

Geek.Kon 2010 Panels

Anime

Boy Meets... Boy?

Saturday, 10:00 pm – 12:00 am, Prog. 3

Fangirls far and wide have written, drawn, role-played, cosplayed, and discussed yaoi - male/male relationships - in anime, manga, games, and movies for years. However, not many look beneath the surface. This panel covers the history of yaoi as well as dissecting the archetypes of, and fandom surrounding the genre of boy love.

Do You Remember Macross?

Friday, 10:00 – 11:00 pm, Prog. 5

Transforming mechas, singing idols and inter galactic warfare. Whether you know it as Macross or Robotech, this series represents a milestone in anime history. Join Nick Izumi and Arcemise as they a trip back to the first days of Miss Lynn Minmay and venture forth into the future of Macross Frontier.

Dragonball Z Kai

Friday, 4:00 – 6:00 pm, Prog. 1

Guests: Chris Ayres, Eric Vale

Chris and Eric kick off their convention weekend talking about something awesome... Dragonball Z Kai!

Fate/Stay

Friday, 11:00 pm – 12:00 am, Prog. 5

Have you ever wanted to pit King Arthur against Hercules? How about Cu Chulainn against Gilgamesh? What if all these epic heroes were given a second chance to face each other in a battle royale for the ultimate prize: The Holy Grail. Enter the world of Fate/Stay Night where epic heroes act as Servants to their magus Masters in their quest to win the Holy Grail War.

Fruits Basket: Gathering Of The Rice Balls

Friday, 5:30 – 7:00 pm, Prog. 5

Guest: Eric Vale

This panel will give fans a chance to discuss their favorite aspects of the anime- from the characters and the romance to the Chinese Zodiac and the twists and turns of Natsuki Takaya's story. Eric Vale will drop in to discuss his work voicing Yuki Sohma.

Gundam 201

Friday, 7:00 – 8:00 pm, Prog. 5

Nick Izumi invites you to discuss and study the Gundam universe by exploring its characters, major themes and alternate universes. Find out why men wear masks, why angst kids drive robots, and even discuss the lack of women in Gundam. Using images and a little over-the-top ranting, this panel will set you from Gundam novice to the ultimate newtype innovator.

Hetalia: Strange Stories From Around The World

Saturday, 11:30 am – 1:30 pm, Prog. 2

Guest: Eric Vale

Join Eric Vale, voice of America, and several of your favorite nations in an interesting spin on a Hetalia panel. We'll introduce newcomers to the series, chat with Eric and discuss amusing news articles from around the world. Audience participation encouraged!

Live Commentaries- Voice Acting and Directing

Friday, 9:00 – 10:00 pm, Prog. 2

Guest: Chris Ayres, Eric Vale

Chris Ayres provides commentary, insight, and behind the scenes stories for an episode of Funimation's Nerima Daikon Brothers. Eric Vale follows with commentary of Funimation's Fruits Basket.

Manly Men of Anime: The Art of GAR

Saturday, 8:00 – 10:00 pm, Prog. 5

Join us as we explore examples of manliness from animes such as Bleach, Naruto, Gurren Lagann, One Piece and Fullmetal Alchemist. Anime new and old will make appearances including some surprises as we play clips and discuss men doing manly things. Audience participation is encouraged to help make or break the case of your favorite or not so favorite characters and series.

Soul Resonance: A Soul Eater Panel

Saturday, 10:00 – 11:30 am, Prog. 2

An interactive discussion of the show from the characters to the plot and everything in between. This will be a fully interactive panel where attendees are encouraged to ask questions, share ideas, and participate with both the panelists and other attendees.

Voice Actor Q&A

Sunday, 11:00 am – 1:00 pm, Prog. Ω

Guests: Chris Ayres, Eric Vale

Chris and Eric wrap up their convention weekend by answering your questions about voice acting, the world of anime, and more.

YA HA! An Eyeshield 21 Panel

Sunday, 10:00 – 11:00 am, Prog. 5

YA HA! Richard wants you to come to the ultimate fan panel for one of the ultimate anime/manga series in existence: Eyeshield 21! Revel in the greatness of the various teams and characters! Marvel in amazement at its (video) games! Be in awe of the parallels between it and real-life American Football!

Art & Writing

Being an Effective Reviewer/Critic

Saturday, 12:00 – 1:00 pm, Prog. 5

Guests: Bill Bodden, Matt McElroy, Monica Valentinelli

Bill Bodden, Matt McElroy, and Monica Valentinelli discuss the mindset needed and challenges faced when being an effective reviewer; including how to provide objective and construction praise and criticism, as well as the appropriate venues for reviews.

Comic Books vs. Web Strips vs. Syndication

Friday, 8:30 – 9:30 pm, Prog. 3

Guests: John Kovalic

John Kovalic discusses the pros, cons, and challenges of writing and publishing comics in different venues and media.

Creating Successful Original Characters for Comics

Friday, 4:00 – 5:30 pm, Prog. 5

Learn to create characters that are relatable, realistic, and intriguing to readers with simple steps and what not to do's. If you're planning on starting a comic, manga, or plain old storyline, this is your panel for character development.

Fanfiction Forum

Friday, 9:00 – 11:00 pm, Prog. 4

An open discussion on the wonders, curiosities and eternal frustrations of fanfiction. Newbies and veterans alike are welcome to bring questions, thought or helpful suggestions for the rest of us to ponder. All relevant topics are fair game, but expect talk about technique, publishing options and handling readers, editors and criticism.

Meet & Greet with Rainarc Rhapsody

Saturday, 3:00 – 4:00 pm, Prog. 5

This hour long panel is an introduction and discussion to art, comics, prints, and character design. The presentation will be an open forum, so bring plenty of questions, or just come along for the ride.

So You Think You Can Parody

Sunday, 1:00 – 3:00 pm, Prog. 5

You think you can parody. But can you really? Come join the gals of verssen werks (those people who brought you the Squeal Trilogy) and learn the ropes of how to make and complete a parody fan dub. Discover how to write 'funny', choose

voice actors, edit and more! Without good direction, even the best written parody can fall flat on its face...awkwardly. Don't be awkward, join us!

Writing Panel

Saturday, 2:00 – 3:00 pm, Prog. 1

Guests: Bodden, Forbeck, Kovalic, McElroy, Pavao, Valentinelli

In today's marketplace living the life of an author is not an easy one. Learn tips for keeping your writing flowing, and finding a venue to publish your work from our panel of experts. Questions are welcomed and encouraged.

Costuming

Advanced Cosplay Photography

Saturday, 1:30 – 2:30 pm, Prog. 2

Mastered the basics of cosplay photography? Time to learn new tips and tricks? Come learn about different methods, alternative photography and more ways to make your cosplay stand above the rest. Cameras are not required, just a willingness to learn!

Basic Sewing Tips and Tricks For Newbie Costumers

Sunday, 10:00 – 11:00 am, Prog. 4

Have sewing machine; will travel. The DreamStitcher, who has been sewing since she was 8, and has over 40 years of costume construction experience, will be available to all costume 'newbies' for an hour. This information will be most useful to those who have never/rarely used a sewing machine, and/or are just starting to make their own costumes.

Cosplay Photography Basics

Friday, 5:30 – 6:30 pm, Prog. 3

Are your awesome cosplays hampered by a not-so-awesome photo? Come and learn how to take photos that show off your hard work with minimal effort! Cameras not required, just a willingness to learn.

Costuming 201- Advanced Techniques

Friday, 3:00 – 4:00 pm, Prog. 3

Collars and lapels. Linings. Wings, weapons, and wigs. When you're taking your costume to the next level, you need to learn some advanced techniques. The Madison Area Costuming Society will help with a panel on methods of sewing and prop-making that will improve your skills and make you look so good.

Costuming Q&A

Sunday, 12:30 – 1:30, Prog. 4

There's a lot to talk about with costuming, so we might have missed a topic or two. Whether you have a specific question about a specific costume, or just want to ask about wigs or props or sewing, this is your chance. Pick the brains of expert costumers, including Master-level competitors, who would be happy to answer your questions.

Dissecting a Costume

Sunday, 11:30 am – 12:30 pm, Prog. 4

The first step in making a costume is picking it apart and doing the research into how it goes together. This popular panel is back, featuring Madison Area Costuming Society members dissecting costume designs right before your eyes.

Masquerade Mask Making Workshop

Friday, 3:00 pm – 4:00 pm, Prog. 4

Finding yourself in need of a mask for the Charity Masquerade Ball? Well never fear! Come to the workshop to make your own masquerade mask just in time to dance the night away. Remember though, supplies are limited to 24 participants, so come early!

Masquerade Presentation & Documentation

Saturday, 11:00 am – 12:30 pm, Prog. 3

Guest: Chris Ayres

So you want to take the next step up and enter costume competitions – the Masquerade! Learn from Chris Ayres and the award-winning costumers from the Madison Area Costuming Society how to tailor your performance to your costume and show your best to the judges. Also includes a segment on preparing reference materials and documentation for

workmanship. You don't have to be a professional actor to enjoy being on stage!

Materials 101

Friday, 5:00 – 6:00 pm, Prog. 4

The world of costume-making materials can be daunting to a newbie. All those fabrics! Plastic and fiberglass, leather or pleather, it can all be so confusing. You don't have to take a college course in textiles, just come to this panel by the Madison Area Costuming Society and learn all about the differences in fabrics, plastics, and other costume- and prop-making materials.

Mock Combat For Cosplay

Saturday, 2:00 – 4:00 pm, Prog. 3

Guest: Chris Ayres

Learn to beat up your friends the safe and responsible way with fight director and stage combat teacher Chris Ayres.

Research Sources For Historical Costumes

Sunday, 1:30 – 2:30 pm, Prog. 4

Have you ever wondered what people wore at a particular time in history or how it was made? Maybe you've got an idea for a costume based on something you saw, but don't quite know when and where it was from? The experienced costumers on this panel may not know all the answers but they know where you'll be able to find them! The panel will cover an overview of resources available both online and off.

Underpinnings: Shaping the Base for Your Outfit

Friday, 6:00 – 7:00 pm, Prog. 4

A lot of people worry about picking their clothing to suit their figures, but what if you could change your body's shape to suit the costume you want to wear? Take a trip into the world of corsets, petticoats, and padding as the panelists discuss different ways to achieve desired shapes, both historical and fantastical.

Fantasy & Sci-Fi

After LOST

Friday, 7:00 – 8:30 pm, Prog. 3

LOST ended May 23rd of this year. Have you not moved on as the LOST finale would suggest? Or have you not been LOST yet? Join After LOST for a live podcast as they continue to explore the LOST universe and it's community. In addition to regular show content, the hosts will be taking questions about LOST and podcasting. There may be surprises for those in attendance.

Doctor Who Fan Confidential

Friday, 9:00 – 10:00 pm, Prog. 5

The Whoniverse and you: A Doctor Who fan panel for the longest-running TV sci-fi series. From the original series to the new series and the spinoffs Torchwood, Sarah Jane, and K9. A panel that is bigger on the inside.

Fantasy Films 365

Friday, 10:00 pm – 12:00 pm, Prog. 2

Iron Man 2, Kick-Ass, Shrek Forever After, Paranormal Activity, How To Train Your Dragon, and a couple dozen more! We look back at the fantasy movies of the previous 365 days with trailers, handouts, the Buzzy and Muffy Awards, and lots of discussion. Audience participation mandatory! Also check out the companion panel, "SF Films 365".

Godzilla: King of the Monsters

Friday, 4:00 – 5:00 pm, Prog. 4

A panel for fans of the giant city-destroying-monsters movie. From Godzilla and the Japanese Kaiju film to the American atomic classics and other international monsters.

Monsters!

Friday, 7:00 – 8:00 pm, Prog. 4

From the very 1st SF novel, Mary Shelley's Frankenstein, thru H. P. Lovecraft's Great Old Ones and George A. Romero's zombies, to the latest New Weird writings of China Miéville (who forthrightly admits "It's all about the monsters!"), we fans have been suckers for monsters. Now Stephen T. Asma has written a whole book about it: On Monsters. We'll bat his theses around a bit.

Sci-Fi & Fantasy Movie Charades

Saturday, 11:00 pm – 12:00 am, Prog. 5

What could be more good, clean fun than charades? Charades with chocolate! Everybody gets a shot at acting out the titles of SF&F films from the previous year. Rich, creamy, tasty rewards for the top performers and guessers. Face it: You've always wanted to do your Na'vi imitation before an appreciative audience.

Sci-Fi Films 365

Saturday, 8:00 – 10:00 pm, Prog. 3

Avatar, Cloudy with a Chance of Meatballs, The Road, Splice, Surrogates, and a couple dozen more! We look back at the science-fiction movies of the previous 365 days with trailers, handouts, the Buzzy and Muffy Awards, and lots of discussion. Audience participation mandatory! Also check out the companion panel, "Fantasy Films 365".

Sci-Fi On TV

Saturday, 5:00 – 6:00 pm, Prog. 4

Caprica, Smallville, Fringe, Stargate Universe, Doctor Who, and more. We'll mourn Dollhouse, Heroes, and other victims of niche marketing. We'll wonder why V lived while Flashforward died. And we'll get our hopes up for the new fall crop of SF&F coming to the small screen. Since it's impossible for anyone to keep up with all the shows, audience participation is mandatory.

Science of the Undead: Zombies

Saturday, 6:30 – 8:00 pm, Prog. 3

A scientific discussion of pop-culture and mythical portrayals of zombies and how such creatures could be created as well as how to deal with them. Includes in-depth discussions of many facets of common zombie portrayals from the slow shambling of the classic Hollywood zombies to the ever pervasive hunger for human flesh.

The Science of Avatar

Friday, 4:00 – 5:30 pm, Prog. 3

Avatar gave us the most lushly imagined alien world ever, but was it more fiction than science? Where is unobtainium on the periodic table, and is that name more than just an in-joke? Are those auto-twinning neural tendrils USB-compliant? Is Pandora's atmosphere poisonous or just really thin? Human wartech seems to have gotten bigger but not necessarily better; how likely is that? Will James Cameron ever acknowledge his debt to Poul Anderson?

Gaming

Boffer 101: Rules of Boffer Fighting

Friday, 3:00 – 4:00 pm, Prog. 2

Ever wondered the basic rules of boffer fighting? Well here is your chance to find out the basics rules, whose and what's of boffer fighting groups.

Boffer 102: Weapons Construction

Saturday, 11:30 am – 12:30 pm, Prog. 5

Here is the chance to learn how to build the proper, safe, basic boffer weapon.

Death Note Mafia

Saturday, 10:00 pm – 12:00 am, Prog. 4

Death Note characters take the main roles of this anime-themed interpretation of the popular party game. For each round, the randomly selected Kira anonymously removes a player, then all remaining players deliberate who should be sacrificed in the hopes of eliminating Kira. Prior knowledge of the game and the series is not required. Can the investigators defeat Kira without falling prey to the Death Note?

Freelancing in the RPG World

Sunday, 3:00 – 4:00 pm, Prog. 5

A rags to somewhat nicer rags story! Join Paul Vogt, Charles Vogt, and Dan Houser as they talk about their trials and travails in the world of Role Playing Game Freelancing. Get some tips as to how to get your foot in the door, and what to do once your foot is in said door. Dan, Paul, and Charles will talk a little, and then will open up to answer questions!

Game Creation

Friday, 6:00 – 7:00 pm, Prog. 2

Guests: Matt Forbeck, John Kovalic, Aaron Pavao

Have you ever had an idea for a game, but didn't know how to bring the idea to fruition? Our panel of special gaming industry guests will discuss tips, things to think about, and pitfalls to avoid along the way of turning your idea into a complete and playable game.

Game Publishing

Saturday, 12:00 – 1:00 pm, Prog. 1

Guests: Bodden, Kovalic, McElroy, Pavao, Valentinelli

The gaming industry can be highly competitive, and just having a great game is not always enough to get your game published and into stores. Learn trick and tips from our guests of honor for getting your game out of your house and into stores.

History of Roleplaying Games

Friday, 3:00 – 4:00 pm, Prog. 1

Guests: Bill Bodden, Matt Forbeck, Matt McElroy, Aaron Pavao

Role playing games have been around for decades, and have evolved greatly since their initial conception. Join guests Bill Bodden, Matt Forbeck, Matt McElroy, and Aaron Pavao as they look back to where RPGs began, where they are today, and what the future might hold for the genre.

Tips for GMs

Sunday, 11:00 am – 12:00 pm, Prog. 5

Guest: Aaron Pavao

Learn from gaming industry insider, and avid gamer, Aaron Pavao about some tips and tricks to avoid being a power hungry GM that murders his or her players with no cause, and provider the PCs with no freedom. In other words, come learn how to be a GM that has fun, and makes the game fun for the PCs as well.

What is the "Old School Renaissance" in Tabletop Roleplaying?

Saturday, 10:00 – 11:00 am, Prog. 4

The "Old School Renaissance" is more than just playing old games, and maybe not just a passing fad. But there's a lot of debate about what the "Old School Renaissance" actually is, and what impact it might have on RPGs as a hobby. Is it just a style of playing? Do you have to reject 4th Edition D&D, even if you like it? Come find out more about the "OSR" and what it might mean for you.

World Building

Saturday, 4:30 – 5:30 pm, Prog. 3

Guests: Matt Forbeck, Jim Frenkel, Aaron Pavao, Monica Valentinelli

Love the rules for the game system you've purchased, but none of the settings? Come learn from guests of honor Matt Forbeck, Jim Frenkel, Aaron Pavao, and Monica Valentinelli about ways to construct the world you want within the confines of published gaming rule systems.

General Geek

Con Horror Stories

Friday, 11:00 pm – 12:00 am, Prog. 1

Guests: Chris Ayres, Eric Vale

Eric Vale and Chris Ayers share stories of things gone horribly wrong at conventions in the past. This is an 18+ panel. You must show a driver's license or picture ID to be admitted. NO VIDEO OR AUDIO RECORDING DEVICES ALLOWED IN THIS PANEL.

Geek Dating

Friday Night, 12:00 – 1:00 am, Prog. 2

A discussion of dating as geeks. Tales of how to start dating, fun things to do as geeks who are dating, and general stories about what it's like to be a geek in the dating world.

Iaido: One of the Samurai Arts

Saturday, 1:00 – 2:00 pm, Prog. 3

A Q&A on the art of Iaido and a demonstration of some forms and the training that goes into learning

this art of sword handling.

Intro to Ballroom Dancing I & II

Friday, 4:00 – 6:00 pm, Prog. 2

Learn some basic ballroom dances just in time for the Masquerade Ball. In the first hour learn two simple variations of the waltz with an additional segment on ballroom etiquette. In the second hour learn the renaissance processional dance, the pavane, as well as other easy-to-learn dances of the medieval/early modern periods.

Remember Geeking Out In The 90s

Saturday, 11:00 am – 12:00 pm, Prog. 4

Let's look back at the 90s and talk about what we geeked out about back then. Let's talk Television, video games, movies, books, technology, this new thing called the World Wide Web and anything else you want to reminisce about.

Serious Sex & Dating Advice From A Real Geek Girl

Sat. Night, 12:00 – 1:30 am, Prog. 3

Real life sex and dating tips from a real geek girl...share happy or horror stories, tips, etc.

The Direction of Conventions

Saturday, 10:00 – 11:00 pm, Prog. 5

What lies ahead for sci-fi and general geek conventions? We discuss the visions, challenges and possibilities of four different conventions. Representatives from Geek.Kon, Madison's OddCon, Stevens Point's Daisho Con and MarsCon in Minnesota will look at the different ways they assemble programming, reach out to new attendees and find staff in search of a bright future.

We Want You! Join Geek.Kon Staff

Sunday, 2:30 – 4:00 pm, Prog. 4

We hope you enjoyed Geek.Kon.2010 as much as we enjoyed hosting it. Now we encourage you to help us by joining Geek.Kon staff for 2011! Visit with our workforce coordinator and other staff members to find out what it's like staffing the convention and what you can do to be part of the action next year.

Science & Technology

Don't Panic! A Panel on Computer Security

Saturday, 1:00 – 2:00 pm, Prog. 5

Online or on a hotel network, you don't know who is on it or what they may be up to. If your information isn't secure, it can easily be stolen. You might not actually know what your computer is really putting out there on the internet and what you can do to prevent this from happening. Learn to protect your network at home like the pros.

Fire or Ice

Saturday, 6:00 – 7:00 pm, Prog. 4

How will the world end? Global warming has the potential to heat us up until Earth turns into another Venus. Conversely, a big meteor strike, supervolcano eruption, or nuclear war could trigger a new ice age. Do we have to pick a favorite before 2012? And, if so, can I vote for drowning in chocolate?

Free Energy

Saturday, 12:00 – 1:00 pm, Prog. 4

Since we've passed the peak-oil point and started to slide down the far side of that particular cheap ride, what other sources of energy will we use to power our civilization? And, intriguingly, can we tap into some free ones? Wind, geothermal, solar, tidal, and fission all have their advocates. Maybe fusion is no longer the same "5 years off" that it's been for the last half-century. Can we tap hot air emanating from DC? That well seems bottomless.

Meanwhile, in the Dark Matter Universe...

Saturday, 8:00 – 9:00 pm, Prog. 4

The Universe apparently comprises 5% what we think of as "normal" matter and energy, 20% dark matter, and 75% dark energy. This information was discovered by scientists, but lots of other people are in a position to make use of it, including scam artists, ghost hunters, ufologists, religions, "free energy" enthusiasts, SF writers, and the cast of The Big Bang Theory. What's really happening with dark matter other than just making us feel really ignorant?

Steampunk

Makings of the Steampunk Aesthetic

Saturday, 5:00 – 6:00 pm, Prog. 5

Top hats, bustles... clockwork and gears? What are the components that make the steampunk aesthetic what it is? A discussion, for those both new and familiar to steampunk, on the icons that identify steampunk in clothing as well as everyday items and how to accomplish this unique aesthetic.

Putting the Steam in Steampunk

Saturday, 4:00 – 5:00 pm, Prog. 5

A discussion on far more than the basic “what is steampunk?” this discussion panel will go into the underpinnings of the steampunk movement, asking questions like “why is the Victorian era so appealing a literary medium?” and “what aspects of modern culture allow steampunk to flourish as it has?”

Steampunk Paranormal

Saturday, 10:00 – 11:30 am, Prog. 5

The Victorian age brought new technology to the study of the supernatural. This panel will explore the forms of divination and spirit contact that were the most popular in the Victorian era.

Victorian Book Club

Sunday, 2:00 – 3:00 pm, Victorian Lounge

Meeting in the reading parlour area of the Victorian lounge, the book club is open to anyone who would like to share and discuss their favorite works of Victorian era literature. Attendees are welcome to discuss the works of all the visionary authors that made the Victorian era the treasure trove of great literature it is known for today. A small selection of titles will be provided but feel free to bring your own books to discuss.

Video Gaming

Asian Stereotyping in Video Games

Saturday, 7:00 – 8:00 pm, Prog. 5

This will be a panel discussion about the stereotyping of Asians in video games and implications for game designers and fans.

Assassin's Creed For The Truly Obsessed

Friday, 8:00 – 9:00 pm, Prog. 5

Are you a fan of Assassin's Creed? Are you a TRUE fan? Well, come to Assassin's Creed For the Truly Obsessed to test your knowledge on how well you know the series.

Breaking Into Games: What Do I Need To Do

Friday, 7:00 – 8:00 pm, Prog. 2

Guest: Raven Software

Interested in getting into the gaming industry? Join Raven Software as they tell you how to get a job in the field and what goes into the average work day.

Famicom Dojo: Train Your Game

Saturday, 2:00 – 3:00 pm, Prog. 5

Catch up on the edutainment you might have missed from the Famicom Dojo webseries. Season 1 of Famicom Dojo introduced Nintendo's Family Computer- the forebearer of the Nintendo Entertainment System here in America. Season 2 brings on the Famicom's successor, its competitors, and the many pitfalls and trials of the fourth generation of video games.

Gaming Industry With Ravensoft

Saturday, 1:00 – 2:00 pm, Prog. 1

Guest: Raven Software

Raven Software has been a force to be reckoned with in the video gaming industry for almost 20 years. A local company to Madison, they have worked closely with the likes of ID Software, LucasArts and Activision to bring out games such as Heretic, Jedi Knight: Jedi Academy, Quake IV and their latest release Singularity. Learn everything you wanted to know about the gaming industry, but were afraid to ask.

Pokémon Survival Guide

Saturday, 3:00 – 4:30 pm, Prog. 1

Come join the people that helped make Trainers Rendezvous happen as we discuss the pokéfacts. Ever wonder how you would survive in the Pokémon world? Or if you are out of emergency rations are Pokémon edible? Come to our panel and find out! Also, do not forget to take a number at the door because six lucky trainers will trade for a special Pokémon with pokéras, so don't forget your DS!

Project Divas: The World of Vocaloid

Saturday, 2:30 – 4:30 pm, Prog. 2

Come learn about the music, the program, and the people behind the Vocaloid craze. We'll be covering characters, composers, videos, and much more.

Why Now Is The Best Time To Be Playing Video Games

Saturday, 6:00 – 7:00 pm, Prog. 5

Discussions of retro versus next gen. Old school versus New school can be put aside. Today, yes right now, is the best time to be playing games and I'm here to tell you why.