

Time	Grand Mesa ABC (Main Events)	12th Floor Ballroom (Special, IE Tea)	Highlands (Video)
<b>FRI 2:00PM</b>			
<b>FRI 3:00PM</b>			
<b>FRI 4:00PM</b>	Opening Ceremonies		
<b>FRI 5:00PM</b>		Tea Duelling (Practice)	
<b>FRI 6:00PM</b>	Science of Time and Clocks		
<b>FRI 7:00PM</b>	Scientific Mysteries	Diamond Dolls Dance Lesson	
<b>FRI 8:00PM</b>		The Grand Ball	
<b>FRI 9:00PM</b>		The Grand Ball, Continued	
<b>FRI 10:00PM</b>		The Grand Ball, Continued	
<b>FRI 11:00PM</b>			
<b>SAT 8:00AM</b>			
<b>SAT 9:00AM</b>		Cory Doctorow Breakfast and Key Exchange	
<b>SAT 10:00AM</b>			Silver Steam Film Festival
<b>SAT 11:00AM</b>	Mustache Contest		Silver Steam Film Festival
<b>SAT 12:00PM</b>		Tea Duelling Tournament Preliminaries I	Silver Steam Film Festival
<b>SAT 1:00PM</b>	Author Free-For-All		Silver Steam Film Festival
<b>SAT 2:00PM</b>			Silver Steam Film Festival
<b>SAT 3:00PM</b>	Artist Free-For-All		Silver Steam Film Festival
<b>SAT 4:00PM</b>	Interview with Cory Doctorow	Tea Duelling Tournament Preliminaries II	Silver Steam Film Festival
<b>SAT 5:00PM</b>	Interview with M. Tanzer and S. Chambers		Burke and Hare

<b>SAT 6:00PM</b>	Costume Ball/Contest		(6:40) Hysteria ID REQUIRED
<b>SAT 7:00PM</b>	Costume Wrapup, Keldari Station Setup		Hysteria
<b>SAT 8:00PM</b>	Keldari Station Opens		(8:20) Burlesque Assassins ID REQUIRED
<b>SAT 9:00PM</b>	The DoubleClicks Perform		(9:55) video room closes
<b>SAT 10:00PM</b>	Psyche Corporation Performs		
<b>SAT 11:00PM</b>	Cooldown		
<b>SUN 9:00AM</b>			
<b>SUN 10:00AM</b>	Lego Contest		
<b>SUN 11:00AM</b>	Lego Contest		The Mummy
<b>SUN 12:00PM</b>		The Grand Tea with Psyche Corporation and S.J. Chambers	The Mummy
<b>SUN 1:00PM</b>		Tea, Continued	(1:05) First Men in the Moon (2010)
<b>SUN 2:00PM</b>	Pandora Celtica Setup	Tea Duelling Tournament Finals	(2:35) Time After Time (1979)
<b>SUN 3:00PM</b>	Pandora Celtica Concert		Time After Time
<b>SUN 4:00PM</b>	Closing Ceremonies		(4:30) video room closes

Chasm Creek A (Art Gallery)	Chasm Creek B (Art Paneling)	Bristlecone (Kids Programming)	Atrium Demos
Gallery Accepting art			
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Gallery Accepting art	Indie Comics You Should Be Reading		
Gallery open	Children's Picture Books		
Gallery open	Steampunk This!		
Gallery open	Art and Horror		
Gallery open	Life Drawing I		
	Life Drawing I (Cont)		
Gallery open	Life Drawing II	Little Shop of Physics - Experiments in the Light	
Gallery open	Life Drawing II Cont	(11:30-12:30) University of Eccentric and Slightly Morally	
Gallery open	Drawing Out Dragons		
Gallery open	Gagging Your Inner Critic	(10-1:30) Dr. Evil and Dr. Horrible: Evil Organizations	
Gallery open	Don't Starve, Artist!	Little Shop of Physics - Experiments in the Dark	
Gallery open	Carving Dragons	and Slightly Morally Questionable Scientific Studies	
Gallery open	Carving Dragons Cont		
Gallery open	Costume Contest Green Room		Coloring with Copic Demo

Gallery open	Costume Contest Green Room		Drawing Costumed Characters Demo
Gallery open	Costume Contest Green Room		Inking Demo
	F*ck you, Pay Me		
	Cosplay IS An Art Form		
Gallery open	Evolution of Your Style	Little Shop of Physics - Experiments in the Light	
Gallery open	Creative Sangha	(11:30-12:30) University of Eccentric and Slightly Morally	
Gallery open	Artist Meetup		
Gallery open	Speed Drawing	(To 1:30) Dr. Evil and Dr. Horrible: Evil Organizations	
Gallery open	Women in Art	Little Shop of Physics - Experiments in the Dark	
Gallery open	Digital Art	(3:30-4:30) University of Eccentric and Slightly Morally Questionable	
Gallery open			

Windstar AB (Safety and Sexuality)	Mesa Verde A (History)	Mesa Verde B (Fashion)	Mesa Verde C (Science?/Other)
Self Defense Against the Dark Arts	Who's Who in Whoville	Developing Character Through Costume	Haunting America
So Charming, Not Creepy	Victorian Vices: Recreational Drugs	Leather Braiding Class	3D Printing Introduction
Common Sense	Ancient Civilizations	Hats to Spats	Space! Final Frontier?
Why are We Still Talking About This?	Absinthe: Dark History	Leather Cuff Class	The Rules of Time Travel
	Strange Monsters		The Science of Distilling
		Leather Roulette Demo	
Overcoming Barriers	Tropes and the Victorians	Leather Roulette Demo, Cont	Cryptozoology
Steampunk Anarchy	Victorian Imbibers	With All Due Respect	The Paranormal Investigation Process
Things I Learned From Books...	History Weaponry and Warfare 1750-1880	Glasswork Workshop	The Science of Steampunk
Self Defense Against the Dark Arts	By Land and By Sea	Seamrippers	Game Campaign Design and Mastery
Coming Out in Geek Culture	History of Steampunk Music	Seamrippers, Cont	Modern Science Premodern
The -Gater Phenomenon	Roundtable: Most Important Discovery	Crossgender Costuming	Science Outside the West
Bartitsu Demonstration	Who's Who in Whoville	Leather Mask Making Demo	Women Ruining Science
Cosplay is Not Consent	History Weaponry and Warfare 1880-1950	Recreating Historical Fashion	NeuroDecoding

Representing Reality	History, Usurped	Essential Needs for Leatherworking	
Ableism and Geek Community	We Have Always Fought	Leather Cuff Class	Cryptology
Representation, Not Tokenism	Anthropology of Mythological Creatures	Wear This, Not That!	Real Monsters
	Pornography and Sexuality of the Victorians		Why Steampunk Love Squid
	Whiskey Tango Foxtrot		
	Impact of Star Trek	Spat Making Workshop	
Privacy and the Web	Lost Treasures of History	Leather Sewing and Lacing Demo	DAS Presents: Meteorites
Responsible Fandom	Chasing Demons in the Clouds	Gentlemen's Fashion	Physics and Astronomy
Self Defense Against the Dark Arts	Black Ops	Leather Concept to Finished Product	Bryan and Baxter Debunk the Mysterious
Becoming Uncomfortable	Beyond 19th Century	Simple Details Make the Coat	Science for World Progress
	Alternate Histories		

Wind River A (Fiction and Film Discussion)	Wind River B (Writing/Workshops/How-To)
The Future of Steampunk	Tropes 101
Sexuality and Gender Identity in Fiction	Traditional vs Indie Publishing
Time Travel and the World of Tomorrow	Closing the Loop
Steampunk Theater	Adding Realism to Historical Fiction
Secret Love Lives of Zombies	Game Design Writing
Sympathetic Villains	
Fisticuffs or Flamethrowers	Writing Characters Your Readers Won't Forget
Why So Familiar?	Writing Characters Cont
Writing Characters of Impact	Keeping Their Interest
Dissecting Verne	Copyright, Plagiarism and Ethics
Women Ruining Science Fiction	He Said, She Said
Steampunk Paris	Series Building with Carrie Vaughn
Sex and Romance in YA	Converting Novels to Comics
Making of a Hero	What's Your Sign?

Steampunk Taking Over the World	
Don't Judge a Book...	Writer Beware: Scams and Schemes
Is This a Kissing Book?	Care and Feeding of Literary Villains
Scared of the Dark	Writers and Technology
Toward the End	
Kickstarting with Passion	Voices in My Head
Becoming the GM	Social Linguistics
Trope Troperrific	Evolving Writing Process
Critical Eye	Build a Story on the Spot
New Fiction Now	