What brought you to GeekGirlCon?

It’s a question I’ve been asking a lot of folks lately. We’re now in our sixth year, and we have almost doubled everything—our volunteer staff, our footprint, our exhibitors, and our number of individual sponsors. We started as a grassroots, all-volunteer organization dedicated to sharing and celebrating the contributions of the female geek. The only thing that’s really changed is the number of folks who want to celebrate.

We’re still 100% volunteer-run, from the Agents doing line management and the DIY Scientists mixing chemicals at the convention itself, to our year-round volunteer staff who manage budgets, planning, outreach, marketing, logistics, non-profit management, and all of the other business sides of putting on an event for 8,500 geeks. And we want to keep doing it, year after year, because there is a reason you came to GeekGirlCon today. There is a reason 45 volunteer staffers put in thousands of hours of work. There is a reason we need a space where everyone can feel welcomed with community, empowerment, diversity, and inclusivity.

So think about what makes GeekGirlCon awesome for you, and help us make sure that this is an organization and an event that can be here for many years to come. GeekGirlCon does not exist without you to support us.

Donate. Volunteer. Be an advocate.

Follow GeekGirlCon on social media and share your excitement. Welcome to GeekGirlCon ‘16, and welcome to your community!

Danielle Gahl, Executive Director
GeekGirlCon Scavenger Hunt

Collect stamps as you make your way through GeekGirlCon. Each stamp earns you 1 entry to win a fantastic exhibitor prize pack. The more stamps, the better your chances of winning! Collect all 6 stamps and receive an exclusive GeekGirlCon pin.

Plus as a special bonus, fill out the GeekGirlCon survey for an additional pin.

LEARN
Attend a panel discussion
See the panel room Agent for your stamp

PLAY
Check-out a board game on the gaming floor
Located on level Skagit

EXPERIMENT
Try an experiment at the DIY Science Zone
Located on level Yakima

SAY CHEESE!
Show us a GeekGirlCon selfie tagged @GeekGirlCon. Be sure to stop by the photobooth for your official con picture!
Located on level Chelan

EXPLORE
Play an indie game in the Exhibitor Hall
Located on level Skagit

GIVE US YOUR FEEDBACK
Complete the con survey
Located at registration on level Yakima

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 ‘16. http://guidebook.com/g/geekgirlcon16

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.

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
   - All weapons must be non-functional.
   - 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 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 that who 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.

PHOTO & VIDEO POLICY
GeekGirlCon’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.

_.geekgirlcon attendees receive $5 off admission to emp museum
 Limit one per person. Must present GGC badge for discount. Cannot be combined with any other offer. Offer applies November 7, 2016._

_.giant trek explorin new worlds
 open now
 emp museum
 emp.org_

Turn in information
Turn in your Scavenger Hunt cards at registration located on level Yakima. If you’ve completed SAY CHEESE! please have post available for verification by a GGC Agent. Daily drawings will be held at registration Saturday at 6pm and Sunday at 5pm. Winners must be present to claim their prize.
GEEKGIRLCON POLICIES

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 below in these policies.

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 Level 3 (Times) of the Conference Center. Please feel free to visit to have your photo taken, either by yourself or with other attendees.

GeekGirlCon 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: To opt out of photography and videography at GeekGirlCon, please request a sticker for your name badge at Registration. 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, Flickr, our RSS Feed, or our Meetup page), you have the right to contact us and we will remove the image to the best of our ability.

ACCESSIBILITY

GeekGirlCon is dedicated to providing a fun and entertaining experience for all attendees. We aim to support inclusivity for a range of different needs by establishing best practices for our spaces and experiences. Limitations prevent us from making our event completely barrier-free, but we are continuously improving and welcome discussion on how we can support a better environment. For more information on current accommodations and policies, please review our accessibility frequently asked questions on our website. 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 10 for location. If you have any additional requests, suggestions, or questions, please contact us via email at info@geekgirlcon.com.

FIRST AID

The EMT office is located next door to the Information Booth on Level 1. See the map on page 10 for location. Please see a staff member or Agent for additional assistance.

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; obscenity; gestures; use of racial, religious, sexual, gender, ability, or 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.

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 details 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 Level 1 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.

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 07/2016. Our thanks to multiple reference sources and inspiration, including DragonCon, WisCon, and the Con Anti-Harassment Project. If you have any questions or feedback, please contact info@geekgirlcon.com.

COSPLAY IS NOT CONSENT

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.

CONDUCT VIOLATION REPERCUSSIONS

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

GeekGirlCon requires the following:

GeekGirlCon POLICIES
Ashy Burch
A BAFTA nominated actor and Emmy nominated writer. She is best known as Chloe Price in Life is Strange, Tiny Tina in Borderlands 2, Cassie Cage in Mortal Kombat X, and as the co-star, co-writer and co-creator of the web series Hey Ash, Whatcha Playin'? Burch will be appearing in “Inclusion & Evolution of Female Role in Modern Animation” panel in Room Tahoma 3/4 - Garnet on Saturday at 10:30am and in “Wait...I Know That Voice” panel in Room Tahoma 3/4 - Garnet on Sunday at 10:30am.

Bonnie Burton
is an author who writes about feminism, crafting and pop culture. Her books include The Star Wars Craft Book, Girls against Girls, and Womanthology. Check out her web shows Vaginal Fantasy Book Club Show and Geek DIY. Find her at girl.com and on Twitter @bonniegrl. Burton will be appearing in "Crafting with Feminism Workshop: Let's Make Tampon Buddies!" in Room Chelan 5 - America on Sunday at 11am.

Natalie “Moxie Girl” McGriff
is the 8-year-old co-author of “The Adventures of Moxie McGriff,” a series of books aimed at teaching young girls of color the importance of loving themselves just as they are. Natalie previously suffered from low self-esteem regarding her hair texture and skin tone. Through encouragement from her family and friends, Natalie is now proud to be herself. She seeks to empower other young girls of color by transforming their “flaws” into super powers! McGriff will be appearing in “Geeky Kids Making Your Mark” in Room Chelan 5 - America on Sunday at 1pm.

Jennifer Paz
can currently be heard as the voice of Lapis Lazuli on 2-time Emmy nominated animated Cartoon Network series “Steven Universe.” She received a Behind The Voice Actors Award in 2014, and has numerous credits spanning TV, film, and Broadway performances. She will be appearing in “Wait...I Know That Voice” panel in Room Tahoma 3/4 - Garnet on Sunday at 10:30am and in “Magic, Music, & Friendship: Steven Universe” in Room Tahoma 3/4 - Garnet on Sunday at 1:30pm. Follow her on Twitter: @Jennifer_Paz

SAMMUS
is an Ithaca, New York-based rapper and producer. Her production is characterized by her use of uniquely chopped samples, and video game-like synths. She has been called a “20-credit” rapper because of her smart lyrics, diverse subject matter and versatile flow. Visit www.samusmusic.com for more info. Sammus will be appearing in “The Women of Nerdcare” panel in Room Tahoma 3/4 - Garnet on Sunday at 12pm.

Kiki Wolfkill
Kiki Wolfkill heads up 343 Industries’ transmedia and entertainment efforts. She served as Executive Producer on the digital series “Halo: The Fall of Reach”, “Halo: Nightfall”, the upcoming Halo television series, as well as the Halo Channel experience on Xbox One, PC, and mobile platforms. As a passionate storyteller, Kiki brings together her production background and her creative leadership to deliver on the next chapter in Halo’s expansive universe. She will be appearing in “Journey Into the Gaming Industry” in Room Tahoma 3/4 - Garnet on Saturday at 12pm.
### EXHIBITOR FLOOR

**Merch & ADA's Technical Books and Cafe**

**Located on Level 3 Tahoma by Room 5 - Storm**

<table>
<thead>
<tr>
<th>Booth</th>
<th>Name</th>
<th>Booth</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>522</td>
<td>Crystal's Idyll</td>
<td>322</td>
<td>Pennavir Decals</td>
</tr>
<tr>
<td>201</td>
<td>Cult Classic Posters</td>
<td>328</td>
<td>Pink Po'udo, The</td>
</tr>
<tr>
<td>513</td>
<td>Cute Kick</td>
<td>617</td>
<td>Pixelosis</td>
</tr>
<tr>
<td>808</td>
<td>Dancing Heron Illustration</td>
<td>323</td>
<td>Primal Spiral</td>
</tr>
<tr>
<td>403</td>
<td>DigiPen Institute of Technology</td>
<td>304/305</td>
<td>Razorgirl Press</td>
</tr>
<tr>
<td>223</td>
<td>Dragonstorm Sports</td>
<td>328</td>
<td>Rebecca Barnes</td>
</tr>
<tr>
<td>325</td>
<td>Dragonsworn Cosmetics</td>
<td>421</td>
<td>Renee Nakagawa</td>
</tr>
<tr>
<td>227</td>
<td>Dustin Reese</td>
<td>805</td>
<td>Rezllen</td>
</tr>
<tr>
<td>804</td>
<td>Elysian Pearl</td>
<td>230</td>
<td>Rhododo</td>
</tr>
<tr>
<td>615/616</td>
<td>Elysium Books</td>
<td>418</td>
<td>RHPotter</td>
</tr>
<tr>
<td>621</td>
<td>Emerald City Admirals Quidditch</td>
<td>104</td>
<td>Rosey Fables</td>
</tr>
<tr>
<td>324</td>
<td>Emet Comics</td>
<td>314</td>
<td>rlt</td>
</tr>
<tr>
<td>218</td>
<td>EMP</td>
<td>307</td>
<td>Salted Melon</td>
</tr>
<tr>
<td>408</td>
<td>Erika Rae Heins</td>
<td>412</td>
<td>Seams Geeky</td>
</tr>
<tr>
<td>103</td>
<td>Everett Comics</td>
<td>405</td>
<td>Seattle Coder Dojo</td>
</tr>
<tr>
<td>415</td>
<td>Extra Life</td>
<td>425</td>
<td>Sew Cherie</td>
</tr>
<tr>
<td>113</td>
<td>Fantasy Flight Games</td>
<td>301</td>
<td>Short Leg Studio</td>
</tr>
<tr>
<td>202</td>
<td>Feminist Frequency</td>
<td>313</td>
<td>Shrubbery, The</td>
</tr>
<tr>
<td>309</td>
<td>Fine Art &amp; Random Geekery</td>
<td>702</td>
<td>Sinister Metalworks</td>
</tr>
<tr>
<td>106</td>
<td>Fire Opal Media/13th Age</td>
<td>714</td>
<td>Skirtzzz</td>
</tr>
<tr>
<td>510</td>
<td>fleeting States Studios</td>
<td>605</td>
<td>Skydragons</td>
</tr>
<tr>
<td>219</td>
<td>Frakking Bombs</td>
<td>726</td>
<td>Sock Dreams</td>
</tr>
<tr>
<td>320</td>
<td>Friday Afternoon Tea</td>
<td>514</td>
<td>Soren Kalla</td>
</tr>
<tr>
<td>401</td>
<td>Funko Toys</td>
<td>205</td>
<td>StarrCrowns</td>
</tr>
<tr>
<td>211</td>
<td>Fuzzy Slug Studios</td>
<td>109</td>
<td>Stasia Burrrington Illustration</td>
</tr>
<tr>
<td>802</td>
<td>Game Over Videogames</td>
<td>312</td>
<td>StemBox</td>
</tr>
<tr>
<td>614</td>
<td>GCon</td>
<td>321</td>
<td>Studio Catavampus</td>
</tr>
<tr>
<td>117</td>
<td>Geek Fire Labs</td>
<td>217</td>
<td>Studio Foglio</td>
</tr>
<tr>
<td>204</td>
<td>Geek Girls Collectibles</td>
<td>403</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>419</td>
<td>GeekStar Costuming</td>
<td>422</td>
<td>Surly-Ramics</td>
</tr>
<tr>
<td>611</td>
<td>Geeky Mini</td>
<td>108</td>
<td>Sweehtag Designs</td>
</tr>
<tr>
<td>224</td>
<td>Gem Games &amp; Hobbies</td>
<td>618/619</td>
<td>T.M. Originals</td>
</tr>
<tr>
<td>326</td>
<td>Girl Scouts of Western Washington</td>
<td>110</td>
<td>TANSTAAF Press</td>
</tr>
<tr>
<td>524</td>
<td>Glacier Peak High School</td>
<td>507/508</td>
<td>Tassels and Treasure</td>
</tr>
<tr>
<td>212</td>
<td>Glodium Giftch Studios</td>
<td>613</td>
<td>Teabirdy</td>
</tr>
<tr>
<td>806</td>
<td>Gorgonist Illustration, The</td>
<td>610</td>
<td>Teal Sea Art</td>
</tr>
<tr>
<td>722</td>
<td>Harebrained Design</td>
<td>516</td>
<td>Ten Hundred</td>
</tr>
<tr>
<td>52</td>
<td>Crystal's Idyll 712</td>
<td>108</td>
<td>Sweehtag Designs</td>
</tr>
<tr>
<td>328</td>
<td>Pink Po'udo, The 720</td>
<td>301</td>
<td>Short Leg Studio</td>
</tr>
<tr>
<td>617</td>
<td>Pixelosis 515</td>
<td>313</td>
<td>Shrubbery, The</td>
</tr>
<tr>
<td>323</td>
<td>Primal Spiral 520</td>
<td>702</td>
<td>Sinister Metalworks</td>
</tr>
<tr>
<td>304/305</td>
<td>Razorgirl Press 525</td>
<td>301</td>
<td>Short Leg Studio</td>
</tr>
<tr>
<td>328</td>
<td>Rebecca Barnes 714</td>
<td>328</td>
<td>Rebecca Barnes</td>
</tr>
<tr>
<td>421</td>
<td>Renee Nakagawa 726</td>
<td>301</td>
<td>Short Leg Studio</td>
</tr>
<tr>
<td>314</td>
<td>rlt 728</td>
<td>314</td>
<td>Rebecca Barnes</td>
</tr>
<tr>
<td>307</td>
<td>Salted Melon 732</td>
<td>307</td>
<td>Rebecca Barnes</td>
</tr>
<tr>
<td>412</td>
<td>Seams Geeky 739</td>
<td>307</td>
<td>Rebecca Barnes</td>
</tr>
<tr>
<td>405</td>
<td>Seattle Coder Dojo 742</td>
<td>307</td>
<td>Rebecca Barnes</td>
</tr>
<tr>
<td>425</td>
<td>Sew Cherie 749</td>
<td>307</td>
<td>Rebecca Barnes</td>
</tr>
<tr>
<td>313</td>
<td>Shrubbery, The 752</td>
<td>313</td>
<td>Rebecca Barnes</td>
</tr>
<tr>
<td>702</td>
<td>Sinister Metalworks 752</td>
<td>702</td>
<td>Rebecca Barnes</td>
</tr>
<tr>
<td>601</td>
<td>Studio Catavampus 762</td>
<td>601</td>
<td>Studio Catavampus</td>
</tr>
<tr>
<td>520/521</td>
<td>Studio Foglio 772</td>
<td>520/521</td>
<td>Studio Foglio</td>
</tr>
<tr>
<td>317</td>
<td>Sudi Rouhi Art 782</td>
<td>317</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>604</td>
<td>Surly-Ramics 792</td>
<td>604</td>
<td>Surly-Ramics</td>
</tr>
<tr>
<td>512</td>
<td>Sweehtag Designs 799</td>
<td>512</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>523</td>
<td>T.M. Originals 802</td>
<td>523</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>330</td>
<td>TANSTAAF Press 805</td>
<td>330</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>426</td>
<td>Tassels and Treasure 816</td>
<td>426</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>404</td>
<td>Teabirdy 826</td>
<td>404</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>107</td>
<td>Teal Sea Art 832</td>
<td>107</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>501</td>
<td>Ten Hundred 842</td>
<td>501</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>801</td>
<td>The Big-Brained Superheroes Club 852</td>
<td>801</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>228</td>
<td>Threndi's Threads 860</td>
<td>228</td>
<td>Sudi Rouhi Art</td>
</tr>
<tr>
<td>502/503</td>
<td>Unicorn Empire 872</td>
<td>502/503</td>
<td>Unicorn Empire</td>
</tr>
<tr>
<td>723</td>
<td>Urban TomBoy Designs 882</td>
<td>723</td>
<td>Urban TomBoy Designs</td>
</tr>
<tr>
<td>626</td>
<td>UW Information School 892</td>
<td>626</td>
<td>UW Information School</td>
</tr>
<tr>
<td>602/603</td>
<td>UW Tacoma 902</td>
<td>602/603</td>
<td>UW Tacoma</td>
</tr>
<tr>
<td>409</td>
<td>Valentine Barker 912</td>
<td>409</td>
<td>Valentine Barker</td>
</tr>
<tr>
<td>629</td>
<td>Valorous Games 925</td>
<td>629</td>
<td>Valorous Games</td>
</tr>
<tr>
<td>625</td>
<td>Verona the Mad 938</td>
<td>625</td>
<td>Verona the Mad</td>
</tr>
<tr>
<td>308</td>
<td>Wayward Studios 950</td>
<td>308</td>
<td>Wayward Studios</td>
</tr>
<tr>
<td>622</td>
<td>Wereegeek Comics 962</td>
<td>622</td>
<td>Wereegeek Comics</td>
</tr>
<tr>
<td>803</td>
<td>Women Write About Comics 972</td>
<td>803</td>
<td>Women Write About Comics</td>
</tr>
<tr>
<td>805</td>
<td>WSARC 982</td>
<td>805</td>
<td>WSARC</td>
</tr>
<tr>
<td>706</td>
<td>Xoentronics 984</td>
<td>706</td>
<td>Xoentronics</td>
</tr>
<tr>
<td>318</td>
<td>Xib &amp; Vinty 992</td>
<td>318</td>
<td>Xib &amp; Vinty</td>
</tr>
<tr>
<td>421</td>
<td>Zobe Hogan 1002</td>
<td>421</td>
<td>Zobe Hogan</td>
</tr>
</tbody>
</table>
A long time ago, in a galaxy closer than you think...

An organization that stands in defense of civil rights, free speech, gender equality, racial justice, and individual freedom. For everyone.

Visit our booth to hear all the geeky ways we’re fighting for justice.

www.aclu-wa.org/geeks

---

**SATURDAY PANELS**

**SATURDAY**

**9:00 AM**

**FIRST-TIME FAN MEETUP**  
**[RM CHELAN 5 - AMERICA]**  
Are you new to this whole fandom thing? Is there something you love—a TV show, movie, comic book, STEM topic, even a baseball team—that you’re not sure if anyone else has ever even heard of? Come to GeekGirlCon’s First-Time Fan Meetup, and meet more first-timers like yourself. Get to know your fellow attendees, and explain that book you just read to your new friends. Maybe they’ll want to read it too!

**10:00 AM**

**BUILDING A WELCOMING GAME**  
**[RM SKAGIT 2 - SAMUS]**  
Crafting a good campaign requires participation from both gamemaster and players. It’s easy to make games exclusionary by mistake, thwarting a player’s ability to engage with your story. Join Mythcreants to learn the best ways to make your game welcoming for all players. We’ll advise on assisting new players, keeping troublesome players in check, and avoiding triggers. We’ll also offer strategies to help ensure your game is friendly to all players. You CAN get all your players on board!

**11:00 AM**

**HARRY POTTER FAN MEETUP**  
**[RM CHELAN 5 - AMERICA]**  
Wingardium what now? It’s off to Hogwarts—or possibly one of the other new wizarding schools recently described by J.K. Rowling—for the beginning of your wizarding education. Don’t forget your wand, and be sure to stop at Weasley’s Whizzbangs to get some contraband for playing pranks on your friends. What’s your favorite Quidditch team? Owl or cat? Has your mother ever sent your favorite Quidditch team? Owl or cat? Has your mother ever sent you a Howler? Join the rest of us Potterheads and see what it’s all about!

**10:30 AM**

**MEN IN COMICS**  
**[RM CHELAN 4 - FURIOSA]**  
We’re flipping the script on those all-men, “women in comics” discussions with this non-compliant, tongue-in-cheek discussion on the state of men and male characters in comic books. No bashing allowed; bring your love of all things comics and join us!

**11:00 AM**

**HAMILTON FAN MEETUP**  
**[RM CHELAN 5 - AMERICA]**  
Hamilton: The Musical has ushered in an entirely new era on Broadway—and off. People who never saw or listened to a musical before are memorizing lyrics and dance moves and plotting how to get tickets to their new favorite thing in the world. Come meet a group of people who love Hamilton, or just come see what the excitement is all about. We guarantee you’ll learn something new—don’t throw away your shot!
SATURDAY PANELS

11:30 AM

MASS EFFECT: THE NEXT GENERATION
[RM CHELAN 2 - SAMUS]
Now that Commander Shepard’s story is over, what does the Mass Effect universe have in store for us? It may be too early to speculate, but that won’t stop us from trying! Join Mass Effect fans and game industry insiders as we discuss the Mass Effect series and what we hope to see in Mass Effect: Andromeda. Come to Room Skagit 2 - Samus at 11:30 am and join the fun!

VR AND THE FUTURE OF REALITY
[RM CHELAN 2 - UHURA]
Just like the internet and smartphones did in the past, virtual reality is set to revolutionize the way humans interact with technology and each other. In 2015 and 2016, we saw the first instances of commercially viable VR with Google Cardboard, Samsung Gear VR, Oculus, PlayStationVR, and HTC Vive. We’ll begin this panel with an introduction to VR, and then we’ll discuss how VR will change everyday tasks and experiences, using pop culture and science fiction references for context.

12:30 PM

SESSIONS WITH A SPECIALIST - MENTORSHIP FOR GEEKS
[RM CHELAN 5 - AMERICA]
Ever wonder what it’s like to be a woman in the gaming industry? Have questions on how to break into a science or math field? Ask these questions and more during our Sessions with a Specialist, where individuals meet with women professionals in diverse backgrounds hosted in a fun “speed-dating” environment!

SAVING SCI-FI & FANTASY: POC, WOMEN, & LGBTQ VOICES IN THE 2017 GENRE
[RM TAHOMA 1 - KORRA]
Join a panel of Seattle and surrounding area librarians, along with a John W. Campbell Award winner for Best New Writer, to hear about books and authors that are truly taking science fiction and fantasy into the future!

1:00 PM

THE CARE & FEEDING OF YOUR GEEK FAMILY
[RM SKAGIT 2 - SAMUS]
You’ve got a nerdy family: congratulations! Now what? How can you keep your family stocked with fabulous books, comics, and shows for all ages? Join a panel of youth librarians for all-ages media recommendations featuring diverse creators and characters; tips and tricks for finding more great reads; resources for supporting curious, enthusiastic young fans; and suggestions for dealing with edgy material and challenging conversations. Our all-ages recommendations will center on diversity of both creators and main characters.

MAHOU SHOJO: MAGICAL GIRLS!
[RM CHELAN 4 - FURIOSA]
Let your henshin wand fly! Magical girls are like a mix of hyper-sexualized female characters and female sexuality, and if these girls aren’t treated with respect, it’s damaging for the Japanese female audience. We’ll explore the historical and cultural roots of the magical girl while taking care to consider the reasons for their popularity, narratives that explore issues relating to gender and female sexuality, and if these narratives are truly empowering for female fans.

THE WOMEN OF PIXAR
[RM TAHOMA 3/4 - GARNET]
Pixar Animation Studios will showcase a variety of women within the studio ranging from animators to engineers. Audience members will be able to grasp what it feels like to work at Pixar. Within the panel, these extraordinary women will be discussing their backgrounds, jobs, and their professional journey to Pixar. Join this lively panel and discover what’s at the heart of Pixar and the films they make!

1:30 PM

JOURNEY INTO THE GAMING INDUSTRY
[RM TAHOMA 4/5 - STORM]
Join gaming industry veterans as they share their stories of how they made their way into the industry — and how you can too!

BREAKING THE BAMBOO CEILING: REPRESENTATION OF ASIANS IN FILM, TV, & GAMES
[RM TAHOMA 5 - STORM]
Mirror’s Edge, Halo 5, Quantico, Agents of S.H.I.E.L.D., and Master of None show that Asians are increasingly present in our media. However, is presence enough for Asian equity? Asian characters are often stereotyped, and they don’t represent the diversity of voices, cultures, and nationalities that fall under the broad Asian umbrella. We’ll discuss changes in the representation of Asians and what challenges still need to be overcome. Come share your ideas in a crowdsourcing activity for improving Asian representation!

BRAINY ANIME BABES WHO KNOW MORE SCIENCE THAN YOU
[RM TAHOMA 5 - STORM]
Anime, along with many other fantastical fiction genres, has a bizarre mix of hyper-sexualized female characters—and you are perfect just the way you are.

2:00 PM

STAR WARS FAN MEETUP
[RM CHELAN 5 - AMERICA]
Star Wars has been around for longer than a lot of its fans have been alive—and it’s getting an incredible revival through the new films, cartoons, books, and media than you think is possible. Share your love of Star Wars, ask questions about characters and their backstories, or just listen to the people around you talking about a galaxy far, far away. May the force be with you!

2:30 PM

ROLLING FOR BOOBSIZE: BEING A WOMAN IN A MASCULINE D&D WORLD
[RM SKAGIT 2 - SAMUS]
Hypermasculinity in games, both during play and in its creation, can lead to the policing of women’s voices and limiting female participation. Three female D&D players, DMs, and academicians will discuss how tabletop role-playing games have intentionally—or unintentionally—prioritized straight male narratives, what it’s like to be the only woman at the table, and how we can change the narrative to allow everyone a seat at the gaming tabletop.

MASS EFFECT: THE NEXT GENERATION
Now that Commander Shepard’s story is over, what does the Mass Effect universe have in store for us? Join Mass Effect fans and game industry insiders as we discuss the Mass Effect series and what we hope to see in Mass Effect: Andromeda. Come to Room Skagit 2 - Samus at 11:30 am and join the fun!

DOWNLOAD THE GUIDEBOOK APP FOR UP-TO-DATE INFO!
CON ACTIVITIES

GEEKGIRL GUERRILLA HAIR STYLING BY VAIN
SAT & SUN 10 AM—4 PM
2ND FLOOR, NEAR ESCALATORS
Hey Geeks! Need some revolutionary hair styling to enhance your amazing look? Why not let our VAIN visionaries give you a hairstyle to match your inner awesomeness? If you can dream it, we can help you achieve it. Give us a few minutes and we can tease, spray, crimp, braid, and sculpt your hair into a magical creation for the con—all completely free from your fellow Geek Girls at VAIN.

THE MICROSOFT INCLUSIVE GAMING LOUNGE
SAT & SUN 10 AM—6 PM
VIDEO GAMING AREA - LEVEL 3 - TAHOMA
All weekend - Gaming For Everyone Inclusive Gaming Lounge. Stop by for free-play, tournaments, and awesome swag brought to you by Microsoft’s Gaming for Everyone and 343i.

COSPLAY REPAIR STATION
SAT 10 AM - 5 PM & SUN 10 AM—4 PM
3RD FLOOR, BEHIND ESCALATORS TO EXPO HALL
We provide various quick repairs! Costume malfunction? We’ve got your back! For help with costume repairs, come visit us and see one of our apron-wearing staff members. We’re happy to help you get fixed up and back to enjoying GeekGirlCon! Featuring stations for Sewing, Wig, and Glue repairs.

DIY SCIENCE ZONE ACTIVITIES
• BYOBEE
• INTERESTING ARTHROPODS
• POETIC SCIENCE
• NATURE NOTEBOOK
• OVER THE RAINBOW
• BERRY DNA
• ROCKET RACE
• CRAFTY COMETS
• MAGNIFICENT MOBIUS
• GREAT GALAXY COUNT
• ZOMBIE CHANCES
• ICE SHEET SCIENCE
• GUMMY MUMMY
• WIND VEHICLE CHALLENGE
• COLORING STATION
• SLIME PIT

DIY SCIENCE ZONE HOURS: SATURDAY 9:30 AM - 6 PM; SUNDAY 9:30 AM - 2:30 PM
1ST FLOOR ACROSS FROM REGISTRATION
Step into the DIY Science Zone in our new and improved location on the first floor and get your hands dirty with science! Come be an anthropologist, biologist, chemist, entomologist, astronomer—beyond the sky is the limit! Our highly trained team of scientists and science educators will be on-hand to guide you through a selection of fun experiments and answer all your questions about their science specialism. All experiments are kid-friendly, but attendees of all ages are welcome. Complete 10 experiments for chances to win GeekGirlCon prize packs. We’ll see you there!

JOIN OUR
ALL-VOLUNTEER STAFF!

GeekGirlCon is 100% powered by volunteers. We have many opportunities to get involved and help out. If you are interested in helping make GeekGirlCon ’16 happen or helping us with our events and programs through the year, visit www.geekgirlcon.com/join-our-staff to view our open positions or sign up for our volunteer interest mailing list to be notified when year-round or event volunteer positions are posted.

DIY SCIENCE ZONE ACTIVITIES

DIRECTOR OF EVENTS & PROGRAMS
Roxanne M. Schiess

DIRECTOR OF STAFF, VOLUNTEER & EVENT MANAGEMENT
Alexis Wilcox

DIRECTOR OF EXHIBITORS
Christina Klopfer

DIRECTOR OF SPEAKERS
Lindsey Byrd

DIRECTOR OF SCHEDULE
Jen Churbuck

DIRECTOR OF SPECTRUM
Kathy Kowalczyk

DIRECTOR OF PARKING, FOOD & LOCAL INFO
Stephanie Kish

DIRECTOR OF SAFETY, SECURITY & FLOOR MANAGEMENT
Ann M. Taylor

DIRECTOR OF SPOKESPERSONS
Gayle Ganz

DIRECTOR OF TEAR-OUTS
Angie Smith

DIRECTOR OF SPOKESPERSONS EXT.
Alison Pfeifer Flaherty
SUNDAY PANELS

**MAHOU SHOJO: MAGIC GIRLS!**

Magic girls have been a staple of Japanese animation since 1968, grabbing the hearts and imaginations of a young Japanese female audience. We’ll explore the historical and cultural rise of the magical girl and if these narratives are truly empowering for female fans. Come to Room Chelan 4 - Furiosis at 1:30 pm on Saturday and join the fun!

**BECOME YOUR OWN HERO: HOW TO CREATE SUPERHEROINE WRIST CUFFS**

[RM CHELAN 5 - AMERICA]

Everyone finds themselves wanting to be a superhero at some point, and every superhero needs killer accessories. Join Crafting with Feminism author Bonnie Burton as she guides you through making your very own superheroine wrist cuffs. (Just don’t use them to try to deflect speeding bullets.)

**FROM FANFIC WRITER TO PUBLISHED AUTHOR**

[RM TAHOMA 5 - STORM]

From writing fanfiction and posting free tales on Wattpad, Archive of Our Own, and even Livejournal, authors are taking advantage of audiences clambering for free entertainment. But making the jump from writing for free to becoming a published author involves quite a few hurdles. We’ll take a look at how writing fanfiction and other free content can help launch an author’s career, and the challenges facing those who want to transition from writing fanfic to original, published fiction.

**GEEKS GOT YOUR BACK**

[RM TAHOMA 1 - KORRA]

Anti-harassment has become a hot topic within the geek community over the last several years. Whether it is anti-harassment policies or grassroots awareness (such as Cosplay is Not Consent), more and more geeks are looking for ways to make the geek community a better place for everyone. Come join us as we discuss ways in which we can all just be a little more excellent to each other!

**COSPLAY CONTEST**

[RM TAHOMA 3/4 - GARNET]

Come see our annual—bigger and better!—GeekGirlCon Costume CONest! We’re celebrating a variety of categories this year, each with both a winner and a runner-up: Video Games, Anime, TV/Film, Comics, and Other—and you don’t want to miss out on all the cuteness that is the Children’s March for our geeks aged 11 and under. Submissions are online only, with a deadline of Saturday, Oct 8 at 11 pm. We want to see all the hard work you’ve put in and give you the applause you deserve! All are welcome!

**WORLDS OF STAR WARS**

[RM CHELAN 2 - UHURA]

Is it possible for a planet to revolve around two stars like Tatooine does? Do ice worlds like Hoth exist? Can a planet be turned into a weapon like Starkiller Base? Join a panel of astronomers as they discuss these Star Wars-related questions and more! There will be plenty of time for Q&A, and you’ll leave knowing much more about both the Star Wars and real-life universe than you started with!

**WHEDONVERSE FAN MEETUP**

[RM CHELAN 5 - AMERICA]

Joss Whedon: man or myth? Is he as smart as he seems? How many shows and movies has he had his hands in? Who is your favorite character in the ‘verse of Whedonverse? Join us in this meetup, and discover more than you ever thought you’d know about his work—and why we can’t get enough of it.

**IT’S NOT...NATURAL: FEMALE FANBASE OF TV’s MANLIEST SHOW**

[RM CHELAN 4 - FURIOSA]

Supernatural super fans will discuss the mysterious phenomenon of how a show focused on two men has developed and sustained an incredibly female-driven fandom. We’ll also look at the ramifications of the fandom being mostly female: general dismissal of the show by the mainstream, yet incredible endurance and success, and the rocky history Supernatural has had with its treatment of women and minorities. We’ll celebrate the truly unique relationship Supernatural’s creators and cast have with their female fanbase.

**RIPLEY LOVES FURIOSA: WOMEN KICKING BUTT IN ACTION, SCI-FI, & HORROR**

[RM TAHOMA 5 - STORM]

How accurate is the forensic science in TV shows, movies, and books? What’s the best way to get rid of a body? How do criminal databases actually work? What is the Prosecutor’s Fallacy? Can you get DNA evidence from crab lice? Will your browser history sink you? Scientists discuss the real science behind forensic investigations compared to what we see in our media. Join us to see what isn’t accurate and what definitely is!

**OUT OF THIS WORLD! EXPLORING THE AWESOMENESS OF LGBTQUIA SCIFI & FANTASY**

[RM TAHOMA 1 - KORRA]

Join us for an out-and-proud and out-of-this-world discussion with sci-fi/fantasy authors as we explore the wonderfully queer realms of LGBTQUIA representation in speculative fiction, as well as the various intersections found within, from race to gender identity, sexuality to ability. Magic, and potentially mayhem, may also ensue.

**DC COMICS FAN MEETUP**

[RM CHELAN 5 - AMERICA]

Superheroes and villains: all are welcome in this gathering of DC Comics fans, a place to converse, to contemplate, and to cosplay. What are your thoughts on Zack Snyder’s take on the extended universe? Let’s talk about Wonder Woman! And Gal Gadot! Any suggestions of preparatory reading between now and the premier of the Justice League movie? Bring your awesome self and your superheroine wrist cuffs!

**6:00 PM**

**LOOKING PAST THE MALE GAZE: SEXUALITY IN COMICS (18+)**

[RM CHELAN 4 - FURIOSA]

Do you find that the graphic worlds you love just don’t quite get you? Can’t identify with Tony Stark’s playboy or Matt Murdock’s tragic life? Let’s talk about sex...uality in comics! There are gaps where there should be representation, and gaps where there should be challenge. Whether they’re played in the wee, nor... the (generally) default male gaze of many comics. We’ll look at comics trying to shrink those gaps and how we can tell more inclusive stories. Come share your favorites in this safe, inclusive space!

**5:00 PM**

**PHOENIX: DAWN COMMAND**

[RM SKAGIT 2 - SAMUS]

Whether they’re played in the wee, your world is in peril, and you’re the only one who can save it. You may not survive...but it won’t be the first or last time you’ve died. Phoenix: Dawn Command is a roleplaying game from the creator of Gloom and Eberron; it combines card-driven mechanics with collaborative storytelling and unique approaches to narrativetfoot and character building. Creators Keith Baker (Eberron, Gloom), Daniel Garrison, and Jennifer Ellis will discuss Phoenix from the initial idea through production of the final game.

**4:30 PM**

**FIGHT LIKE A GIRL**

[RM SKAGIT 2 - SAMUS]

House Valkyrie discusses the history of Medieval Battle Games, and other free content can help launch an author’s career, and the challenges facing those who want to transition from writing fanfic to original, published fiction.

**SCIENCE AFTER DARK (18+)**

[RM CHELAN 2 - UHURA]

Whether you’re played in the wee, your world is in peril, and you’re the only one who can save it. You may not survive...but it won’t be the first or last time you’ve died. Phoenix: Dawn Command is a roleplaying game from the creator of Gloom and Eberron; it combines card-driven mechanics with collaborative storytelling and unique approaches to narrativetfoot and character building. Creators Keith Baker (Eberron, Gloom), Daniel Garrison, and Jennifer Ellis will discuss Phoenix from the initial idea through production of the final game.

**SCIENCE AFTER DARK (18+)**

[RM CHELAN 2 - UHURA]

Let’s talk about sex, sexuality, and sex education. Whether they’re played in the wee, your world is in peril, and you’re the only one who can save it. You may not survive...but it won’t be the first or last time you’ve died. Phoenix: Dawn Command is a roleplaying game from the creator of Gloom and Eberron; it combines card-driven mechanics with collaborative storytelling and unique approaches to narrativetfoot and character building. Creators Keith Baker (Eberron, Gloom), Daniel Garrison, and Jennifer Ellis will discuss Phoenix from the initial idea through production of the final game.

**SCIENCE AFTER DARK (18+)**

[RM CHELAN 2 - UHURA]

Let’s talk about sex, sexuality, and sex education. Whether they’re played in the wee, your world is in peril, and you’re the only one who can save it. You may not survive...but it won’t be the first or last time you’ve died. Phoenix: Dawn Command is a roleplaying game from the creator of Gloom and Eberron; it combines card-driven mechanics with collaborative storytelling and unique approaches to narrativetfoot and character building. Creators Keith Baker (Eberron, Gloom), Daniel Garrison, and Jennifer Ellis will discuss Phoenix from the initial idea through production of the final game.

**PHOENIX: DAWN COMMAND**

[RM SKAGIT 2 - SAMUS]

Whether they’re played in the wee, your world is in peril, and you’re the only one who can save it. You may not survive...but it won’t be the first or last time you’ve died. Phoenix: Dawn Command is a roleplaying game from the creator of Gloom and Eberron; it combines card-driven mechanics with collaborative storytelling and unique approaches to narrativetfoot and character building. Creators Keith Baker (Eberron, Gloom), Daniel Garrison, and Jennifer Ellis will discuss Phoenix from the initial idea through production of the final game.

**SCIENCE AFTER DARK (18+)**

[RM CHELAN 2 - UHURA]

Let’s talk about sex, sexuality, and sex education. Whether they’re played in the wee, your world is in peril, and you’re the only one who can save it. You may not survive...but it won’t be the first or last time you’ve died. Phoenix: Dawn Command is a roleplaying game from the creator of Gloom and Eberron; it combines card-driven mechanics with collaborative storytelling and unique approaches to narrativetfoot and character building. Creators Keith Baker (Eberron, Gloom), Daniel Garrison, and Jennifer Ellis will discuss Phoenix from the initial idea through production of the final game.

**SCIENCE AFTER DARK (18+)**

[RM CHELAN 2 - UHURA]

Let’s talk about sex, sexuality, and sex education. Whether they’re played in the wee, your world is in peril, and you’re the only one who can save it. You may not survive...but it won’t be the first or last time you’ve died. Phoenix: Dawn Command is a roleplaying game from the creator of Gloom and Eberron; it combines card-driven mechanics with collaborative storytelling and unique approaches to narrativetfoot and character building. Creators Keith Baker (Eberron, Gloom), Daniel Garrison, and Jennifer Ellis will discuss Phoenix from the initial idea through production of the final game.

**SCIENCE AFTER DARK (18+)**

[RM CHELAN 2 - UHURA]

Let’s talk about sex, sexuality, and sex education. Whether they’re played in the wee, your world is in peril, and you’re the only one who can save it. You may not survive...but it won’t be the first or last time you’ve died. Phoenix: Dawn Command is a roleplaying game from the creator of Gloom and Eberron; it combines card-driven mechanics with collaborative storytelling and unique approaches to narrativetfoot and character building. Creators Keith Baker (Eberron, Gloom), Daniel Garrison, and Jennifer Ellis will discuss Phoenix from the initial idea through production of the final game.
Saturday Panels

7:30 PM

**Queering the Apocalypse** (18+)

**[RM CHELAN 4 - FURIOUSO]**

Let’s discuss race, gender, and sexuality in dystopian pop culture! Stories about life post-apocalypse are so popular right now—from *The Walking Dead* to *Mad Max: The Hunger Games*—but whose stories are represented? We’ll discuss the work of sci-fi greats like Octavia Butler and focus on what dystopian future stories say about society today.

8:00 PM

**EC Comics Fan Meetup**

**[RM CHELAN 5 - AMERICA]**

Hey fright fans! It’s your old putrefied body—I mean buddy—the Crypt-Keeper! This is the gathering place for all horror aficionados, whether you’re a devoted fan of *Tales from the Crypt* or if your allegiance is with one of the other GhoulLunatics, the Vault-keeper or the Old Witch. Come here to discuss the art of great cartoonists like Jack Davis and reminisce about *Weird Science*. EC was the inspiration point for so much of what we love today!

Sunday Panels

9:00 AM

**Anime Fan Meetup**

**[RM CHELAN 5 - AMERICA]**

From *Sailor Moon* to *Cowboy Bebop*, from *Trigun* to *Attack on Titan*—Anime fans of the old and the new come together here to discuss your faves and your raves, your recommendations and what you want to watch next.

10:00 AM

**Achievement Unlocked: Getting Started in the Gaming Industry**

**[RM SKAGIT 2 - SAMUS]**

This panel will focus on what inspired the panelists to pursue a career in gaming, how we got our start, and what we think is important as you “level up” in gaming. Ask questions about our experiences and learn how the industry is improving—and how it still needs improvement.

11:00 AM

**Crafting with Feminism Workshop: Let’s Make Tampon Buddies!**

**[RM CHELAN 5 - AMERICA]**

Who says tampons have to be boring or embarrassing? Using googly eyes, glue, and a little imagination, crafting with feminism author Bonnie Burton shows you how to turn regular tampons into delightful little friends that will keep you company during all times of the month.

11:30 AM

**Turning Your Fanart Into a Career**

**[RM SKAGIT 2 - SAMUS]**

Fanart can be more than just a hobby or pastime; it can be a career. Join a panel of working artists as they discuss copyright issues, selling work online and at conventions, using fanart to break into the gaming industry, and more!

Growing Up With Science

**[RM CHELAN 2 - UHURA]**

Do you like GoldieBlox, the LEGO Research Lab, or Galaxy Zoo? With the growing variety of science toys, books, and opportunities aimed at girls, how can you get connected? Join our panel of scientists and educators to discuss the best toys for girls.
and resources and learn how to get involved in space science with NASA and citizen science projects.

¿CÓMO SE DICE “NERD”? [RM TAHOMA 1 - KORRA]
Explore the interaction of latinx-dad and geekdom and start talking about what it means to identify as a “Latino nerd.” How do language, nationality, race, and history influence the way we interact with geekery in general? What creative work makes us feel welcome and represented—and what makes us feel isolated or ignored? The panel will feature self-identified Latinx creators, thinkers, and geeks. Submit questions to the panel by tweeting @comosedicen-der using the hashtag #GGC16.

12:00 PM
MEMENTO MORI, BUY OUR DOLLS: JEM & THE HOLOGRAMS
[RM CHELAN 4 - FURIOSA]
“Glamour, glitter, fashion, and fame: once you’re a Jem Girl, you’re never the same.” Join hosts of The Jem Jam podcast as they talk about their favorite glam rock soap opera, the 1980s’ Jem and the Holograms. What makes this show so memorable? How do the adaptations stack up? Why is it? Are the Limp Lizards actually the best band in the series? Join us in a discussion of the past advances made by the franchise to stay socially aware and push the envelope on what—or who—is welcome in the future. We’ll discuss the failures, the successes, and what we’d like to see addressed in the future for Star Trek in order for it to maintain its progressive vision.

1:00 PM
WOMEN IN GAMES: TALES FROM THE FRONT LINE
[RM SKAGIT 2 - SAMUS]
The video game industry has long had a reputation for being hostile to women; from GamerGate and booth babies to biases in hiring and death threats, women have experienced horrific personal and professional challenges. But what’s it like to work in that environment? What do women face and overcome? America without an actual dose of super-serum? Which Hawkweye is your favorite—movie Hawkwey or Marvel 616 Hawkweys? We want to know!

CASTING AND MOLDING 101
[RM CHELAN 2 - UHURA]
Casting and molding your own projects can seem expensive and daunting with all the different products out there, but it doesn’t have to be! Come and learn about different types of casting and molding materials and the variety of things you can do with them. We’ll cover how to plan your project, set up your workspace, and take your safety into account. From cosplay to miniatures, art, or even home repairs, the possibilities are endless!

STAR TREK AT 50: KEEPING THE FRANCHISE RELEVANT
[RM TAHOMA 1 - KORRA]
This year the Star Trek franchise reaches its 50th anniversary and looks forward to a new series on the horizon, as well as the current films. Join us in a discussion of the past advances made by the franchise to stay socially aware and push the envelope on who—or what—is welcome in the future. We’ll discuss the failures, the successes, and what we’d like to see addressed in the future for Star Trek in order for it to maintain its progressive vision.

1:15 PM
GEEKY KIDS MAKING YOUR MARK
[RM CHELAN 5 - AMERICA]
In this 30-minute panel, we’ll talk to the next generation of geeky creators and innovators about what it takes to make your own content, why you should, and how your parents can help you succeed.

1:30 PM
DISABILITY & THE WORLD OF COMICS
[RM CHELAN 4 - FURIOSA]
From Netflix series to webcomics, the personal computer has become an access point for many new forms of media. But whenever new media is created, its disability representation must be carefully examined. In Marvel’s Jessica Jones, for instance, we reconcile Jessica’s PTSD with her ability to be a hero. We’ll examine webcomic creation to better understand how to create media that furthers disability advocacy. These comics and their characters can help us understand the lived experience of people with disabilities.

MAGIC, MUSIC, & FRIENDSHIP: STEVEN UNIVERSE
[RM TAHOMA 3/4 - GARNET]
How did this heartfelt cartoon become such a sensation? Where will our intrepid heroes go next? In this panel, we’ll explore what makes Steven Universe such a delightful, heartwarming show, what we can learn from our beloved animated friends, and what’s next for Steven and company. This is one panel Steven Universe fans won’t want to miss!

LIGHTSABER IN THE SNOW: FROM COSPLAY TO MINIATURES
[RM TAHOMA 3/4 - GARNET]
Explore the intersection of latinx-dad and geekdom and start talking about what it means to identify as a “Latino nerd.” How do language, nationality, race, and history influence the way we interact with geekery in general? What creative work makes us feel welcome and represented—and what makes us feel isolated or ignored? The panel will feature self-identified Latinx creators, thinkers, and geeks. Submit questions to the panel by tweeting @comosedicen-der using the hashtag #GGC16.

3:00 PM
CENSORSHIP OF WOMEN IN COMICS
[RM CHELAN 4 - FURIOSA]
Why do comics by or about girls and women make some people so uncomfortable that they are moved to mock, misrepresent, and censor books that focus on female sexuality and coming of age stories? In this panel, Comic Book Legal Defense Fund’s Editorial Director Betsy Gomez will examine case studies of banal and challenged comics created by or centered on females. We’ll also examine the plight of women who have been imprisoned...
or threatened for expressing themselves through cartoons.

**HISTORY HAS ITS EYES ON HAMILTON: THE MUSICAL, THE HISTORY, & THE IMPACT**

[RM TAHOMA 3/4 - GARNET]

Over the last year, Lin-Manuel Miranda’s musical Hamilton has become a Broadway and nationwide phenomenon, selling out tickets for performances over a year from now. We’ll explore the impact Hamilton has had in the theater world and beyond, from the fandom it inspired to the attention it brought to the women in Alexander Hamilton’s life. Come discuss a variety of topics related to the hit musical and the “founding father without a father” who inspired it.

**4:00 PM**

**WHEN IT ALL BEGAN TO CHANGE**

[RM SKAGIT 2 - SAMUS]

Early 1960s nerd culture—spurred by feminism and the civil rights movement—poked holes in the turgid parochial legacy of the 1950s. Author giants such as Heinlein, Anderson, and Bradley were joined by Evelyn Gold, Anne MacCaffrey, Zenna Henderson, Avram Davidson, Harlan Ellison—and so many more. At this panel, see what the world of sci-fi was like on the eve of the first Star Trek, just before diversity poured into the mainstream. You’ll be surprised what you find!

**SHE’S CODING: A STAND FOR INCLUSIVITY IN TECH**

[RM CHELAN 2 - UHURA]

How do we make the tech industry more inclusive for women and other minorities? “Bootcamps” enable people to learn coding and move into technical jobs. There are many community efforts as well; She’s Coding, for example, is a community-driven, open-source project dedicated to bridging the gender and minority gap in tech. There are a number of other initiatives and organizations out there, and we’ll discuss how these benefit minorities and help change the climate in the industry.

**BASKETS & CAPES: USING FAIRY TALES TO EXPLAIN OUR LOVE OF SUPERHEROES**

[RM TAHOMA 1 - KORRA]

Everywhere you look, in every form of pop culture, everything is coming up superheroes. Storytelling has always been about explaining the world; it’s how humankind reaches out and understands that the struggles we face are often shared experiences. How does our current fascination with superheroes relate to storytelling approaches of the past? Can fairy and morality tales help us understand the current fascination with superheroes? Come listen to an enlightening discussion about how everything old is new again—and super-powered.

**4:15 PM**

**GAME OF THRONES FAN MEETUP**

[RM CHELAN 5 - AMERICA]

Winter is HERE! And it won’t be long until Winds of Winter is here, right? Right?? The North hasn’t forgotten, so let’s meet around the campfire and discuss the Three-Eyed Crow, Or the Three-Headed Dragon. Or whatever else we can to rekindle our wildfire while we wait for the next installment of this epic fantasy series!

**5:15 PM**

**CARTOON NETWORK FAN MEETUP**

[RM CHELAN 5 - AMERICA]

Calling all Adventure Time and Rick and Morty fans! If you’re made of sugar, spice, and everything nice (or if you gotta catch ‘em all), this is your place, too. Get your jam on, or reminisce about Dexter’s Laboratory and Teen Titans. At this gathering of Cartoon Network fans, the fun will never end!

**4:30 PM**

**THE RISE OF THE DIVERSE COMMUNITY: BEYOND 101**

[RM CHELAN 4 - FURIOSA]

We all know building safe spaces for inclusive communities within the field of technology is important, but in this intermediate-level panel we will spotlight what is going on in the trenches, what are the successful attitudes and perspectives, and where do we still need to do work. Our panel of academic and tactical experts present a thoughtful discussion on what the current cultural landscape really means and what opportunities we all have to influence and build communities of diversity and inclusivity.

**THE BUSINESS OF GEEK FASHION: BECOMING AN ENTREPRENEUR**

[RM TAHOMA 5 - STORM]

The world of geek fashion has grown tremendously over the last few years, offering more ways than ever before for people to display their passions. How can an entrepreneur enter the industry and remain competitive as the industry grows? We’ll discuss geek fashion from the perspective of independent designers, the current state of geek fashion, what inspired these entrepreneurs, how to launch a business, which industry areas need improvement, and much more.

**5:30 PM**

**TINY FENCES: A BUFFY PODCAST LIVE!**

[RM SKAGIT 2 - SAMUS]

Come to a live recording of Tiny Fences: A Buffy Podcast! Just in time for Halloween, Andrea and Amanda are recording the premiere of season 5: “Buffy vs Dracula.” Tiny Fences has been podcasting its way through Buffy: The Vampire Slayer, episode by episode. The hosts: Amanda’s a Buffy newbie—amazingly spoiler-free; Andrea’s leading her through the series quotes, music, and laughs along the way. We’ll dive into the various themes of Buffy in our own unique and “achingly Canadian” way.

**INFECTED: DISEASE & VIDEO GAMES**

[RM CHELAN 2 - UHURA]

Diseases are a popular topic in video games; they set up storylines, define and limit characters, and more. How might these diseases work? Are there any real world examples to compare them to? What influence do these representations of disease have in our culture? Answer these questions and ask more in this panel as we discuss the use of disease in video gaming.

**GEEKTVISTS, GEEK GRRRLS, & GAYMERS: HACKING POPULAR CULTURE IN THE 21ST CENTURY**

The Internet enables connections across many facets of geek culture, facilitating community-building with shared expressions of enthusiastic fandom. Contemporary geeks are engaging with popular culture in innovative and playful ways that make our world a better, nerdier, place. Come to Room Tahoma 1 - Korra at 5:30 pm and join the fun!
PHOTO BOOTHS!
LEVEL 3 - TAHOMA, NEAR ESCALATORS

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.

“THAT’S SO RETRO!”

HavenCon is the only LGBT+ focused geek and gaming convention of Texas!

HavenCon.Tx.com

COSPLAY CONTEST!

Come see our annual GeekGirlCon Costume CONtest! We’re celebrating a variety of categories this year, each with both a winner and a runner-up: Video Games, Anime, TV/Film, Comics, and Other—and you don’t want to miss out on all the cuteness that is the Children’s March for our 11 and under geeks. Submissions are ONLINE ONLY. The deadline is SATURDAY, OCTOBER 8 at 11am.

SATURDAY, OCTOBER 10, 2016 - 4 PM IN ROOM TAHOMA 3/4 - GARNET

Pisara Cosplay - Cosplay Contest Judge
Pisara has been cosplaying and making costumes since 2008. Currently, she’s working full-time for Arda Wigs and doing wig commissions for clients around the world. Pisara has made over 100 costumes and styled more than 200 wigs for commissions and various established companies. She’s very excited to host “Wig Workshop” in Room Tahoma 5 - Storm on Sunday at 2pm. Follow her on Instagram: @pisaracosplay & Facebook: facebook.com/pisaracosplay

Li Kovacs - Cosplay Contest Judge
Li Kovacs started making her own costumes at a young age and has turned her love of video games, anime, and nerdy culture into a profession. For over a decade she has been making costumes and modeling professionally for some of the biggest names in the video game industry including PlatinumGames, Koei/Tecmo, and Nintendo. You can keep up with her on Instagram: @likovacs & Twitter: @LiKovacs or at likovacs.com.

CLOSING CELEBRATION
IN PARTNERSHIP WITH JET CITY IMPROV

SUNDAY, OCTOBER 11, 2016 - 6 PM IN ROOM TAHOMA 3/4 - GARNET

Jet City Improv was founded in 1992 as Seattle’s own improvised comedy show: more games, more comedy, no points or rules. This non-profit’s mission statement is to educate, enlighten, and entertain audiences through the art of improv, all while remaining witty, timely, and family friendly. Come watch some of JCI’s top female improvisers perform a special set just for the GeekGirlCon Closing Celebration! Following the performance, enjoy a free-wheeling and honest moderated conversation about what it takes to be a woman in the comedy industry, and celebrate GeekGirlCon’s sixth year with laughter!
DUNGEONS & DRAGONS ADVENTURERS LEAGUE

Heed the call, heroes! Let one of the professional Dungeon Masters of The League take you on a thrilling adventure! A great way to learn to play Dungeons & Dragons 5th Edition while exploring the world of the Forgotten Realms. Brought to you by our friends at Wizards of the Coast.

CHEAPASS GAMES

Cheapass Games is a small game publisher in Seattle WA, specializing in casual tabletop games such as Pairs, Unexploded Cow, Lord of the Fries and Get Lucky.

FANTASY FLIGHT GAMES

Fantasy Flight Games is a leading hobby game company based out of Roseville, Minnesota. We publish a massive array of board and card games, roleplaying games, Living Card Games®, miniatures games, and digital games. Stop by and see what awesome games are being demoed!

GAME COMPANY NO. 3

Game Company No. 3 is excited to return to GeekGirlCon to demonstrate our upcoming game, Yukon Saloon. Put the best hairdos on bears and beards on lumberjacks to become the greatest stylist in the Yukon! Check out Game Company No. 3 at https://www.facebook.com/YukonSalon and http://www.gamecompany3.com.

GAMES BY PLAYDATE

Games by Play Date is a New Hampshire based analog game design and publishing house. We make fun games that display social conscience and share them under Creative Commons. We made this game called slash which is about Boba Fett and Sailor Moon going to a robots vs. dinosaurs theme. We have a wide variety of games available in stores every week, the group also teaches Magic at many conventions with a large, dedicated staff of experienced teachers.

MIND THE GAP STUDIOS

Mind the Gap Studios is an independent tabletop game design studio in Lynnwood, Washington. Their goals are to make at least one of every type of tabletop game, and to ensure that those games are fun and accessible.

ONE THOUSAND XP

The world as we know it has ended. All that remains of the human race is a woman known only as The Queen. As her final decree, The Queen has reprogrammed the mining robots into Robotanists and aims to use these Robotanists to recreate the lush gardens of her youth using scraps of metal and precious gems.

PLAYTESTNW

The playtestNW events are presented by Game Designers Clubhouse to give local game designers the opportunity to refine their prototype designs with playtesting help from gamers of all types. Our office in the Greenwood area of Seattle functions as a workshare space for game designers with abundant prototyping tools and supplies. Visit our website at http://www.GameDesignersClubhouse.com for more information.

TWOGETHER STUDIOS

The brainchild of Jennifer Ellis and award-winning game designer Keith Baker, Twogether Studios is dedicated to developing innovative games that bring people together and create memorable stories. Phoenix: Dawn Command, Twogether’s first release, is a card-driven RPG that puts the fate of the players in their own hands and makes character death a compelling part of the story.

VALOROUS GAMES

Valor: The Heroic Roleplay System is a brand new tabletop game that specializes in epic adventures and dramatic, unique characters. The system allows players to fully customize their characters and rewards, participate in active roleplay, and enjoy a descriptive narrative.

VASTSPEL

In a remote mountain valley, mutant animals dwell under the watchful eyes of the mysterious Watchers. Kept prisoners for generations by electric wire and drones in the sky, never knowing who’s next to be dragged off to deadly experiments in dark laboratories, the animal mutants have had enough. The time for resistance is now. The fight for freedom has come.

...and more great hosts!

JOIN US FOR OUR GAME NIGHTS YEAR ROUND!

Like tabletop games? Want to try one? GeekGirlCon hosts Game Night on the second and fourth Fridays of each month at Wayward Coffeehouse in Seattle, and co-hosts All Games All Geeks every first and third Tuesday at Mox Boarding House in Bellevue. Inclusive fun with diverse people! Find us at www.meetup.com/GeekGirlCon

SIGN UP FOR OUR NEWSLETTER!

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 ’17!

For more info please visit: http://www.geekgirlicon.com/newsletter

STAYED TUNED ON THE DATES FOR GEEKGIRICON ’17! BE SURE TO FOLLOW US ON SOCIAL MEDIA OR CHECK OUR BLOG FOR UPDATES!

CONNECT WITH US ONLINE!

SOCIAL MEDIA CHANNELS:

Facebook: www.facebook.com/GeekGirlCon
Twitter: www.twitter.com/GeekGirlCon
Instagram: www.instagram.com/GeekGirlCon
Tumblr: http://geekgirlicon.tumblr.com
Flickr: www.flickr.com/photos/geekgirlicon
YouTube: www.youtube.com/user/geekgirliconTV
Meetup.com: www.meetup.com/GeekGirlCon
Pinterest: www.pinterest.com/geekgirlicon
RSS Feed: http://feeds.feedburner.com/GeekGirlCon
RPGS, TOURNAMENTS, & EVENTS

RPGS WITH ANDY
SAT 10 AM—10 PM & SUN 10 AM—6 PM
GAMING AREA - LOWER LEVEL
Join our game master laureate 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 this year include Buffy the Vampire Slayer, Dread, Legend of the Elements, and more. Play something you’ve never played before, or return to an old favorite!

GAMING WITH THE GEEKGIRLSSCOUTS
SAT 11AM—6PM & SUN 11AM—4PM
GAMING AREA - LOWER LEVEL
Bring your compass, sash, and sense of adventure as you explore an exciting RPG scenario written and run by the Girl Scouts of Western Washington!

ROCK BAND FREEPLAY STAGE
SAT & SUN 10AM—6 PM
ROOM SKAGIT 3 - CHELL
Ever wanted to rock out on stage while playing a video game? Whether you’re a seasoned Rock Band veteran or have never played before, come by yourself or bring up to seven bandmates, pick from one of our 3000+ songs, and have fun!

PATHFINDER SOCIETY - RPG & CARD GAME DEMOS!
SAT 10AM—7PM & SUN 10AM—7PM
GAMING AREA - LOWER LEVEL
The Pathfinder Roleplaying Game is an evolution of the world’s oldest fantasy roleplaying game (based on version 3.5 of the rules set). Throughout GeekGirlCon, we’ll be running 1-hour demonstrations of the Pathfinder Roleplaying Game. These short adventures are a great introduction both to Pathfinder RPG and the entire genre of d20 roleplaying games. We’ll have everything you need!

LATE NIGHT NOSTALGIA MYSTERY TOURNAMENT
SATURDAY 8PM
GAMING AREA - LOWER LEVEL
Anything can happen in this flashback to the old school games of our childhood. While the games are a mystery, the fun is guaranteed! Space is limited, so sign up early to secure your spot at our game checkout counter!

YUKON SALON TOURNAMENT
SUNDAY 1PM
GAMING AREA - LOWER LEVEL
Put the best hairdos on bears and beards on lumberjacks to become the greatest stylist in the Yukon!

GAMING WORKSHOPS

PAINT ‘N’ TAKE BY PRIVATEER PRESS
SAT & SUN 10AM
GAMING AREA - LOWER LEVEL
Stop in and learn how to paint your very own Privateer Press miniature. Our miniature painting experts will give you all the tips and tricks you need to bring your mini to life. Supplies are limited, so get here early!

MAKE A GAME WITH GIRLS MAKE GAMES
SAT & SUN 12:30PM
GAMING AREA - LOWER LEVEL
Have you ever wondered what it takes to make a video game? Stop by and learn how to make your own game with the crew from Girls Make Games! This mini workshop features a short lesson in game design and fundamentals of programming. Each participant will create a single level platformer (think classic Mario) and receive further instructions/tutorials on how to continue building on the game at home!

CUSTOM SUPERHERO MASKS WORKSHOP
SAT & SUN 2:30PM
GAMING AREA - LOWER LEVEL
Complete your geek uniform by designing your own face-formed Super Hero(ine) Mask! Zelda, Iron (wo)Man, Pikachu—you name it! Each mask is unique as you design face molds to custom fit your mask to your features. Get creative with it to represent your inner geek! You’ll learn about the technology, math, and fun that goes into mask-making for many famous superhero masks.

XBOX WORKSHOP: INTRO TO GAME DESIGN
SAT & SUN 4PM
GAMING AREA - LOWER LEVEL
Have you ever wanted to make a game? Come learn about the basics of game design and what it takes to start creating your own game—whether it’s a card game, a board game, or a video game. Paper prototyping is key in the early phases of game creation, so no technical skills required!

Enjoy playing RPGs, tabletop, card, and story games at GeekGirlCon ‘16? Join our biweekly meetup at Wayward Coffeehouse for year-round gaming fun! For more info visit www.meetup.com/GeekGirlCon

DOWNLOAD THE GUIDEBOOK APP FOR UP-TO-DATE INFO!
ABOUT GEEKGIRLCONNECTIONS
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.

ALL CONNECTIONS TABLES ARE LOCATED IN WSCC LEVEL 4 - EXHIBITOR FLOOR

ACLU OF WASHINGTON
ACLU of Washington takes on major law reform through litigation and legislative action. We provide assistance and advocacy for individuals and community groups. We lobby on scores of bills in the state legislature and local councils. We offer speakers, pamphlets, and education materials to schools and community groups throughout the state. Find out more at the organization’s website, www.aclu-wa.org

ALL CYCLES
All Cycles is a grassroots outreach project for Seattle community members to bring menstrual supplies to folks in need. We gather members to bring menstrual supplies to all or no genders.

COMIC BOOK LEGAL DEFENSE FUND
CBLDF is a non-profit organization dedicated to the protection of the First Amendment rights of the comics art form and its community of retailers, creators, publishers, librarians, and readers. The CBLDF provides legal referrals, representation, advice, assistance, and education in furtherance of these goals.

EMERALD CITY ADmirALS QUidditch
Mixed-gender, cardio-intense, full-contact...Harry Potter? Quidditch has grown from fantasy fulfillment into a real-life competitive sport. Incorporating game mechanics from sports like rugby, lacrosse, softball, soccer, and more, this sport has a quick learning curve and an even quicker hook. The Emerald City Admirals are Seattle’s premiere adult community team, incorporating community and sportsmanship into an inclusive, welcoming, and safe community. We want you, whether you’re an agile Harry Potter fan or looking for an LGBTQ+-friendly way to stay active.

GIRL SCOUTS OF WESTERN WASHINGTON
At Girl Scouts of Western Washington, our community is strong and our vision is clear: every girl in western Washington—regardless of her race, ethnicity, socio-economic status, sexual orientation, disability, gender identity, or geographic location—is empowered to fulfill her potential and make the world a better place.

Kal Academy
Kal Academy is committed to bringing marketable technical skills to women through our unique, effective, fast, affordable training and job placement services. We want to inspire women to break through the barriers that hold them back from pursuing technology careers. Our training programs are targeted toward women and minority groups.

SEATTLE CODERDOJO
CoderDojo is a global movement of free, volunteer-led, community-based programming clubs for young people between ages 7 and 17. They learn to code, develop websites, apps, programs, games, and explore technology in an informal and creative environment. Attendees also meet like-minded people and are exposed to the possibilities of technology. Within the CoderDojo Movement the focus is on community, peer learning, youth mentoring, and self-led learning—emphasizing how coding is a force for change in the world.

EXTRA LIFE
Extra Life is a part of Children’s Miracle Network. We are a nationwide group of gamers that use our passion for gaming to help heal sick kids. The Seattle guild represents Seattle Children’s Hospital and raises money for the hospital’s highest needs.

FEMINIST FREQUENCY
Feminist Frequency is a video webseries that explores the representations of women in pop culture narratives. The video series was created by Anita Sarkeesian in 2009 and largely serves as an educational resource to encourage critical media literacy and provide resources for media makers to improve their works of fiction. Feminist Frequency is a 501(c)3 non-profit charity and all videos are available on YouTube to watch for free. These educational videos are made possible by generous donations from viewers.

Kal Academy
GCON was born after female gamers were barred from an all-male gaming convention in Saudi Arabia in 2011. In the gender-segregated society, GCON is a victory for Saudi women, who reflect an international gaming audience where nearly 50% are female. Aside from the joys of gaming, GCON encourages girls to aim for careers in science and computer programming.

LIVING COMPUTER MUSEUM
The Living Computer Museum, located in Seattle, is dedicated to preserving and displaying working examples of computers that tell the story of our journey away from computing as a difficult and expensive undertaking toward the universal access to information technology we enjoy today. Although we have many stories associated with the history of our systems, we believe that the best way for people to fully understand computing systems is by experiencing them.

Womens Write About Comics
Womens Write About Comics is an online magazine. Our beat is comics, creators, and geek culture from a feminist perspective, and we are committed to both intersectionality and internationality (our diverse staff and contributors hail from Canada, the UK, Switzerland, Brazil, and the United States).

ALL CONNECTIONS TABLES ARE LOCATED IN WSCC LEVEL 4 - EXHIBITOR FLOOR

Download the Guidebook app for up-to-date info!
The Living Computer Museum, located in Seattle, Washington, is dedicated to preserving and displaying working examples of those computers that tell the story of our journey away from computing as a difficult and expensive undertaking toward the universal access to information technology we enjoy today.
GEEKGIRLCON INDIVIDUAL SPONSORSHIP

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, geeky things we do, and the annual GeekGirlCon in downtown Seattle.

We are a 100% volunteer-run organization and your donation will go to support our annual con programming as well as year-round outreach and activities.

GeekGirlCon is a 501(c)(3) organization and donations may be tax deductible or matched by your employer.

BENEFIT LEVELS

IRON: $50 OR $5/MONTH
- Name entered in a drawing to win GeekGirlCon swag basket

MITHRIL: $100 OR $10/MONTH
Includes all above benefits, plus:
- Recognition in the program guide

OSMIUM: $250 OR $21/MONTH
Includes all above benefits, plus:
- One weekend pass to GeekGirlCon ‘16
- Expedited registration and check-in at GeekGirlCon ‘16

PHRIK: $500 OR $45/MONTH
Includes all above benefits, plus:
- Recognition on our website*
- Reserved seating for two at the GeekGirlCon ‘16 special events closing celebration
- Two weekend passes to GeekGirlCon ‘16

ADAMANTIUM: $500 OR $45/MONTH
Includes all above benefits, plus:
- Cut in Line Pass for all Panels**

URU: $2,500 OR $209/MONTH
Includes all above benefits, plus:
- Spotlight recognition in the Program Guide
- Special recognition at one special event of your choice
- Invitation to our Before the Con tour of the space with staff and board
- Invitation to our “Behind the Scenes” dinner (with board member, executive director, and/or directors) before the Con

VIBRANIUM: $5000 OR $417/MONTH
Includes all above benefits, plus:
- Spotlight recognition at all curtain speeches
- Exclusive Hosted Game Night with GeekGirlCon Gaming Staff for 10 Guests

AMAZONIUM: $10,000+
Includes all above benefits, plus:
- Spotlight recognition in our e-newsletter and blog
- Special recognition at all curtain speeches

*GeekGirlCon reserves the right not to publish any corporate or indecent link.
**Sponsors must arrive at the panel before it lets in and before the line caps. If the line has capped, sponsors will not be allowed in. People who require accommodations will also be given first priority. Extra security measures may also impact the due to safety protocols for Washington State Convention Center.

Note:
1. Benefits apply to GeekGirlCon ‘17. All convention-related benefits are for GeekGirlCon ‘17. Donations must be received by August 1, 2017 to be recognized in the GeekGirlCon ‘17 program booklet. All GeekGirlCon ‘17 Individual Sponsorship donations made after this date will be recognized in the GeekGirlCon ‘18 program booklet.
2. Each sponsorship level below is good for 12 months and will be valid for one year from date of donation.

To make an individual sponsorship donation by check, please make check payable to GeekGirlCon and mail to:

GeekGirlCon
Attention: Individual Sponsorship
815 1st Ave #315
Seattle, WA 98104-1404

3. URL for making sponsorships online is: http://geekgirlcon.com/get-involved/individual-sponsorship/

For questions or more information on becoming an Individual Sponsor, please contact us at sponsorship@geekgirlcon.com.

THANK YOU, INDIVIDUAL SPONSORS!

These generous sponsors have provided GeekGirlCon with vital support, which has helped make GeekGirlCon ‘16 possible. Our staff and agents are 100% volunteers, and GeekGirlCon puts all funds directly into supporting our activities throughout the year and our annual con. We are extremely grateful to our Individual Sponsors. Thank you!

MITHRIL
Adrienne Fox
Anonymous
Beverly Saling
Brynne Koscianski
Brian Kowalczyk
Cathie Toshach
Christoper Williams
Chinami Wirth
Contance Chen
Denise Fenton
Emily Halpin
Guy Stables
J. Shagam
Jay Stuller
Joanne Lau
Jesse Means
Jordan Arnold
Katherine Beck
Kris Panchyk
Phuong Busselle
Shaun Huston
Stephanie Ellis-Smith
Tess Salim
Tina Urso & Chad McDaniel
Bungie Foundation

PHRIK
Anonymous
Erica McGillivray & Lisa Hunt
Terra, Randall & Rainer Olsen

URU
Anonymous
Jennifer K. Stuller & Ryan Wilkerson

VIBRANIUM
Stevie Metke

SPOTLIGHT RECOGNITION SPONSORS

We want to personally thank Stevie Metke, Jennifer K. Stuller & Ryan Wilkerson, and an Anonymous Donor for their generous sponsorship of GeekGirlCon.

Anonymous
Stevie Metke
Jennifer K. Stuller & Ryan Wilkerson
(not pictured)
THANK YOU

This list is far from complete, but it’s a pretty good start. Friends and family who’ve supported us in our work, and most especially to our GeekGirlCon Founders: thank you. Without you, there would be no GeekGirlCon!

FRIENDS/FAMILY
Aaron Blalack
Agi Brown & Carl Arrogante
Alyssa, Ella & Ivy
Amber Dawn Bushnell
Amy & Kelly Malone
Andrew Harris
Angelita Moyer
Anna daniell
Brent Miller
Carmelita Palagi
Charmaine Slye
Chris Proctor
Connie & John Gahl
Curtis Larson
Debbie O’kon
Dan Bledsaw
Ellen Whitwell
Giovanna
Jennifer K. Stuller
Lisa Kietzer
Kathy Macdonald
Kevin Sprewer
Kube Warner
Marcus Hassell
Michele Domingo
Pam & Bill Bryan
Paul & Aidan McJannet
Ruby, Coco, and Aza
Ryan Wilkerson
Sheri Bates
Steve Goodreau & Manish
Chalana
Sunny Kelly
Taylor Messick

IN LOVING MEMORIAM: Desiree McCloud

PETS
Ada & Locke
Bandit
Boomer
Marty McFly
Nubbin
Oz
Shiva
Starr
Wanda
Wally

THANK YOU FOR YOUR SUPPORT...in making #GGC16 possible!

2016 GEEKGIRLCON STAFF & BOARD

EXECUTIVE DIRECTOR
Danielle Gahl

DEPUTY DIRECTOR
Kristine Hassell

DIRECTOR OF CON OPERATIONS
Seven DeBord

DIRECTOR OF INTERNAL OPERATIONS
Courtney Basler

DIRECTOR OF PROGRAMMING
Meagan Malone

MARKETING DIRECTOR
Kristen Lehua Barcheski

2016 BOARD MEMBERS
Jennifer K. Stuller, President
Katrina Lehto, Vice President
I-Wei Feng, Secretary
Terra Clarke Olsen, Treasurer
Denene McCloud
Sharon Feliciano
Maddy Vonhoff
Laura Lucas

MARKETING TEAM
Adrienne Clarke
Allison Borngesser
Andrew Chan
Angela Jernejcic
Emily Hendrickson
Indigo J Boock
JC Lau
Kait Heacock
Laurel McJannet
Liane Behrens
Rebecca Rocha
Shubz Blalack
Stephanie Hawn
Tanu Khandelwal
Teal Christensen
Vanessa Folk
Winter Downs
Winnie O’Dowd

PROGRAMMING TEAM
Alyssa Jones
Andy Munich
Colleen O’Holleran
Jessica Flores
Kathryn Storm
Kayla Sutton
Marguerite Cottrell
Marina Martinez
Michael Brandt
Raychelle Burks
Sammy Scott
Sarah Grant
Stephanie Tolson
Torrey Stenmark

IN LOVING MEMORIAM:
Desiree McCloud

PETS
Ada & Locke
Bandit
Boomer
Marty McFly
Nubbin
Oz
Shiva
Starr
Wanda
Wally

PROGRAM TEAM
Alyssa Jones
Andy Munich
Colleen O’Holleran
Jessica Flores
Kathryn Storm
Kayla Sutton
Marguerite Cottrell
Marina Martinez
Michael Brandt
Raychelle Burks
Sammy Scott
Sarah Grant
Stephanie Tolson
Torrey Stenmark

OPERATION TEAM
Amy L. Gembala
Amy Sharp
Ashli Blow
Constance C Chen
Dheyvi Velagapudi
Hosanna Tolman
Josh Michaels
Joshua Weiner
Rose Minier
Tasnim A. Selim
Whitney Winn

JOIN OUR VOLUNTEER STAFF! WE HAVE OPEN POSITIONS. VISIT WWW.GEEKGIRLCON.COM/GET-INVOLVED/VOLUNTEER/ FOR MORE INFO.

DOWNLOAD THE GUIDEBOOK APP FOR UP-TO-DATE INFO!