

Event #	Event Title	System	Gamemaster	Day	Period	# of 2 hr Slots	Difficulty	Maturity	Description
319	GM 101 - Appreciation of GM'ing		John Ballard Rolfe	Thursday	1:00 PM	1	Training	E10+	A panel for those that have little to no experience being the game master in a role-playing game. There will be plenty of time for questions.
320	GM 110 - Game Mastering at a Convention		John Ballard Rolfe	Thursday	3:00 PM	1	Intermediate	Teen	For those that would like to Game Master at a Convention. This type of GM'ing can be very different from a home based campaign. Currently information is based on interviews and not personal experience. There will be plenty of time for questions.
455	Stefan Pokorny presents Dwarvenaut.		Jenn Gerber	Thursday	9:00 PM	1	Training	Everyone	A dreamlike glimpse into the visionary mind of Brooklyn-based artist and entrepreneur Stefan Pokorny. An art prodigy obsessed with Dungeons and Dragons. Come see this documentary and meet the artist himself. A Q&A will follow.
393	GM 201 - The Other Side of the Table		John Ballard Rolfe	Friday	3:00 PM	1	Intermediate	Teen	This panel looks at the types of players you'll have in your game and how to enjoy/deal with them. There will be plenty of time for Q&A at the end.
316	RKO / Firefly: Jaynestown		Jenn Gerber	Friday	8:00 PM	1	Training	E10+	
318	RKO / Buffy: Once More With		Jenn Gerber	Friday	9:00 PM	1	Training	E10+	

	Feeling								
317	RKO / Dr. Horrible's Sing - A - Long Blog		Jenn Gerber	Friday	10:00 PM	1	Training	E10+	
334	GM Master Class - Running a Game That Impacts Your Players		Alexander Jackl	Saturday	8:00 AM	2	Beginners	Mature	This will be a discussion based event lead by Iron GM and veteran Dark Phoenix GM on how to optimize value for your players and still run the Game you want to. Master GMs and new GMs all welcome! This seminar sponsored by Dark Phoenix Events.
322	GM 301 - The Experience		John Ballard Rolfe	Saturday	1:00 PM	1	Experienced	Mature	Introspective. We look at the different types of GMs and which one attendees might be. There will be plenty of time for questions.
460	TSR Plays presents Forty Years of Espionage Role Playing		Jenn Gerber	Saturday	3:00 PM	1	Training	Everyone	Join Merle Rasmussen and Allen Hammack, the Designer and Editor of both the original Top Secret and the new Top Secret: New World Order games for a classified briefing about espionage role-playing in the beginning, in the present, and in the future.
511	Artists Gathering		Lloyd Metcalf	Saturday	5:00 PM	3	Training	Mature	An opportunity to gather with artists and creatives of the industry in a casual and conversational environment. We not only discuss games, art, and our recent projects,

									but anything that comes up. Usually some small doodling activities and a chance to connect with industry creatives.
314	RKO / Repo: The Genetic Opera		Jenn Gerber	Saturday	8:00 PM	1	Training	Mature+	In 2056, an epic of organ failures devastates the planet. Out of this tragedy, a savior emerges: GeneCo, a biotech company that offers organ transplants. Miss your payments however, and you'll be visited by the Repo Man.
315	RKO / Rocky Horror Picture Show		Jenn Gerber	Saturday	10:00 PM	1	Training	Mature+	Experience the greatest cult movie of all time. Brad and Janet, a newly engaged couple have a breakdown in an isolated area and must pay a call to the bizarre residence of Dr. Frank-N-Furter. Hilarity ensues!
333	GM Master Class - Building a Game from Background to Context		Alexander Jackl	Sunday	8:00 AM	1	Beginners	Mature	This will be a discussion-based seminar lead by Iron GM and veteran Dark Phoenix GM. We will be discussing strategies and approaches to making a immersive game and dealing with players sometimes chaotic reactions to their settings! All levels of GM from Masters to novices welcome.
25	Prototype Workshop		Ben Gerber	Sunday	10:00 AM	1	Training	E10+	Have you designed a board or card game? Want to get 15-30 minutes with a published game designer or two where you can pitch your game and get advice? Stop on in to the Prototype Workshop, with your prototype of course! First come, first serve and time is

									limited! Expect to meet Industry Guests!	
896	Story-Driven and Non-Linear Adventure Design		Jenn Gerber	Sunday	1:00 PM		1	Training	Teen	Lou Agresta and Rone Barton share the principles that have guided them in designing critically acclaimed and Ennie-award winning adventures. Topics covered will include: innovating within the constraints of an RPG system, designing story-driven adventures, and crafting non-linear adventures.