Chicon 2000
Programming
Participants' Guide
and Biographies
Compliments of the

Conference Cassette Company

The official audio recorders of Chicon 2000

Audio cassettes available for sale on site and post convention.

Conference Cassette Company
George Williams        Phone: (410) 643-4190
310 Love Point Road, Suite 101
Stevensville MD 21666
Chicon 2000 Programming Participant’s Guide

Table of Contents

Programming Director’s Welcome..................................................1
A Letter from the Chairman.............................................................1
The Importance of Programming to a Convention..............................2
Worldcon Programming - Then and Now...........................................3
The Minicon Moderator Tip Sheet......................................................5
A Neo-Pro’s Guide to Fandom and Con-dom......................................9
Chicon Programming Managers........................................................15
Program Participants’ Biographies....................................................16

A Letter from the Chairman

By Tom Veal

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

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

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

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

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

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

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

*World Science Fiction Society* "World Science Fiction Convention" "Worldcon" "NASFiC" and "Hugo Award" are registered service marks of the World Science Fiction Society, an unincorporated literary society.
outpace the dotcom trillionaires in wealth. As it is, we shall have to guess and gamble, just like other Worldcons, realizing that the ultimate success of the program will depend primarily on those who take part in it, whether as panelists or as auditors.

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

Tom Veal

The Importance of Programming to a Convention
By Evelyn Leeper

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

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

On a basic level, of course, programming is important because people expect it. I was once on an alternate history panel that didn’t feature any well-known authors, or other special draws, yet people were standing in the aisles and out the door. When I finally asked why, someone said it was because we were the only thing programmed at the time. For better or worse, members want programming, and if a convention doesn’t arrange it, the members will not be happy.

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

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

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

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

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

At Aussicon Three, the programming really tied the convention together. People attended the programming, and because the convention had fewer panels at any one time, there was a good chance that if you asked someone, “What did you think of the panel on immortality?” they would actually have attended it. This merely reinforces
Chicon 2000 Programming Participant's Guide

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

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

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

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

Worldcon Programming—Then And Now

by Mike Resnick

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

Did they always?

Actually, yes—and usually in far greater percentages.

And was the programming worth attending?

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

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

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

Registration in foyer

Official Opening of the Convention

Minutes of the First National Science Fiction Convention

Address of Welcome by Sam Moskowitz

"Science Fiction and New Fandom" by Will Sykora

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

Motion picture: "Metropolis"

Recess for Refreshments (30 minutes)

"The Changing Science Fiction" by John Campbell.

"Men of Science Fiction" by Mort Weisinger

"Science Fiction Personalities"—general introductions and discussions

Supper recess

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

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

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

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

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

Art Credits:

Marianne Plumridge - Covers, pages 4, 9, 13
Joe Mayhew - pages 1, 2, 5, 7, 10, 15, 20, 25, 29, 33
Teddy Harvia - page 16, 35

Editor - Steven Silver,
Publisher - Diane Blackwood
Printed at Davon Press, Fargo ND
out Proceedings—transcripts, actually—of the entire programming for each.)

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

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

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

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

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

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

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

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

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

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

Though if we only have 15-track programming this year, I suppose I won’t feel too cheated.
The Minicon Moderator Tip Sheet

by The Minicon 25 Programming Committee
Sharon Kahn, Co-Chair

Dear Moderators:

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

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

2. Contact the other panelists in advance and give them a simple “assignment” to prepare and present. Ideally, this assignment would give each panelist an opportunity to hold the floor for several minutes, and to perform as much as or as little as she finds comfortable.

For example, last year, I asked the members of the “can writing be without gender” panel to select a non-gender-specific passage from a book and read it out loud. I asked the members of the “revisioning writing” panel to come in prepared to tell a story of a time when the experience of writing was nothing like what one might expect.

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

4. Orchestrate audience involvement beyond the asking of questions. Last year in the “can writing be without gender” panel, I polled the audience after each reading to see whether they thought the character was male or female, and why. In the course of the presentation, we concocted a pretty interesting list of reasons why people assume a character is one gender rather than the other. For the “revisioning writing” panel, at the beginning of the presentation I asked everyone to devise a metaphor for their writing experience. Audience members shared their metaphors, explained them, and then the panelists made comparisons to their own experience. It was memorably relaxed, intimate, and hilarious.

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

Laurie J. Marks
lmarks@lynx.neu.edu

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

Section 1: Defining The Panel

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

PURPOSE: Why are you doing this? To inform? Entertain? Showcase a GOH? Spark a group discussion? Stir up a controversy? It has been suggested that there are only two possible purposes for a panel: to inform or to entertain (with the best panels, of course, accomplishing both.)
**TITLE:** There seem to be 3 general approaches to titles:
(1) Explicit: “Collaborations: How It’s Done, Why We Shouldn’t Do It, and Why We Keep Doing it Anyway”
(2) Clever: “Worldcon Envy: Does Size Matter?”
(3) Hybrid: “Lime Jello, Myth or Reality: The Origins of Fannish Legends”

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

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

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

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

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

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

Section 2: Pre-Panel Preparation

**Make Yourself A Crib Sheet For Use During The Panel.** Including but not limited to: Panel title, 1-3 sentence description. At least 3 questions that can be asked during the course of the panel. A starter question or two and then keep several emergency questions handy. Panelist names and pertinent info about each (names of books, etc.).

**Read Something By Each Panelist,** if possible. If not, at least know their latest book or a recent accomplishment.

**Talk With The Panelists Before The Con,** if possible. Let them know if you will be gathering in the Green Room before the panel.

**Meet With The Panelists At The Con,** either one by one or in a group. The Green Room is available for this purpose. If you can’t meet in the Green Room, at least spend a few seconds before you convene to introduce yourselves.

**In The Green Room**

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

**Getting Started**

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

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

Section 3: Moderator Styles

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

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

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

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

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

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

PROVOCATIVE: This moderator believes that life is a bit dull without conflict. Specializes in questions like, "I sense that you may have some disagreement with the last speaker," and "You aren't going to let him get away with that, are you?"

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

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

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

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

Section 4: The Art Of Moderating

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

And now, I'd like to give you my impression of Star Trek's "Data"...

3-24-99
Refer to your prepared questions when you need a new topic. Watch the audience. Start taking questions if too many hands are up; pick up the pace if people start to fidget (or leave). Repeat questions from the audience, especially if the room is large. Pay attention to the panelist’s answers and ask follow-up questions if appropriate. Pay attention to the people farthest from you: They may be participating less. Seat shy or quiet panelists close to you. Pay attention to body language. Watch for signs of impatience, annoyance or general disagreement with the last speaker (frowns, muscle tension, leaning forward, leaning backward, folding arms across chest). If a light bulb suddenly goes on over someone’s head, call on them quick before they forget the idea! Use body language. Lean forward slightly and make eye contact to encourage a shy panelist. To cut someone off politely: lean back, catch their eye. If that doesn’t do it, slowly reach toward the mike. Prompt the audience, if necessary. Lead the applause or laughter, but squelch any which goes on too long. Remember: The audience didn’t come to see you. Sometimes the moderator’s main job is to stay out of the way. This happens more often than you might think. Be firm. Don’t lose control of the panel or audience. Have fun. Encourage the panelists to have fun too. If the panelists enjoy themselves, so will the audience.

**Moderator Emergency Kit**

**WHEN THE CONVERSATION GRINDS TO A HALT**

“Let’s open the panel to questions from the audience.”

“What’s the greatest challenge for you in your work right now?”

“Is there anything we’re leaving out here that needs to be addressed?”

“What’s the biggest controversy in this area?”

“What’s the greatest misconception people have about...?”

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

“What made you decide to tackle this subject?”

“Speaking as a [person not normally involved in this area] what’s your perspective?”

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

Ask another person on the panel the question.

Ask a follow-up question.

Ask a different person to comment on another panelist’s answer.

**SQUELCHING THE PANEL**

“Excuse me, but we have wandered far afield...”

“Getting back to the original topic...”

“That would be a good subject for another panel.”

“Excuse me, but we haven’t heard from [reticent panelist] in a while.”

“Let’s take a question from the audience.”

**SQUELCHING THE AUDIENCE**

“No comments from the peanut gallery.”

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

“We’re only taking statements from the audience, not questions.”

“Oh, let’s not always see the same hands.”

“Thank you for your interesting suggestion. You may be right.”

“You’re making some rather broad generalizations.”

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

“Would someone in the back please call hotel security?”

**MODERATOR MANTRAS**

It’s only an hour.

This has never killed anyone yet.

I do not have to go home with this person.

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

Hey, this is a nice looking tablecloth!-

**MODERATOR PREPARATION NOTES**

(write these notes for yourself before the panel.)

Day and Time

Room

Panelist Intros (including yourself)

Starter Questions

Emergency Questions and notes

Disclaimer: These guidelines and suggestions are the distillation of a series of brainstorm sessions. In other words, this document was originated by committee. So if it waffles, backpedals and blatantly contradicts itself, that’s just the way it goes. The project was started and organized by 1990 Minicon Programming Co-Chair Sharon Kahn, and involved many people’s input. Dave Romm volunteered to take the mass of data, add his further input, organize and format it for the Mac, and give it to Sharon for final revision. What you see here is Dave’s file, adapted to html, not Sharon’s final, though changes were slight. E-mail me for the original 6pp file in MS Word 3.1 (Mac). Copyright 1990, 1993 by the Minnesota Science Fiction Society, Inc.
A Neo-Pro’s Guide to Fandom and Con-dom

By Susan Shwartz
(SFWA Handbook, 1990)

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

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

A few whys?

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

Right. Save stuff like that for a fantasy novel. To quote my astonishingly precocious nephew: “Never trust a smiling editor.”

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

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

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

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

Physical Maintenance

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

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

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

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

4. If you can’t eat, sleep. If you haven’t time to sleep, at least sit down. If you can, make it back to your room at some time each day for a brief rest. A quick bath or shower can replace a nap. After you’ve been in a few elevator mobs, you’ll know why else it’s useful.
5. "Substances" and alcohol. Substances will get you thrown out, and if the cops get you, no one can help. Alcohol—if you don’t drink, this isn’t the place to learn. I’ve learned from experience that you get drunk faster when you’re flirting with exhaustion.

Surviving Registration

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

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

First, get through this Worldcon. Second, here’s what you should do at the next convention to make life easier.

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

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

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

4. Find the SFWA suite and the Green Room. The what?

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

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

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

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

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

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

You and Your Editors

TANSTAAFL Is True

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

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

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

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

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

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

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

6. If an editor has rounded up all the people you planned to go out to dinner with, or if you’ve been invited to dinner but have met an old friend you’d like to have come along, get the editor politely in private and ask politely if you, or your guest, may come along at your own expense. If you say this and the editor agrees, get out your wallet and settle up the instant the check comes.
Chicon 2000 Programming Participant’s Guide

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

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

Public Relations I
You and the Fans

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

9. Learn tact. Memorize the following nice answers for use when someone comes up to you, glares at your name badge, then humphs: “Never heard of you.”
   “No reasons why you should.” Then introduce yourself.
   “This is my first convention. This is my book cover.”
   “Be nice to me; I’m a neo.” With a small, pained smile at the inevitable comments about virgins.

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

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

Public Relations II
How to Give Good Panel

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

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

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

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

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

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

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

7. Share. Don’t hold forth and don’t squabble, but engage in a dialogue with the other panelists and with the
Chicon 2000 Programming Participant’s Guide

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

8. Know who you can work with.
9. Know who you can’t work with and come up with a reason that won’t get you stuck with a libel suit.
10. Stick around for a while after the panel unless programming really needs the room or unless you didn’t take a pit stop before the panel.

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

1. If there’s a con you want to go to, write to the Con Committee. Your letter can be brief: Hello, I’m Joe Neopro; I’ve sold X, Y, and Z; I wanted to come to the con and be on programming; here’s what I like to talk about.
2. There’s almost no such thing as a free convention. Despite the “demands” for expenses and honoraria by some writers (often libertarians) make, don’t expect to “earn” anything but a free membership (and not even that at Worldcon and World Fantasy). The Guests of Honor have all expenses paid; media guests are well-paid. Until you’re GoH yourself . . . at this point, review what I said about the Smiling Editor and the Expense Account. It’s much the same.
3. Let’s say that the program committee gets back in touch. You may receive a programming questionnaire. Fill it out and return it.
4. Or, you may propose ideas up front. In general—especially after a disaster when I got overly excited and insisted on showering program ideas on a program chair who had his own ideas, thank you very much, and they were on horror, thank you even more, and he didn’t WANT any of this fussy fantasy stuff from an unknown femme writer (My cluster of writers knows which con this was, and the programming was pretty crummy anyhow. Note: I told you there’s a long memory for this sort of thing)—I write and ask if programming minds free ideas. Usually, they’re happy for suggestions. And seriously, if they do mind input, do you really want to go to that con?
5. When you propose ideas, suggest people who’d work well on the panel—and who might be coming to the convention. Indicate if you’re willing to moderate a given panel—and learn to moderate!
6. If you develop special interests in fandom, indicate them and say whether you’re willing to participate in various activities. For example, Sandra Miesel, Melissa Scott, Lisa Barnett, and Don Sakers are fine costumers. Look for them at masquerades alongside fans like Peggy Kennedy. More examples: C.J. Cherryh and Juanita Coulson are pros turned filk musicians; Misty Lackey, Leslie Fish, Julia Ecklar, and Roberta Rogow are filk musicians turned pro.

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

What’s the Use of All This?

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

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

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

Come talk to me. I may get distracted by seventeen conversations at once, but I don’t mean to be rude, and I do want to be friendly.
Don’t worry if you’re told, “going to cons is just egoboo (egoboo=ego boost).” So what? Either you’re earning your way as a writer so you can celebrate at the conventions, or you aren’t.

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

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

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

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

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

*****
Chicon 2000 Programming Participants Biographies

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


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

David Lee Anderson David Lee Anderson, science fiction & fantasy illustrator, has been showing work at conventions since 1980; published both nationally and internationally since 1983. He's done book, magazine, game and SF genre illustrations for Tor, Baen, Mayfair Games, etc. He has been the artist Guest of Honor at over 20 conventions.

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

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

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

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

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

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

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

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

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

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

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

Steven E. Barnes First published in 1979, Steven Barnes has written 17 novels, including Blood Brothers, Iron Shadows, Dream Park (with Larry Niven) and The Legacy Of Heorot (with Niven and
Chicon 2000 Programming Participants Biographies

Jerry Pourmelle), and Firedance. He has also written for such television shows as Outer Limits, Twilight Zone, and Star Gate.  
http://www.lifewrite.com

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

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

http://www.worldlink.net/~ysabet/index.html

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

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

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

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

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

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

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

Alice Bentley A lead in Moebius Theatre, a department head at Windycon, and just about everything (one at a time) at Capricorn.  

Owns and runs The Stars Our Destination, now 12 yrs old. Worked at Fermilab, Xerox and Tropel. She is an active member of General Techics.  
http://www.sfbooks.com

Carol Berg Degree in mathematics, with a minor in English and a degree in computer science. Taught high school mathematics, childbirth and parenting education, and worked for 15 years as a software engineer at Hewlett-Packard Co. Her first novel, TransSformation, a fantasy adventure, was published by Penguin/Roc in August, 2000.

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

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

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

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

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

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

http://www.blackwood.org

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

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

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

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

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

Gail Bondi MA teaching (Reading), Jacksonville University. Teaches at JU-Study Skills.  
Private Tutor-Reading and Study Skills,
Chicon 2000 Programming Participants Biographies

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

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

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

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

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

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

David's wife, Cheryl, is also a reformed scientist.

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

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

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

Algis Budrys Algis Budrys was born in Konigsberg, East Prussia, in 1931. His father was Consul General of Lithuania. By the age of nine he was writing his own SF stories. He sold his first novel in 1953, and eventually produced eight more novels, including Who?, Rogue Moon, Michaelmas, and Hard Landing, and three short story collections. Lois McMaster Bujold Lois McMaster Bujold was born in Columbus, OH in 1949. She now lives in Minneapolis. She wrote three novels in three years. Shards of Honor, The Warrior's Apprentice, and Ethan of Athos were all published in 1986 by Baen Books. Bujold went on to write the Nebula-winning Falling Free (1988) and many other books for Baen. The Vorkosigan series includes the Hugo-winning novels The Vor Game (1990), Barrayar (1991) and Mirror Dance (1994). Her most recent novel from Baen is A Civil Campaign (1999), a Hugo nominee. http://www.dendarii.com/

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

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

Brian Burley Reader, fan, mainframe programmer (COBOL will never die!) home brewer and beer maven, responsible for first Star Trek con ever (April, 1969) one of 7 co-founders of Eastern Kingdom, SCA (1968) and probably holds the record for being on the most losing WorldCon bids ever.

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

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

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

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

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

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

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

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

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

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

Bill Clemente A professor of English at Peru State College in NE, Bill Clemente has published articles on Medieval and Renaissance texts, as well as on Caribbean Literature and Science Fiction. His interview with author Suzy McKee Charnas is included in Women of
Chicon 2000 Programming Participants Biographies

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

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


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

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

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

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

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

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

http://caconder@islandnet.com

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

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


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

Juanita Coulson Began publishing EISFA/Yandro in 1952. First professional sale was in ’63, a story collaboration with Marion Zimmer Bradley. Received the Hugo for Best Fanzine in 1965. Fan GoH at LA Worldcon in 1972 (with husband Buck Coulson). Sixteen novels published, plus short stories and indices. Grandmistrness of Filk and in the Filk Hall of Fame.

Caroline Cox Ph.D. in Astronomy from the University of Michigan in 1983. From 1995-1998, did research and taught at the University of Virginia. Since then, she’s been working with the Educational Service division of the Smithsonian National Air and Space Museum.http://www.radix.net/~formax/ccox/


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

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

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

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

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

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

Randy Dannenfelser The creator of the Amazing Science Fiction and Horror Trivia Game, a 3200 question genre board game that has been featured on the Sci-Fi Channel. He also writes two monthly ezine columns, “Roo’s Rants,” for First Light and an untitled column for The Prydovian Renegade.

Randy A. Dannenfelser Edits Adventures of Sword & Sorcery magazine and the new annual collection Year’s Best Sword & Sorcery. He also writes a market column for writers for Speculations and for The SFWA Bulletin. http://d-s.home.att.net

Dennis Danvers Author of 5 published novels: Wilderness, Time
Chicon 2000 Programming Participants Biographies

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

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

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


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

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

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

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

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

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

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

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

John de Longpre John de Longpre is a computer specialist by day and an astrophotographer by night (and during solar eclipses).

Member of the Kentwood (MI) Amateur Astronomy League, his presentation on beginning astrophotography was first developed for the Club’s Learning Lab. http://pobox.com/~cdl

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

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

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


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

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

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

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

Gardner Dozois Gardner Dozois has been honored with the Hugo Award for Best Editor eleven times. The prolific editor of Asimov’s Science Fiction magazine and of many anthologies, he was hailed as “the most imaginative editor in SF” by the Village Voice. An
accomplished writer himself, he has garnered two Nebula Awards for his own short stories. He lives in Philadelphia with his wife, Susan Casper.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Leslie Fish Popular folk singer.

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

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

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

Michael Flynn Author of the _Firestar_ series, Mike Flynn has been published since 1984. He contributes to Analog, F&SF, and Asimov's. His short fiction has made the Hugo ballot several times and he recently won the Sturgeon Prize for "House of Dreams." His most recent publications are "Built Upon the Sands of Time," "Maiden Flight" and "Check Flight," all in Analog, and lodestar, a novel from Tor. Forthcoming from Tor early next year are Falling Stars and a re-
Chicon 2000 Programming Participants Biographies

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

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

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

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

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

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

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

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

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

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

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

Esther M. Friesner Esther M. Friesner was educated at Vassar (double BA) and Yale (MA & Ph.D.) She has had about 29 novels published, over 100 short stories, plus poetry and articles. She won the Nebula twice and was a Hugo finalist once. She is best known for creating and editing the popular "Chicks in Chainmail" anthology series. She will be the toastmaster at the Millennium Philcon in Philadelphia in 2001.

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

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

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

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


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

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

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

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

Janice Gelb She has been a participant in numerous apas over the last 23 years (including a string of over 14 years in SFPA, the Southern Fandom Press Alliance), posts frequently to Usenet newsgroups, and has worked on many conventions, including MagiCon, ConFrancisco, and LACON III. She was the 1999 DUFF North American representative at Ausscon 3 where she also ran Program Ops. In the Real World, she is a senior developmental editor at Sun Microsystems in Silicon Valley.
Chicon 2000 Programming Participants Biographies

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

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

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

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

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

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

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

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

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

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

Barry Gold  Barry found SF fandom in 1966 while at Caltech. Shortly thereafter, he dropped out of Tech to become an R&D programmer (now a UNIX kernel programmer) but has always stayed an SF fan. He sings filksongs (many of them written by his wife, Lee) and enjoys living room role-playing games. He is also a member of EFF, a cook and a fringe Furry. http://www.nyx.net/~bgold

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

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

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

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

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

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

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


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

Karen Haber  Karen Haber has written 8 novels including Woman without a Shadow (DAW) and Star Trek Voyager: Bless the Beasts as well as short stories published in Asimov's, F & SF, and SF Age. She is an art journalist whose columns have appeared in SF Age, Realms
Chicon 2000 Programming Participants Biographies

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

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

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

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

Lisa Deutsch Harrigan Lisa Deutsch Harrigan (a/k/a Auntie M) is a long time fan of SF media (Babyloan 5, Star Wars, Farscape) and books (especially Fantasy like Tolkien). She also frequents newsgroups and e-lists, such as rec.arts...babyloan5.mod, f-costume, film costume, Mythsoc, and has chaired a Mythcon and a Westcon. Most recently she was Treasurer of the Mythopoeic Society.

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

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

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

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

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

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

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


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

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

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

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

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

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

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

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

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

David M. Honigseberg David M. Honigseberg's short stories have appeared in numerous anthologies, including Elric: Tales of the White Wolf, The Ultimate Silver Surfer, On Crusade: More Tales of the Nights Templar and, most recently, Bruce Coville's U.F.O. x. He is one of the founding members of the Don't Quit Your Day Job Players:. http://www.Sff.net/people/d.honigseberg
**Chicon 2000 Programming Participants Biographies**

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

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


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

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


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

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

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

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

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

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

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

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

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

Leigh Kimmel  Leigh Kimmel enjoys a wide variety of interests, including writing, art, history, and web design. She holds degrees in Russian language, library science, and history. Her stories have appeared in several magazines and on Alexandria Digital Literature. http://members.tripod.com/~kimmel/.
Chicon 2000 Programming Participants Biographies

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

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

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

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


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

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

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

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

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

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

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

Toni Lay  Toni’s love of costuming started at an early age when she saw “The King and I” in the movies, fell in love with the 1860 style, and sewed her Hoola-hoop into her mother’s old circular skirt. Toni is a member of the New Jersey-New York Costumers’ Guild (a chapter of the International Costumers’ Guild) and a member of the Society for Creative Anarchism.

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

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


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

Sharon Lee  In addition to serving as executive director of SFWA, Sharon Lee is co-author, with her husband, Steve Miller, of the Liaden Universe novels and stories. Recent publications are *Partners in Necessity* and *Plan B* from Melisha Merlin; “A Choice of Weapons” in *Absolute Magnitude*; “Naratha’s Shadow” in *Such a Pretty Face*; and “The Big Lie” in *Catfantastic V*. http://www.sfwa.org

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

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

David D. Levine  David Levine is a Renaissance Fan: fanzine editor, SM0, costumer, media fan, unpublished author, and all around goofball. He has worked on far too many convention committees, including Worldcons, and can often be seen in fannish stage productions. With his wife, Kate Yule, he produces the fanzine “Bento.” http://www.spiritone.com/~dlevine

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

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

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

Tony Lewis  Past Worldcon Chairman
Chicon 2000 Programming Participants Biographies

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


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

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

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

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

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

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


Tracy S. Lunquist  Chaired Conomazon 3 years after finding fandom, and continued with the next 4 Conamazoons. Now active on the board of Capron’s parent organization, and am chairing Capron 21. Also a technical writer and pilot of single-engine airplanes.

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

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

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

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

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

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

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

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

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

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

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

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


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

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

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

Kathleen M. Massie-Ferch was born and raised in Wisconsin. She has fiction sales in a variety of magazines and anthologies and has co-edited two historical fantasy anthologies.
Chicon 2000 Programming Participants Biographies

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

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

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

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

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


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

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

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

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

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


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

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


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

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

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

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

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

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

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

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

28
Chicon 2000 Programming Participants Biographies

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

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

Matthew Moon The webmaster and technical arm of Eggplant Productions, he has designed and implemented all of the web technologies on the site. http://www.eggplant-productions.com

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

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

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

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

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

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

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

Vera Nazarian An active member of SFWA, her short work has appeared in over a dozen Sword and Sorceress and Darkover anthologies edited by Marion Zimmer Bradley, The Age of Reason, and magazines such as Telebones, MZBFM, Visionair SF. She is currently working on a couple of fantasy novels and is also Help desk manager at a database software company. http://www.SF.net/people/vera.nazarian/


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

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

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

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

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

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

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

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

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

Guaranty Fund, Inc.

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

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

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

Margaret Organ-Kean She has a B.A. in art history and works
Chicon 2000 Programming Participants Biographies

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


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

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

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

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


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

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

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

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

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

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

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

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

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

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

http://www.otherworldslibrary

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

Jim Plaxo http://www.astrodigital.org

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

Nicholas Polotta Author of over 20 Science Fiction novels, including Bureau 13, Satellight Night Special, Shadowboxer, and the forthcoming Zero City. http://www.sfwa.org/members/polotta/


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

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

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

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

Tullio Proni Was most likely to become a mad scientist in the
Chicon 2000 Programming Participants Biographies

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

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

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

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

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

Christian Ready Worked on the Hubble Space Telescope program for 5 years.


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

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

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

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

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

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

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

Carol Roper Carol Roper started singing publicly at the age of 5 (church choirs, many church choirs), discovered science fiction at the age of 11, and learned to play guitar at age 15, but didn’t manage to put it all together until she discovered filk (they sing SF songs?!!!). A filker for over ten years, Carol has taught singing workshops at Noreason III and Magicon.

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

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

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


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

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

Fred Saberhagen http://www.berserker.com

Steve Saffel Since joining Del Rey in 1995, Steve has worked with veteran authors like Harry Turtledove and David Gemmell, and new authors like Toni Anzetti and Ann Lewis. His list also includes media tie-ins such as Star Wars and Babylon 5 and media non-fiction. http://www.randomhouse.com/delrey

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

Peggy Rae Sapienza Past WorldCon Chair.

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

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

Pat Sayre McCoy An identical twin and law librarian, she has sold short stories based on old folk and fairy tales to Sword and Sorceress 12 and 20. She has been Windycon Green Room manager for several years and this year takes on the Chicon Green Room. She is also the Assistant Programming Director for Chicon.
Sharon Sbarsky  Sharon has she's attended almost 200 conventions, working in one area or another at most of them. She's run or worked program, registration, treasury, newsletter, art show, dealers, sales to members, staff den, green room, ribbons... well, you get the idea. Sharon is currently an active member of the New England Science Fiction Association, Massachusetts Convention Fandom, Inc., OSFCL, and the Lunarians, and is active on-line in fannish newsgroups and mailing lists. http://world.std.com/~sbarsky

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

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

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

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

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

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

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

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

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

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

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

Rick Shelley  Rick's short fiction has appeared in most of the major SF magazines (and a couple of anthologies) over the past 15 years.
Chicon 2000 Programming Participants Biographies

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

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

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

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

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

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

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

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


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

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


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

Lindalee Stuckey Lindalee and her husband were married at Capricorn in 1987. As a school teacher and librarian, she is concerned with children’s literature. She helped start the Golden Duck Award for excellence in children’s literature and Duckon. http://www.goldenduckfoundation.org

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

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

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

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

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

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

01/22/00

33
Chicon 2000 Programming Participants Biographies

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

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

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

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

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


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

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

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

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

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

Gordon Van Gelder An editor for St. Martin's Press since 1988, Gordon has worked on books by such authors as Kate Wilhelm, Bradley Denton, K.W. Jeter, Geoff Ryman, Marc Laidlaw, Jonathan Carroll, Rachel Pollack. He also edits the annual Year's Best Science Fiction and Year's Best Fantasy and Horror anthologies and has served as an editor of the New York Review of Science Fiction for six years. Since 1997, he has been the editor of The Magazine of Fantasy and Science Fiction. http://www.fsffmag.com

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

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

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

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

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

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

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


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


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

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

Kennisia Watson Kennisia has a B.S. and M.S. in Computer Science and is a member of Alcor Life Extension Foundation and the Exxtrp Institute. Her current position is Senior Quality Engineer, Sun Microsystems. http://iam/kennita

Lawrence Watt Evans Lawrence Watt-Evans is the author of
about 30 novels and over a 100 short stories, including the Hugo-winning “Why I Left Harry’s All-Night Hamburger,” and after twenty years as a full-time writer and active convention participant still hasn’t figured out what to say in these darned bio things. http://www.sff.net/people/lwe/

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

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

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

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

Kathy D. Wentworth  K.D. began her career by winning in the Writers of the Future Contest in 1988. She has sold over 50 stories to such markets as Hitchcock’s Mystery Magazine, Realms of Fantasy, Return to the Twilight Zone, Did You Say Chicks?!, Dying for It, Crafty Little Cat Crimes, and Fantasy & Science Fiction. Her short story “Beginning Bright” was a Nebula finalist in 1997, her short story “Tall One” was a Nebula finalist for 1998. Black/On/Black, (1999) is her fourth novel, and she is currently writing its sequel which will be published next year. http://www.ionet.net/~richard-11/

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

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

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

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

Connie Wilkins  Connie is a SFWA Active Member with
publications in SF and Fantasy magazines and anthologies (including children’s) as well as some erotica and mystery anthologies.

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

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

Walter Jon Williams Another one of those SF writers.


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

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

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

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


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

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

Gary K. Wolfe Prof. of English and Humanities Roosevelt University; reviewer and contributing editor, Locus; winner of Pilgrim, IAFA, Eaton Awards for criticism of SF; author The Known and the Unknown, Critical Terms for Science Fiction and Fantasy, David Lindsay.

Gene Wolfe SF writer

Betsy Wolheim SF Editor

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

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

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

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

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

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

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

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

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

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

In Memoriam:

Joe Mayhew

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

Joe passed away on June 10, 2000.
HUGO 2000

Short fiction nominees now available for:

Rocket eBook
Palm Pilot
SoftBook
WinCE Handheld
Laptops and PCs

ALEXANDRIA DIGITAL LITERATURE

Join us on Saturday for tea and chocolates from 5:30 to 6:45 in the Ambassador room at the Hyatt to learn more about electronic publishing opportunities with Alexandria Digital Literature or stop by the AlexLit table for details.

WWW.AlexLit.com