JOIN THE TEAM

At EA, we thrive on outrageous thinking. Our developers challenge the expected to raise the bar of creativity. The relentless pursuit of improvement leads to the best possible games. Join our community of artists, storytellers, technologists and innovators to shape the future of today’s most dynamic industry! The best talent. The best games.

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Welcome to GeekGirlCon ’13. It has been a wild and inspiring year here at GeekGirlCon Headquarters. We are tremendously excited to return for our third con and to be seeking out new opportunities and new conversations throughout the year. Our continuing mission is the celebration of geeky women and girls across the nerd spectrum and their contribution to comics, gaming, science, technology, pop culture, art, math, academics, engineering, and much more.

You may notice some slight tweaks as we stroll into our third year. We’ve stayed in our location at The Conference Center, but the layout is a bit different. If you did not get a chance to find gaming last year, you will definitely want to catch panels and gaming down on the lower level. Our first floor GeekGirlConnections room is right behind registration with tons of opportunity to explore making a career out of your geekery. Our Artist Alley is perfectly situated on the second floor as you ascend to the Exhibitor Hall and panel rooms.

Some things have not changed. If you support our mission, you are welcome here. There is still no “geek cred” required. All genders, orientations, races, ethnicities, abilities, and fandoms are invited. We remain committed to being an open, inclusive, and welcoming place for geeks of all types. You will be able to discuss, examine topics from comedy as a tool of social change to feminism and race in comics to reconciling a love of problematic things. There will also be some spectacular geeky entertainment that you can relax and enjoy.

We hope you will join us again next year at GeekGirlCon ’14 and throughout the year at our many events.

Thank you for being part of GeekGirlCon ’13 and have a fantastic time!

We would love to hear more about what you think about it, what you would like to see in future, and why you came. Please consider filling out our feedback survey: http://geekgirlcon.com/con/survey.
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Guests of Honor:
Michael Moorcock (Writer)
Robert Gould (Artist)
Seanan McGuire (Special)
Animal X (Costuming)
47North (Spotlight Publisher)

DoubleTree by Hilton
Seattle Airport
18740 International Blvd
SeaTac, Washington

APRIL 17-20, 2014

WE
A community of makers, thinkers, doers, artists, and builders.

USE
As in tools. Implementation. The application of knowledge/hammers.

OUR
What we have. Works, thoughts, resources, hands, and experiences.

POWERS
The astonishing things we are capable of.

FOR

AWESOME
Seriously. We think you might want in on this.

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CREATURES of Grace
New feminist (with a lot of LGBT) sword & sorcery series!

Intelligent women, Controversial issues!

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<td>Women in Gaming: A New Frontier</td>
<td>Geek Etiquette</td>
<td>Helen of Troy Unlimited</td>
<td>We Are Fandom, Hear Us Roar</td>
<td>Deconstructing the Mary Sue Myth</td>
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<td>Race in Costuming and Performance</td>
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<td>Everything I Thought I Knew about Fashion</td>
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<td>Geek Girl Style: Demand Recognition in</td>
<td>Octobriana, the Black Heroine, and Wonder Woman: A</td>
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<td>Edible Astronomy</td>
<td>You and Your Connected Kid</td>
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<td>Making Giant Robots Go</td>
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<td>Female Characters in Game Design</td>
<td>Ouch! It Hurts Where??</td>
<td>Home Geek Home</td>
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<td>Playing God: What It Takes to Create a</td>
<td>Creating Inclusiveness in the Geek</td>
<td>Intro to Costume Craft and Cosplay</td>
<td>The Psychology of Cosplay</td>
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<td>Let’s Make a Game RIGHT NOW</td>
<td>Making Your Website a Hate-Free Zone</td>
<td>GeekGirlCon Craft Wars</td>
<td>Comics for Social Change</td>
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<td>Girl Power: When the Ladies Team Up</td>
<td>20 Years of Myst</td>
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<td>Crowdfunding without Losing Your Mind</td>
<td>Beyond Tomorrow: Empowering Female</td>
<td>Interaction Design: Make Your World Easier</td>
<td>Fat Girl: Fan Girl</td>
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<td>You Should Make Games!</td>
<td>The New Female Fantasy Hero</td>
<td>Rule 63 Costuming: The Whys and Hows of</td>
<td>Laugh Riot: Comedy as a Tool of Social</td>
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<td>More than Skin-deep: Fandom, Women,</td>
<td>A Dignified Reading from Needles &amp;</td>
<td>Geeks for Poetry, Poetry for Geeks</td>
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10:00 AM - 10:50 AM
TURNING YOUR ART INTO AN ONLINE BUSINESS [LL2]
Do you make art? Has someone told you they would pay money for art you make? Learn what you need to know to start an online business, including licensing, targeting your audience through advertising and social media, protecting your designs, and opening an online shop. Panelists discuss these topics and more when starting your art-based small business. **Amanda Nuckolls, Wendy Buske**

WOMEN IN GAMING: A NEW FRONTIER [LL3]
More and more women are identifying themselves as gamers, and they are taking new gaming platforms by storm. What does this mean for the gaming industry? Success in this new frontier of gaming requires more than the average 10% of women employees—growth is necessary. With successful Twitter phenomenon #1ReasonWhy and EA’s #PlayAs1, the conversation has started. Join in to keep it going and moving toward a positive experience for women in games. **Adrian Piro, Allison Bilas, Jen Pearce, Kelsey Wesley, Megan Marie Lau, Sarah Dicken, Stephanie Bayer**

GEEK ETIQUETTE [RM204]
How should you act at conventions? What do you do when your friend doesn’t get your references? How will you handle that internet troll? These questions and more will be discussed in this lively look at etiquette in geek culture. Learn how to be a well-mannered geek and get answers to all of your burning etiquette questions! **Ana Vinaske, Marian Call, Sharon Feliciano, Tara Theoharis**

HELEN OF TROY UNLIMITED [RM301]
Helen of Troy is the mythical embodiment of female beauty and its devastating consequences for men. The ancient Greeks used her story to grapple with anxieties about female sexuality and autonomy, and she has remained a powerful cultural presence ever since. This presentation will examine some manifestations of that presence in film and television, from early cinema to Xena: Warrior Princess. **Ruby Blondell**

WE ARE FANDOM, HEAR US ROAR [RM302]
Through the power of Twitter, Tumblr, and other similar applications, fans have developed strong relationships with actors, writers, producers, and each other. This has given fangirls direct influence over their fandoms. Our age of social media has seen the rise of fandoms; people are starting to notice. This panel will include a short presentation displaying various examples of the use of social media in fangirl culture followed by open discussion. **Amber Lena-Miller**

DECONSTRUCTING THE MARY SUE MYTH [RM303]
Explore the idea of the “Mary Sue” character and how it relates to the creation, interpretation, and reception of female characters in genre and geek-centric works. What does the term mean, and why has it become so widespread? How does it relate to the idea of “strong female char-
11:00 AM - 11:50 AM
LABOR OF LOVE: WHY WOMEN MAKE TRANSFORMATIVE WORKS [L2]
Fanfiction readers and writers keep a fandom alive online, whether the readers comment on an existing story or make a request for a new story. The majority of people in the fanfiction world are educated, successful women in their mid-to-late 30s. What draws them to read and/or write these works of transformative fiction? Why do they keep writing, long after a movie, television show, or book series is complete?
Julian Bliss, Rachael Vaughn, Tegan Mulholland, Torra Kimbul

EVERYTHING I THOUGHT I KNEW ABOUT FASHION HISTORY WAS MADE UP BY VICTORIANS [L3]
The only people who enjoy making up “facts” about customs more than Hollywood are turn-of-the-century Victorians. Unfortunately, stereotype from both come up in the otherwise delightful world of amateur costuming. This presentation cordially invites us all to recalibrate our ideas of what is possible in places and times that don’t directly mirror ours. There will be time for questions, but those with queries must be willing to share (or make up!) the story behind a piece of clothing they’re wearing.
Caroline Willis, Sarah Rocheleau

STRENGTH IN FEMALE CHARACTERS IN YOUNG ADULT LITERATURE [RM204]
Strength in female characters comes in all levels and flavors throughout the history of myth and fiction. It is particularly important to portray strong female young adult characters in today’s young adult fiction genre; girls and young teens often identify with these characters. Do authors have a responsibility to their young readers to supply positive role models? Discuss this question and more at this panel, and form your own opinion.
Faith McKay, Phoebe Kitanidis, Suzanne Brahm, Tori Centanni

GEEK GIRL STYLE: DEMANDING RECOGNITION IN THE FASHION WORLD [RM301]
Remember when buying a Star Wars T-shirt meant settling for a men’s small because there were no women’s sizes? Now pop-culture-themed fashion and accessories include more items for women, thanks to brands like Her Universe; they have shown companies that a geek girl market exists. However, there is much to be done. We will discuss the growth of pop-culture-themed fashion and accessories for women, where you can find these items, what areas need improvement, and how recognizing geek girls in fashion empowers fangirls in a predominantly male market.
Amy Ratcliffe, Elizabeth Giorgi, Jed Seigle, Jon Kay, Kaitlin Stewart, Lisa Granshaw

11:00 AM - 12:20 PM
OCTOBIANIA, THE BLACK HEROINE, AND WONDER WOMAN: A COMIC HISTORY IN THREE PRESENTATIONS [RM302]
Comic book heroines and their place in history: where do they come from? We’ll discuss the 1940s creation of the now-iconic Wonder Woman; 60s-era Czechoslovakia and the twisted tale of Octoibiania, including her convoluted emergence to the world of comics; and the impacts of Black superheroines on Black college students. Get set for a wild—and informative—ride!
Erin Lovejoy-Guron, Grace Gibson, Jose Alaniz

12:00 PM - 12:50 PM
GEEKS IN EDUCATION [L2]
How does your inner geek shine through when you’re teaching, or when you’re taking a class of any sort? Are there certain exercises in which you use geek pop culture to get a discussion started or answer a question? We have gathered a panel of educators to exchange and discuss the geekdom that teachers and their students have successfully integrated into their classrooms. This panel is meant for anyone interested in teaching or learning in a classroom setting.
Christina Blanch, Katherine J. Lee, Kristin Fitzsimmons, Rachel McWhorter, Ursulla Idelman

BEST OF BOTH WORLDS: CAREERS WHERE STEM MEETS THE HUMANITIES [L3]
Think you can’t get a good job in a STEM (science, technology, engineering, or mathematics) field if you’re a geek girl with a background in the humanities? Do you love both Fine Arts and Physical Sciences, and wonder if there’s a way to do both for a living? There are many interesting, challenging, and rewarding careers that let you do both. This panel will focus on those places a geek girl can find interdisciplinary options.
Amy Davis Roth, Nancy Graziano, Nicole Suglucci

YOU AND YOUR CONNECTED KID [RM301]
This workshop will cover safety, privacy, identity, and plagiarism while being media-positive and encouraging everyone to use social tools for good. Included: a hands-on profile-building session and a profile pic photo shoot! Parents will learn the benefits of a social media presence, protecting their child’s identity, and teaching them how to protect themselves. Teens and tweens will learn about different social media, what’s TM and what’s enough, online behavior’s consequences IRL, bullying and trolling, and how to shine up that profile for college and career fields.
Betsy Brock, Maile Martinez

WITCHES, PRINCESSES, AND WARRIOR MAIDENS: EXPLORING THE ARCHETYPES OF WOMEN IN FANTASY [RM303]
Join this panel discussion on what went into creating the new exhibit “Fantasy: Worlds of Myth and Magic” at the EMP. The exhibit contains hands-on installations that include world building and mapmaking, and legendary pop culture artifacts such as iconic costumes from The Wizard of Oz, Xena: Warrior Princess, Labyrinth, and The Princess Bride. The panel of writers and guests will also discuss the various roles and archetypes that women have played in fantasy literature, film, and pop culture over the last century.
Jane Espenson, Jason Emmons, Brooks Peck, more TBA

1:00 PM - 1:50 PM
MAKING GIANT ROBOTS GO: METEOR AND THE BUSINESS AND FUN OF ONLINE GAMES [L2]
Meteor Entertainment is unique in the games industry in the number of women in prominent management and development roles. This presentation features insights on careers within the games industry from Torrie Dorrell (Chief Revenue Officer), Paula Cuneo (VP, Marketing), Sarah

CHECK IT OUT:

DIVAS, DAMES, & DAREDEVILS
12:30 PM - 1:20 PM [RM302]
Wonder Woman is always thought of as the first superheroine of comic books. In reality, a number of powerful female heroes preceded her in the early days of comics but have now been largely forgotten. From warrior queens to intergalactic explorers, goddesses to crafty reporters, these daring women were independent and brave, and lived lives of adventure. Why did they disappear from comics for over two decades? We’ll look at several “lost” heroines to trace the history of these forgotten comic book female.
Mike Madrid

CHECK IT OUT:

RACE IN COSTUMING AND PERFORMANCE
11:00 AM - 11:50 AM [RM303]
Chaka Cumberbatch, professional cosplayer and author of “I’m a Black Female Cosplayer and Some People Hate It,” discusses appropriation, appreciation, and race in costuming and performance in an attempt to proactively and positively combat racism.
Chaka Cumberbatch
**SATURDAY SCHEDULE**

**SELF-DEFENSE WORKSHOP AND CV DAZZLE MAKEUP TUTORIAL [LL3]**
Create an avant-garde “CV Dazzle” look with Seattle artist Bronwyn Lewis as part of a make-up tutorial that will teach participants how to apply makeup to prevent one’s face from getting picked up by face detection software. This program will discuss the history of “dazzle” camouflage, computer vision, and facial recognition software to address issues of privacy, political dissent, and sociocultural norms of beauty, as well as prescribed ideas of femininity and masculinity in technology.

*Any McCullough, Bronwyn Lewis*

**CRAFT EXPLOSION!: CRAFT BOOKS AND KITS BY BECKER&MAYER! [RM204]**
becker&mayer!, the leading creator, producer, and manufacturer of innovative nonfiction books, presents this panel of publishing experts talking about the book-making process and explaining how best-selling nonfiction science fiction titles are produced. Some of the steps include: the idea-generation process, finding an expert author, working with collectors to include never-before-seen memorabilia and imagery, creating a captivating design that best emulates the subject before-seen memorabilia and imagery, creating a captivating design that best emulates the subject. The panel will discuss the history of “dazzle” camouflage, computer vision, and facial recognition software to address issues of privacy, political dissent, and sociocultural norms of beauty, as well as prescribed ideas of femininity and masculinity in technology.

*Anya McCullough, Bronwyn Lewis*

**KIDS OF THE NEW NORMAL: QUEER FAMILIES AND THEIR CHILDREN IN POPULAR CULTURE [RM301]**
What would it mean for popular culture to help us imagine different forms of (gender)queer kinship and parenting? By exploring together how we could tell more complex stories about queer parents and gender-creative children, this panel will generate discussion on the ways that popular culture can help us (re)imagine possibilities and work for social justice, instead of reinvesting in dominant narratives.

*Hélène Frohard-Dourlent*

**CHANGING CULTURE IN MAINSTREAM AND ALTERNATIVE SPACES [RM303]**
Conventional culture can need community, influence industry, provide marketing opportunities, foster career development, and challenge perspectives. But when difficult conversations regarding representation, gender, race, or ability are met with hostility by event organizers, industry leaders, and by geeks themselves, do we continue to show up to these larger spaces? Is it more productive to create alternatives? Where is action most effective? Panelists will discuss where we draw the line, best use our energies, or vote with our dollars as community organizers, creators, speakers, and activists. We will talk about what constitutes a safe space, how to set an example, send a message, and work for social justice, instead of reinvesting in dominant narratives. The panel will discuss the history of “dazzle” camouflage, computer vision, and facial recognition software to address issues of privacy, political dissent, and sociocultural norms of beauty, as well as prescribed ideas of femininity and masculinity in technology.

*Ashley Cook, Charles “Zan” Christensen, Kevin Boze, Leia Weathington*

**ANYTHING THAT LOVES: COMICS BEYOND “GAY” AND “STRAIGHT”**
* 2:00 PM - 2:50 PM [RM303]
The comics anthology Anything That Loves assembles 30 creators to delve into the complex world of sexuality that exists outside of the gay/straight binary. It hopes to expose some myths, correct some misconceptions, and bring together an often-splintered LGBT community in a new way. Join editor Charles “Zan” Christensen for a discussion of the origins of the project, why it’s important, and the challenges of being a bisexual storyteller. This panel is age 18+. 

*Rob Salkowitz, Shoshana Kessock*

**Hiding in Plain Sight: Face Detection**
* 2:30 PM - 3:20 PM [RM301]
Sometimes you just need to know who the person is in front of you. Come join these women for an overview of the work Meteor Entertainment does in the gaming industry, and how it relates to creating a gaming haven for women.

*Amanda Richardson, Danielle Davis, Paula Cuneo, Sarah Novotny, Torrie Dorell*

**Hiding in Plain Sight: Face Detection**
* 1:30 PM - 2:20 PM [RM302]
Do you have any astronomy questions? This is your time to ask! You can find out anything, from the fate of the universe, to the likelihood of aliens to the best planet to colonize, to how to become an astronaut. Kids and adults alike are encouraged to attend and ask questions!

*Jennifer K. Stuller, Jo Jo Stilletto, K.T. Bradford, Rob Salkowitz, Shoshana Kessock*

**1:00 PM - 2:50 PM [RM302]**
**FEMALE CHARACTERS IN GAME DESIGN [LL2]**
Join a media critic, a games consultant, and game designers as they discuss issues of inclusivity in game design. What obstacles are there to diverse representations of female characters? How can game designers ensure accessibility in gaming and in character creation?

*Anita Sarkeesian, Elsa Sjunnesson-Henry, Kimberly Voll, Shoshana Kessock*

**Ouch! It Hurts Where??? [LL3]**
* 2:00 PM - 2:50 PM [RM302]
For all those time you were traipsing through the woods and your mask hid that root you just tripped over! Here are tips and ideas to help you recover from a raucous weekend of LARPing, partying, or sword fighting. This panel will break down the basic anatomy of the most common injuries and what happens in the body when you injure yourself. You’ll learn what inflammation and sprains really are! 

*Dr. Virginia Morris*

**INTRO TO COSTUME CRAFT AND COSPLAY [RM204]**
* 1:00 PM - 2:50 PM [RM204]
Cosplay or costuming? The Crafters In Disguise blog will discuss cosplay craft from different approaches. What is “cosplay,” what is “costuming,” and how are they similar or different? They aim to create a space for all types of nerds to connect in a positive way.

*Meg Humphrey, Terra Clarke Olsen*

**MAKING SCIENCE FUN FOR GIRLS, BOYS, AND EVERYONE [RM301]**
* 3:00 PM - 3:50 PM [RM301]
In this hands-on, participatory demonstration, everyone will walk away with some tools and ideas for ways to make science more fun for the kids in their lives. Holly Coiga and Alice Enevoldsen from the Pacific Science Center will share some of the psychology influencing how they teach, and the new research by SciGirls about some of the things that help girls succeed in science.

*Alice Enevoldsen, Holly Coiga*

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Join a media critic, a games consultant, and game designers as they discuss issues of inclusivity in game design. What obstacles are there to diverse representations of female characters? How can game designers ensure accessibility in gaming and in character creation?

*Anita Sarkeesian, Elsa Sjunnesson-Henry, Kimberly Voll, Shoshana Kessock*

**Ouch! It Hurts Where??? [LL3]**
* 2:00 PM - 2:50 PM [RM302]
For all those time you were traipsing through the woods and your mask hid that root you just tripped over! Here are tips and ideas to help you recover from a raucous weekend of LARPing, partying, or sword fighting. This panel will break down the basic anatomy of the most common injuries and what happens in the body when you injure yourself. You’ll learn what inflammation and sprains really are! 

*Dr. Virginia Morris*

**INTRO TO COSTUME CRAFT AND COSPLAY [RM204]**
* 1:00 PM - 2:50 PM [RM204]
Cosplay or costuming? The Crafters In Disguise blog will discuss cosplay craft from different approaches. What is “cosplay,” what is “costuming,” and how are they similar or different? They aim to create a space for all types of nerds to connect in a positive way.

*Meg Humphrey, Terra Clarke Olsen*
You don't need to get hired in the game industry to make video games! In this fast-paced experimental workshop, game developers from Ubisoft will show you how to design a game on paper before you build it. Participants will learn the basics of game-making through conception and prototyping and be given suggestions and tools for taking their idea from paper to pixels.

Ceri Young, Jill Murray, Kris Brown

**MAKING YOUR WEBSITE A HATE-FREE ZONE: ADVICE FOR CREATING SAFE SPACES ONLINE [LL3]**

The internet can be a brutal place, and a lot of that brutality is directed towards women—often for no other reason than having the audacity to exist in a traditionally male space. There is a pressing need for safe spaces online, not just for women but also for LGBTQ persons, disabled persons, people of color, people of size, and so on. This panel will talk about creating and protecting safe spaces, as well as dealing with the potentially negative fallout of designating your website a safe space.

Cora Harrington

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**THE PSYCHOLOGY OF COSPLAY: CULTURE, CONSENT, AND MISCONCEPTIONS [RM301]**

Cosplayers are receiving more attention recently in the media, from high-profile reality shows to small-scale local projects drawing more and more attention to this cultural practice. What are the fundamental reasons to cosplay? What are the psychological commonalities among people that wear costumes as part of their fandom? What are the repercussions—both positive and negative—of participating in this subculture? Clinical psychologist Dr. Andrea Letamendi (UCLA; Batgirl) discusses these issues and shares the results of an intensive research study of over 800 cosplayers. Costumes encouraged!

Andrea Letamendi, Chaka Cumberbatch, Jessica Merizan, Kimi Hughes

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**THE MAKING OF**

**GETTING CHEEKY: THE MAKING OF HUSBANDS**

Co-creator Jane Espenson discusses the successful release of the newest episodes of the award-winning series Husbands through CW Seed. And in his first appearance for the show, director Eli Gonda joins Espenson for a special look behind the scenes at the fun that went into the making of the new material. They will also discuss the future of the series and take questions from attendees.

Eli Gonda, Jane Espenson

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**THE MAKING OF**

**GIRL POWER: WHEN THE LADIES TEAM UP [LL2]**

Do all female teams give female characters a chance to shine when they might normally be overshadowed by male teammates? Are they pandering? Are they fan service? We will look at a variety of teams such as Brian Wood’s new X-Men book, The Powerpuff Girls, My Little Pony, Xena and Gabrielle, Bridesmaids, Sucker Punch, and others. We’ll also discuss how media influences girls and boys in terms of empowerment and the depiction of women.

Joshua Covey, Luke Turpeinen, Mariah Huehner, Samantha Cross

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**LEVEL ONE to enter and find out more. We can’t wait to see what you come up with!**

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Andrea Letamendi, Chaka Cumberbatch, Jessica Merizan, Kimi Hughes
**FAN STUDIES: PAST, PRESENT, AND FUTURE(S) [RM302]**
Fan studies emerged out of intersections in television studies, feminist and queer theory, and (sub)cultural studies in the early 1990s. It has since grown into a robust and diverse field of scholarly work on fan communities and the transformative works they circulate. This roundtable conversation will survey the history of fan studies, discuss trends in contemporary fan scholarship (anti-fandom, fan labor, etc.), and speculate on the future(s) of the field.
Anne Jamison, Jennifer K. Stuller, Julie Levin Russo, Suzanne Scott

**6:00 PM - 6:50 PM CROWDFUNDING WITHOUT LOSING YOUR MIND [LL2]**
Don't know your GoFundMe from your Kickstarter? Have a dream project that needs a little financial push and a lot of love from the community? If you’re intimidated by the numbers, setting up a great pitch, filming your video, or getting out of the planning phase, there are people who want to help. Planning before you start is just a part of the process. If you need to know it all, this is the session for you.
Julie Haehn, Lillian Cohen-Moore, Nicole Lindroos, Shanna Germain

**BEYOND TOMORROW: EMPOWERING female makers and fans [L3]**
Fandom has grown in size and presence over the years to become a powerful force. Now more than ever, fans are creating their own fan art and sharing it with the world online. Women are at the forefront of this fan movement. In this panel format we will discuss the success of YouTube channels, the changing roles of women within the world of online fan fiction and publication, and gender bending in cosplay.
Heather Hobma, Jessica Bay, Kelaine Devine

**FAT GIRL: FAN GIRL [RM301]**
Most female geek heroes are a certain idealized body type: tall, skinny, buxom. The vast majority of female geek-wear is marketed to a similar shape. This can make it maddeningly hard to feel included in parts of fandom. We will discuss whether this is a product of size-bias against curvy costumes on bigger girls and share the best places to get geeky T-shirts higher in size than Junior Large.
Haviva Avirom, Jo Jo Stiletto, Rachelle Abellar, Teka England

**6:30 PM - 7:20 PM INTERACTION DESIGN: MAKE YOUR WORLD EASIER TO USE [RM204]**
Are you passionate about technology and art or design? Do you want to find a career where you can have a hands-on, positive impact on people's lives? Interaction design (also known as user experience design) is a field that brings together principles of computer science, graphic design, and psychology. In this hands-on workshop, you'll get a taste of what the field is all about, and a few example rules that interaction designers apply when doing their work.
Cheryl Platz

**IS STAR TREK A FEMINIST UTOPIA? [RM302]**
Star Trek creates a utopian vision of the future, but do the traditional groups still come out ahead? How was violence against women depicted? Would anything have been different if there had been regular gay characters? What would a more feminist Trek universe look like and how is that being created in fandom? We will discuss whether the Star Trek universe is a feminist utopia or if there's still a lot of work to be done.
Jamala Henderson, Jarrah Hodge, Mary Czerwinski, Tanya Feldman

**7:00 PM - 7:50 PM YOU SHOULD MAKE GAMES! [LL2]**
Making a video game has never been easier, and yet popular game companies are often criticized for lacking diversity. That’s why the game industry needs you! Different perspectives are crucial now more than ever, and your unique life experiences and creativity can help. Game designers Miko Chironis and Katie Chironis will use their indie and professional experience to explain how to get started, even if you’re new to design, art, and/or programming. Bring your notebook, your questions, and your passion to learn!
Katie Chironis, Miko Chardonneau

**THE NEW FEMALE FANTASY HERO [LL3]**
How does the new female hero in YA fantasy break traditional stereotypes and offer new challenges for teen readers? Are these female heroes really new or are storytellers doing a kind of role reversal, exchanging handbaggers for hand grenades? This panel takes an in-depth look at the challenges authors face when creating a female hero for modern day readers. Come add your insights and join the discussion.
Cat Rambo, Danika Dinsmore, Dia Calhoun, Janet Lee Carey

**LAUGH RIOT: COMEDY AS A TOOL OF SOCIAL CHANGE [RM301]**
Despite the “humorless feminist” strawman, more and more feminists have been making good use of comedy on TV, on stage, and online to combat oppression, to fight for women’s rights, and sometimes just to cope with the misogyny we see every day in the media and in our day-to-day lives. How can we all use humor to combat sexism and other forms of bigotry?
Amanda Marcotte, Kate Harding, Luvvie Ajayi, Rebecca Watson

**READY TO WEAR SUPERHERO [RM303]**
The purpose of ready-to-wear superhero, Disneybound, or costume cosplay fashions is to reflect (but not mimic) a character’s costume. See a runway show of character-inspired fashions from comics, movies, television, and video games including the Avengers, the Justice League, Star Trek, Arrow, and Game of Thrones. After the fashion show, our panelist-models will discuss how they put together looks, and go over tips for building your own—no matter which characters or fandoms you choose.
@WonderAll, Anika Dane, Caroline Pruett, Kristine Hassell, Stefanie G. Kahler, Suzanne Walker, Vanessa Smith

**7:30 PM - 8:20 PM RULE 63 COSTUMING: THE WHYS AND HOWS OF GENDERBENDING [RM204]**
For every given male character, there is a female version. Why do some women dress as Supergirl’sm not Supergirl? We’ll talk about gender-bending versus cross-play. We’ll also explore what makes a good gender-flipped character or costume design. It doesn’t have to be sexualized to be fun and fabulous.
Jonnalyn Wolfcat Pratt, Toney Stenmark

**INSIDE THE LIZZIE BENNET DIARIES [RM302]**
The Lizzie Bennet Diaries was a ground-breaking modern-day transmedia adaptation of Pride and Prejudice applauded for its portrayal of female friendships in the context of a classic love story. Less widely known is that women were leaders in nearly every aspect of the production behind the scenes. Whether you’re a fan, aspiring web creator, or transmedia veteran, come talk to the women who helped bring Lizzie to life.
Alexandra Edwards, Jenni Powell, Kate Rorick, Katie Moest, Margaret Dunlap

**8:00 PM - 8:50 PM MORE THAN SKIN-DEEP: FANDOM, WOMEN, AND GEEK TATTOOS [LL2]**
More women than ever have tattoos these days, and there’s nothing like the joy of a perfect stranger recognizing the geek tattoo on your arm. We’ll explore historical and sociological theories of tattoos with personal experience to explore and celebrate geek tattoos, with an emphasis on exploring why geek tattoos might be of particular importance to geek women. Get a pic of your tat to share with the GeekGirlCon world!
AJ Burgin, Steve Stone, Steve Costa, Taylor Bouliware

**A DIGNIFIED READING FROM NEEDLES & ARTIFICE [LL3]**
Needles and Artifice: A Refined Adventure Story with Ingenious Knitting Patterns is not only a knitting book with an extremely long title: it’s a steampunk adventure novel as well! Come hear a reading from the book to be followed with a Q&A from some of the twelve authors about steampunk, knitwear design, co-writing fiction, and anything else that comes up.
Aimee Skeers, Jen Schrupsena, Sara Loew, Valerie DePietro

**GEEKS FOR POETRY, POETRY FOR GEEKS [RM301]**
Join Redmond, Washington’s poet laureate, Jeannine Hall Gailey, to discuss how poetry can work for geeks, and how geeks can learn to love poetry. From comic book persona poems for the writer to code-based poems for the computer geek, learn how to write for a geek audience, ways poetry can be geek-friendly, and good places to publish “geek-themed” poetry.
Alexander James Adama, Elizabeth Guizzetti, Jeannine Hall Gailey, Sandra M. Odell

**WHERE NO MAN HAS GONE BEFORE: THE SHOW [RM303]**
Where No Man Has Gone Before is a fully impro-
CHECK IT OUT:
DIY SCIENCE ZONE
HOURS: SATURDAY 9:00 AM - 5:00 PM & SUNDAY 9:00 AM - 2:00 PM
LOCATED ON LEVEL 3

Come on down to the Do-It-Yourself Science Zone! A team of trained GeekGirlCon scientists will be on hand to explain, demonstrate, and expound on the theories you’re experiencing. Don’t miss your chance to be a GeekGirlCon scientist!

What will the zone offer?
- DNA extraction made easy!
- Are you bitter? A genetic taste test.
- Magic breath! Acid-base chemistry of the body.
- CSI: GGC! Finding latent prints using ninhydrin.
- Coffee ground fossils! Perfect for Seattle.
- Neuron know-how! Build your own & learn how they work.
- Slime-to-go! Make your own bag of goo.
- Making craters! Please bring your own sound effects.
- Dancing raisins! No choreography skills required.
- Nature notebooks! A mix of art & nature.

Attendees will be given an Exploration Tracker to document the completion of experiments. This tracker doubles as a prize entry, thanks to the support of ThinkGeek! By completing 3 projects, attendees could win a Portal 2 PotatoSkin Science Kit, an Edible Chemistry Kit, or the Common Cold!

Not only will attendees get hands-on experience, they’ll get to work side-by-side with scientists and science teachers. Why is this side-by-side interaction important?

“I tend to forget that most people don’t know scientists personally or ever meet them. Is it any wonder that, when asked to draw a scientist, many kids draw an older white dude with Doc Brown hair? It’s pervasive enough that characters on The Big Bang Theory were going to be in lab coats before the showrunners met actual science graduate students and realized that t-shirts and jeans were more common.

One way to combat that stereotype is to let people meet actual scientists. . . . We’ve got younger and older scientists. Most of our team is female; many are not Caucasian. I want people to realize that science is open to anyone.”

–Dr. Stephen Granade, DIY Science Zone volunteer

DIY Exploration Tracker

Get a punch for each experiment you do!

- Finish 3 experiments for a chance to win ThinkGeek stuff! Return this card to a zone scientist and attend the prize drawings at 6PM on Saturday and 2PM on Sunday. You must be present to win.

8:30 PM - 9:20 PM
YURI ANIME/MANGA BATTLE! [RM204]
Get ready to rumble anime and manga style! Team up with your like-minded peers and answer trivia questions related to yuri anime and manga. See who knows more about each subject—and learn a lot of awesome facts in the process! If you come a little late, join a team if you know the answer. Prizes for the team who knows the most, so come get bragging rights for the epic battle!

Kristen Enos

STANDARD ACTION THE WEBSERIES: SEASON 2 SCREENING AND PANEL [RM302]
The second season of Standard Action debuted on YouTube with a bang in December 2012 to continue the story of four misfit adventurers as they bumble through their quest to save the world from evil. Come and see select episodes from season 2 and ask the team questions about the story, the Standard Action world, and their process. Hear about the Standard Action webcomic, the card game, and what’s coming next in the Standard Action world... like season 3!

Edwin Perez, Jennifer Lyseng, Joanna Gaskell, Rob Hunt, Tara Pratt, Vanessa Driveness

9:00 PM - 9:50 PM
IMAGINARY FRIENDS SCREENING AND PANEL [RM303]
Two loners keep to themselves in Seattle, along with their imaginary friends—until they find each other. Imaginary Friends is a new web series that just started airing this year on YouTube. See a screening of the series, become its newest fans, and meet the people involved in its creation and production.

Amy Mayes, Andre Nelson, Katherine Jett, Monika Holm, Sara Porksob, Thom Morgan

PANEL [RM303]
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9:00 PM - 10:20 PM
SHOW ME HOW TO NERDLESQUE [RM301]
Nerdlesque is a fantastical alchemy combining burlesque and sexy, brave, beautiful nerds of all shapes, sexes, and sizes. Phasers replace feather boas and D20s replace pastie tassels in this trend of modern burlesque. This session will cover a brief history, the art of the tease, how to get started, performer ethics, costumes, and more. Come willing to explore the sexy side of your favorite obsessions in a safe, supportive environment. This is an 18+ class.

Jo Jo Stiletto, Rebecca M. Davis, Sailor St. Claire, Scarlett O’Hairdye

10:00 PM - 10:50 PM
THE GAMERS: HANDS OF FATE – SCREENING AND PANEL [RM303]
The follow-up film to cult hits The Gamers and The Gamers: Dorkness Rising, filmmakers at ZOE tackle misogyny in geek culture with humor and heart. Inspired by abuse endured by female gamers, the film follows CCG player Natalie’s fight to save her game, while within the game, hero Myriad attempts to save her kingdom. The producer and cast will discuss the making of and show clips from film. Don’t miss the Q&A, and discuss the questions raised by the film.

Ben Dobyns, Samara Lerman, Sarah Corn, Trin Miller

9:30 PM - 10:20 PM
GEEK SEEKERS SCREENING AND PANEL [RM302]
Web series are gaining in popularity all over the world, gaining fans who don’t get enough programming for their preferences on network television. Geek Seekers is one of those web series, and GeekGirlCon has a screening to get you started! Join the co-hosts and director for a discussion after the screening on web series, ghosts, Bigfoot, and gaming.

Jennifer Page, Max Holechek, Monta Cook
Visit www.facebook.com/SmoochesAndScience to learn about our coming shows!

Taking awesome photos? Share them by adding to our Flickr group:

flickr.com/groups/geekgirlcon

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**ROOM MAGAZINE**
Canada’s Oldest Literary Journal BY and ABOUT Women

**CALL FOR SUBMISSIONS!**

**ROOM 37.3: SEEK GIRLS**

From graphic literature to video game poetry to commentaries on geek culture, ROOM wants your geekiest writing and artwork for our Fall 2014 issue.

**Accepting Submissions Of:**
CNF, poetry, fiction, comics, graphic literature, & social commentary / criticism

**Deadline: January 31, 2014**

Please mark your submissions as SEEK GIRLS to the attention of Meghan Bell.

All artwork must be greyscale & files must be less than 5 MB. If accepted, we will contact you for high resolution files.

We also accept fiction, poetry & creative non-fiction on any theme at any time throughout the year. For more information on upcoming calls for submissions, visit: www.roommagazine.com
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Matthias Grünwald, Isenheim Altarpiece (detail), 1512-1516

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BITING DOG PUBLICATIONS
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http://geekgirlcon.com/con/survey
SUNDAY, OCTOBER 20, 2013

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<tr>
<th>Time</th>
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<td>Geek Girls in Higher Education</td>
<td>Writing for Role-Playing Games</td>
<td>The Changing Role of the Character of Color</td>
<td>Buffy the Vampire Slayer &amp; Fan Phenomena</td>
<td>Romance Is a Feminist Genre</td>
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<td>11:30 AM</td>
<td>How to (or Should You?) Start a Geek Business</td>
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<td>A Book of One’s Own: How to Make a Zine</td>
<td>Spotlight on Kelly Sue DeConnick</td>
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<td>12:00 PM</td>
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<td>Bringing Your Writing to Life with the Spoken Word</td>
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<td>All the Real Girls: Creating Real Girls in Comics</td>
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<td>QUEER GEEK: Women in Gaymer Communities</td>
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<td>Ladies of the 80s Sing Along</td>
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10:00 AM - 10:50 AM
GEEK GIRLS IN HIGHER EDUCATION [LL2]
Women in interactive media design in higher education have a unique set of barriers both within and outside the classroom. Gender stereotypes played out in the school setting can be a hindrance to gaining much-needed experience and can make team work challenging. Traditional recruitment tactics can make entrance into some programs difficult for underrepresented groups. Our specialty is exploring the intersection between people and technology, emphasizing technology as a way to engage in conversations of social justice.
Aina Braxton, Cora Walker, Eysssa Grant, Emma Clithero-Michaels, Eva Hoerth, Simone de Rochefort

WRITING FOR ROLE-PLAYING GAMES [LL3]
Learn tips and tricks to break into writing for the role-playing game world! Writers who want to start working for RPG companies, players who are interested in topics of diversity and inclusiveness, and geeks of all stripes who want a behind the scenes look at RPG writing will enjoy this panel. There will be lots of time for Q&A, and hopefully you’ll get that push you’ve been looking for to get into RPG writing.
Amber Scott

THE CHANGING ROLE OF THE CHARACTER OF COLOR [RM204]
The disposable Character of Color trope seems to have disappeared from Hollywood’s horror, sci-fi, and fantasy offerings. Is this gone for good, or has it simply been replaced by new tropes of the comic-relief sidekick and the self-sacrificing savior? Have these genres exchanged one form of disposability with another? Is the Character of Color fully formed, or just a prop for white main characters? Panelists will discuss numerous examples of Characters of Color to probe changing tropes.
Danielle Lee, Kristine Hassell, Lali Derosier, Raychelle Burks, Stephen Granade

BUFFY THE VAMPIRE SLAYER & FAN PHENOMENA [RM301/302]
Few could have predicted the enduring affection inspired by Joss Whedon’s television series Buffy the Vampire Slayer. With its origins in a script Whedon wrote for a 1992 feature film of the same name, the series far outpaced its source material. Fan Phenomena: Buffy the Vampire Slayer explores how this continued devotion is internalized, celebrated, and critiqued. Learn how the show permeates our cultural consciousness through new narrative, academia, language, and political activism.
Amy Peloff, Clinton McClung, Jane Espenson, Jennifer K. Stuller, Jo Jo Stiletto, Suzanne Scott

ROMANCE IS A FEMINIST GENRE [RM303]
Romance is sometimes sneered at, even among women who think romance novels only contain helpless females in need of rescue. Nothing could be further from the truth. Join a lineup of writers from the world of romance and fandom and learn how “romance” is really just another word for a great ‘ship. We’ll examine our favorite geeky romances of canon and fandom, and how they are empowering for all women.
Barbara Caridad Ferrer, Corrina Lawson, Karen Harbaugh, Katt S, Suzette Chan

11:00 AM - 11:50 AM
HOW TO BUILD INCLUSIVE & WELCOMING GAME COMMUNITIES [LL2]
Always enjoyed playing board games? Love the idea of painting miniatures? How do you create your own gaming meet-ups? Our panelists will give you

CHECK IT OUT:
KAREN PRELL: THE CAREER OF A MUPPETEE
11:00 AM - 11:50 AM [RM301/302]
Karen Prell has been part of the Jim Henson family since 1980, performing first on Sesame Street, and later as Red Fraggle on Fraggle Rock, and The Worm in the film Labyrinth. Since then, Prell has become a computer animator and a game animator. There will also be an exclusive performance by Red Fraggle— not to be missed!
Karen Prell, Red Fraggle

SUNDAY SCHEDULE

23
tips on creating game groups, finding public game meet-ups, and enjoying gaming conventions as a newbie. Want to be a better organizer? We’ll work with you to build positivity in your current groups, how to find new players, and how to encourage their participation.

Donna Prior

AUTHENTIC AVATARS: YOUR VIRTUAL EXISTENCE AND SUPERPOWERS [LL3]
Your avatar—your own personal brand—is a visual and visceral representation of you. Discover how to create an expressive, consistent, and genuine avatar appearance that articulates your authentic motivation and differentiates you, your cause, and your business from other avatars. Learn how to build a team of superheroes through positive and productive attraction, dedication, and inspiration to make the most of their innovative abilities for good.

Renne Eniko Brook-Richmond

ESPERANTO: LA INTERNACIA LINGVO [RM204]
An estimated two million people worldwide speak Esperanto, a “bridge language” designed 150 years ago to bring culturally and geographically diverse people together. If you’re unfamiliar with Esperanto, this presentation will show you how the language works, and also how learning this auxiliary language can help you connect with people all over the world. And if you’re already an enthusiast, stop by to see interesting Esperanto artifacts and hear some amusing historical anecdotes.

Jessica Woodbridge

GEEK GIRL JOBS: THE WOMEN OF EMP MUSEUM [RM303]
Four representatives of the EMP Museum’s departments—including programming, exhibit design, artifact preservation, and interactive design—will be on hand to answer questions about their work, the EMP Museum, and the inner workings of the EMP. Each presenter will discuss the work they do behind EMP exhibits and events and what it took to land in the career of their choosing.

Addy Frolich, Aileen Adams, Ariane Westin-McCaw, Melissa Robinson

12:00 PM - 12:50 PM GAMING AND COMICS PANEL [LL2]
This panel will roll the dice, slay the ogre, and even share comics its panelists have created based on the mechanics of board games. Various creators will talk about how gaming plays into their creative process, such as in character creation, world-building, and pulling the reader back in for multiple plays/readings. If any of these topics intrigue you, you can’t miss this panel!

Donna Almendrala, Jen Van Meter, Jen Vaughn, Kristy Valenti

WOMEN IN COMICS: WHAT’S LEFT TO DO [LL3]
Founded in 1998, Sequential Tart has been a constant supporter of women in all facets of comics, from creators to fans. The all-woman, multi-faceted volunteer staff that creates the content every week has been witness to a lot of change for the better in the industry, but there is more to do. This panel will discuss the current state of women in comics and how that could improve.

Carrina Lawson, Sheena McNeil, Stephanie Chan, Suzette Chan

BUILDING THE MYSTERY: A CHARACTER CREATION WORKSHOP [RM204]
Join the Talaria Press (TaP) founder team for a fun, interactive discussion of what makes an interesting character. Hear insights from our TaP authors on the character creation process. Following our brief chat, we’ll turn the reins over to you. Help us create a fantastic new character to feature prominently in an upcoming TaP anthology! All participants will also be named in the acknowledgements of the anthology and in promotional postings on our website.

Garth Reaaby, H.L. Reaaby, Quiana Kirkland, Ren Cummins

LIFE AS A LONE WOLF: TIPS FOR A SUCCESSFUL FREELANCE CAREER [RM303]
Working for yourself can be tricky. It’s tough to wear every hat in a budding business. Everything from dealing with taxes to keeping motivated and maintaining your creativity can be a challenge when working on your own. We explore how to draw the lines between work and play, when to work for free, creating your own opportunities, and figuring out where to invest your time—all while keeping your sanity intact.

Bonnie Burton, Hilary Heskett Shapiro, Holly Conrad, Jessica Merizan, Mielyn Fitzwater Barrows

CHECK IT OUT:
SPOTLIGHT ON DENISE CROSBY [LL3]
GeekGirlCon ‘13 is proud to announce the appearance of Denise Crosby! Known to legions of Star Trek: The Next Generation fans as Lt. Tasha Yar, Crosby has worked steadily in TV and films throughout her career. She will also be signing autographs and taking pictures in the Exhibitor Hall on Saturday and Sunday.

Denise Crosby, moderated by Jamala Henderson

UNLEASH YOUR INNER SUPERHERO: COURAGE GUARANTEED, CAPE OPTIONAL [LL3]
Who hasn’t wanted to live a bold, brave life like Wonder Woman or Lara Croft? Most times the only thing stopping us from doing great things is fear. In this workshop, participants will work out their courage muscle and learn how to develop a better relationship with fear. Knowing how to feel the fear and do it anyway will help participants realize their full potential.

Kai Soremekun

A BOOK OF ONE’S OWN: HOW TO MAKE A ZINE [RM204]
Create your own zine! We will share a little history (especially of local zines), explain the different ways that one can make them, and what you need to complete your own zine. Following creation, we’ll cover distribution, trades, and buyers—everything you need to be on your way to publishing your own zine.

Brenanne Boland

A COMMUNITY DIVIDED: BULLYING WITHIN THE COSPLAY COMMUNITY AND HOW TO SOLVE THE PROBLEM [RM303]
From 4chan to Tumblr, the Internet has created an anonymous forum where belittling and trash talk have become the norm, and standing up for someone isn’t noble. In this panel we will be discussing the types of bullying prevalent in the cosplay community, the concept of “white knighting,” our own personal experiences with bullying, and how bullying is affecting attracting potential cosplayers.

Erin Burke, Katie Murphy, Lauren Crosson, Son Young Yu

2:00 PM - 2:50 PM THE FAMILY WHO GAMES TOGETHER: GAMING WITH YOUR KIDS...AND YOUR PARENTS [LL2]
As the first generation of gamers has become parents, the perceptions and definitions of games and families began to change quickly. Do gamer girls stop being gamers when they become moms? What
about gamer dads? Did you get into games because of a parent? This panel will discuss the assumptions, perceptions, trials, and tribulations that come along with being a multi-generational gaming family. 

Ann Lemay, Jessica Merizon, Karin Weeke, Kris Schoenberg, Mel Flemming

THE TOUGHEST JOB YOU’LL EVER HATE, BUT DO ANYWAY: WORKDAY WOMEN WARRIORS [LL3]
Join Kathrynne Wolf—writer, producer, and lead actress of the action/drama web series The Scarlet Line—in a discussion of women who rely on their wits and skills rather than on superpowers. This panel will premiere clips from The Scarlet Line as examples of drawing inspiration from history and creating plausible role models for the next generations of geek girls. 

Dawn “Samm” Alden, Kathrynne Wolf

BRINGING YOUR WRITING TO LIFE WITH THE SPOKEN WORD [RM204] With hard copy publishing in an odd state of flux, one option for self-publishing is turning your stories into audio books or full-cast audio dramas. The rise of the iPod culture has created a generation ravenous for listening material, and you can tap that market. Learn to exercise your vocal cords to reach a new audience thirsty for words!

Gwendolyn Jensen-Woodard, Julie Hoverson, Kimberly Poole, Rhys Torres-Miller

#1REASONWHY: PLAY TO WIN (OR THE REAL WORLD OF WOMEN IN THE GAMES INDUSTRY) [RM301/302]
The hashtags #1ReasonWhy and #1ReasonToBe exploded on Twitter last year, exposing the challenges women face in the games industry and providing a platform for women to affirm their love for making games. Panelists will relate their experiences, share wisdom they wish they had when starting out, and suggest strategies for negotiating everyday life as a woman in the games industry. If you want to work in games, whether they’re pen-and-paper or video games, you won’t want to miss this panel!

Anna Megill, Cameron Harris, Filamena Young, Jennifer Brandes Hepler Jessica Price, Regina Buenoaca

ALL THE REAL GIRLS: CREATING REAL GIRLS IN COMICS [RM303] Comic books aren’t just made up of superhero-rearing revealing outfits and bending in strange and unnatural ways. There are a slew of real girls in comics. Join comic book creators and editors as they discuss the ways in which all kinds of girls make it to the page and the ways in which we still have to fight to take care that the industry keeps it real when writing comics with and for girls.

Cecil Castellucci, G. Willow Wilson, Hope Larson, Cecil Castellucci, Mariah Huehner, Rachel Edidin

WHERE NO WOMAN HAS GONE BEFORE: CREATION OF GEEKY THEATER BY WOMEN, FOR EVERYONE [LL3]
Seattle Experimental Theater has been bringing geeky original theatre to Seattle since 2011. This is a rare company in a difficult field, and all company staff members also happen to be kick-ass women. Join SET founder Jeannine Clarke, SET stage manager Samantha Hecker, and SET digital media coordinator and cast member Cheryl Platz as they discuss the challenges and successes of their theatrical journey.

Cheryl Platz, Jeannine Clarke, Samantha Hecker

STEAMPUNK KNITTED FASHIONS WITH THE LADIES OF MISCHIEF [RM204] Come see the innovative and attractive knitwear designs of the Ladies of Mischief! Though the book and the designs are steam-punk, the knitwear is easily incorporated into everyday outfits. The Ladies will demonstrate both daywear and steampunk ensembles utilizing the designs from their knitting book Needles and Artifice.

Aimee Skeers, Chris Bolt, Jen Schripser, Sarra Loew, Valerie DePietro

STAR WARS: MORE THAN A BOYS’ FRANCHISE [RM301/302]
New Star Wars stories—from comics and novels to television and film—often exciting avenues for female fans to experience the galaxy far, far away. Sometimes the scope of the existing franchise can seem daunting to newcomers. From cosplay to collecting to casual fandom, this panel will discuss the many opportunities for new and existing fans to enjoy Star Wars—and make new friendships along the way.

Amy Ratcliffe, Linda Hansen Raj, Meg Humphrey, Tricia Barr

LET’S HEAR IT FOR THE BOYS OF DOCTOR WHO [RM303]
In the 50-year history of Doctor Who there have been 15 male companions that have either been featured for entire seasons or over multi-episode story arcs. And that’s not counting male companions that have appeared in novels, comics, or audio plays. What, if anything, changes in the writing and the types of stories depending on the gender of the Doctor’s companions, and when are those differences a good thing or a bad thing?

Erica McGilivray, K.T. Bradford, Mac Rogers

4:00 PM - 4:50 PM QUEER GEeks: WOMEN IN GAYMER COMMUNITIES [LL2]
With the rise of the gay gamer subculture, do women feel comfortable in these queer-oriented communities? How are their experiences in these queer spaces similar to or different than in geek culture at large? Join us for a lively discussion about these new communities and how women are interacting with them.

Ashley Cook, Benjamin Williams, Crystal Frasier, Kelsey Wesley, Samantha Kalman

OPPORTUNITIES FOR WOMEN ON YOUTUBE [LL3]
Many women are turning to YouTube for myriad reasons, with an explosion of content. From geek baking shows to comic reviews to mythology to makeup tutorials: there are tons of opportunities for women in the YouTube space. Learn how to effectively use YouTube to meet your goals, whether you want to share knowledge, make money, or become a star.

Holly Conrad, Jenni Powell, Jessica Merizon, Kiri Callaghan, Margaret Dunlap, Sarah Rodriguez

(RE)CREATING FEMALE SEXUALITY IN COMICS [RM204]
Female sexuality in comics is generally perceived as wholly negative and disempowering. Panelists from a University of Washington course on women’s comics will examine how women-created comics simultaneously subvert existing representations and celebrate women’s sexuality. The goal is to engage in a community discussion of the role of female comic book creators in the industry, and inspire attendees to produce their own works.

Coren Idle, El Pauw, Kimberlee Willis-Bridges, Ryker Hodge Attili, Sierra Bott

TWO STEPS FORWARD, ONE STEP BACK: HOW FEMINISM HAS CHANGED POP CULTURE [RM303]
Popular culture has a huge impact on our identities, our beliefs about gender, race, and class, and our sense of possibility. Women’s movements and popular culture together have also affected each other, and this panel will explore the idea that feminism has permeated popular culture in a variety of ways, from rhetoric to authorship. Does the “postfeminist era” pop culture marketed to us reflect the idea that feminism has achieved its goals and served its purpose?

Amy Peloff, Andi Zeisler, more TBA

4:30 PM - 5:20 PM LADIES OF THE 80S SING ALONG [RM301/302]
This teased-hair, leg warmer-wearing, jelly-bracelet-fueled sing-along/dance party features the iconic videos (with sing along subtitles) of the goddesses of 80s pop music: Cyndi Lauper, Pat Benatar, Blondie, The Eurythmics, Janet Jackson, Debbie Gibson, and a certain material girl known as Madonna. Be prepared to get physical and be kissed deadly, hearts will be eclipsed, your love will be jumped for, voices will be carried, and girls will have fun. Oh yeah, girls will have fun.

Hosted by Clinton McClung
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<th>Time</th>
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<td>How to Build a Kick-Ass Brand on a Start-Up Budget</td>
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**SATURDAY TALKS**

**11:30 AM - 12:00 PM**

**THE PAST, PRESENT, AND FUTURE OF WOMEN IN GAMING [RM101]**

This panel includes a diverse group of women invested in addressing the game industry’s pervasive gender trouble. With an emphasis on sharing experiences and advice relevant to working and aspiring game industry professionals, and moving the conversation toward practical solutions, this roundtable discussion will address questions such as: Where do women fit into the game industry? What barriers and opportunities await those who venture into the fray?

*Carly Kocurek, Corrine Yu, Meg Stivison*

**12:30 PM - 1:00 PM**

**HOW TO BUILD A KICK-ASS BRAND ON A START-UP BUDGET [RM101]**

Emma Mcilroy, CEO of Wildfang, gives a quick rundown on building a killer brand with limited resources. Wildfang launched in March 2013 and has generated huge hype among media, influencers, and consumers. Signing up over 20,000 girls in 30 days before launch, Wildfang continues to build a strong following of young badass women in the US and overseas.

*Emma Mcilroy*

**1:30 PM - 2:00 PM**

**HOW TO BEGIN YOUR CAREER IN COMMUNITY MANAGEMENT [RM101]**

Community management is the management of a common resource by a group of people. We can give you tips on how to start a career in community management and social media marketing in the Games Industry. Come see us today!

*Melissa Dingmon, Andrea Cole*

**2:30 PM - 3:00 PM**

**PRESS KIT HACKS FOR INDIE DEVS [RM101]**

Most independent developers are focused on creating and releasing a great game, not on marketing it. But you don’t need to need to be an experienced marketer or squeeze in a lot of buzzwords to create a great press kit. Solid press resources can save you time and stress! This workshop will discuss ways for independent game developers to produce a polished press kit with indie resources.

*Meg Stivison*

**3:30 PM - 4:00 PM**

**HOW TO READ & UNDERSTAND YOUR NEXT PUBLISHING CONTRACT [RM101]**

Don’t sign that contract until you attend this panel! Katie Lane and Caitlin DiMotta, attorneys dedicated to helping creators protect their rights and
SATURDAY BOOTHS

10:00 AM - 2:00 PM
F5 NETWORKS [RM101-BOOTH]
F5, a global leader in application delivery networking based in Seattle, makes the connected world run better. In fact, you’ve probably relied on F5 products dozens of times today and didn’t even know it. F5 helps organizations meet the relentless growth demands of increasing voice, data, and video traffic in both physical data centers and the information cloud. Come discuss careers with us!
Jeanne Lewis
WASHINGTON INTERACTIVE NETWORK [RM101-BOOTH]
Washington Interactive Network (WIN) is a non-profit umbrella organization for the interactive media industry. WIN’s mission is to promote the Seattle area as a hub for interactive media, nurture our educational institutions, and grow the workforce. Join us to nurture your interaction in the media industry.

WOMEN’S FUNDING ALLIANCE [RM101-BOOTH]
Here at Women’s Funding Alliance we envision a world where all women and girls have the opportunity to live, lead, and thrive. Our mission is to build leadership, drive community investments, and accelerate systemic change to improve the lives of women and girls in Washington State. Chat with us to help us achieve our mission.
Sara Reyerson

10:00 AM - 5:00 PM
AMAZON [RM101-BOOTH]
We’re making history, and the great news is that we’ve only just begun! What do Amazon technical people do every day? It isn’t just coding. Teams at Amazon run operations for some of the largest systems in the world. Other teams build Kindles or track your orders. Amazon engineers will be there to answer your questions!

CORNISH COLLEGE OF THE ARTS [RM101-BOOTH]
Cornish College of the Arts is a four-year college in Seattle, Washington. We offer degrees in art, dance, design, music, performance production, and theater. Find us in the GeekGirlConnections Room, and discover how we can turn your passion into a career.

DIGIPEN INSTITUTE OF TECHNOLOGY [RM101-BOOTH]
DigiPen Institute of Technology, ranked by the Princeton Review as one of the top three colleges in North America for studying game design, has been located in Redmond, Washington for over a decade. DigiPen Institute of Technology is the center of one of the most rapidly developing software, game development, and technology hubs in the world. Come by and get more information about our programs.

FIRST ROBOTICS - ARCHBISHOP MURPHY HIGH SCHOOL AND CASCADE HIGH SCHOOL [RM101-BOOTH]
FIRST Robotics is a national organization with a mission to inspire youth to become science and technology leaders through mentorship programs. The Bear Bots come from Cascade High School and received the Rookie Inspiration Award in their first year of competition. Archbish- op Murphy High School’s team, Murphy’s Law, is seeded 9th out of 64 teams at the Seattle competition. Come to the booth to see two different types of robots—a large robot throwing Frisbees and a smaller robot hanging rings on pegs. Lori Hittle

ISILON STORAGE DIVISION/EMC [RM101-BOOTH]
Seattle-based EMC Isilon is the global leader in scale-out storage. Our mission is to remove the barriers that exist between businesses and their data. Come chat with us about powerful, simple ways to manage data and applications. Learn how to expect much more from your data storage.

LIFTPORT GROUP [RM101-BOOTH]
The Space Elevator was conceived by the LiftPort Group, founded in April 2003. The elevator's goal is to provide a mass transportation system to open up the vast opportunities that exist in space, many of which haven’t even been imagined yet! With the motto “Change the world or go home,” LiftPort Group strives to make change a reality. Learn how you can be a part of this fascinating space project.

MICROSOFT STUDIOS: PROJECT SPARK! [RM101-BOOTH]
Project Spark is an open-world digital canvas that enables anyone to build, play, and share whatever they can imagine. Project Spark is currently being developed by Team Dakota at Microsoft Studios. We want to share our enthusiasm for this project with you!

REEL GRRLS [RM101-BOOTH]
Reel Grrls is an award-winning nonprofit media arts and leadership training program for girls ages 9 – 19. Reel Grrls envisions a world in which women and girls have leadership roles in creating media and are represented behind and in front of the camera. Come find out how you can be or help a Reel Grrl!

THE BIG-BRAINED SUPERHEROES CLUB [RM101-BOOTH]
The Big-Brained Superheroes Club is on a mission to tap into the hidden strengths that all young people have through the exploration of STEAM. Tap into yours! Meredith Wenger

WESTERN WASHINGTON UNIVERSITY [RM101-BOOTH]
Western Washington University’s College of Sciences and Technology Scholars Program provides scholarships and supporting services to women interested in pursuing degrees in computer science or mathematics. WWU’s Association for Women in Computing Club is focused on building an empowering environment for women majoring in computer science by providing opportunities for leadership, mentoring, outreach, and professional networking. Drop by and see how these programs shape students for the world today.

1:00 PM - 5:00 PM
MOZ [RM101-BOOTH]
Moz is the world’s most popular provider of inbound marketing and social monitoring software, as well as easy-to-use tools, tutorials, and educational resources to make marketing analytics accessible to everyone. More than just a software company, Moz has built a vibrant community of over 300,000 members. Mozzers can often be found trotting the globe. We’ll share what it takes to be a Mozzer.
Emmi Jensen, Sierra Murphy, Susan Sestak
**SUNDAY TALKS**

**10:30 AM - 11:00 AM**  
**BLOGGING AND SOCIAL MEDIA WORKSHOP/Q&A [RM101]**  
We'll talk strategies for blogging and social media (content creation, discovering your target audience, building your brand, finding advertisers, etc.) and we will also offer on-the-spot critiques of attendees’ blogs, websites, or social media platforms.  
*Amber Osborne, Jann Fujikawa*

**11:30 AM - 12:00 PM**  
**USER EXPERIENCE DESIGN [RM101]**  
User experience design (aka interaction design) is a field that combines elements of computer science, graphic design, and psychology. It’s a growing and fulfilling career track that allows you to collaborate with other passionate people to improve software for the people using it. Interested? Join us for a Q&A session to learn more about this exciting and growing field!  
*Cheryl Platz*

**12:30 PM - 1:00 PM**  
**BREAKING INTO THE MEDIA INDUSTRY [RM101]**  
The media and communications industry can be difficult to navigate, especially in today’s ever-changing digital age. It’s also a traditionally male field, and hard for women to break into—but not impossible. If you have questions about how to make yourself stand out or about what it’s like to be a writer for an online publication, this panel can start answering your questions.  
*Lisa Granshaw*

**1:30 PM - 2:00 PM**  
**CAREERS IN SCIENCE [RM101]**  
Did you know that you could be a scientist when you grew up? It is possible to turn a love of discovery into a career. Trained scientists now take on a wide range of careers including professor, observer, researcher, theorist, teacher, outreach coordinator, engineer, financial analyst, writer, and more. Come explore options for advanced degrees in science, and make your dream a reality.  
*Jerry Nguyen, Morgan Woroner, Nicole Gugliucci*

**2:30 PM - 3:00 PM**  
**BIOTECHNOLOGY AND ROBOTS! [RM101]**  
Biology and robots: a match made in heaven. Robots are everywhere: movies, factories, battlefields, and our homes. Did you know that the biotechnology industry also uses robots extensively? Find out how biological research makes use of robots, computers, and mathematics.  
*I-Wei Feng*

**SUNDAY BOOTHs**

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*Jeanne Lewis*

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*Annie Romas*

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*Laurie Reynolds*

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*Kim McAuliffe*

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*Betsy Brock*

**TABLEAU [RM101-BOOTH]**  
Founded by an Academy Award-winning professor, a brilliant computer scientist, and a savvy business leader, Tableau Software is a computer software company that specializes in interactive data visualizations, which make databases and spreadsheets understandable to ordinary people. Tableau aims to demystify data and design products for people, empowering them with analytical tools they can use.  

**THE BIG-BRAINED SUPERHEROES CLUB [RM101-BOOTH]**  
The Big-Braained Superheroes Club is on a mission to tap into the hidden strengths that all young people have through the exploration of Science, Technology, Engineering, and Mathematics.  
*Tap into yours!  
*Meredith Wenger*

**12:00 PM - 4:00 PM**  
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A Night of Music and Comedy!
SATURDAY, OCTOBER 19

8 PM @ THE EMP LEVEL 3
325 5th Avenue N, Seattle
$15

CON EXCLUSIVE: 50 free tickets for attendees will be available on Saturday at our Info Booth on a first come, first served basis!

GeekGirlCon presents the GeekGirlCONcert at the EMP Museum! Join us for our traditional Saturday night performance, starting off with comedian Bri Pruett. Then get excited for the geek-tastic music of Unwoman and Marian Call. It’s going to be a fantastic close to day one of GeekGirlCon—don’t miss it!

BRI PRUETT is a stand-up comic and sidekick/director of original talk/variety show Late Night Action with Alex Falcone, and has opened for comedians like NBC’s Ron Funches, MTV’s Sarah Schaeffer, SNL’s Fred Armisen, and Kids in the Hall’s Kevin McDonald.

UNWOMAN is a San Francisco-based solo cellist-singer-songwriter. With classic covers and timeless songs about love gone wrong, Unwoman has been a featured favorite at major steampunk, goth, and sci-fi-related events all over North America. She is a recipient of the 2013 Steampunk Chronicle Reader’s Choice Award for best solo musician.

MARIAN CALL is a nerdy singer-songwriter based in Juneau, Alaska. She has made a name for herself by touring endlessly and connecting directly with fans on Twitter. With songs about spaceships, dragons, and Jane Austen, she’s gained an international online following and the enthusiastic endorsement of a number of web celebrities such as Wil Wheaton, Felicia Day, Peter Sagal, and Adam Savage of the Mythbusters. She has played on the Jonathan Coulton Cruise and toured with w00tstock and the Ladies of Ragnarok (The Doubleclicks and Molly Lewis), warming the hearts of comic shop denizens across the country. Learn more and listen to her tunes today to prepare for the party!
Go To Games is a division of Roll To Market LLC, focused on representing small game publishers at conventions. At GeekGirlCon 2013, Go To Games will bring the new Dice Rings company Crit Success, along with Atlas Games, Looney Labs, Passport Game Studios, Signalfire Studios, and Wildfire. Games available for demo and sale include Gloom, Once Upon A Time, Fluxx The Board Game, Cthulhu Fluxx, Zombie Fluxx, Star Fluxx, Tokaido, Ace Detectives, Castaways, Building An Elder God, and Nuts. Come play with us!

CHEAPASS GAMES [LL:GAMING]
Cheapass Games believes that fun shouldn’t come with a high price tag. Cheapass has been making affordable, high-quality, high-fun games since 1996 and wants to share them with you. Come by the table to see how much awesome fun you can have on a budget. We’ll be on hand to show you what you’ve been looking for!

DOOM & GLOOM [LL:GAMING]
Best known as the creator of the Eberron campaign setting and the card game Gloom, designer Keith Baker will talking about games and running demos throughout the weekend. Stop by and try The Doom That Came To Atlantic City, the latest Gloom expansion Unquiet Dead, or get an early peek at Keith’s new RPG Phoenix: Nine Deaths!

GREEN RONIN PUBLISHING [LL:GAMING]
Green Ronin Publishing is dedicated to the art of great games. Since 2000, Green Ronin has established a reputation for quality and innovation. Stop by the Green Ronin table, say hello, and get to know Green Ronin. We’ll be there to help you learn to play our award-winning games!

PAIZO [LL:GAMING]
The Pathfinder Roleplaying Game is an evolution of the world’s oldest fantasy roleplaying game. Throughout GeekGirlCon, we’ll be running 1-hour demonstrations from the Pathfinder Beginner Box. These short adventures are a perfect introduction both to Pathfinder and the entire genre of d20 role-playing games. With strict policies against bullying and player-vs.-player dynamics, Pathfinder Society groups provide a fun, welcoming environment for role-players of all ages.

STEVE JACKSON GAMES [LL:GAMING]
Steve Jackson Games produces over a hundred varieties of board, card, and dice games with geeky twists. Zombies, Cthulhu, and conspiracy games are represented in their arsenal, but they may be best known for Munchkin, a card game of treasure hunting and backstabbing! Try your hand at some card-based dungeon dives here!

STORY GAMES [LL:GAMING]
Story Games is peer-to-peer tabletop RPGs—without a GM! Experience Fiasco, Inspectors, Dogs in the Vineyard, Ghost/Echo, Shock, Silver and White, The Dreaming Crucible, and more! Most Story Games are role-play heavy and rules light—and a fantastic introduction to tabletop gaming.

TABLETOP 101: LEARNING THE BASICS [LL:GAMING]
Kenny is standing by to teach you the basics of tabletop games! Drop by to learn how to play the “staple” board games. Whether you want to finally learn to play Settlers of Catan, or you just need help figuring out the rules to Agricola, Kenny will teach you all he knows about the vast world of board games.

Kenny Owens

VALOR [LL:GAMING]
Valor is a new tabletop system which allows in-game characters to dramatically increase their performance in both combat and challenge scenes. The system focuses on flexibility in order
to allow GMs and players to make and interact in any setting without specific roles or arbitrary play requirements. Come see what makes this system stand out, and experience it for yourself! Ages teen and up, please.

WIZARDS OF THE COAST [LL: GAMING]
Whether you’re an experienced dungeon crawler, new to the genre, or a youngster looking to get into games, Wizards of the Coast has something for you! Check out what’s new in the realm of Magic: The Gathering, delve your way into some Dungeons and Dragons, or get to know the art of Kaijudo: Duel Masters. We’ll see you there!

TABLETOP GAMING [LL4]
Head down to the Lower Level for the fabulous Gaming Floor full of games free to play. Bhalociam Adventure, Cheapass Games, Doom & Gloom, Go To Games, Green Ronin Publishing, Paizo, Steve Jackson Games, Story Games, Valor, Wizards of the Coast

CONSOLE GAME ROOM WITH EA/POP-CAP GAMES [LL5]
Electronic Arts/PopCap Games is hosting another fun Game Room at GeekGirlCon ’13! GeekGirlCon attendees will have access to fun PopCap Games along with other awesome EA titles that can be enjoyed either on the XBOX 360 or iPads available for everyone to play on. There will be EA and PopCap staff members on hand to answer any questions you have about the games, and they will help you learn how to master them!

This year in the EA/PopCap Game Room will be a chance for you to enter a raffle to win some amazing prizes, including game consoles, EA game prize packs, cool PopCap swag, and so much more! All proceeds from the raffle will be donated to a local Seattle charity with a mission to encourage girls in elementary school all the way through high school to seek education in STEM (science, technology, engineering, math) and create a path to a successful career in these fields. Check out the prize drawing times in the gaming area and be there to claim your prize!

10:00 AM - 2:00 PM
LEARN TO PAINT MINIATURES & TAKE ONE HOME! [LL1]
Miniatures are not only a functional part of many tabletop and role-playing games, they’re fun to paint yourself! Come give it a try in the workshop room, and your painted miniature is an awesome GeekGirlCon souvenir to take home! Check the Game Room for more details! Sponsored by Privateer Press. Privateer Press

12:00 PM - 8:30 PM
RPGS WITH ANDY [LL: GAMING]
Join RPG master and returning favorite GM Andy Munich (The 8-Hour Gamer) to learn and play RPGs. New players and seasoned campaigners are welcome. Check out the gaming floor for times and more details. RPGs include Dresden, Star Wars: Edge of the Empire, Ghosts of Albion, Doctor Who: Adventures in Time and Space, and Buffy the Vampire Slayer. Play something you’ve never played before, or return to an old favorite!

Andy Munich

3:00 PM - 4:00 PM
DESIGN A TABLETOP RPG IN ONE HOUR! [LL1]
Sick and tired of being told to stop complaining and make your own game? We’re here to show you that you can do it, and you can do it in the time you would have spent watching a rerun. We’re going to make an RPG together, and talk about design challenges in a fast-paced, hands-on environment.

Filamena Young

5:00 PM - 6:00 PM
HOW TO LARP: LEARN LIVE ACTION ROLE PLAY [LL1]
If you’ve ever wanted to give LARPing a try, now is the time! LARP Master Shoshana Kessock will spend an hour going over the basics of live action role-playing, and then everyone is invited to a friendly LARP session afterwards to put your new skills into practice. No experience necessary; the more, the merrier!

Shoshana Kessock

7:00 PM - 9:00 PM
LARP SESSION: LIMBO [LL1]
Ever wondered what it would be like to experience a place between life and death? Come join fellow gamers to see what it feels like to find yourself in LIMBO. Develop your character, examine life choices, and discover what might lay beyond this world in a two-hour journey. LIMBO is a Nordic-style LARP written by acclaimed LARP designer Tor Kjell Edland.

Shoshana Kessock
BHALOIDAM ADVENTURE [LL:GAMING]
Bhaloidam is designed from the core out to help you tell stories collaboratively in any genre, with any theme, at any length. In other words, Bhaloidam focuses on the storytelling, not on the story being told. Bhaloidam encourages players to work collaboratively, build trust and expertise, and take risks and explore new approaches to storytelling. Stop by the Bhaloidam table and try it out!

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GAME LENDING LIBRARY [LL1]
The Game Lending Library will be open on Sunday for you and your friends to try out a new tabletop game, replay some old favorites, and maybe meet some new friends along the way! Come down to the Workshop Room and discover your new game-night favorite! Come see the selection of games available. Sponsored by Go To Games.

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THANK YOU, GEEKGIRLCON AGENTS
For the third year, you savvy Agents have kept us running from before we opened the doors until after we packed up and went home. We could not have done any of this without every single one of you, and we are honored to have received and exchanged talents, time, and energy with you. You’re amazing, awesome, audacious, and every other positive “a” word you can think of. Thank you!

THANK YOU, GEEKGIRLCON SUPPORTERS
The staff of GeekGirlCon ’13 never works alone; from the moment we start planning the con until we turn out the lights on another year, we have our families and friends—both human and non-human!—with us and behind us all the way.
THANK YOU, INDIVIDUAL SPONSORS

Join GeekGirlCon as we continue to build a fun and welcoming community that helps women, girls, and their supporters understand and promote the role of women in geek culture! Take a tour of our website to read about our mission, origin story, past events, and GeekGirlCon ’11 and ’12.

These generous sponsors have provided GeekGirlCon with vital support, which has helped make GeekGirlCon ’13 possible. Our staff and agents are 100% volunteer, and GeekGirlCon puts all these funds directly into supporting our activities throughout the year and our annual con.

We are extremely grateful for our individual sponsors. Thank you!

SILVER
Samantha Derr
Danielle McGill Hinesly
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Susan Mullen

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Vickie Gray
Vanessa Gale

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Adrienne Fox
Avinash Jaisinghani

If you are interested in supporting GeekGirlCon as an individual sponsor, check out some of the perks and community partner discounts available to you: http://www.geekgirlcon.com/get-involved/individual-sponsorship.

Looking for more geeky things to do throughout the year?

JOIN GEEKGIRLCOn FOR SCOTT PILGRIM AT CENTRAL CINEMA
November 20, 2013 7:00 p.m. and 9:30 p.m.

TV DINNERS AT CENTRAL CINEMA WITH GEEKGIRLCOn
Enjoy geeky shows and yummy food.
Last Thursdays of the month in 2014.

GEEKGIRLCOnNECTIONS NETWORKING EVENTS
Stay tuned for some more great cocktail and coffee Connections events in 2014—mix and mingle your way into a new career!

CAn’T GET ENOUGH NERDLESQUE?
Check out Boobs & the Bard on November 1 & 2, 2013.
boobsandthebard.brownpapertickets.com

SB CHARITIES PRESENTS GEEK BINGO
First Fridays at Wayward Coffeehouse in Seattle.
Second Saturdays at Otherworlds in Edmonds.
Third Thursdays at Raygun Lounge in Seattle.
www.sbcharities.org

And save the date for GeekGirlCon ’14!
We will be in the same batgirl-place (The Conference Center) on

OCTOBER 11 & 12, 2014
LESS THAN THREE PRESS
The Way to Your Heart

LGBTQ Romance in ebook, paperback, and serialized fiction

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MICHAEL C WEIDEMANN LGBT LIBRARY AT GAY CITY

The Michael C Weidemann LGBT Library at Gay City has a collection of more than 5,000 books that cover a wide range of LGBT topics. Books, CDs and DVDs are donated by community members, and can be checked out for free with a valid ID. The Library also plays host to a variety of literary events and workshops year round, including our fabulous Meet The Author series.

Gay City Health Project
517 E Pike St
Seattle, WA 98122
206-860-6969
gaycity.org/library
GEEKGIRLCON ATTENDEES RECEIVE $7 OFF ADMISSION TO EMP MUSEUM
LIMIT ONE PER PERSON. CANNOT BE COMBINED WITH ANY OTHER OFFER. OFFER EXPIRES OCTOBER 31, 2013.
325 5TH AVENUE N AT SEATTLE CENTER
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COME IN. GEEK OUT.

PRINCESS BUTTERCUP’S GOWN
from The Princess Bride

IMPERIAL DALEK
from Doctor Who

COSTUME AND SWORD WORN BY LUCY LAWLESS
from Xena: Warrior Princess
“...With so many bi-behaving people hesitant to identify as bisexual, it's a little hard to state exactly what we are. But a good place to start is 'diverse,' and that's one reason this book is so fabulous: it doesn't just spell that out, it shows you, too.”

—from the foreword by Carol Queen, PhD

Anything That Loves invites the reader to step outside the categories and explore the wild and wonderful uncharted territory between “gay” and “straight.” Over 30 contributors and over 200 pages of comics!

And check out the outrageous erotic satire Al Qaeda’s Super Secret Weapon and the delightfully villainous short story collection The Lavender Menace: Tales of Queer Villainy!