GEEKGIRLCODE ATTENDEES RECEIVE $5 OFF ADMISSION TO EMP MUSEUM

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325 5TH AVENUE N AT SEATTLE CENTER

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SAVE THE DATE & LEVEL UP!
INDIE GAME REVOLUTION IS COMING TO EMP NOVEMBER 8

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EMPMUSEUM.ORG
Welcome to GeekGirlCon '14! It is our fourth fantabulous year bringing together all those who celebrate the contributions of women and girls in all aspects of geekdom and nerdery. This has been an incredible year of growth and change for our organization and for the world of women and girls in geekery.

We continue to remain focused on our mission to bring you a diverse lineup of panels, workshops, and featured contributors. We are happy to welcome so many amazing geeky businesses, schools, and other vendors to our exhibitor floor. We think you will find the (unofficially named) games dungeon on the lower level even more full of great experiences—do not hesitate to dive into a new game or help share the joy of games you already know and love.

Our GeekGirlConnections program is going strong, working to mentor and share geeky working experiences, mentorship opportunities, and networking to find that career you maybe did not know you were interested in. The DIY Science Zone also returns with even more experiments, awesome scientists, and fabulous prizes. Also: science!

The programming this year includes panels across a wide variety of subjects, whether you want to enter into the world of comics, celebrate Star Wars, explore cosplay and representation for all body sizes and shapes, talk about geeky parenting, get your writing or editing on, or examine the joys and challenges of diversity across all kinds of geeky areas.

We hope you will consider contributing to GeekGirlCon as a staffer, volunteer, donor, or board member this coming year. And of course, please join us again next year for our fifth anniversary at GeekGirlCon '15 on October 10 and 11 and throughout the year at our many events.

Thank you for being part of GeekGirlCon '14 and have a fantastic time!

We would love to hear more about your thoughts on 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.
STAY INFORMED
We have strived to provide you with the most accurate information possible in this program booklet, including guest information, maps and directories, and full convention schedules. Please be aware that all guest appearances, panels, workshops, and other events are subject to change up to and through the days of the convention.

Download the Guidebook app on your mobile device for the most up-to-date information about GeekGirlCon ’14.

Please note: Cell phone and Wi-Fi service is not guaranteed at the Conference Center so it is highly recommended you set a place and time to meet with friends and family before you scatter to see all the guests and panels.

SHOPPING
There are many amazing vendors and artists at GeekGirlCon ’14. Directories and maps of the Exhibitor Hall and Artist Alley are provided on pages 6-7.

PHOTO & VIDEO POLICY
GeekGirlCon ’14’s photography and videography policy goes hand in hand with our Code of Conduct and Harassment Policy.

Always ask permission to photograph or video anyone at the convention. This includes all attendees, panelists, moderators, exhibitors, GeekGirlCon Agents, and especially cosplayers. ATTIRE IS NOT CONSENT.

Every person has the right to say “no” to a photograph or video request. Penalties for pursuit of permission after a person says “no” are clearly outlined in our Code of Conduct.

Do not stop to take photographs in the aisles of the Exhibitors Floor, in Artist Alley, or in the Games Dungeon without checking the traffic flow around you. Blocking aisles can lead to personal injury or damage to displays, art, and games.

There is a GeekGirlCon “official” photo booth on the second floor of the Conference Center. Please feel free to visit to have your photo taken, either by yourself or with other attendees.

GeekGirlCon ’14 has a team of photographers roaming the Conference Center during the convention. These photographers are volunteers, and their photographs will appear on GeekGirlCon’s Flickr page sometime after the convention’s conclusion.

Videography is not permitted during stage presentations/panels unless previously approved by all the presenters and panelists, and we ask that you please turn your flash off for any photographs.

Please note: You may ask for and obtain a sticker for your namebadge and a form to opt out of photography and videography at GeekGirlCon ’14. GeekGirlCon will do everything in its power to exclude these attendees from photographs and videos taken during the convention.

If you see a picture or video containing your likeness on our website or any of our affiliated websites (Facebook, Twitter, YouTube, our RSS Feed, or our Meetup page), you have the right to contact us and ask for its immediate removal.

ACCESSIBILITY
GeekGirlCon is dedicated to providing a fun and entertaining experience for all its attendees, including those with disabilities. If you need special accommodations, please check with a staff member or Agent, or go to the Information Booth located on Level 1. See the map on page 4 for location.

FIRST AID
The EMT office is located next door to the Information Booth on Level 1. See the map on page 4 for location. Please see a staff member or Agent for additional assistance.
GeekGirlCon strives to provide a safe and welcoming place where everyone is comfortable, respected, and can be themselves. All attendees are expected to treat other attendees, contributors, performers, staff, and the general public with respect. Therefore, physically or verbally harassing behavior is not tolerated.

These policies are reviewed and updated each year prior to the annual GeekGirlCon convention.

HARASSMENT POLICY
The following will be considered harassment: physical or verbal threats; unwelcome attention; stalking; pushing, shoving, or use of physical force; behavior that creates a disturbance or is dangerous, including lewd or generally offensive behavior or language; using sexually explicit or offensive language or conduct; excessive profanity; obscene gestures; use of racial, religious, sexual, gender, ability, ethnic slurs, or any other behavior deemed harassment by the event staff.

If a person tells you “no,” your business with them is done. If you continue to attempt to have contact with that person, you may be removed from the premises for the remainder of the event.

REMEMBER:
“No” means no.
“Stop” means stop.
“Go away” means go away.
Attire is not consent.

REPORTING HARASSMENT OR CONDUCT VIOLATIONS
We have taken steps to make it easier to report instances of offensive and/or harassing behavior. It is very important that if you are being harassed or are in any way endangered, you report it immediately. We cannot address anything that we are not made aware of and we need whatever detail can be provided, such as names, badge numbers, or other descriptive information.

If you experience or witness harassment or threatening behavior, please find the nearest GeekGirlCon Agent. All GeekGirlCon Agents can be identified via their GeekGirlCon Agent shirt. You may also go to the information booth on the first floor to report an incident. They will connect you with the GeekGirlCon Reaction Team. If, at any time, you feel that your personal safety or the safety of others is in jeopardy, please contact the Seattle Police Department in an emergency via 911 (or 9911 from a marked Conference Center phone).

As an attendee, if you witness harassment, threatening behavior, or other inappropriate conduct, we encourage you to speak up and say something. We want to come together as a community, look out for one another, and ensure everyone is treated with respect.

GENERAL CON POLICIES
1. GeekGirlCon is not responsible for lost, stolen, or damaged property, or for injuries sustained during the course of the convention.
2. You must wear your valid GeekGirlCon badge at all times to be admitted to the convention or events during convention weekend.
3. We reserve the right to ask you to leave the convention or events if you are acting outside the code of conduct.
4. Cosplay & Weapons Policy
   - Please abide by our weapons policy: All weapons must be non-working. No functioning projectile weapons—including water pistols, silly-string guns, and ping-pong pistols.
   - Bladed weapons must be cased or sheathed at all times. We expect you to use good judgment.
   - No costume is not a costume, and there are public nudity laws in Washington. Please wear appropriate clothing in the common areas.
5. Please keep in mind that GeekGirlCon is an all-ages event. We strive to maintain a friendly and welcoming atmosphere for children and adults.
6. If you are taking photographs of attendees, please respect those who do not wish to be photographed or recorded by asking permission to take pictures and avoiding anyone with a “do not photograph” sticker. Always make a direct request to the person/people you wish to photograph.
7. Have fun, be safe, and be respectful. Live Long and Prosper.

CONSEQUENCES OF CODE OF CONDUCT VIOLATION
GeekGirlCon reserves the right to revoke convention passes and attendance at events. If an individual is in violation of the Code of Conduct during an event, they may be barred from the event for an explicit amount of time or the duration of the event. If an individual breaks the law—city, state or federal—they will be arrested.

If a person feels they were cited or removed unfairly, they may appeal to the Executive Director, whose decision will be final.

Code of Conduct revised 10/2013. Our thanks to multiple reference sources and inspiration, including DragonCon and the Con Anti-Harassment Project. If you have any questions or feedback, please contact info@geekgirlcon.com.
### EXHIBITORS

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- Kickstarter info for "Deseo", a lesbian
romance and erotica graphic novel
- "The Queens and Kings of the Seas", a
prose fantasy book about an LGBT pirate
crew! In the same world as "Creatures of
Grace" (Pacific Book Awards - Fantasy
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<td>10:00 AM</td>
<td>The All-Girl Game Group Might Be Just What You Need</td>
<td>Hiring in Gaming</td>
<td>Notable Women in Science</td>
<td>From Geek Girl to Geek Mom</td>
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<td>11:00 AM</td>
<td>3D Printing 101</td>
<td>Imaginary Worlds (for Kids)</td>
<td>Disability in Education and Beyond</td>
<td>What's New in Astronomy?</td>
<td>How to Be a &quot;Nerd for a Living&quot;</td>
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<td>11:30 AM</td>
<td>If You Can Write, You Can Make Games</td>
<td>Working with Worbla</td>
<td>Code Carrots: Programming Workshop</td>
<td>Feminist Community Building 101</td>
<td>Fangirls Find the Force: Star Wars from Episode VII and Beyond</td>
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<td>12:00 PM</td>
<td>My Little Mashups</td>
<td>A Year of Creation</td>
<td>Meetup: Women in Tech</td>
<td>Lady Code Warriors: The Future is Coming</td>
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<td>12:30 PM</td>
<td>Cosplay for Kids with Crabcat Industries</td>
<td>The Unicorn Files: Debunking the Myth of the Female Geek, One Geek at a Time</td>
<td>Exploring the Girl Scouts Leadership Experience</td>
<td>Women in the Maker Movement</td>
<td>Curious About Comics? We’ve Got You Covered</td>
<td>A Woman’s Place Is on the Bridge: Trek Women in Charge</td>
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<td>The Road to GeekGirlCon</td>
<td>The Business of Self-Promotion: Marketing Your Art or Small Business Online</td>
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<td>21st Century Boys: Slash in the Mainstream</td>
<td>The Voice of Wonder: Spotlight on Susan Eisenberg</td>
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<td>Ethics in Comics</td>
<td>Queerbaiting in Genre Television: Representation or Exploitation?</td>
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<td>5:00 PM</td>
<td>Is The Seme Always Taller?</td>
<td>Pathogens for Everyone?</td>
<td>Fandom and the Media</td>
<td>The Heroine’s Journey: Moving Beyond Campbell’s Monomyth</td>
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<td>7:00 PM</td>
<td>Sex Scenes From the Female Gaze</td>
<td>Zombies, Butts, and Teen Female Sexual Agency: A Study of Tina Belcher</td>
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<td>Star Trek in the Park</td>
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10:00 AM
NOTABLE WOMEN IN SCIENCE [RM301]
Can you name a female scientist? Straight from the Double X Science blog, this panel highlights a number of women in the sciences historically and working today. The stories of these amazing women will be shared with attendees. We’ll discuss the barriers these women faced in their lives becoming scientists, and whether these difficulties have improved or changed. Bring the story of your favorite scientist to share!
Adrienne Roehrich

THE ALL-GIRL GAME GROUP MIGHT BE JUST WHAT YOU NEED [LL2]
If you’ve ever felt intimidated by the idea of tabletop gaming with guys who seem to have been at it forever, or have been uncomfortable being “the chick in the group,” an all-girl group might make you feel more confident, safe, and empowered, and help you get more of what you want out of gaming. Panelists will discuss their experience in all-girl groups and how it differs from mixed-gender gaming and will help interested parties get their own groups together.
BelldonnaQ, Berlynn Wohl, Beth Huffington, earthfirefly

GEEK GIRL TRANSFORMATION TO GEEK MOM [RM302]
It goes without saying that everything changes when a baby arrives in your world. But for geek girls turned geek moms, there are some unique changes and challenges in store. But don’t worry—that’s what we’re here for! Join a panel full of geeky moms who know what it’s like to have your life, career, and identity turned joyfully upside down when you add kids to the crazy mix of your life.
Cathé Post, Corrina Lawson, Jenn Fujikawa, Kelly Knox, Tristan J. Tarwater

11:00 AM
IMAGINARY WORLDS FOR KIDS [LL3]
Imaginary Worlds is an interactive storytime for families, including a lively author reading, participatory creative and singing games, and a lot of faerie mischief. A seasoned and award-winning spoken word artist and educator, Danika Dinsmore has performed at hundreds of events from the Bumbershoot Arts Festival in Seattle, Washington, to the FaerieWorlds International Festival outside Eugene, Oregon. Imaginary Worlds will keep your kids buzzing with inspiration!
Danika Dinsmore

3D PRINTING 101 [LL2]
Don’t know where to begin with 3D printing? Start here! Learn the basics of creating a printable file, the dos & don’ts of design, what printable materials are available, and what printing services are out there for high-end printing. You’ll also learn rapid prototyping, and what to consider when buying your first 3D printer—or your twentieth!
Breanna Anderson, Ericka M. Johnson

WHAT’S NEW IN ASTRONOMY? [RM301]
How many solar systems have we discovered this year? What is the latest from the Mars Curiosity rover? Will the universe live forever? If these questions interest you, or if you have questions of your own, join us for a discussion of the universe and the vast changes happening now, in the past, and what we predict for the future!
Lisa Will, Nicole Gugliucci

WHY ISN’T BILBO A GIRL? TALKING TO KIDS ABOUT MEDIA REPRESENTATION [RM303]
Comics, games, and films tend to go the “less is more” route when it comes to representation. Often we only see one character of a racial, gender, or sexual minority. Even worse, some people aren’t represented in media at all. Kids grow up asking, “Where are the characters like me?” Let’s have a thoughtful discussion regarding how we address this issue with kids—with an emphasis on constructive, positive, and educational answers for the kids who ask.
Cora Walker, Emmett Scout, Keezy Young, Simone de Rochefort

HOW TO BE A NERD FOR A LIVING [RM302]
Do you want to work in the industry you’re passionate about, but you’re not sure how to get there? “Nerds for a Living” will discuss different jobs within film, gaming, comics, and more. Each pro will share jobs that exist within their area of pop culture entertainment, and discuss how they got where they are. Learn about training, online resources, and tactics to use and avoid when trying to get your dream nerd job!
Heidi Gaertner, Jaimie Cordero, Naris Spaulding, Rebecca Hicks, Wendy Buske

12:00 PM
IF YOU CAN WRITE, YOU CAN MAKE GAMES [LL2]
Are you a writer? Think you could never make a computer game? Wrong! Come learn about interactive fiction, some of the tools and languages that make it easy for anyone to get started, how to ensure your game gets played, and some of the pitfalls to avoid. No coding experience required! We’ll cover how to make both choice-based and parser-based stories, working on some of the most popular software in the business. Write those games!
Jacqueline L. Ashwell

WORKING WITH WORBLA [LL3]
How do the artists on competitive reality TV shows create their amazing creatures? Get ready to level up and start making your own cosplay armor and costume pieces at home using thermoplastic! This panel discusses the entire process from conception sketches, to creation best practices, to advice on wearing all day from experienced cosplayers. Don’t miss it!
Apocalyptic Ash, Kit Cosplay, Tina Purvis

FEMINIST COMMUNITY BUILDING 101 [RM301]
Since summer 2012 there has been a resounding increase in the outcry against harassment in gaming, tech, comic, and other geek communities, as well as the wider world. This panel plans to address how to create positive feminist communities in these areas, and discuss harassment and exclusion in gaming, technology, and comics.
Angela Webber, Jamie Broadnax, Jessica Merizan, Sarah Beck, Stephanie Chan

FANGIRLS FIND THE FORCE: STAR WARS, FROM EPISODE VII AND BEYOND [RM302]
Fangirls are speaking up about what they want from the Star Wars mega-franchise! They have voiced their concerns over representation of women in the galaxy far, far away. This panel will discuss media and fan reaction to Star Wars diversity news and the response from Disney/Lucasfilm. We also highlight the reasons why it’s important for women to speak up as consumers of pop culture, and how to do it both positively and effectively.
Amy Ratcliffe, Kay Serna, Linda Hansen-Raj, Lisa Granshaw, Meg Humphrey, Tricia Barr

1:00 PM
LADY CODE WARRIORS: THE FUTURE IS COMING [RM301]
What is it like to be the only four women out of a team of over 80 developers at Logos Bible Software, a local tech company? Learn how four Lady Code Warriors paved
the way for their personal success, and suggestions for following in their footsteps. They will touch on the education system, communication breakdowns, transforming the developer norm, and how you can be a Lady Code Warrior too! Amy Schlesener, Aurea Nyctea, Kamira Rea, Lindsey Knight

A YEAR OF CREATION, NOT CONSUMPTION [LL3]

Lily, age 11, and John, age old, focused on creating original content for an entire year. Together, they: created games shown at PAX, the largest game convention in the Americas; a film shown at SIFF, the largest film festival in the United States (shot using an iPhone); won a cooking show; wrote songs and a book; and also had plenty of failures. They'll cover the lessons they learned and suggestions for anyone who wants to focus on the joy of creation.

John and Lily Williamson

COSPLAYING WHILE FAT [RM302]

Cosplaying when you’re plus-sized presents some unique challenges. Putting together an awesome costume you’ll be comfortable in can be a real challenge for a number of reasons, including how people treat you and a general lack of “off the rack” options. Come hear our panelists talk about coping with the trash talk as well as how to make what you wear look great and feel comfortable.

Mickey Schulz, Wolfcat

MY LITTLE MASHUPS [LL2]

Fandom mashups are all the rage right now, and Hasbro’s My Little Pony series is no exception. Mashups range from subtle themes and cutie marks to completely pony-fying your favorite non-pony character. Sheena McNeil will discuss creating your own MLP mashups and teach you how to make it real by customizing an actual toy pony, including how to select and prep a base pony, as well as what tools and supplies you will need. Great for families and all ages!

Sheena McNeil

FIRST ROBOTICS TEAM 2930 SONIC SQUIRRELS [RM303]

FIRST Robotics provides amazing opportunities for girls ages 5–18 to learn STEM skills, and develop self-confidence, public speaking, entrepreneurship, outreach and marketing skills—and we have a whole lot of fun! This panel includes high school girl team members and their coach. They’ll demo robots and share the tremendous opportunities that FIRST provides, as well as the Sonic Squirrels’ enthusiasm for STEM learning. Come learn from the experts!

Aleah DeSchmidt, Emily Calabrese, Isabella Wilson, Lori Hittle, Rachel Kube

2:00 PM A WOMAN’S PLACE IS ON THE BRIDGE: TREK WOMEN IN CHARGE [RM303]

When Star Trek: Voyager first aired in 1995 with Captain Janeway in command, many fans thought having a woman in charge was long overdue. But even today, fan comments on Janeway are divided and include gendered critiques of her hair, voice, and personality. What can we learn from Star Trek—and its commanding characters like Janeway, Doctor Pulaski, Kira Nerys, and “Number One”—about women in positions of authority and how our society judges them against their male counterparts?

Grace Moore, Jaymala Nadra, Jarrah Hodge, Tanya Feldman

COSPLAY FOR KIDS WITH CRABCAT INDUSTRIES [LL2]

Join Holly Conrad and Jessica Merizan of Crabcat Industries to discuss why cosplay is best when done with friends, or even better, with family! This costumed duo will share tips and tricks for beginners to get started in the hobby, techniques that parents can do with their kids, and why it’s important to never grow out of your imagination or throw out that costume trunk!

Holly Conrad, Jessica Merizan

CURIOSITY ABOUT COMICS? WE’VE GOT YOU COVERED! [RM302]

Want to start reading comics and graphic novels but don’t know where to start? This panel is designed for the new-to-comics crowd looking for woman-positive, diverse stories—both classic and current titles. Learn great books and resources to get you started as more women read, create, and critique comics. We’ll talk about a mix of lesser-known comics at the Big Two, as well as creator-owned small press, foreign press, and webcomics. We’ll also recommend resources about the craft of comics.

Adrienne Fox, Charles "Zan" Christensen, Kara O’Connor, Sabrina Taylor, Susie Rantz

WOMEN IN THE MAKER MOVEMENT [RM301]

The “maker movement” celebrates and embraces the do-it-yourself (or do-it-together) spirit! This entrepreneurial approach has swept the country and international scene in the past few years. EMP Museum will host a panel highlighting the amazing things that women in our community make, from technology to crafting to welding and soldering, and running maker/hackerspaces. Christin Boyd, founder of the Seattle Mini Maker Faire, will moderate the panel of impressive female innovators.

Alice Finch, Catherine Seitz Nichols, Christin Boyd, Lisa Geertsen

THE UNICORN FILES: DEBUNKING THE MYTH OF THE FEMALE GEEK, ONE GEEK AT A TIME [LL3]

Photo project The Unicorn Files aims to debunk the “fake geek girl” absurdity by showing that female geeks exist, and are a wide and diverse group. The history and importance of the project will be discussed, as well as its future. Panelists include geeks who have modeled for the project, giving their take on women in geek culture and sharing their personal experiences of being photographed. A must-see!

Meg Humphrey, Nate Watters, Shubz Blalack, Tammy Vince Cruz, Terra Olsen

3:00 PM 21ST CENTURY BOYS: SLASH IN THE MAINSTREAM [RM302]

Gone are the days when Kirk/Spock ‘shippers traded zines covertly at Star Trek conventions! Today, male/male slash is the predominant form of ‘shipping in online fandom. Growth of slash and femslash has spawned new problems: exploitation of ‘shipping by media; the push to make fanfic “publishable;” and the ongoing struggle to translate fandom’s feminism,
diversity, and push for queer pairings into increased media representation. Bring your OTPs, tinhats, and feels, and join us for a discussion about mainstream slash. Aja Romano, Amanda Brennan, Cathy Yang, Gavia Baker-Whitelaw, Lauren Orsini, Mike Cooper

THE VOICE OF WONDER: SPOTLIGHT ON SUSAN EISENBERG [RM303]
The voice of a generation’s Wonder Woman, Susan Eisenberg, is here to answer all your questions about working on Justice League, Justice League Unlimited, and several DC animated movies. Like the Amazon she brought to life on the small screen, there are no limits to what Susan will discuss. Don’t miss your chance to see and speak with Susan! Samantha Cross

TURN UP OUR VOLUME: THE FEMALE VOICE IN THE ADVERTISING WORLD [LL2]
Brands are built on carefully crafted stories that guide us to form opinions, feel emotions, and make decisions. These decisions influence the products in our life, the TV shows we love, and where we invest our time. They help create our cultural identity. Join Creative Directors Lindsay Daniels and Goldie Jones as they share their experiences as female voices in the advertising world, and the importance of women contributing to and creating the stories that advertising tells. Goldie Jones, Lindsay Daniels

GEEK COUTURE: POP CULTURE IN THE HIGH-FASHION WORLD [RM301]
Pop culture-themed apparel has become a growing part of the fashion industry over the last few years, and recently made splashes on the runways in New York, London, and at San Diego Comic-Con. What does this increase of geek couture mean for the larger fashion movement? On this panel, we will discuss how pop culture has been a part of high fashion in the past, how the fashion industry is changing, and what implications this has for pop culture in the fashion industry as a whole. Amy Ratcliffe, Lisa Granshaw, Regina Ayala, Victoria Schmidt

THE ROAD TO GEEKGIRLCON [LL3]
Do you know the hubs of geekdom along the West Coast? Small towns like Frazier Park to big metropolises of Los Angeles and everything in between are highlighted in an independent documentary exploring the roles of female geeks from San Diego to Seattle. The panel includes members of Donegee Media (including the director) and other participating film makers. They will share their experiences, and tell us how to make a documentary on a boot-strap budget. Dannie Phan, Riki Erickson, Stacy Mauro, Victoria Hungerford

4:00 PM
GEEK IDENTITY: EXPLORING WHAT IT MEANS TO BE A GEEK IN TODAY’S SOCIETY [LL2]
As founders of the blog Have You Nerd, Terra and Meg actively challenge how people use the term “geek,” and try to break down the old guard that checks “geek cred.” This panel will look at the ins and outs of geek identity and geek culture in today’s society. We’ll explore the pros and cons of self-identifying as a geek, as well as the evolution of the term in popular culture. Meg Humphrey, Terra Olsen

ETHICS IN COMICS [RM301]
Wandering from con to con, our team of ethics experts brings their latest breakdown on the state of “depth” in comics today! Join them as they explore the differences between PC marketing moves and true inclusiveness, story-driven sexuality and gratuitous sensuality, and the value of personhood versus the value of sales! So, turn on your brain and let’s hit the world of spandex, blood, and reboots! Heidi Gaertner, Jaimie Cordero, Narisa Spaulding, Rebecca Hicks, Wendy Buske

FOAM-FIGHT LIKE A GIRL [LL3]
House Valkyries presents “Foam-Fight Like a Girl”: LARP and Medieval Combat Sports (MCSSs) for ladies and gents. Learn about Belegarth and House Valkyries from founders and members. Members of Belegarth Medieval Combat Society play out combat-based scenarios using foam padded “weapons” and shields. House Valkyries is an all-female fighting house dedicated to being a resource for fighter education, promoting camaraderie between ladies on and off the field, and encouraging collaborative innovation in all members. Alli N. Cramer, Angela Garcia, Cristy Munoz, Jamie Blankenship, Mary Schaffner, Shannon Cramer

QUEERBAITING IN GENRE TELEVISION: REPRESENTATION OR EXPLOITATION? [RM302]
Genre media has often been on the forefront of social change, and often portrayed, through subtext and metaphor, stories which could not be told explicitly. However, in a world where LGBT representation is at an all-time high, is it appropriate for subtext to still be the norm? When subtext is played up between characters is it harmless fun, a step in the direction of positive representation, or exploitation of the queer audience? Come join this lively discussion! Diana Michelle, Dori Koogler, Haviva Avirom, Jessica Mason

5:00 PM
THE HEROINE’S JOURNEY: MOVING BEYOND CAMPBELL’S MONOMYTH [RM302]
Joseph Campbell’s model of the Hero’s Journey derives from narratives with male protagonists in patriarchal societies. This model creates significant problems when applied to contemporary Heroine’s Journeys, which are characterized by their support network and drawing strength from interpersonal and sometimes romantic relationships. Consider Buffy the Vampire Slayer, The Hunger Games, The Legend of Korra, and Disney’s Frozen, among others, and join us for this fascinating panel on transforming the Hero’s Journey to the Heroine’s Journey. B.J. Priester, Tricia Barr

FANDOM AND THE MEDIA [RM301]
It’s been two decades since William Shatner told fans to “get a life!” But while fandom has become an ever-more accepted and widespread part of mainstream culture, fans continue to have a contentious relationship with the media. So what happens when the journalists are the fans? A panel of distinguished
fandom journalists will look at fandom from atop the “fourth wall,” and share their experiences as fans and journalists. Gavia Baker-Whitelaw, Lauren Orsini, Lisa Granshaw, Versha Sharma

PATHOGENS FOR EVERYONE? [LL3]
Have you heard of African Sleeping Sickness or Chaga’s Disease? How likely is it that I really have Toxoplasma in my brain? Why is tuberculosis so hard to kill? What paths can you take into these fields of research? What STEM mentorship is our institute doing? Scientists from Seattle Biomed, a Seattle nonprofit research institute, talk about their mission and answer questions! Get answers to those questions and some ideas of how to spread the STEM love.
Anja Olldart, Sally Lyons-Abbott, Suzanne McDermott

IS THE SEME ALWAYS TALLER? [LL2]
Join us for a fun, educational conversation on the history and cultural impact of Yaoi and Yuri. We’ll be discussing all aspects of the genres from anime, manga, doujinshi, fan art, and fanfics. Topics will include common themes, sexual roles, and the societal view of the genre.
Sarah Houck, Vita Orlando

COSTUME CONTEST [RM302]
Whether you’ve been working on your cosplay all year or threw together a costume last night, come on up to the GeekGirlCon ’14 Costume Contest, hosted by Jina D! Love seeing people’s talent but don’t cosplay or have a costume? We need you there, too—we judge on applause! There will be prizes for different categories. Stop by the Info Booth on Level 1 to enter and find out more. We can’t wait to see you there!

6:00 PM
FAN FICTION: SHARING, CREATING, AND THE LAW [LL3]
Navigating the nuances of copyright law can be daunting. Creative Commons was established with the goal of making it easier for people to share and build upon others’ works. We’ll provide an overview of copyright law, copyright licensing, and Creative Commons: what Creative Commons licenses are (and are not), why they may (or may not) work for you, and other important things to consider. Be sure to stay for Q&A at the end!
Allison Durazzi, Brian Rowe, Kristin Ann King, Rachel Buker

GEEK OUT WITH VIXENS, VAMPS & VIPERS: LOST VILLAINESSES OF GOLDEN AGE COMICS
While comic book heroines have traditionally been young, beautiful, and Caucasian, evil villainesses don’t have to be any of these. As long as a woman is brilliant, ruthless, and tough as nails, it doesn’t matter how old she is, what she looks like, or the color of her skin—she can be a Crime Queen. How do lethal women use evil to gain freedom and power? And why have their kind disappeared from the pages of modern comic books?

THE CORSET: OBJECT OF PROPRIETY OR LIBERATION? [RM301]
From propriety to oppression, from bad fashion to fetishism, the corset has symbolized something new to each generation. Over the past century this symbol of western sexuality has changed significantly. We will explore the corset’s history, its meaning, and questions such as: Why has the corset experienced resurgence? What role does it play in modern female sexuality? How does it interact with modern feminism, rape culture, and the sex positive movement? Why is it so popular in geek culture?
Cherries Jubilee, DodiRose Zooropa, Phoenix McFierce

SEX SCENES FROM THE FEMALE GAZE [LL2]
In so much of our culture, sex scenes are crafted by men and filtered through the male gaze. This panel of award-winning romance writers (both female and male) examines what a great sex scene is like from the female perspective, and what makes it so unique. The authors will include readings of various heat levels of sex scenes as examples. This panel is 18+.
Barbara Caridad Ferrer, Christine Merrill, Corrinn Lawson, Karen Harbaugh, Katt, Robert Lavitt

ZOMBIES, BUTTS, AND TEEN FEMALE SEXUALITY: A STUDY OF TINA BELCHER [RM302]
Tina Belcher of Bob’s Burgers is one of the most feminist depictions of a teenage girl in pop culture. She writes “erotic friend fiction,” has awkward, confusing dreams involving zombies and butts—and Tina always stays true to herself. Her kooky (but loving) family consistently defends and supports her. We’ll discuss what makes this portrayal so relatable, why it’s so important, and the ways we can carry Tina’s example over to other depictions of teenage girls’ agency.
Natalie Warner

8:00 PM
GEEKGIRLCONCERT [RM301/302]
GeekGirlCon ’14 brings you the best in music, dance, and comedy for our Saturday night GeekGirlCONcert!
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 prior GeekGirlCons. As we are a nonprofit organization made up completely of dedicated volunteers, a contribution in the form of an individual sponsorship is a great way to contribute to GeekGirlCon. We encourage you to become an Individual Sponsor of GeekGirlCon and take advantage of these awesome benefits today!

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These generous sponsors have provided GeekGirlCon with vital support, which has helped make GeekGirlCon ’14 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 to our Individual sponsors. Thank you!

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Back by overwhelmingly popular demand, it’s the second appearance of the DIY Science Zone! Come to Level 3 and meet a team of scientists who will be on hand to explain, demonstrate, and expound on the hypothesis you’re testing. Don’t miss YOUR chance to be a GeekGirlCon scientist!

What will the zone offer this year?

- INVISIBLE INK
- DNA EXTRACTION
- DICE-ROLL SCIENCE
- SLIME-MAKING
- CARTESIAN DRIVERS
- MAKING LIGHT
- LASER RULES
- POCKET SOLAR SYSTEMS
  ...and much more!

Attendees will be given an Exploration Tracker to document the completion of experiments. This tracker doubles as a prize entry! By completing four experiments, attendees could win prizes provided by our sponsors. Check with the DIY Science Zone on Level 3 to see what you could take home with you!

Not only will you get hands-on experience, you’ll get to work side by side with scientists and science teachers. Some of our many guests are:

adverbia, Bethany Brookshire, Chemjobber, Danielle Lee, Matthew Francis, Nicole Gugliucci, Raychelle Burks, Stephen Granade, Torrey Stenmark, and more!

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Join GeekGirlCon '14 for our annual Saturday night GeekGirlICONcert! Fan-favorites The Doubleclicks will be performing, along with returning performer Sammus, and Portland's own Thundering Asteroids! in their first GeekGirlCon appearance. We've moved the concert on-site this year, and admission is free with your Saturday GeekGirlCon '14 pass. Come on up to Room 301/302 and join the party!

**THE DOUBLECLICKS**
Fan-favorites The Doubleclicks return to GeekGirlCon this year, and we’re very excited to have them! They write, perform, and sing their own brand of geeky, nerdy songs all across the country. Regular shows at game stores, comic shops, and conventions earn them accolades from fandoms all over the world, and they’ve performed with Jonathan Coulton, Paul and Storm, and Wil Wheaton. Their latest album, *Lasers and Feelings*, continues their run of songs that make us laugh, think, and sing along!

**SAMMUS**
Sammus is an upstate New York-based rap artist and producer with Congolese and Ivorian family roots. Her production is characterized by uniquely chopped samples, and video game-like synths. She has been called the “rap Aisha Tyler” (MTV Iggy) because her smart lyrics often draw on her love of gaming. When she’s not rapping, she moonlights as a PhD student at Cornell University in Ithaca, New York.

**THUNDERING ASTEROIDS!**
Thundering Asteroids! is a nerd punk band from Portland, Oregon performing for the first time at GeekGirlCon! They have been beating the Kobayashi Maru with over-cafeinated power chords since 2009. With topics ranging from sexy lamps to goblin kings, and from superheroes to kill screens, their geek badges are proudly emblazoned on their sleeves. Minn and the boys crank the D10 to 11 as they rocket through space leaving a trail of video game cartridges and blown speakers in their space wake.

**MORE GEEKY THINGS TO DO THROUGHOUT THE YEAR**
Join GeekGirlCon on the second and fourth Fridays each month at Wayward Coffeehouse for our Games Night! Bring a game, bring a friend; learn a game, and make some friends!

Want to make sure you know what’s happening with GeekGirlCon? Subscribe to our mailing list, and you’ll get all the geeky happenings, fun and informative blog posts from staff and friends of GeekGirlCon, and—most importantly—all the information you need to come to GeekGirlCon ’15!

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<td>Crafting the Body</td>
<td>From Feels to Skills: Putting Fandom on Your Resume</td>
<td>Diversity in Young Adult Fiction</td>
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<td>Creating Diversity Playgroups</td>
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<td>Geek Elders Speak: How Media Fandom Empowered Women in the 60s, 70s, and 80s</td>
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<td>Overcoming Indie Game Obstacles</td>
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<td>Editing 101 for Writers</td>
<td>Cosplay, Parenting, and the Word “Appropriate”</td>
<td>Careers You Never Knew You Wanted</td>
<td>Geeky Careers: Advice from Four Geek Girls</td>
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<td>Rapid-Fire Mentoring Session</td>
<td>Nerdy by Nature</td>
<td>From Portfolio to Commission: Tips for Illustrators on Making the Connection</td>
<td>Fierce Reads 2014 Panel</td>
<td>Gaylaxy Quest: Exploring Queer Sci-Fi and Fantasy Fiction</td>
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<td>The Evolution of the Superhero Movie Costume</td>
<td>Imaginary Worlds for Kids</td>
<td>One-on-One Résumé Review</td>
<td>Is 2014 the Year of Asian?</td>
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<td>Women in Nerd Music</td>
<td>Women in Comedy</td>
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**10:00 AM**

**CRAFTING THE BODY [LL3]**

Despite growing media criticism, unhealthy body ideals and dieting behaviors are still normalized through language and images. Craftivism—or activism through craft—emphasizes inclusivity and provides a means for gathering voices to contribute to criticism through a collective narrative for positive social change. Participatory craftivism provides a way to meaningfully reflect on how pop-cultural conversations may cause harm.  
*Jess Dyball*

**GEEKS GOT YOUR BACK! [LL2]**

Harassment in the geek community has become a hot and divisive topic. Some events and forums (including GeekGirlCon) have anti-harassment policies. But what can we as geeks do to support each other and help make the geek community inclusive and friendly? Let’s talk about how we can be excellent to each other and have each other’s backs.  
*Donna “Danicia” Prior, That Word Grrl, Wolfcat*

**DIVERSITY IN YOUNG ADULT FICTION [RM301/302]**

Representation is vital for people of all races, sexualities, gender identities, and abilities. According to Malinda Lo’s 2013 Diversity in YA website, only 15% of NYT Bestselling YA Books had people of col-
SUNDAY SCHEDULE

GEEK OUT WITH WOMEN IN SCIENCE
In addition to the DIY Science Zone, we’ve got a bunch of science programming for you! Start your weekend off discussing some Notable Women in Science brought to you by Double X Science (collect scientist cards!) and the Noisy Astronomer returns with updates about astronomy this year! GeekGirlConnections has you covered with résumé-writing help from science experts and a Women in Science Meet-Up to network and connect.

Lady Planeswalkers Society, this panel is an open discussion about the trials and accomplishments of founding and organizing Diversity Playgroups. If you’ve ever thought about playing Magic: The Gathering, but the lack of other female players put you off, come talk about the alternatives here!

11:00 AM CLEARING DIVERSITY PLAY-GROUPS [LL2]
The Lady Planeswalkers Society is a highly successful, worldwide group for women to learn and play Magic: The Gathering. Hosted by Tifa Robles of The Carol Corps and the Lady Planeswalkers Society, this panel is an open discussion about the trials and accomplishments of founding and organizing Diversity Playgroups. If you’ve ever thought about playing Magic: The Gathering, but the lack of other female players put you off, come talk about the alternatives here!

Benjamin Williams, Hallie Santo, Jennifer Robles, Mike Robles, Trevor Murdock

CAUSEPLAY: COSPLAY FOR A CAUSE! [LL3]
Cosplay can be much more than creativity and fun: it can be CAUSEplay! Come find out what started CAUSEplay, and the success CAUSEplayers have seen in giving back to the community through using costumes and portraying their favorite characters. Learn to brighten the day for a terminally ill child, how to participate in a toy drive, and many other amazing ways to use your creativity and powers of cosplay for good.

Alan Kistler, Samantha Cross, Susan Eisenberg

12:00 PM HOW TO (OR SHOULD YOU) START A GEEK BUSINESS [LL3]
Do you want to turn your geeky passion into a business? Can you really turn a love of comics into a living? Can you sell your geeky art and make some cash? How much money does it really take to start a business—and what type of business should you start? Learn how to get started from people who’ve already done it. Bring your questions and get answers from successful geek business owners!

Bronwyn DeLofsten, Cecil Longino, Stephanie Zimmerman

OVERCOMING INDIE GAME OBSTACLES [LL2]
Want to try making a game, but don’t know how to get started? Perhaps you’ve already begun, but can’t find enough time because of work, school or other commitments? This panel will examine the market today, what readers want versus the disconnection with publishers’ diversity, and what we can do to improve the number of diverse books for teens.

1:00 PM GEEK CAREERS: ADVICE FROM FOUR GEEK GIRLS [RM301/302]
Join Jennifer K. Stuller (co-founder of GeekGirlCon, writer, editor, and pop culture critic and historian), Jennifer Ash (user researcher at Bungie Games working on Destiny), Catherine Kyle (Ph.D. student in English, teaching writing, literature, film, and pop culture), and Sara Spink (animator and digital artist on The Boxtrolls, Beavis and Butthead) as they draw from their diverse backgrounds to answer questions about how they’ve incorporated their passions into fun and meaningful work.

Catherine Kyle, Jennifer Ash, Jennifer K. Stuller, Sara Spink

FATNESS & FANDOM [RM303]
The geek community can be a hostile and exclusionary space for people of size. How can we create change in a community that claims to be welcoming of outsiders but participates in the same oppressive behaviors that we see in mainstream society? We’ll discuss what it means to be a fat person in fandom by exploring media, cosplay, and the lack of plus sizes in geeky apparel. We will also talk about strategies to combat oppression, and constructing inclusive community.

Amber Bushnell, Kim Correa, Rachelle Abellar, Shawna Jaquez, Sabrina Taylor, Uhura Jones

EDITING 101 FOR WRITERS [LL2]
Whether they aspire to publication or not, all writers need to learn the basics of editing their own work—and the benefits of working with a professional editor when they get too close to their work to be objective! Come and sit down with a professional editor and writer to learn the basics of editing your own work, and how to find an editor who will help make your book stronger.

JoSelle Vanderhooft

COSPLAY, PARENTING, AND THE WORD “APPROPRIATE” [LL3]
Come discuss cosplay from the perspective of children, teens, and adults who cosplay as individuals and as fami-
lies. This panel of parents and kids who cosplay will cover a range of topics: How to present cosplay to your parents? How to present cosplay to your kids (and not embarrass them)? How does a parent encourage their teen to express themselves, be body positive, and consider modesty? How do you discuss appropriation vs. appreciation? Deep topics, some advice, lots of discussion!
Adrienne Roehrich, Emi Roehrich, Kate Panza, Mary Panza

2:00 PM
GAIGalXY QUESkT: EXPLORING QUEER FANtASY AND SCIENCE FICTION [RM303]
Join us and a panel of LGBTQ speculative fiction authors as we explore how stories can both be out of this world AND out and proud! Each author takes characters on exciting, imaginative journeys, all while highlighting LGBTQ characters and relationships. Co-hosted by Gay City Health Project, Queer Geek, and Gay Romance Northwest. Watch for these amazing authors signing in our media area as well!
Amber Dawn, Astrid Amara, Ginn Hale, Langley Hyde, Laylah Hunter, Nicole Kimberling

RAPID-FIRe MENTORING SESSION: ASk US ANyTHING ABOUT THE GAMING INDUSTRY [LL2]
The “Ladies of BioWare” return to GeekGirlCon to talk about their jobs and answer your questions about their work in game development. Panelists will chat about their experiences as women in the industry, essential skills required to get the job done, and why it’s important to mentor women who want to get into games. The panel Q&A will be followed by an informal meet and greet at a selected location later in the day for one-on-one Q&A opportunities.
Jessica Merzan

NERDY BY NATURE [LL3]
When we spend hours every day on computers for work, play, and socialization, we can lose connection with the rest of the world. Join ecotherapist and
Gavia Baker-Whitelaw

How many Asians can you list in media today? Not counting Hong Kong or Bollywood stars, did you list more than 10? This fall, two shows have been green-lit and both have Asian leads, something that hasn’t occurred in TWENTY years. Will this be the year that Asian-Americans finally see themselves in non-stereotypical situations in media? We’ll have a brief history of Asians in cinema before discussing the evolution of archetypes that we see today.
Kristine Hassell

3:00 PM
EVOlUTION OF THE SuPEr-HERO MOVIE COSTuME [LL2]
Is there really any point in trying to make superheroes look realistic? Most of the time, the cape or mask is an integral part of the character—the thing that makes Batman a superhero instead of just a super-rich vigilante. Join us for an exploration of how superhero costumes transfer from page to screen. We’ll look at recent big-name comic book movies such as

4:00 PM
COSTuMING FOR EACH AND EVERY BODY [RM301/302]
Bodies come in every size and shape. Sadly, many characters do not. Most offer a view of perfection that dizzies us with insecurity. Few things are more frustrating to a cosplayer or costumer than struggling against these hurdles. But whether you are “too tall, too short, too wide, too narrow” or any variation, we’re here to lend a hand. Bring your questions and frustrations; we will discuss ways to make the characters fit your body—not the other way around!
DodiRose Zooropa, Jade Cheung, Lori Erickson, Phoenix McFierce

CHECK OUT OUR LIVE TWITTER COVERAGE ONLINE AND FOLLOW @GEEKGIRLCOn!

DOWNLOAD THE GUIDEBOOK APP ON YOUR MOBILE DEVICE FOR UP-TO-DATE INFO!
tell you how they got started, where and who to play for, ways to expand your audience, and many more useful tidbits for creating and performing your own nerdy music. This panel is for performers and fans alike!
Angela Webber, Audrey Webber, Molly Lewis, Sammus, Shubz Blalack

WOMEN IN COMEDY [LL3]
Everybody knows that Tina Fey has fully achieved the status of comedy goddess, but the amount of sexism faced by comedic women is still astounding. Women have been “paving the way” in comedy for decades now, but the stereotype still states that women aren’t funny. This panel—composed of female improvisers and stand-up comedians from the Seattle area—will address a variety of topics women in comedy face. Don’t worry; there will be plenty of giggles along the way!
Danielle K.L. Gregoire, Elicia Sanchez, Jocelyn Skillman, Katy Nuttman, Mandy Price, Sophie Lowenstein

5:00 PM
CLOSING CELEBRATION
[RM301/302]
It’s the end of GeekGirlCon ‘14... but don’t be sad! Come join everyone to celebrate and close out another awesome year of GeekGirlCon with music, laughter, and plenty of geeky camaraderie. Plus, you can spend a little extra time grabbing your new friends’ Twitter handles so you can stay in touch until next year!

Come have your picture taken at our GeekGirlCon Photo Booth! Be the sole feature of your very own GeekGirlCon photo or grab your gang of friends for a party picture! The booth will be covered by a GeekGirlCon photographer most hours and images will appear on the GeekGirlCon Flickr site after the convention.
ABOUT GEEKGIRLCOONNECTIONS
GeekGirlConnections is a program dedicated to providing career mentorship and networking opportunities for women and girls. The Connections program aims to help connect women with professionals in their desired career fields, as well as encourage women and girls to pursue their passions, develop leadership skills, and enter careers where women are currently underrepresented.

CONNECTIONS ROOM BOOTHs
Stop by the Connections Room on the first floor, just across from Registration, which will feature booths for companies, organizations, and universities—giving convention attendees access to direct mentorship opportunities with professionals.

NOTE: Unless noted in the descriptions, booths will be available from 10:00 a.m. – 5:00 p.m. on Saturday, and from 10:00 a.m. – 4:00 p.m. on Sunday.

Amazon.com 12
ArenaNet 13
Association for Women in Science 9
Big-Brained Superheroes Club 8
Cornish College of the Arts 2
DigiPen Institute of Technology 4
F5 Networks 10
First Robotics Team 2930 16
Girl Scouts of Western Washington 6
Hackbridge Academy 1
Isilon Storage Division/EMC 11
Northeaster University - Seattle 3
Seattle CoderDojo 14
See Jane Fix 15
UW Information School 5
Washington State Opportunity Scholarship 7

10:00 AM
HIRING IN GAMING [RM204]
Join recruiters from ArenaNet for a panel on Hiring in Gaming. Panelists will share how companies are recruiting more women and the importance of having a game plan before sending your résumé out to a lot of studios. ArenaNet recruiters will talk about: what to do before, during, and after the interviews; salary negotiations; résumé/cover letter writing; and other topics on putting your best self out there. 

Susan Elizabeth Thayer, Thomas Abrams

11:00 AM
DISABILITY IN EDUCATION AND BEYOND [RM204]
Being disabled in school or in the workforce can be isolating and truly difficult. This talk will be about what it’s like to work with a disability, types of questions you can ask of a school, and the process of self-advocacy. We will also include extensive time for questions from the audience, so come prepared to ask and to listen!

Elsa Henry

12:00 PM
CODE CARROTS: PROGRAMMING WORKSHOP [RM204]
Code Carrots is a free and open programming lab and workshop hosted by Geek Girls Carrots (GGC). During Code Carrots, you will be able to meet mentors, ask questions, and get advice about programming. These workshops are designed for all levels, beginner to advanced, so don’t be shy. Come ask, and you will learn!

Kamila Stepniowska

1:00 PM
NO LIMITS: HOW TO BE DARTH VADER IN A TUTU [RM204]
Be inspired by girls and women who push the limits of convention in a fun, interactive session exploring what it means to grow up strong, confident, and with no limits! Recommended ages 10 and under, and we welcome both girls and boys!

Tara Gowland

2:00 PM
EXPLORING THE GIRL SCOUTS LEADERSHIP EXPERIENCE [RM204]
Girl Scouts gives girls access to life-changing experiences that inspire them to do something big. Learn about the Girl Scout Leadership Experience, which empowers girls to make the world a bet-

Download the Guidebook app on your mobile device for up-to-date info!
3:00 PM
THE BUSINESS OF SELF-PROMOTION: MARKETING YOUR ART OR SMALL BUSINESS ONLINE [RM204]
A panel of professional artists, creators, and marketers will provide valuable insights and advice on promoting and protecting your art online. Topics will include how to create your brand, how to find your audience, legal resources, ways to sell your work online, social media channels, and how to manage time spent talking about art versus time spent creating it.
Amanda Nuckolls, Wendy Buske

4:00 PM
ONE-ON-ONE CRITIQUES WITH AN EDITOR [RM204]
Are you a female writer looking to improve your story or book? Sign up for a session with a professional editor! JoSelle Vanderhooft is a freelance editor, writer, copyeditor, journalist, poet, and novelist. This session is open to the first four people who signed up online in advance of the convention.
JoSelle Vanderhooft

SATURDAY TABLES

AMAZON.COM [RM101]
Amazon is a large internet retailer and cloud services provider. What do Amazon technical people do every day? It’s not 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! Note: The Amazon.com booth will be available on Saturday only.

ARENANET [RM101]
We’re ArenaNet—and we’ve created a studio that makes online worlds infused with innovation, hand-crafted excellence, and creative passion. ArenaNet employees have a vast diversity of skills and backgrounds. Women in gaming are really important to our studio and we will have programmers, producers, designers, and recruiting.

CORNISH COLLEGE OF THE ARTS [RM101]
Comish College of the Arts is the premier accredited arts college in the Northwest, inspiring the highest standards of artistic and academic excellence. Whether you’re looking for a career in fine arts, media, information systems, created environments, or an amazing integrated studies background, Comish College is the place for you. Come meet advisors and find out more!

DIGIPEN INSTITUTE OF TECHNOLOGY [RM101]
DigiPen offers undergraduate and graduate degrees in the areas of computer science, game design, animation, engineering, and music and sound design. The curriculum at DigiPen provides students with an innovative and pioneering combination of practical, hands-on project experience with strong academics.

F5 NETWORKS [RM101]
F5 Networks helps organizations seamlessly scale cloud, data center, and software-defined networking (SDN) deployments—delivering applications to anyone, anywhere, at any time. “F5 Connects Women,” a corporate giving program, recognizes that diversity and inclusion are critical to success and that an individual’s background, experience, and perspective lead to new ideas and insights.

FIRST ROBOTICS TEAM 2930 SONIC SQUIRRELS [RM101]
FIRST Robotics Team 2930, the Sonic Squirrels, from Glacier Peak High School in Snohomish, WA. See two different robots in action and hear about the exciting FIRST Robotics Programs for ages 5–18. Find a team to join or mentor!

GIRL SCOUTS OF WESTERN WASHINGTON [RM101]
Girl Scouting builds girls of courage, confidence, and character who make the world a better place. Girl Scouts is a leadership development program for girls that believes one girl can make a difference, and that girls together can change the world. Girl Scouts of Western Washington serves more than 25,000 girls from kindergarten to 12th grade with the help of over 12,000 volunteers.

ISILON STORAGE DIVISION/EMC [RM101]
Lead me to the latest in Cloud Computing. Lead me to Big and Fast Data. Lead me to the future of IT Security. Lead me to EMC. Our team drives scale-out data solutions. Our Advanced Software team develops emerging technology for the Software-Defined Data Center. More than 900 EMC employees across Seattle are driving the future of IT. If you are passionate, love to build, and want to have a major impact for our customers, EMC Isilon is the place for you.

NORTHEASTERN UNIVERSITY – SEATTLE [RM101]
Northeastern University’s Seattle Graduate Campus is proud to be a part of the South Lake Union neighborhood. An epicenter for innovation and discovery, South Lake Union is home to a wide variety of companies and institutions that share in the University’s vision of a world where cutting edge thought-leaders come together to inspire, create, and execute new technologies and most of all learn.

SEE JANE FIX [RM101]
See Jane Fix is a company that fixes broken phones and tablets—of all kinds—directly in the offices of some of the best employers in Seattle. Come to the See Jane Fix booth to have female repair techs demonstrate how to fix a broken cellphone. You will have the chance to make repairs yourself, or even fix a currently broken phone!

THE BIG-BRAINED SUPERHEROES CLUB [RM101]
The Big-Brained Superheroes Club is on a mission to tap into the hidden strengths that all young people have through the exploration of science, technology, engineering, art, and mathematics (STEAM). Join the Club in its latest endeavor to learn about electric circuits and how computers “think.” Note: The Big-Brained Superheroes Club booth will be available on Saturday only.

UNIVERSITY OF WASHINGTON INFORMATION SCHOOL [RM101]
The University of Washington Information School is a community of disci-
plines, professional fields, and areas of expertise engaged with the study of information and its use by people and organizations. The school prepares information leaders, research problems and opportunities in information, and design solutions to information challenges. Learn more about bachelor and graduate degree programs in Information Science, Information Management, Library and Information Science, and Informatics.

WASHINGTON STATE OPPORTUNITY SCHOLARSHIP [RM101]
Visitors to the Washington State Opportunity Scholarship booth will learn from staff members about a public-private program that provides thousands of dollars and mentoring support for students to pursue baccalaureate degrees in high demand fields such as science, technology, engineering, mathematics, and health care at Washington state public and private universities. Note: The Washington State Opportunity Scholarship booth will be available on Saturday only.

SEATTLE CODERDOJO [RM101]
Seattle CoderDojo is a free, volunteer-led club where children ages 8 to 18 learn computer programming on Saturday mornings. We want every child to have the opportunity to learn how to code. CoderDojo encourages collaboration between young people attending a Dojo and people running Dojos, whether it’s helping them set up or sharing experiences. Come by our table and find out how you can join one of our Dojos!

ASSOCIATION FOR WOMEN IN SCIENCE [RM101]
The Association for Women in Science is a nonprofit national organization that promotes the advancement of women in the fields of science, technology, engineering, and math (STEM) through advocacy and networking. We actively promote participation of girls in sciences through a STEM enrichment program for 7th and 8th grade girls in Seattle, a scholarship program for STEM undergraduate women, and awards that honor local women scientists.

HACKBRIDGE ACADEMY [RM101]
The Hackbridge Academy Software Engineering Fellowship for women is a 10-week training program in San Francisco designed to help women become awesome programmers. We teach the fundamentals of modern web development, and then introduce you to Silicon Valley companies looking to expand their engineering teams.

SUNDAY PROGRAMMING

10:00 AM
FROM FEELS TO SKILLS: PUTTING FANDOM ON YOUR RESUME [RM204]
You may not think that all those hours spent devouring Johnlock fanfic or painstakingly editing your Tumblr gif set mean much outside of fandom, but you’re actually learning all kinds of skills that can make you stand out as a job candidate. Join a group of fans who’ve turned their passions into career assets for this interactive look at ways your fandom is building your résumé.
Aja Romano, Alexandra Edwards, Amanda Brennan, Lauren Orsini, Loraine Sammy

11:00 AM
LEADING THE CHARGE [RM204]
A straight-from-the-source Q&A session that explores how the face of disaster response is changing in the face of social media and other emerging technologies. Come talk with a U.S. Coast Guard public affairs officer about how to be the catalyst of change in your organization, no matter what your current job is. Attendees will also have the chance to discuss entering a traditionally male-dominated field in a majority male organization.
Anastasia Visneski

12:00 PM
WOMEN IN WORDS: PRESENTED

BY THE NORTHWEST INDEPENDENT EDITORS GUILD [RM204]
At this panel, women working in various professions related to words—writing, editing, publishing, literary arts administration, and more—will talk about what they’ve learned, how they got there and what they want to go. Come listen, ask questions, and be prepared to take a side in the bloody, never-ending battle between Chicago and AP styles. (Note: there will be no actual battling.)
Amanda Vail, Anastasia Visneski, Beth Jusino, Erin Doherty, Rebecca Brinson

1:00 PM
CAREERS YOU NEVER KNEW YOU WANTED [RM204]
Are you looking for career options? There are quite a few you might not know about! Growing up, everyone is aware of a few occupations that sound exciting: doctor, scientist, firefighter, or writer. As we get older, these careers sound glamorous, but we are easily discouraged by the amount of schooling involved. We’ll tell you about career options that we didn’t know existed until college or afterward, plus advice to find the right career for you.
Anastasia Visneski, Brandi Murphy, Jessica Cross, Meris Mullaley, Simone De Rochefort

2:00 PM
FROM PORTFOLIO TO COMMISSION: TIPS FOR
ILLUSTRATORS ON MAKING THE CONNECTION [RM204]
Bring your portfolios and your questions! This will be an informal chat about attendees’ illustration work and the business of small press book covers. The discussion will follow the interests of the audience, so audience participation is encouraged! Lucia will bring her behind-the-scenes perspective and experience, and offer tips on how to make your work look professional and desirable.
Lucia Starkey

3:00 PM
ONE-ON-ONE RÉSUMÉ REVIEW [RM204]
Bring your résumé and cover letter, and sit down one-on-one with hiring and career experts in science, technology, gaming, and other career fields for feedback. Depending on the size of the crowd, attendees should have the opportunity for in-depth conversations with our experts.
Sammy Ng, Susie Rantz, Tara Gowland

4:00 PM
MEETUP: WOMEN IN SCIENCE [RM204]
Join other women working in science for an informal Connections Meetup. There will be no formal programming during this hour. It is just free time for you to meet other women working in a variety of science-related fields, make career connections, and network. Enjoy!
AREANET [RM101]  
We’re ArenaNet—and we’ve created a studio that makes online worlds infused with innovation, hand-crafted excellence, and creative passion. ArenaNet employees have a vast diversity of skills and backgrounds. Women in gaming are really important to our studio and we will have programmers, producers, designers, and recruiting.

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DIGIPEN INSTITUTE OF TECHNOLOGY [RM101]  
DigiPen offers undergraduate and graduate degrees in the areas of computer science, game design, animation, engineering, and music and sound design. The curriculum at DigiPen provides students with an innovative and pioneering combination of practical, hands-on project experience with strong academics.

F5 NETWORKS [RM101]  
F5 Networks helps organizations seamlessly scale cloud, data center, and software defined networking (SDN) deployments—delivering applications to anyone, anywhere, at any time. “F5 Connects Women,” a corporate giving program, recognizes that diversity and inclusion are critical to success and that an individual’s background, experience, and perspective lead to new ideas and insights. Note: The F5 booth will close at 2:00 p.m. on Sunday.

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ISILON STORAGE DIVISION/EMC [RM101]  
Lead me to the latest in Cloud Computing. Lead me to Big and Fast Data. Lead me to the future of IT Security. Lead me to EMC. Our team drives scale-out data solutions. Our Advanced Software team develops emerging technology for the Software-Defined Data Center. More than 900 EMC employees across Seattle are driving the future of IT. If you are passionate, love to build, and want to have a major impact for our customers, EMC Isilon is the place for you.

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Northeastern University’s Seattle Graduate Campus is proud to be a part of the South Lake Union neighborhood. An epicenter for innovation and discovery, South Lake Union is home to a wide variety of companies and institutions that share in the University’s vision of a world where cutting edge thought-leaders come together to inspire, create, and execute new technologies and most of all learn. Note: The Northeastern booth will close at 2:00 p.m. on Sunday.

SEE JANE FIX [RM101]  
See Jane Fix is a company that fixes broken phones and tablets—of all kinds—directly in the offices of some of the best employers in Seattle. Come to the See Jane Fix booth to have female repair techs demonstrate how to fix a broken cell phone. You will have the chance to make repairs yourself, or even fix a currently broken phone! Note: The See Jane Fix booth will close at 2:00 p.m. on Sunday.

UNIVERSITY OF WASHINGTON INFORMATION SCHOOL [RM101]  
The University of Washington Information School is a community of disciplines, professional fields, and areas of expertise engaged with the study of information and its use by people and organizations. The school prepares information leaders, research problems and opportunities in information, and design solutions to information challenges. Learn more about bachelor and graduate degree programs in Information Science, Information Management, Library and Information Science, and Informatics.

SEATTLE CODERDOJO [RM101]  
Seattle CoderDojo is a free, volunteer-led club where children ages 8 to 18 learn computer programming on Saturday mornings. We want every child to have the opportunity to learn how to code. CoderDojo encourages collaboration between young people attending a Dojo and people running Dojos, whether it’s helping them set up or sharing experiences. Come by our table and find out how you can join one of our Dojos!

ASSOCIATION FOR WOMEN IN SCIENCE [RM101]  
The Association for Women in Science is a nonprofit national organization that promotes the advancement of women in the fields of science, technology, engineering, and math (STEM) through advocacy and networking. We actively promote participation of girls in sciences through a STEM enrichment program for 7th and 8th grade girls in Seattle, a scholarship program for STEM undergraduate women, and awards that honor local women scientists.

HACKBRIDGE ACADEMY [RM101]  
The Hackbridge Academy Software Engineering Fellowship for women is a 10-week training program in San Francisco designed to help women become awesome programmers. We teach the fundamentals of modern web development, and then introduce you to Silicon Valley companies looking to expand their engineering teams.
**S A T U R D A Y, O C T O B E R 1 1 , 2 0 1 4**

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<tr>
<th>Time</th>
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<tr>
<td>9:00 AM</td>
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<td>Cheapass Games</td>
<td>Console Gaming with Ubisoft</td>
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<tr>
<td>10:00 AM</td>
<td>Paint ‘n’ Take Miniatures!</td>
<td>Games by Playdate</td>
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<td>11:00 AM</td>
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<td>Geek Versus Life Studios</td>
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<td>12:00 PM</td>
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<td>Lady Planeswalkers Society</td>
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<td>2:00 PM</td>
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<td>Mind the Gap Studios</td>
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<td>3:00 PM</td>
<td>King of Tokyo Tournament</td>
<td>RPGs with Andy</td>
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<td>Play and Win!</td>
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<td>8:00 PM</td>
<td>Late Night Nostalgia Mystery</td>
<td>Tabletop Checkout and Free Play</td>
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<td>9:00 PM</td>
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<td>Time Wars</td>
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**S A T U R D A Y W O R K S H O P S & T O U R N A M E N T S**

10:00 AM – 1:00 PM
**PAINT ‘N’ TAKE! [LL1]**
Stop in and learn how to paint your very own miniature. Host Austin will give you tips and tricks to help bring your mini to life. Then take it home and show it off proudly to all of your friends and family!

3:00 PM – 7:00 PM
**KING OF TOKYO TOURNAMENT [LL4]**
Stomp, bite, and blast the competition in this all-ages tournament of epic proportions. Choose your monster and duke it out to see who will be the King of Tokyo. This game is perfect for all skill levels; stop by early for a quick demonstration before the tournament gets started!

8:00 PM – 11:00 PM
**LATE NIGHT NOSTALGIA MYSTERY TOURNAMENT [LL4]**
Anything can happen in this flashback to the old-school games of our childhood. While the games are a mystery, the fun is guaranteed until the doors close for the day!

**S A T U R D A Y T A B L E S**

**THE LADY PLANESWALKERS SOCIETY [LL4]**
Play *Magic: The Gathering* with the crew from Lady Planeswalker Society! LPS strives to create an inclusive, pressure-free environment perfect for all gamers — beginners and veterans alike. Whether you’re brand new to the game or want to brush up on your skills, stop by and play with LPS. Learn-to-Play sessions all day; hosted by Cascade Games.

**CHEAPASS GAMES [LL4]**
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!

**STORY GAMES [LL4]**
Light on rules and heavy on cooperation, Story Games give everyone control of the narrative. Your game might be a comedy or a tragedy, a period drama or a sci-fi thriller, but no matter what, the results will be surprising and awesome! Featuring games designed by women: *Questlandia, Shooting the Moon*, and more. Gameplay starts at 10 a.m., 1 p.m., and 4 p.m. both days, plus 7 p.m.
Saturday. Kid-friendly games offered until 7 p.m. Absolutely no experience necessary!

**VALOR [LL4]**

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 Game Masters 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 yourself. Ages teen and up!

**MIND THE GAP STUDIOS [LL4]**

Mind the Gap Studios is an independent tabletop game design studio in Lynnwood, Washington. Our goal is to make at least one of every type of tabletop game, and make all of those games fun and accessible. *Mind the Wizard Dodge-Ball* was featured as a finalist on the first season of *Tabletop Deathmatch*. Drop by and try out all our fun and creative games!

**GEEK VERSUS LIFE STUDIOS [LL4]**

Geek Versus Life Studios is a small group of friends that loves playing games. We got it in our heads that we can make great games too, and decided to give back to the industry that has given us so much pleasure. We make games that you’ll want to play! Check out SWAG: *The EpicConquest* for convention-themed backstabbing fun, then stay for 50’s horror movie-inspired *The Mind the Wizard Dodge-Ball*!

**STEVE JACKSON GAMES HOSTED BY MEN IN BLACK [LL4]**

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

**UBISOFT CONSOLE ROOM [LL5]**

Ubisoft is a leading creator, publisher, and distributor of interactive entertainment and services, with a rich portfolio of world-renowned brands, including *Assassin’s Creed*, *Just Dance*, Tom Clancy’s video game series, *Rayman*, *Far Cry*, and *Watch Dogs*. The teams throughout Ubisoft’s worldwide network of studios and offices are committed to delivering original and memorable gaming experiences across all popular platforms, including consoles, mobile phones, tablets, and PCs. To learn more, please visit www.ubisoftgroup.com, and stop by the GeekGirlCon ‘14 Console Room, sponsored by Ubisoft!

**TABLETOP CHECKOUT AND FREE PLAY [LL4]**

Got some extra time between panels and roaming the exhibitor’s hall and drooling over the art in Artist Alley? Come on down to the Games Dungeon (Lower Level) and check out a tabletop game to play for a while! Games have been loaned and/or donated for use during GeekGirlCon ‘14, so take advantage of the free chance to learn and play!

**GAMES BY PLAY DATE [LL4]**

*Slash: Romance Without Boundaries* by Games by Play Date is the storytelling party game of fanfiction romance. Create your OTP (One True Pairing) in defiance of the limitations of history, medium, or canon. *Slash* is available to play in the game room, and regularly scheduled demo times will be posted. All is fair in love and card-based party games!

**TIME WARS [LL4]**

Vampires have taken over the galaxy, and you are the only hope for humanity. As part of the Time Corps you’ve been tasked with engaging the vampires throughout time and space—and rewriting history. *Time Wars* is a universe of mystery and adventure where you will constantly be asked: Which future will you fight for? Come check out our free comic, play our freely available RPG, or preview *Time Wars: Supreme Command*, the world’s first deck stacking game!

**PLAY AND WIN! [LL4]**

Win a game just for playing a game? How can you go wrong? The more times you play one of the eligible game titles, or teach others how to play, the more chances you have to win. Stop by the Free-Play table for information and the list of eligible games from Indie Boards and Cards, Stronghold Games, Cheapass Games, and more!

**GOLDEN GLITCH STUDIOS [LL4]**

Elsinore is a narrative PC simulation game based on the world of Shakespeare’s *Hamlet*. Play as Ophelia, a Danish noble woman, who foresees the end of *Hamlet*. Travel back in time and try to change the future and avoid the tragedy. Form allegiances, solve interpersonal problems, spy, lie, gossip, destroy evidence, and all kinds of social maneuvering!

**RPGS WITH ANDY [LL4]**

Join our game master laureate Andy Munich (The 8 Hour Gamer) to learn and play roleplaying games! New players and seasoned campaigners alike are welcome. Check out the gaming floor for times and more details. RPGs include *Dread*, *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!

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**UBISOFT CONSOLE ROOM [LL5]**

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11:00 AM – 2:00 PM
MYSTERY BOX GAME DESIGN CHALLENGE [LL1]
Stretch your creative muscles in the Mystery Box Game Design Challenge. Teams of 3 to 6 will work together to create a board game using only a box of mystery items! Work with game design professionals to develop your game mechanics, art and style. Prizes will be given for the best game design, as well as an “audience favorite game”. Come with friends or as individuals; all ages welcome. Challenge starts at 10 a.m., so please arrive early to get into teams!

11:00 AM – 3:00 PM
LOVE LETTER TOURNAMENT [LL4]
As a paramour of Tempest’s heir, you’ll need to recruit the help of an array of characters from the lowly soldier to court royalty to get your letter delivered. You aren’t the only one interested in the heir, smart your competitors and ensure that yours is the most highly placed missive?

1:00 PM – 5:00 PM
SUSHI GO TOURNAMENT [LL4]
Join us for a lightning-fast tournament featuring our favorite sushi-snatching drafting game. Pick your favorites and put together the best dinner at the table to win! All ages welcome!
SUNDAY GAMING

VALOR [LL4]
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 Game Masters 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 yourself. Ages teen and up!

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Special thanks to UBISOFT, sponsor of our Console Gaming Room at GeekGirlCon ’14!
“Anywhere but here” has its drawbacks.

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"...like Joss Whedon’s Firefly but for teenagers."

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Teens flee their Test results in a not-quite-stolen spaceship that they can’t even fly. An ensemble adventure with intrigue, science, and deception.

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AND BOOTH 407 ALL WEEKEND!

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THANK YOU, GEEKGIRLCON AGENTS!

This is GeekGirlCon’s fourth year, and this is the time and place to say to our Agents and Volunteer Staff: THANK YOU ALL!! Without each of you, GeekGirlCon is a nice idea and something fun to think about doing for a weekend. With all of you, GeekGirlCon has grown and flourished this year, reached out to more people, and grew even more support across Seattle, the Northwest, and the world. It takes hours, weeks, and months of hard work, culminating in an amazing weekend of fun, learning, and connection with our community of incredible friends and supporters. We can’t do it without you. More than that, we don’t want to do it without you. Here’s to GeekGirlCon ’14—and we can’t wait to see you all again for GeekGirlCon ’15!

The volunteer staff of GeekGirlCon ’14 never works alone! We have our family and friends along with us for this zany ride every year, and this is for all of you—both human and non-human. Thank you so much for the companionship, the love, and the caffeinated beverage supply. We’ll see you next year!

FRIENDS AND FAMILY:
Aaron Blalack
John Ochs
Andy Munich
Ryan, Emilynn, and Jonah
Tim Rogers
tek
Amy Sharp
Kristine Hassell
Avinash Jaisinghani
Issen Powter
Adrienne Fox**
Erica McGillivray**
Jane Rode
Ari Goldstein
Eric Liu**
TBASA
Law Ruelos
Katy Hewitson
Dannie Phan
Kellie Rogers
Katie Phoenix
Rachel Abellar**
Josh Milligan
Pranay Desai
Amanda McGall**
Stephanie Little**
Kelly Clark**
Han Nan Beh
Kevin Sprewer
Kathy Macdonald
Lari Blazier**
Tammy Vince Cruz**
Bronwyn and the baristas at Wayward Coffeehouse
Julia Santo**
Alicia McBarron**
Arwen Morton**
Kay Dent

Wendy and Ming at China Gourmet
Sadie Hoekema
Shawn Van Dyken
Mariama Sall
Cory Sober**
Cristina Solmaz**
Georgia Savoy**
Hannah Pearson**
Jenna Pitman**
Kiri Callaghan**
Lee Hilton**
Abby Rhinehart
Jennifer Stuller**
Melanie Howard**
Michelle Pearson**
Stephanie Wooten**
Monica Rice**
Christopher Gillett and the staff at Café Mox
Kris Fenderer and the staff at Card Kingdom
**Denotes Founding Member

NON-HUMAN, AND JUST AS IMPORTANT:
Wally
Kitty
Nubbin
Dargo and Vala
Ohno
Polka, and Edmund (R.I.P.)
Whisky
In Memoriam: Thor & Boxo
Barboza
Wanda
Meriwether “Louie” Lewis
Peppersmith Diablo
Bijou

COMMUNITY PARTNERS:
Wayward Coffeehouse
Sheraton Seattle Hotel
Homewood Suites
Card Kingdom
Cafe Mox
Central Cinema

THANK YOU, GEEKGIRLCON SUPPORTERS!

Download the Guidebook app on your mobile device for up-to-date info!
QU33R
From editor Rob Kirby comes this stunning, Ignatz-Award-nominated anthology of queer comics, with all-new stories from 33 contributors—legends and new faces alike.

FEARFUL HUNTER
A young Druid on the eve of his initiation falls in love with a troubled wolf, but do the star-crossed lovers stand a chance against lascivious Druid masters and savage elder gods?

A WASTE OF TIME
New bimonthly series! Rick the cartoonist rabbit is growing desperate for success, while his creations—including a coke-addicted teddy bear and a broken robot—have their own plans for his career.

These are just a few of the dozens of titles from Northwest Press, available in print & digital direct from the publisher and at fine comic book shops!