), and is currently pursuing a Master's Degree in Theatre Education. Her "geek cred" includes ten years of tabletop gaming (mainly Dungeons and Dragons), five years of LARPing including two and counting on staff, minor obsessions with *Doctor Who* and Neil Gaiman, and a blossoming interest in steampunk.

**Donna Martinez** is freelance artist originally from New Mexico and has been a resident of Boston for 11 years. She's continually working on something, be it clever ideas for fan art or short stories for various web comics. Donna is also a member of the Boston Comics Roundtable and contributed the story "Wish Me Luck" to issue 3 of their anthology comic *Inbound*. At present she's working on (among other things) "Garry: The Legend Continues" with her husband of 3 months, Joey Peters. Her various illustrations and scribbles can be found at [donnamartinez.net](http://donnamartinez.net).

**Marlin May** was born a poor black child. OK, not exactly poor, more middle class. The child part is true: it was far easier on his mom that way. He's far closer to a luscious chocolate brown than ebony.

He's currently an employed(!) web apps developer.

He's no scientist, but he's consumed a steady diet of science books/media as long as he can recall. The first book he remember reading was *Man in Space* about Mercury 7. His favorite kids t.v. show? *Mr. Wizard*. Lately He's been exploring the promise/problems of transhumanism/post-humanism.

He's been reading/watching genre fiction a long, long, time. His first convention was in Feb. 1979; a tiny gathering in Southern California called Science Fiction Weekend. He wandered into a room where they were screening episodes of *Commando Cody*. He was transfixed, hooked, captured. Doomed. Since then he's attended many a Westecon, Worldcon, NASFiC, Galacticon, Gaylaxicon, Balticon, Equicon, Filmcon, Albacon, Fantasmacon, Boskone and Arisia.

**Michael McAfee** is an actor and writer for the Post Meridian Radio Players and with i Sebastiani, the greatest commedia dell'arte troupe in the entire world. He has run flirting workshops in a variety of venues, and is a commissionable poet. He has been active in all aspects of fandom since 1990, particularly in LARPing and filking.

**John G. McDaid** attended Clarion in 1993, and sold his first short story, the Sturgeon



Award-winning "Jigoku no mokushiroku" to *Asimov's* in 1995. A webmaster by day, he lives in Portsmouth, RI, where he tries to fit in work on two novels (a time travel series and an alternate history singleton) around work, hyperlocal citizen journalism, and politics. For downloads and blog visit [www.torvex.com/jmcdaid](http://www.torvex.com/jmcdaid).

**Gary McGath** is a writer of filk songs and occasional organizer of filk events.

**Michelle McGuire** has been working with glass since 2001. She has a passion for the material and the process and shares her love for the art through glassblowing demonstrations, teaching and collaboration. Michelle is an instructor in the MIT Glass Lab. She has studied numerous glass working techniques at The Studio at the Corning Museum of Glass and the Haystack Mountain School of Crafts as well as the MIT Glass Lab. Recently, she has been exploring glass mosaic, torchwork and coldworking as a complement to her glassblowing. Michelle holds degrees in both Computer Science and Literature from MIT. When not blowing glass, she can often be found hula hooping with the Boston Hoop Troop.

**Mike McPhail** is the award winning author and anthologist of the military science fiction series *Defending The Future* (*Breach The Hull*, *So It Begins* and *By Other Means*), published by Dark Quest Books. He is a member

of the Military Writers Society of America (MWSA), a reviewer for [MilSciFi.com](http://MilSciFi.com), and the creator of the *Alliance Archives* (AllArc) series and its related Martial Role-Playing Game (MRPG), a manual-based, percentile system, that realistically portrays the consequences of warfare.

[www.mcp-concepts.com](http://www.mcp-concepts.com), [www.milscifi.com](http://www.milscifi.com), [www.alliancearchives.net](http://www.alliancearchives.net), [www.defendingthefuture.com](http://www.defendingthefuture.com)

**Little Mel** is a poly, pansexual, pagan, spiritually gender queer, kinky, geeky girl living in Western MA and originally from the Boston area. She obviously likes labels. Mel is a former performer in *Rocky Horror* and *REPO!* shadow casts. She is also the first person in New England to perform as Amber Sweet. Mel has a book of poetry and short stories out called, *Modern Day Ophelia* that can be found on [www.lulu.com](http://www.lulu.com). When she isn't reading comics, gaming (all varieties) or dancing at goth clubs Mel works as a marketing admin in Lee, MA. Yes, she works in the Berkshires. It's not as bad as you think! This is Little Mel's third Arisia and she is very excited to be part of the great event once again! For more info on Little Mel check out her blog: [modernophelia.blogspot.com](http://modernophelia.blogspot.com)

Self acknowledged geek and couch potato

**Penny Messier** never seems to find enough time in the day for the latter. Between work, hanging with friends, drumming, kite flying, movie going and other various activities Pen-

ny's couch is extremely lonely. In an exclusive interview with said couch, "Arisia bio's "found a very disgruntled sofa "...she's always gone! She used to spend all day with me but now it's an hour to work and back, and the same to see friends on the weekend, her driver's seat gets more attention than I do! Then she takes time out of work and heads to Arisia, while I languish here alone. That's it the waterbed and I are going on str..."

Hi. My name is Penny and I would like to apologize for my couch...it's normally a very nice sofa but lately it gone a bit flat. I think I need to buy some new foam for it... Anyways this is me quirky but fun!!!

**Dale Meyer-Curley** has been an Arisia attendee, volunteer, panelist, and participant since 2004, when her now-husband Erik brought her to her first con. Her fannish interests touch all forms of media, including *Discworld*, *Doctor Who*, and comics. She incorporates her geekiness into her crafting hobbies of knitting and making unique shirts. She is now trying to make the con a family affair by having the "geeky playdates," a place for her one-year-old daughter to enjoy Arisia.

I am **Erik J. Meyer-Curley** all the time. I am Erik everywhere I go. Whether or not I am the Erik you are looking for is to be determined. I have been attending cons in Boston environs since about 1980. My interests are varied and my affiliations numerous.

# Readercon 22

July 14-17, 2011  
Burlington, MA

*Guests of Honor*

Gardner Dozois   Geoff Rymer   Mark Twain

[www.readercon.org](http://www.readercon.org)

**Micah** joined the Programming Staff for Arisia two years ago. A long time activist, he has worked with many different types of organizations in the past. He was the Co-IC of Western MA Pagan Pride for five years, Hotel Liaison for Pi-Con for two years, and is a current board member of the Western MA Power Exchange. He is a graduate student of History and Public History at UMass Amherst. In his free time, Micah enjoys video and board gaming, geocaching and being polyamorous as often as possible. He lives in Springfield with his family of choice, a small menagerie of pets and far more books than any one person really needs.

**Frank Raymond Michaels** writes horror, thriller, and dark fantasy, often with a dash of dark humor. He was born in Brooklyn, and lives on Long Island's south shore with his wife, daughter, one dog and four cats. His first published short story, "Mrs. Edgecliff", appeared in *Alfred Hitchcock's Mystery Magazine* in August of 1992 and received an honorable mention in *The Year's Finest Fantasy and Horror Sixth Annual Collection* by Ellen Datlow and Terri Windling. His second published short story, "Fluf", appeared in *Haunts* magazine in their Spring/Summer 1992 edition and was made into a short film that was shown at Sundance the following year. He has also done illustrations and artwork that have appeared in *Fandom Directory* and some other small press periodicals. He has spent the intervening time getting married, raising a family and managing an IT career. Now he is writing and illustrating again, and hopes you enjoy what he has to offer.

**Mijan** has been active as a fan writer, cosplayer, and convention geek since 2003. Primary fandoms include Star Trek, Harry Potter, and Star Wars. As a self-identified queer person, Mijan has a particular interest in GLBTQ issues as they relate to fan activities, particularly issues of gender identity and gender expression in social structures, writing, and fandom itself. Serving seven years in the Army under Don't Ask, Don't Tell has given Mijan a unique insight into certain aspects of social justice and civil liberties. Despite being a student of world religions and active in a UU congregation, Mijan is a scientist, skeptic, and social secularist who feels that this is an essential perspective so often ignored in political discussions of civil liberties.

In real life (what's real?), Mijan keeps busy saving the universe from itself by playing with toxic, infectious, and radioactive materials. Sadly, this has not yet led to any super-hero mutations, but hey, there's still time.

**Daniel Miller** is a local attorney, gamer, comics aficionado, and SF/F fan who keeps coming back to Arisia because he enjoys it.

He has been "living this lifestyle" since high school, and lives it in Brookline. He would say that the more his background stays the same, the more his life changes, but he still insists that he can indoctrinate his young daughter into the worlds of SF/F, comics, D&D, and Magic when the time comes.

**Misty Pendragon** is the founder of The Legal Assassins, a Repo Shadowcast group, wanting to bring all different types of people together to celebrate the love of the film *Repo the Genetic Opera*. She is a published writer and editor. She has been doing panels at cons for too many years now, and you would find her on pretty much every Joss Whedon panel! Currently she works in the real life as an Advanced Representative for the area's largest cable company. Current favorite quote is "We have done the impossible, and that makes us mighty" by Joss Whedon.

**John Monahan** is a science writer and editor. He is a former science teacher who taught in Baltimore City public schools for over 12 years. His current book *They Called Me Mad: Genius, Madness and the Scientists Who Pushed the Outer Limits of Knowledge* deals with the lives of the real life scientists, like Nikola Tesla, Isaac Newton and Werner von Braun, who inspired our image of the mad scientist. Further information about John Monahan and his books may be found at his blog, [madscience.wordpress.com](http://madscience.wordpress.com) or on his Facebook page.

**Kristen Morris** loves reading and writing science fiction, making her own games, and making costumes. She also loves the latest episode of *Futurama*. She was living in solitude until this ruddy young lad stepped into her mouth and lodged there. She studied Psychology as an undergrad at Harvard. She once dressed up as Captain Picard for the premiere of the new *Star Trek* movie even though he wasn't in it because he is WAY better than Captain Kirk. She was disappointed no one noticed. Fail for you BOSTON.

**Mitchell Morris** is a brilliant computer science PhD student at Columbia University (no relation to the football team). He has a game design firm called Ninja vs. Pirates and a podcast of the same name where we interview game designers. Until recently he was living in solitude in this mutating swamp until a ruddy young lad stepped into his mouth and was lodged there. His favorite Science Fiction movie of all time is *Newsies*.

Having barely escaped with her sanity questionably intact after more than 8 years as owner of NERO Mass/Ravenholt, the founding chapter of NERO International LARP, **Rachel Morris** is finally able to enjoy PC'ing again. She's been LARPing for 15 years — a natural extension of her theater

background — and has been a science fiction fan since childhood, thanks to her father introducing her to *Analog* at an early age. She makes her living as a productivity consultant, doing data analysis, training, and custom software development.

**Tom Murphy** got tagged with his nickname in '85 and it has stuck ever since. A common man of good will, Merv entered Fandom through *Star Trek* in '92, discovered there was SO much more to life than Trek, and hasn't looked back since. A sometimes-employed career Chemist, Merv highly recommends reading most anything by Ball, Carey, Friesner, Isaak, Lackey, Moon, Pierce, Rowling, Sherman, Shwartz, Snicket, or Weiss. Merv has been an enthusiastic volunteer for Arisia since '94, and has enjoyed it enough to mention it here in the hopes of luring you into volunteering, too.

**Thomas Nackid** is a graphic designer and illustrator who lives in Bethel, Connecticut with his fanish wife Terri and his raised-in-fandom children Alex (14) and Emma (11). Over the years he has created illustrations and layout design for various publishers including Terrific Science Press, Scholastic Books, Summer Communications, Firewheel Editions, Cynterpubs Information Resources and he recently created cover art for the Mundania Press's re-release of the best-selling *Bad Ass Fairies* anthology series. He also recently completed a cover for *Dragon Lure*, the first book in a new anthology series from Dark Quest Books. He is a regular contributor of artwork to *Space and Time* magazine as well. When not working with publishers he designs various marketing and informational materials for businesses and organizations. You can always find him at [www.tomnackidart.com](http://www.tomnackidart.com) or look for him on Facebook.

**Adam Nakama** does many things, including educational research, teach dance, design games, and write things. He has edited some stuff, and been published in a few places. He currently works under the auspices of the Eval [pronounced EEEEEEEEEvil] Arts Collective. According to Mr. Darcy, he is an accomplished woman, and in 2008 he attended Odyssey Writer's Workshop.

**Susan Napier** is currently a professor of Asian language and culture at Tufts University in Medford, Massachusetts. Fascinated by Asian art from a young age, she earned undergraduate and graduate degrees in Japanese literature and culture from Harvard University and later studied as a research student at Ochanomizu Women's University in Tokyo. Since then, aside from studying Japanese literature, she has become the most prominent anime and manga scholar in the United States, having published two books on the subjects: *Anime from Akira to Hovel's*

*Moving Castle: Experiencing Japanese Animation* in 2001 and *From Impressionism to Anime: Japan as Fantasy and Fan Cult in the Mind of the West* in 2007.

**Larry Nelson**, also known as LORDLNYC online, is a long time member of the leather/queer/poly communities as well as a long time queer/kinky/poly rights activist. He attended his first con (Lunacon) in '84 where he went on to help run gaming from '91-'03. In '06 he attended his first Arisia where he put in over 30 hours helping out in the con suite. In '07 he put his long time activism to good use and stated doing panels at Arisia, Lunacon as well as for TES (a major Leather group in NYC). He lives in Queens, NYC.

**Resa Nelson** is the author of *The Dragonslayer's Sward*, a novel based on two short stories published in *Science Fiction Age*, the first of which ranked second in that magazine's first Readers Top Ten Poll. *The Dragonslayer's Sward* was a 2009 EPPIE Award Finalist for Best Fantasy Novel and was recommended for the Nebula Award. Her next novel, *Our Lady of the Absolute*, is slated for publication in July 2010. She recently finished writing *The Iron Maiden*, Book 2 in her *Dragonslayer* series. Her short fiction has been published in *Fantasy Magazine*, *Paradox*, *Brutarian Quarterly*, *Science Fiction Age*, *Aboriginal SF*, *Tomorrow SF*, *Oceans of the Mind*, and many anthologies. Nelson is a graduate of the Clarion Workshop (1985). She has also sold over 200 magazine articles. She has been the TV/movie columnist for *Realms of Fantasy* since 1998, and is a regular contributor to *SCI FI* magazine. Visit her website at [www.resanelson.com](http://www.resanelson.com).

**Kate Nepveu** was born in South Korea and raised in New England. She now lives in upstate New York where she is practicing law, raising a family, and (in her copious free time) writing at her Dreamwidth account ([kate\\_nepveu](http://kate_nepveu)), a booklog ([steelypips.org/weblog](http://steelypips.org/weblog)), and at Tor.com, where she is in the home stretch of re-reading *The Lord of the Rings* one chapter a time.

**Shava Nerad** is a polymath autodidact who likes obscure vocabulary, online life, and weird science and social issues. She's been working online since 1982, and has spent most of her career at the intersection of tech and society. She's CEO of an indie game company, Oddfellow Studios ([oddfellowstudios.com](http://oddfellowstudios.com)) that has discovered something very much like *Snow Crash* (for good not evil) for real life.

The legendary **Alex Newman** was raised on a parallel Earth where his plane crashed in the Himalayas — er, the parallel Himalayas. Not ours. There he was taught the secret of clouding mens' minds by monks. Parallel monks. Stop laughing. He fought crime for

many years until a group of his arch enemies (can you have a "group" of arch enemies?) banded together in a sinister plot to bounce him into a parallel universe. That is, parallel to that one. Which they thought of as the real universe but which you think of as a parallel universe. Unless you're also from there, in which case you think of this one as the parallel...

Oh, screw it.

**Alex Newman** is the founder of The Boston Babydolls ([www.BostonBabydolls.net](http://www.BostonBabydolls.net)), a former comic book writer, LARP author, and is the organizer of KLOCKWERO, Boston's Steampunk Dance Party. He has been involved in Arisia in various aspects for many years.

**Benjamin Newman**, a computer science graduate student at Brandeis University, has been filking since his college friends dragged



him to his first convention his freshman year at Swarthmore. Since then, he has acquired two guitars and written over 200 songs on a wide range of topics, including SF and fantasy, science, computers, and religion, both singly and in various whimsical juxtapositions. Ben has also organized filk programming for Philcon, Concertino, and Pi-con.

**Robert Newton** is a writer and filmmaker who operates The Cape Ann Community Cinema in Gloucester, MA. He is a former video store mogul and novelty recording artist whose album, *Monkey Bismuth*, won a couple of major awards (or something).

Convinced as a child that she was left on this planet by aliens and picked off the street by a kind lady who became her mother, **Mimi Noyes** has always been a bit different. Naturally drawn to the bizarre, the fantastic, and the unordinary, she has grown up (physically, if not mentally) to be an artist, a muralist, a film buff, and a movie reviewer amongst other odd and less desirable career choices. Both running her own mural company and working for such illustrious film sources as SIFF and Scarecrow Video, Mimi spends an

inordinate amount of time being silly and adding sound effects to every day life. Approach at your own risk.

**David Nurenberg**, Ph.D. just does too much stuff. He's a freelance writer for White Wolf, a self-published novelist, a high school English teacher and an occasional adjunct professor. That explains all the twitching. He's been a GM for 20 years, which explains the severe twitching. He has traveled to over 30 countries and runs two international exchange programs, which explains how he can twitch in several languages. Do not stare directly at David, as contents are under pressure and may detonate, causing minor to moderate injuries. But David comes in peace, really — at least, that's what he'll insist in court.

**Elizabeth O'Malley** is a long time anime fan and avid cosplayer, and she attends far more conventions every year than she should. She is the creator of AnimeCheep.com, a resource for anime fans to watch anime free and cheap, legally, as well as a writer for AnimeCons.com, the leading web site dedicated to news and information about anime conventions, contributing to both their website and monthly podcast. She is also the Vice President of the Northern Lights chapter of the International Costumers Guild.

**Rita Oakes** writes dark fantasy and historical fiction. She enjoys travel and has been known to traipse around cemeteries, battlefields, and derelict prisons, provided there is a good beer at the end of the journey. Her work has appeared in the late, lamented *Paradox* and *Aeon Speculative Fiction*, as well as in *Tales of Moreau*, *Beneath Ceaseless Skies*, and the anthologies *The Many Faces of Van Helsing* and *Time Well Bent*. Visit her on Facebook or at [www.rita-oakes.com](http://www.rita-oakes.com).

**Robyn Ochs** is the editor of the 42-country anthology, *Getting Bi: Voices of Bisexuals Around the World* and of the *Bi Women* newsletter ([bi-women-boston.org](http://bi-women-boston.org)). Her writings have been published in numerous bisexual, women's studies, multicultural, and LGBT anthologies. She has taught courses on LGBT history & politics in the US, the politics of sexual orientation, and the experiences of those who transgress the binary categories of gay/straight, masculine/feminine, black/white and/or male/female. Robyn has spoken at hundreds of colleges, conferences and youth groups in the US and beyond, and she can be found online at [www.robynochs.com](http://www.robynochs.com).

**Jennifer Old** is an amateur costumer with taste for recreating sci-fi/fantasy characters and historical dress (particularly Victorian). A medical technologist by day, it's the fan-ish endeavors that make life more fun. She's never read the instruction manual that came

with the sewing machine and can't make herself follow the instructions of a pattern or recipe to save her life. There's also a very unhealthy obsession with puff paint, but we don't talk about that. Fiona lives in Kansas City with her wife and furry children.

**Ken Olum** is a research associate professor in the Tufts Institute of Cosmology. He lives in Sharon, MA with his partners Valerie White and Judy Anderson and his children Jocelyn and Perry.

**Jennifer Pelland** is a Boston-area science fiction writer, bellydancer, and occasional radio theater performer. She's published several dozen short stories, and her debut novel *Machine* will be coming out later this year from Apex Publications. For more info, visit [www.jenniferpelland.com](http://www.jenniferpelland.com), which contains a full bibliography, as well as links to her various blogs.

As the owner of 'The Lady and The Leopard,' **Solveig Pflueger** designs and sells costumes for historical re-enactment and theatrical productions. Although she originally started making medieval and renaissance clothing for sale at renaissance faires, her theatrical pursuits have pushed her into the more recent eras. She has a particular weakness for 18<sup>th</sup> century men's clothing (She can't resist a great fop or pirate coat) and is intrigued by the evolution of ladies' fashions from the early Victorian through the late Edwardian periods.

**Marlie Philiossaint** has been a voracious reader since before she can actively remember. She relies on a constant stream of fantasy, science fiction, and comic books of all kind to keep herself sane. With that said, she has exactly zero connections to the professional side of fandom, but she babbles with the best of them. She came to her first Arisia when she was far too small, and the hotel far too large.

**Mike Piantedosi** is a machine learning researcher, sound engineer, music geek, photographer, and obsolete hardware enthusiast. He is an organizer for @party ([www.atparty-demoscene.net](http://www.atparty-demoscene.net)) and was the sound designer for Arisia 2005-2007.

Don't tell me you don't know who **KT Pinto** is! How is that possible? We need to get you up to speed about this brightly attired novelist. Find out more about her at [www.ktpinto.com](http://www.ktpinto.com)

**Bill Pomeroy** is an avid sci-fi fan and role-player. He's been running games and events for 15 years. He is the owner and operator of Plan B IT Solutions. He is also working on his first collection of short stories.

**Steve E Popkes**, his wife, son and cat breed turtles and on two acres in Massachusetts.

The elder of two sisters, **Stella Price** has been a model, ice cream designer, bartender, web wizard, retail slave and snowboard instructor.

Now in her 30's, shes the older half of Stella and Audra Price, authors of all things dark and romantic, and has over 18 books to her and her sister's credit. Aside from writing, Stella maintains a career as a graphic designer and art director for Tease Publishing. She is also the managing director for the Authors After Dark convention each year and believes happy endings don't always have to be sweetness and light.

Drawing much of its aesthetic from steampunk fashions and the neo-vintage movement, **Psyche Corporation** seeks to combine art, fashion, dance, and science within the framework of a technomythological world of life-extension and virtual reality servers full of wonderful nightmares. Psyche Corp. specializes in an unique genre often described as dark victorian fairytale science fiction. The band itself is named after a dream manufacture group from the future where widespread neural implants have allowed people to jack their nerve endings directly into the internet and download dreams. As a performance group, Psyche Corporation has at various times incorporated robot exhibitions, steel origami cranes, contortion, corsets, flashlights, and old radios. The music spans genres; a recent song has mixed tribal singing with classical piano while embedding the DNA of deadly polio virus into its percussion.

**Barbara Pugliese** is a dance historian and a clothing historian. She is an intrepid guide for time travelers in the 19th and early 20th centuries. She is active in steampunk in the Boston area.

Most commonly known in fandom and elsewhere as **Dr. Karen**, she has been active in veterinary medicine since her early teens. Sometime during her unending college years, she went to her first convention and her spare time became non-existent. Busy in past years with Masquerade, Costuming and the Art Show, she now lends her organizational talents to the Publications Division.

**Daniel Rabuzzi** grew up immersed in fairytale and folklore, and has wandered beyond the fields we know ever since. Chizine Publications launched his novel *The Choir Boats* at Worldeon 2009 in Montreal. His short fiction and poetry appear in, among others, *Lady Churchill's Rosebud Wristlet*, *Shimmer*, *Sybil's Garage*, *Goblin Fruit*, *Scheherazade's Bequest*, and *Abyss & Apex*. He blogs at *Lobster & Canary*. His website is [www.daniel-rabuzzi.com](http://www.daniel-rabuzzi.com)

**Rick Ralston** has been a fan of science fiction and anime since the late 60's. Rick has been staffing conventions the past 10 years on the local and regional level. Rick is also the organizer of the locale anime group in Albany, NY. Rick also brings a unique point of view to the fandom community.

**Victor Raymond** is a longtime SF&F reader and fan, and currently serves as a board member of the Carl Brandon Society and as Recording Secretary of SF3. In the past, he has served as President of the Interstitial Arts Foundation, Chair of WisCon 28, and Executive Committee member of Minicon 28 and 33. A professional sociologist, he is a member of the Arts & Sciences faculty of Madison College in Madison, Wisconsin.

**Suzanne Reynolds-Alpert** is a Technical Assistance Associate for a nonprofit by day, and is blessed with a tolerant husband and two amazing kids. In between, she tries to find writing time. Her poetry has been published in *Strong Verse*, *New Witch*, *Pagan Edge* and *The Norfolk Quill*. Her short story-length poem "Interview with the Faerie (Part I)" will appear in *Abandoned Towers* in 2011. She is a former co-assistant editor and a feature writer for *The Tor Stone*, and has contributed to *The Pagan Writers Community*. She is currently Membership Goddess for Broad Universe.

Although she has spent most of her life writing (in her head, if not on paper), she's earned degrees in Communication and Sociology in lieu of anything "literary." She is a lifelong speculative fiction and scifi fan and science geek. Find her online: [suzannereynoldsalpert.blogspot.com/](http://suzannereynoldsalpert.blogspot.com/)

**Roho** was born in Montevideo, Uruguay, and immigrated to the United States with his parents in his early adulthood. Roho studied Commercial Art after high school and began drawing inexpertly at age seventeen. Despite his parents' hopes for him to become a well adjusted person, Roho studied sequential art on his own for several years. Shortly after moving to Cambridge in 2008, he joined Boston Comics Roundtable.

Roho has contributed to the last two issues of *Inbound* as well as publishing *Outbound: The Science Fiction Comics Anthology* and the annual *Hellbound* anthology co edited with Joel Gill.

**Margaret Ronald** is the author of *Spiral Hunt*, *Wild Hunt*, and *Soul Hunt*, as well as a number of short stories. Originally from rural Indiana, she now lives outside Boston.

**Ian Rose** was one of the organizers of the Transcending Boundaries Conference 2009. He is a bi, poly, kinky activist focusing on the education with in these communities and the public. Ian currently lives as part of a kinky, poly quad in Springfield, MA where they are

discovering on how to run a complex household and documenting the process.

**Noel Rosenberg** has been running conventions for more years than not. He has worked on several major regionals, including Philcon and Balticon, as well as Gaylaxicon, several gaming conventions, and a couple of Worldcons. Arisia is his home convention. Proving he has no friends, he has worked on every Arisia since '90, filled almost every division head position at least once, has held several officer positions in Arisia Corporate, and in a past life was the Conchair. He also chaired the Corporate Hotel Search Committee, and has negotiated hotel contracts for a few conventions.

**Joe Ross** has been in fandom since the 60's. In 1964, he founded the University of Massachusetts Science Fiction Society, then later became a member of MITSFSS and NESFA, serving as Vice President of NESFA from 1970-72. He edited Volume I of the *NESEI Hymnal* in the late 1970s. He was Clerk of Arisia, Incorporated from 1990-92 and President from 1992-94. He is a practicing attorney and figures that if he practices long enough, he may get good at it.

Among many things, **Joan Ruland Donnelly** is a mother, spouse, insurance professional (someone has to do it), bula dancer, former morris dancer, pub singer, flautist, martial artist, and rennie. She is a High Priestess in the Blue Star tradition of Wicca, and has also been involved with the Boston Pagan Community for the last 8 years, participating in and occasionally leading public events and innumerable closed events. She has also written rites of passage for children and adults.

She beads, crochets, makes candles, soaps, sachets, bath salts, oils, bath bombs, brews mead and makes yogurt and cheese.

Joan is endlessly fascinated with why people do what they do — in many areas of life.

**Matt C Ryan**'s work spans from the comics industry to package design and advertising. He is the creator and artist on the comic, *Bigger*, published by Free Lunch Comics. His stories, characters, and art appear in many products from Free Lunch and other comic companies. His larger body of work includes cartoons for magazine ads, package and character designs for various companies. He also co-founded Free Lunch Studios where he works on his freelance assignments, teaches and hosts special events like Comic Book Shuffle, 24 Hour Comic Day, and the weekly Monday Night Jam sessions. Matt will be drawing commissions throughout Arisia!

[www.freelunchcomics.com](http://www.freelunchcomics.com)

**Norman Katz** is an artist from The Mine Studio that specializes in the female form.

His pin up work has appeared a number of publications and he has had two sketchbooks published by Free Lunch Comics. Some of his original published work will be available for purchase. Available for commissions during Arisia! [www.normankatz.com](http://www.normankatz.com)

**Don Sakers** was launched the same month as Sputnik One, so it was perhaps inevitable that he should become a science fiction writer. A Navy brat by birth, he spent his childhood in such far-off lands as Japan, Scotland, Hawaii, and California. In California, rather like a latter-day Mowgli, he was raised by dogs.

As a writer and editor, he has explored the thoughts of sapient trees, brought ghosts to life, and beaten the "Cold Equations" scenario. In 2009, Don took up the position of book reviewer for *Analog Science Fiction & Fact*, where he writes the "Reference Library" column in every issue.

**Steve Sawicki**: Writer and screenwriter. Short fiction in *Future Washington*, *Transversions*, *Electric Velocipede*. Novella in *Absolute Magnitude*. Reviewer of books, movies, small press. Creator of the Damn Aliens. Currently have two screenplays under option and negotiating a reality television series with production companies. Reviews appear in *SFRena*, *Gumshoe*.

**Jow Scangarella** is a born and bred NJ native, who finds the recent attention to his home state both hilarious and a little bit shameful. He is a practicing Pagan, Magician, an RPG Geek, Religion Nerd, and only makes public appearances at 3/4 actual size.

**Dori Schendell** started to write about the world of Nexus Elements thirteen years ago as a creative writing assignment in high school. After the assignment was done she kept writing about this world. She was in the middle of planning three books she would write when she realized she was a whole lot more interested in writing about the world instead of the characters. Coming home from a weekend LARP it bit her; she should write a LARP of her own, using the Nexus Elements world. So it began, and after many long years of work she is ready to share her world and game with LARPer's like herself.

**Ian Keville Schleifer** is the author of a science and technology blog called *The Grok Project* ([grokproject.net](http://grokproject.net)). He works at the Ashton Graybiel Spatial Orientation Laboratory at Brandeis University. He is a bachelor of the sciences with a major in computer science and a minor in mathematics. Ian has a passion for figuring out how things work and he loves to share it.

**Jason Schneiderman** has a BS in Psychology from Stony Brook University and PhD in Neuroscience from the Mount Sinai School of Medicine in New York. Over the last de-

cade he has worked on a variety of research and educational projects sponsored by the National Institute of Mental Health, National Space Biomedical Research Institute, and NASA's Space and Life Sciences Directorate. His research has focused on the biological basis of psychiatric disorders, brain imaging techniques, and the effects of microgravity on the nervous system and his research has appeared in scientific journals including *The Journal of Vestibular Research*, *Psychological Medicine*, *Biological Psychiatry*, *Neuropsychobiology* and *Schizophrenia Research*. Currently, he is working at the Brigham and Women's Hospital of Harvard Medical School on using diffusion tensor MRI to study the white matter changes in the brain during the early stages of schizophrenia.

**Meredith Schwartz**'s short fiction appeared in *Strange Horizons*, *Reflection's Edge*, and the anthology *Sleeping Beauty, Indeed*. She edited *Alleys & Doorways*, an anthology of homoerotic urban fantasy, forthcoming from Lethe Press. She is screenwriter for *Accidental Heroes*, has been known to commit fanfiction, and ran Buffycon once upon a time.

**Gregory Seidman** is a fan, a tabletop gamer, a geek, and a family man.

**Jude Shabry** (aka peacefrog) attended her first Arisia in 1994 and hasn't been able to stay away since. She's attended as an artist, vendor, techie, panelist, yoga teacher, climbing guide, and more. This year she is thrilled to add bride to the list as she and Dreaming tie the knot in the ballroom on Sunday.

**Nisi Shawl**'s story collection *Filter House* won the 2009 James Tiptree, Jr. Award. It was praised by Ursula K. Le Guin as "superbly written" and by Samuel R. Delany as "amazing." Shawl was a double-nominee for the 2009 World Fantasy Awards. Her stories have appeared in *The Year's Best Fantasy and Horror*, *Asimov's SF Magazine*, and the groundbreaking *Dark Matter* anthologies, among other publications. In May of 2011 she'll be one of two Guests of Honor at the 35<sup>th</sup> WisCon.

Shawl's reviews and essays appear in the *Seattle Times* and *Ms. Magazine*. She is the editor of the forthcoming fifth volume of the *WisCon Chronicles* and coauthor of *Writing the Other*, a guide to developing characters of varying racial, religious, and sexual backgrounds. A founding member of the Carl Brandon Society and an officer of that organization's Steering Committee, Shawl also serves on the Board of Directors of the Clarion West Writers Workshop.

**Nicholas "phi" Sheckman** is Clerk of Arisia, Inc.

**Delia Sherman** was born in Tokyo, Japan, and brought up in New York City. She has

spent a lot of time in schools of one kind or another: Vassar College for undergrad, then Brown University where she earned a Ph.D. in Renaissance Studies. Delia also publishes short fiction for adults, most recently in *Realms of Fantasy* and *Poe*. Delia has judged the Crawford Award for Best First Fantasy Novel, The James Tiptree, Jr. Award for Fantastic Fiction, and the World Fantasy Award. She has served on the Motherboard of the James Tiptree Jr. Award, and is a founding member and past officer of the Interstitial Arts Foundation. As an editor of books and anthologies, Delia's continuing quest is to get more of the kind of fantasy she likes out to readers. She has worked as a contributing editor for Tor Books and has co-edited the fantasy anthology *The Horns of Elfland* with Ellen Kushner and Donald G. Keller, as well as *The Essential Bordertown* with Terri Windling. She had co-edited two anthologies of Interstitial fiction: *Interfictions 1*, with Theodora Goss, and *Interfictions 2*, with Christopher Barzak. She continues to teach SF and Fantasy writing, including at Odyssey: the Fantasy Writing Workshop, the Clarion Science Fiction & Fantasy Writers' Workshop, and workshops at colleges and science fiction conventions all over America.

**Hillary Sherwood** is a filker, harper, knitter and needlepointer. She has been reading Science Fiction and Fantasy for as long as she can remember, and watching it for nearly as long. She currently lives in the Philadelphia suburbs.

**Cynthia A. Shettle's** current obsessions are Heroes and Kingdom of Loathing. Old favorite shows include *Angel*, *Highlander* and *Misfits of Science*. She roleplays with the Western Avenue Irregulars.

**Tomoko Shimizu** is a professor of English literature and cultural studies and media and globalization at the University of Tsukuba located in Ibaraki, Japan. Currently she is a visiting scholar at Harvard University's Reichauer Institute of Japanese Studies, researching the Japan Media Network and the Anime Culture.

**Rick Silva** has been involved in small press publishing since his college days. He published and edited *Kinships* magazine. Along with his wife Gym, Rick is a partner in Dandelion Studios ([www.dandelionstudios.com](http://www.dandelionstudios.com)), a small press comic book company. Rick co-writes the Dandelion Studios comics *Zephyr & Reginald: Minions for Hire*, *Stone*, *Kaeli & Rebecca*, and *Perils of Picorna*. He publishes his own zine, *Caravan*, and he is one of the featured contributors for the fiction webzine *The Edge of Propinquity* ([www.edgeofpropinquity.net](http://www.edgeofpropinquity.net)). Rick Silva grew up in Boston, Massachusetts, attended Cornell University, and currently teaches chemistry at a high

school on Cape Cod, where he resides with his wife and son, and three cats.

**Hildy Silverman** is the publisher of *Space and Time*, a four-decade-old magazine featuring fantasy, horror, and science fiction. She is also the author of several works of short fiction, including "Damned Inspiration" (2009, *Bad-Ass Faires*, Ackley-McPhail, ed.), "The Vampire Escalator of the Pas-saic Promenade" (2010, *New Blood*, Thomas, ed.), "The Darren" (2009, *Witch Way to the Mall?*, Friesner, ed.), and "Sappy Meals" (2010, *Fangs for the Mammaries*, Friesner, ed.). She is the Vice President of the Garden State Horror Writers and member of the literary programming committee for Philcon. In the "real" world, she is a freelance consultant who develops corporate training and marketing communications materials.

Labels, labels everywhere! Some of those that fit **Mistress Simone**: sadist, pervert, fetishist, polyamorous, professional dominatrix, comic geek, *Doctor Who* aficionado, *Battlestar* watcher and old sci-fi lover, lifestyle educator, fetish performer, geek and kinkster. Current title holder of International Ms. Olympus 2009.

Mistress Simone has been a lifestyle and professional Domina for seventeen years. Her community service has included the executive directorship of the LRA, Inc., GLLA 2006 and Illinois Leather Sir and boy 2007 judge, LA&M volunteer and giving educational discussions nationwide.

Some of the events she has presented at include Kinky Kollege, NEIA, Shibaricon, Galleria Domain 2 and DomCon. College lectures include Northwestern University, Loyola and University of Chicago. Seeking to expand her knowledge base, she tries to learn something new from each event, person and encounter she has. [www.chicagomistress.com](http://www.chicagomistress.com)

**Jill R. Singer's** earliest memories are of drawing and coloring, and has not stopped making things since. She sews clothes, bags, and quilts; and crochet little animals and hats. She is always doing something, whether it be dan zan ryu ju jitsu, israeli folkdancing, or music. She sings, plays flute, guitar, and a little piano.

In terms of science fiction and fantasy, she love all things Joss Whedon (she has seen all his series, and has read all of his comic books), and is a voracious reader. Recent favorites include McMaster Bujold's Miles Vorkosigan series and Scott Westerfeld's *Uglies/Pretties/Specials* series. When she's not doing all that stuff, she's a software engineer; designing and implementing user interfaces at AG Mednet in Boston. Lastly, she is a graduate of MIT, and tried to leave Boston but was drawn back and then promptly met

her wonderful husband; she has been living here for the past 7 years.

**Jamila Sisco** is an award-winning costumer with a specialization in Anime costumes. She has worked on costumes for over 5 years and is a member of the Northern Lights chapter of the International Costumers' Guild.

**David Sklar** writes in the places between the impossible magic of legend, the inscrutable magic of dreams, and the breathtaking everyday magic of the world in which we live. His works include fiction in such publications as *Space and Time* and *Cabinet des Fées*, and poetry in *Wormwood Review* and *Paterson Literary Review*, among others. His first novel, *Shadow of the Antlered Bird*, is available as an e-book from Drollerie Press. He is currently coediting the two-headed anthology *Trafficking in Magic/Magicking in Traffic*. David lives in New Jersey works as a freelance writer and editor. For more information, see [davidwriting.com](http://davidwriting.com)

**Brad Smith** is a professional Linux nerd by day, and does musical theater, voice acting, LARP, drumming, and just about any other kind of performance he can get involved with by night. He currently does vocals and percussion in the folk group Stranger Ways, and has recently performed on stage as Pilate in *Jesus Christ Superstar* and Jake in *Evil Dead: The Musical*, both with the MIT musical theater guild. He is the technical producer of and principle voice cast in the online audio theater podcast, *Second Shift* ([www.second-shiftpodcast.com](http://www.second-shiftpodcast.com)). Occasionally, he sleeps.

**Sarah Smith's** first YA, *The Other Side of Dark* (ghosts, interracial romance, and a secret from slavery times) has been named a Junior Library Guild selection. She's also written *Chasing Shakespeares*, *The Vanished Child* and *The Knowledge Of Water* (both *New York Times* Notable Books), *A Citizen Of The Country*, and horror, SF, and hypertext short stories. "The Boys Go Fishing" appears in NY Times best-selling *Death's Excellent Vacation* (ed. Charlaaine Harris and Toni Kelner). She is still working on that Titanic book. Visit her at [www.sarahsmith.com](http://www.sarahsmith.com), FB and Twitter, and [www.bookviewcafe.com](http://www.bookviewcafe.com), where a lot of her stories are free for the reading.

**Elayna Jade Smolowitz** is a second-generation geek, a writer, a singer, and an actress. She's an anime geek, a band geek, and a literature geek, and has a certain passion for musicals. Many of her short stories are stored in her journal on Gaia Online ([gaiainline.com](http://gaiainline.com)), which is where she gets much of her inspiration anyway.

While **Everett Soares**, the creator of *Sky Pirates of Valendor*, had been working on this concept for over 2 years, it truly did not come to life until he met Brian Brinlee, penciler for

the project. In December 2006, the two were introduced and started working on concept sketches. Before they knew it, Everett's words came to life on Brian's 11 x 17 art boards.

Four months and 8 pages later, they stumbled upon the chance of a lifetime. Small Press Idol. What occurred from there was beyond any of their expectations!

*Sky Pirates of Valendor* finished the competition in 2<sup>nd</sup> Place. Shortly after, Free Lunch Comics extended an offer to publish the series, in a five-issue miniseries followed by a trade paperback.

Besides his work on *Sky Pirates*, Everett is stretching his writing skills through a variety of pending projects, working with a group of talented artists. Everett is an active member of the Comicbook Artists Guild and lives in Rhode Island with his wife and dog.

SJS Comic Promotions is owned and operated by Promotions Consultant, **Susan Soares**. Opening its doors officially in 2009, Soares has been working in the comic book industry since 2007 as a part of Jolly Rogue Studios. The purpose of SJS Comic Promotions is to provide support and guidance to comic book creators in the areas of marketing and promotions of their properties. Currently SJS Comic Promotions represents Dandelion Studios, Fallenmage Productions, Big Bone Studios, Mustard Seed Comics, Dark Brain Comics, Jolly Rogue Studios and Three J Productions LLC. Soares is also a novice comic book writer with three short stories to be published within the next year.

**Tim Spalding** is the creator of LibraryThing, an online service to help people catalog their books easily.

Tim is a web developer and web publisher based in Portland, Maine. Tim also runs [www.isidore-of-seville.com](http://www.isidore-of-seville.com) and [www.ancientlibrary.com](http://www.ancientlibrary.com). Since becoming a "real" business in May 2006, LibraryThing now employs a number of talented people.

At Arisia in order to feed his girlfriend's mad scientist fetish, **Sparr** will also be teaching paper folding, rope tying, and Lego building, all while leaving time for fun, of course. If you turn this page into a square and bring it to him, he will teach you how to fold it into a stegosaurus!

**Charlie Spickler** is a Brooklyn based independent filmmaker. Charlie has written and directed three feature films, a number of short films, and two TV pilots. Charlie co-wrote and directed *Accidental Hero*, the highly acclaimed TV pilot and recently finished another Syfy TV pilot titled *The Chronicles of Bob* which is currently being shopped to a number of networks. Charlie is a partner in C Squared Pictures. C Squared currently owns the rights to the first three books in Lynn Flewelling's *Nightrunner* series and is

in development on a feature film of the first book *Luck in the Shadows*.

Charlie also just published his first book, *So You Want To Be a Filmmaker... Forget Film School*.

**Michael Sprague** is the Division Head of Programming for Arisia 2011. This is his second year as head of Programming. He has been involved as staff for Arisia for several years and as an attendee for even longer. Clearly he needs to find another hobby.

**Dr. Staats** joins us with an extremely varied background. He has been in the game design community since the mid-70's. Colonel Staats is highly decorated combat veteran that most recently commanded 18,000 personnel in Iraq. Dr. Staats is also a department head at a think tank in DC. There is more information on Rich at [www.drgames.org](http://www.drgames.org)

**Richard Stallman** founded of the Free Software Movement in 1983 — a movement for software users' freedom, and launched development of the GNU operating system ([gnu.org](http://gnu.org)), often mislabeled as "Linux" and attributed to someone else.

President of the Free Software Foundation ([fsf.org](http://fsf.org)).

Witch, Shaman, Professional Psychic, Metaphysical Engineer, and Reiki Master. **Starwolf** possesses a vast, eclectic store of knowledge, both Esoteric and Exoteric.

**Ian Randal Strick** is the editor and publisher of *SFScope.com* and the publisher of Fantastic Books. Random House published his first book, *The Presidential Book of Lists*, in 2008, and his short fiction has appeared in *Nature* and *Analog* (from which he won two AnLabs).

**Danielle Sucher** ([daniellesucher.com](http://daniellesucher.com)) is part artist, part pyromaniac, and spends much of her time creating art glass jewelry at her torch. Her work is available at [emblems.etsy.com](http://emblems.etsy.com). She also practices law, spins fire, keeps bees, takes photos, cooks, writes, and generally manages to keep busy somehow.

**Julia Suggs** sings alto for the a cappella folk group Sassafrass. She is admin for Arisia '11.

**Sean Sullivan** is a software entrepreneur, science journalist, and art photographer with nine patents in communications technology and particle physics. He was home-schooled, and triple-majored at Amherst College in computer science, astronomy, and cultural evolution.

Poems and short stories of **Sonya Taaffe** have won the Rhysling Award, been short-listed for the SLF Fountain Award and the Dwarf Stars Award, and been reprinted in such anthologies as *The Year's Best Fantasy and Horror*, *The Alchemy of Stars: Rhysling Award*

*Winners Showcase*, *The Best of Not One of Us, Fantasy: The Best of the Year 2006*, *Best New Romantic Fantasy 2*, and *You Have Time for This: Contemporary American Short-Short Stories*; a selection of her work can be found in *Postcards from the Province of Hyphens and Singing Innocence and Experience* (Prime Books). She holds master's degrees in Classics from Brandeis and Yale and once named a Kuiper belt object.

**Cecilia Tan** is "science fiction's premiere pornographer," according to Walter Jon Williams, and "one of the most important writers, editors, and innovators in contemporary American erotic literature" according to Susie Bright. She is the author of many books that combine the erotic with the fantastic, including the novels *The Siren and the Sward*, *The Tower and The Tears*, *The Incubus and the Angel*, *Mind Games*, and *The Yelderet*, the collections of short stories *Edge Plays*, *White Flames*, *Black Feathers*, and *Telepaths Don't Need Safewords*, and the web serial *The Prince's Boy*. She is the founder and editor of Circle Press, erotic science fiction and fantasy, and has edited anthologies for Alyson Books, Thunder's Mouth Press, Carroll & Graf, Ravenous Romance, Masquerade Books, and others. Her short stories have appeared everywhere from *Asimov's* to *Ms. Magazine*. Follow her on Twitter, Facebook, or [blog.ceciliatan.com](http://blog.ceciliatan.com)

Artist, writer, healer, student of history, especially the European Dark Ages, healing, psychic phenomena, magic and divination, ancient and neo-pagan religions, as well as skills for sustainable self-sufficiency. **Tchippakkan** teaches everything from Divination to Dressing small game.

**Timothy J. Tero** has been attending Arisia for about 10 years now. He's a painter and photographer and has traveled extensively. He has been to Europe about a dozen times and Japan 3 times... He's an assistant organizer for an international/arthouse film meetup group in the Boston area. He would say his special interest would be the culture of Japan (old and new) — Japanese Sci-fi/horror films, and some anime (especially old anime). Also has a keen interest in European Sci-fi films.

**Michael "Mookie" Terracciano** is the author and artist of the ongoing fantasy webcomic *Dominic Deegan: Oracle For Hire*. Since its humble beginnings eight years ago it has received acclaim for its unique heroes, memorable villains, addictive storylines, painful puns and [gasp!] reliable update schedule. Want to know what's so interesting about this grumpy seer? See for yourself at [www.dominic-deegan.com/](http://www.dominic-deegan.com/)

This will be the eleventh consecutive Arisia for **Pete 'Happy' Thomas** and his son Quinn, age 10. Happy supports polyamory,

gay marriage, group marriage, line marriage, and term marriage; he is traditionally married to Pam Ochs. Though a libertarian, Pete works as a systems architect for a federal contractor. While he's a militant agnostic, he's perfectly happy dancing in a drum circle with neo-pagans or in deep contemplation with Unitarian Universalists. An Eagle Scout, he refuses to support today's BSA on moral grounds. Though Happy's undergraduate degree is in Aerospace Engineering; his M.S. is in Computer Science. He has been unable to kick his hard SF habit, acquired at an early age. Though there are some that only know him as "Happy," he has suffered from depression. Feel free to friend him on LiveJournal, Flickr, Facebook, Digg, Twitter, MySpace, Blogger, Live.com. He rarely posts anything of substance on any of them.

As the mother of a 15 year old accomplished Novice costumer and filker, **Persis L. Thorndike** is busy sharing her sewing machines, singing, playing music, cooking good food for her extended family, and homeschooling her child; oh, she is also holding down two jobs ATM. She is not only raising a costumer, but has a background of sewing, organizing, music, and graphics; she collects children's literature; and reads avidly. She has experience in fanish and music publishing, run non-profit charity auctions for Interfilk, (a filk fan fund), and has been on the ConCom of the local Boston area gen and filk cons, and is currently Tech Mom to Arisia and Balticon. Free time? Overcommitted? Who, her? Don't tell her not to burn the candle at both ends, just tell her where to get more wax! (a Nancy Button in her collection.)

Webcomics pioneer **Dirk I. Tiede** is the creator of the graphic novel series, *Paradigm Shift*. In addition to print collections, he continues to serialize his comics online and is a founding contributor to premiere comics portal *Modern Tales*. His work is also showcased in the books *Toon Art: The Art of Digital Comics and Webcomics*, and appears in the documentary *Adventures In Digital Comics*. Dirk can be found at comic and anime shows around the country promoting his books. He relocated from Chicago to Boston's North Shore in 2008 where he continues to work as a professional cartoonist and freelance illustrator.

**Mike Toole** watches anime every single day. He's got nearly fifteen years of involvement in the scene under his belt, partaking in both journalistic endeavors (*Animerica*, *Anime Insider*, *Sci-Fi Magazine* to name a few) and doing work in the industry itself for the nascent Geneon Animation. Recently he's dusted off his old Animejump.com website, home to more than 500 long-form anime and manga reviews. In addition to that, he's currently a

biweekly columnist, sometime producer, and onscreen personality for *Anime News Network*, the world's #1 anime website, and a regular reviewer and features writer for *Otaku USA Magazine*.

**Thomas Traina** is an attorney practicing law in Massachusetts. He has experience in the areas of labor law, business law, and practices in an area he likes to call "fandom law"; legal issues of special interest to fandom, conventions & event hosts. Academically, he also focuses on civil liberties, constitutional law, speculative bioethics, and comparative law & government in science fiction.

Tom got into science fiction through *Star Wars*, then *Star Trek TNG*, and snowballed from there. He is also an avid roleplayer and theatre-style LARP writer. When he can afford it, he also enjoys wargames.

**S. Tulchinsky**: poly, kinky, multilingual, and perpetually dancing college girl with distinctive hair and a penchant for toe socks and handstands.

**Bonnie Barlow Turner** has a Masters in Counseling and is a certified high school Biology teacher. She is currently investigating research in Psychology. Bonnie has worked in biotech and tutored ESOL students. She volunteers informing the public about environmental and other social justice issues. She met James Turner at Arisia '90 and has been married to him for 18 years.

Born in a log cabin he built with his own hands, **Carsten Turner** expects to have it finished any day now; certainly by the time he's finished reinventing himself (again). In 2004, he chaired Arisia, and went on to serve as president. He has been, and remains, an EMT, a teacher, an artist, a hacker, and a student. Currently pursuing a master's degree in art education, he fills his copious spare time with varied pursuits like eating and sleeping.

**James Turner**, contributing editor for oreilly.com, is a freelance journalist who has written for publications as diverse as the *Christian Science Monitor*, *IEEE Spectrum* and *Wired Magazine*. In addition to his shorter writing, he has also written two books on Java Web Development (*MySQL & JSP Web Applications* and *Struts: Kick Start*). Recently, he has also started writing semi-regular DIY columns for *IEEE Spectrum* (anyone for a homemade projection TV?). In addition, he has spent more than 30 years as a software engineer, and currently works as a Senior Software Engineer for a company in the Boston area. He lives in a 200 year old Colonial farmhouse in Derry, NH along with his wife and son. He is an open water diver and instrument-rated private pilot.

Born in the Pacific Northwest in 1979, **Catherynne M. Valente** is the author of over a

dozen works of fiction and poetry, including *Palimpsest*, the *Orphan's Tales* series, and the crowdfunded phenomenon *The Girl Who Circumnavigated Fairyland in a Ship of Own Making*. She is the winner of the Tiptree Award, the Andre Norton Award, the Mythopoeic Award, the Lambda Award, the Rhysling Award, and the Million Writers Award. She was a finalist for the World Fantasy Award in 2007 and 2009, and the Locus and Hugo Awards in 2010. She lives on an island off the coast of Maine with her partner, two dogs, and an enormous cat.

**Eric M. Van** was a 2010 nominee for the World Fantasy Award for his work as Program Chair or Chair Emeritus for all 21 Readercons (and has been at work on a novel, *Imaginary*, nearly the entire time). His observations on Philip K. Dick have appeared in the *New York Review of Science Fiction*. At the turn of the millennium he spent four years back at Harvard studying psychology, and has renewed a lifelong interest in theoretical physics (his original major there). He also writes film and rock criticism, online and for local 'zines. In the real world, he is a former statistical consultant for the Boston Red Sox, and lives in Watertown, Mass.

Outside of his career as a software developer and entrepreneur, **James B. Van Bokkelen**'s list of hobbies is at risk of overflowing this space: farming fruit, hay, grain, vegetables and meat animals, restoring old farm equipment and tools, historic research, documentation and preservation, forestry, genealogy, foreign languages, metalworking, woodworking, model railroading, massage, science fiction, travel, beer, cider, photography, electronics, solar energy, astronomy, local government, open space preservation and nursing as many MPG as possible out of his hybrid cars.

**Mark L. Van Name** is a writer and technologist. As a science fiction author, he's published four novels — *One Jump Ahead*, *Slanted Jack*, *Overthrowing Heaven*, and *Children No More* — and the omnibus collection, *Jump Gate Twist*. He's edited or co-edited three anthologies — *Intersections: The Sycamore Hill Anthology*, *Transhuman*, and *The Wild Side* — and written many short stories. Those stories have appeared in a wide variety of books and magazines, including *Isaac Asimov's Science Fiction Magazine*, many original anthologies, and *The Year's Best Science Fiction*. As a technologist, he's the CEO of a technology assessment company, Principled Technologies, Inc., that's based in the Research Triangle area. He's worked with computer technology for his entire professional career and has published over a thousand articles in the computer trade press, as well as a broad assortment of essays and reviews.



**Mercy Van Vlack** has been a comics pro since 1980, including writing *Richie Rich*; artist on *Green Ghost & Lotus* (set in Boston) and *Miranda* for *Leg Show* and *Puritan Magazines*, inker for DC, Malibu, and others; illustrator for numerous fanzines, APAs, anthropomorphics and SF cons; and artist of many Celtic Calendars and the *Celtic Coloring Book*. She also draws for private collections and makes Celtic jewelry.

**Michael A. Ventrella's** second fantasy novel *The Axes of Evil* (the sequel to *Arch Enemies*) was released last year from Double Dragon. His web page is [www.michaelventrella.com](http://www.michaelventrella.com).

His blog interviews genre authors, editors and agents and is quite useful for aspiring writers.

Michael is one of the founders of modern live action roleplaying gaming in the US and currently runs the Alliance LARP ([www.AllianceLARP.com](http://www.AllianceLARP.com)) with chapters all over the US and Canada. His Rule Books and Players Guides can be found at book stores with good taste.

Mike is also the founder of *Animato* magazine, the first major magazine dedicated to animated films, which had a glorious run in the 80's and 90's before being destroyed by the internet.

He is married to artist Heidi Hooper. In his spare time, he is a lawyer.

**Mark "Justin du Coeur" Waks** is an emergent property, arising from decades of programming, SCA, fandom, LARP and Freemasonry. He is gradually learning enough Buddhism to prove that he does not actually exist.

**Jeff Warner** stands accused of: being a President Emeritus of the Science Fiction Forum, of conduct remotely responsible for the death of Lascon, of inventing "Panel in the Pool" for Pi-con, of running the Nexus at Arisia too many times, of not being Jeff Mach, of accepting "field promotions" at various Worldcons, of having been a "Special Assistant" to the Shirt & Pants of Lunacon, of being a published writer, and of committing the SMOF Hat Trick of helping start 3 SF conventions.

He pleads Insanity.

A longtime fan of SF&F, **Mr. Watson** was infected with the anime and manga bug in the early 90's, and remains a virulent carrier of all three.

**Abigail Weiner** has many pseudonyms, most of which start with M.

**Susan Weiner** is a biology Ph.D. student, a LARP writer with *Alleged Entertainment*, a fiddle player and songwriter with the band *Stranger Ways*, and somehow also manages

to date far too many people. She's not exactly sure how she does all that either.

**Alan Wexelblat** is a polyamorous father of two, writer, and copyfight blogger at [www.corante.com/copyfight](http://www.corante.com/copyfight). He writes an infrequent polyamory advice column that can be found on [www.polyboston.org](http://www.polyboston.org). In his spare time he enjoys tormenting gamers and hapless grad students.

**Michelle Wexelblat:** Mother, Wife, Friend, Social Worker, Poly spokes-person, Writer, Counselor, Mystic, Lady of Perspective, and Comforting One. She has her MSW degree



from Boston University School of Social Work, her BA in psychology from Queens College, CUNY, and though has many stories and poems written is as yet unpublished (if you wish to help change that, just ask).

A Vermont-licensed lawyer, **Valerie White** is a sexual freedom activist and practicing polyamorist. She's executive director of the Sexual Freedom Legal Defense and Education Fund, on the advisory council of the Woodhull Freedom Foundation, on the coordinating council of Family Tree, and on the board of Unitarian Universalists for Polyamory Awareness. She speaks nationally on sex and the law.

**Nightwing Whitehead** was born in 1958, the Barbie doll was "born" in 1959; so for a year she had nothing to do. Since then she's been making up for lost time by dressing anyone and anything that comes within her reach. She's worked for several theaters, dressed stars, and has her own business designing and creating costumes for life... suits, evening gowns, and casual wear.

Dropping out of his 11-dimension Home Universe and trapped in ours by a lab accident, **Stephen R. Wilk** has coped by learning to work with optics in only three dimensions as a Laser Scientist at Lincoln Labs. He also edits for *Optics and Photonics News*, and writes for *The Light Touch*, *The Spectrograph*,

and the e-zine *Tremings*. He's working on *Sons of God*, the follow-up to his book *Medusa*, and has appeared on the History Channel's *Clash of the Gods*, which so far is only available in 2D.

**Connie Wilkins's** first love was writing fantasy and science fiction, but her alter-ego **Sacchi Green** became seduced by the erotic side of the force, where she's published scores of stories and edited or co-edited seven anthologies. One of them, *Lesbian Cowboys: Erotic Adventures*, was a Lambda Literary Award winner. Lately she's returned to her specific roots as editor of *Time Well Bent: Queer Alternative Histories* from *Lzthe Press*. Her own story from that anthology also appears in *Best Erotic Fantasy & Science Fiction* from *Circlet Press*, and will be in *Best Lesbian Fiction 2010* from *Bedazzled Inc.*

**Jennifer Williams** is an author, editor, and crazy cat lady. Her most recent work is the anthology *Like a Sacred Desire: Tales of Sex Magick* published by *Circlet Press* and featuring stories by Raven Kaldera, D.L. King, and David Sklar. She has also recently been published in the Lambda Literary Award nominated collection *Women of the Bite* edited by Cecilia Tan, and *Vicious Verses and Reanimated Rhymes*, a collection of zombie poetry edited by A.P. Fuchs. She is an active member of the New England Horror Writers Association and a staff writer for *Blogeritics.org*

**Trish Wilson** publishes with the pen name Elizabeth Black. Her erotic fiction has been published by *Romance Divine*, *Circlet*, *Excessica*, *Xcite* (U. K.), *Torquere*, *Romance Divine*, *Whiskey Creek Press*, *Torrid*, and *Scarlet Magazine* (U. K.). She writes paranormal erotic romance, erotica, and horror.

On a fun note, she has also worked as a gaffer (lighting), scenic artist, and make-up artist (including prosthetics) for movies, television, stage, and concerts. She worked as a gaffer for *Die Hard With A Vengeance* and *12 Monkeys*. She did make-up, including prosthetics, for *Homicide: Life On The Street*. She is especially proud of the gunshot wound to the head she had created with makeup for that particular episode. She also worked as a prosthetic makeup artist specializing in cyanotic blue, bruises, and buckets of blood for a test of Maryland's fire departments at the Baltimore/Washington International Airport plane crash simulation test.

Attorney, occasional writer and all around fan, **James Wolf** was known as *Dungeon Master Jim* on the *Toucher and Rich Show* on WBCN, when there was a WBCN. He is presently shopping novels and plotting trouble.

**The Wombat, aka jan howard finder**, has been reading SF for more than 60 years & active in SF circles for more than

35. He chaired 7 events. His next event is The 3rd Conference On Middle-Earth: [www.3rdcome.org](http://www.3rdcome.org). He has been a GoH at a number of cons including ConFrancisco, the 1993 Worldcon. He participates in, judged & MC's masquerades, a superb auctioneer & gives the best backrubs. He has been published & has published. He has diverse interests, a budding film career, visited Middle-earth & saving the world with SUTs. He is a neat guy & enjoys driving his Vette: Red Shift. Buy him a Pepsi!

**Bey Woodward** has been involved in fandom for more than 8 years. She is part of the Boston area Poly and Kink communities, has been a member of the Naughty Nurses since their inception in 2005, and is married to gaming hook author, Jonathan L. Woodward.

**Jonathan L. Woodward** is the author or co-author of over a dozen roleplaying game books, including the *Hellboy RPG*, *Trinity*, and *GLRPS Bonestorm*. This convention marks his 18<sup>th</sup> year as an Arisia panelist. He lives near Boston with his wife, Bey Woodward.

**Trisha J. Wooldridge** is a freelance writer, editor and educator from Auburn, MA with experience ranging from Dungeons & Dragons Online to animal rescue public relations. She writes about food, wine, horses, haunted locations, teaching, and she interviews bands like Voltaire, Within Temptation and Nightwish. She is on the Motherboard of Broad Universe, an international organization promoting women writers in speculative fiction, and an active member of the New England Horror Writers and the Editorial Freelancers Association. Additionally, she is an online tutor, course editor and course developer for CODiE Award winning Smarthinking and StraighterLine. You can find her novella, "Mirror of Hearts," at Fantasy Gazetteer ([www.fantasygazetteer.com](http://www.fantasygazetteer.com)), and short story, "Party Crashers," co-authored with long time friend Christy Tohara, in the EPPiE Award winning *Bad-Ass Fairies: Just Plain Bad*. [www.anovelfriend.com](http://www.anovelfriend.com)

**Phoebe Wray's** futurist novel *Jenna7729* enjoys 5 stars on Amazon. Her stories are in *Parthling*, *Andromeda Spaceways*, the anthologies *All About Eve* and *Backless, Strapless & Slit to the Throat*, online at [Fables.org](http://Fables.org) and *Chizine*. She serves on the Motherboard of Broad Universe and lives in Massachusetts.

**Brianna Spacekat Wu** is a 2009 finalist in the Illustrators of the Future contest, and a frequent contributor to science fiction fanzines. She's known for her high-energy art style featuring tall, skinny women.

Wu is six foot two, and a dedicated marathoner. She runs over 55 miles every week, and almost 3000 miles a year. She is married to four-time Hugo-award-winner Frank Wu.

**Frank Wu** is an award-winning artist, writer and animator. He's married to fellow artist/costumer/gamer Brianna Spacekat Wu. Frank's art has materialized in many magazines and books. Frank won the Illustrators of the Future Grand Prize and four Hugo Awards. He also has four scientific papers to his credit, along with humor published in *The Journal of Irreproducible Results* and *The Annals of Improbable Research*. His current project is *Guidolon the Giant Space Chicken*, which is a movie about a giant space chicken making a movie about a giant space chicken. When not creating stuff, Frank can be found hanging out with monks, hunting for mastodon bones in New Mexico and dinosaur bones and fish fossils in Wyoming, holding Laura Palmer's diary, riding in banana-shaped mopeds, touching art when the museum guards aren't looking, searching for a river of molten lava to drop keys into, or walking the earth, meeting people, getting into adventures, you know, like Caine in Kung Fu.

Stabbing people in fencing or dangling from a rope. **WunderTom** may be in training to be a pirate. He's run games in more systems than it's worth mentioning and figured out that good company is the key and not all the rules need to be followed.

**Tom Wismuller** forecasted weather at Amsterdam's Royal Dutch Weather Bureau after studying meteorology at NYU and Stanford. Selected for a NASA internship, he worked throughout NASA before, during, and after the moon landings. He worked at Pratt and Whitney and held insurance industry executive positions. His Polynomial Regression algorithm is embedded in every high-end Texas Instruments calculator sold today. He lectures worldwide on the SCIENCE needed to understand Global Warming.

**Aimee Yermish**, PsyD is an educational therapist, providing assessment, remediation, enrichment, and overall strategizing, for children who are gifted, learning disabled, or twice-exceptional. In her former lives, she was a molecular biologist, a schoolteacher, a black belt, and a Master Assassin, and she is working on a future life as a clinical psychologist. She also loves to sing, read, ride her bike, and do a great many crafts, and is busy raising a husband and two lovely children.

**Jennifer Yoo** is as much a Japanese History buff as she is an anime fan. An anime fan of more than 7 years, she is also an award-winning cosplayer and has studied Japanese history, culture and Japanese for more than 6 years. Currently a student at Wellesley College, Jennifer divides her free time between teaching Japanese Studies classes to teenagers, presenting panels at local conventions, working on cosplay projects with her group,

translating Japanese works into English, and writing her novel.

**Samantha Yoo** has been in the world of anime/manga since she was seven, and has been cosplaying since she was eight. She's won several awards for costume craftsmanship. (Let it be said that it isn't "practice that makes perfect", it's "a hell of a lot of practice makes marginally better over time".) She has studied Japanese for three years, and adores *Kamen Rider* and *Super Sentai*.

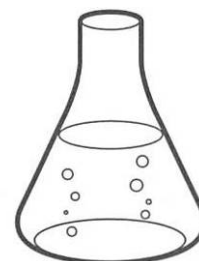
**James Zavaglia** has worked with the media since the age of 15. He currently works at a local university as a media specialist. He has also helped on political campaigns since age 9, and worked on everything from ward councillor to president.

**Guillermo "Zubie" Zeballos**, a Guy of many names. At 5 years old, thought SF was pretty cool 'cause Capt. Kirk always got the girl. Great fan of Mampato & his time traveling adventures (look that one up). He also loved the hardware from *Stingray* to *Whitestar*. He's keen on paper folding. He's not keen on a badly handled X-acto, but it comes with the territory.

**John F. Zmrotchek**: time traveller (strictly forward), dweller in the Fandom Below (twice con chair, proving he has no friends), teller and told of tall tales, player with words, hacker of code (or perhaps just plain back), witness to Great Things, Fantastic Places and Interesting People, suspended upside down (twixt heaven and hell (giving him a unique perspective on both) and man who's had his chance to make those people dance... and maybe they were happy for a while.

When not partying, scientifically, with Ziggurat Labs, **Ariela Zonderman** works in software quality assurance. She likes to sing to herself, and read webcomics.

**Eric Zuckerman** is not a real talk show host, but he plays one on TV. His fanmish semi-improv comedy project, *Eric in the Elevator* has screened at regional West Coast conventions, several Worldcons, and Arisia, where he was 2008 Fan Performer GoH. Among his many other nerdy pursuits, he's a geocacher, a gamer, an armchair "anthropologist", and a compulsive ribbon collector/trader.





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