Intervention 2010

http://www.interventioncon.com

Hands-on Workshops:

ComicPress/WordPress Set Up Workshop Register for this Workshop
in this workshop you will have assistance in initial set up of your WordPress site as well as initial set up of your ComicPress theme. The basic usage of ComicPress and WordPress will be explained, as well as the workflow for updating and maintaining your comic or blog. By the end of this workshop your site will be ready for basic usage.
This workshop is scheduled to be 2 hours in length.

ComicPress/WordPress Intermediate Workshop Register for this Workshop
In this workshop you will have assistance in altering your ComicPress/WordPress setup with CSS tweaks, theme edits, and other coding changes to add more distinctiveness to your comic or blog site. If you are still using the basic ComicPress or WordPress themes you will get advice on how to make your site look different from the rest of the crowd.
This workshop is scheduled to be 2 hours in length.

ComicPress/WordPress Advanced Workshop Register for this Workshop
In this workshop you will have assistance in upgrading your ComicPress/WordPress setup, adding advanced features, or getting info on special setups (multi-site, caching, upgrade to ComicPress 3.0, etc.) Information on how to convert your legacy ComicPress site to the new 3.0 system (without breaking things) will be an especially prioritized subject for this workshop. Additionally the new "child theme" system for ComicPress will be explained and assistance for setup of these options will be provided.
This workshop is scheduled to be 2 hours in length.

Panels And Descriptions:

Jump To: Workshops | Gaming Events
Act Locally, Promote Globally: A Conversation with Molly Crabapple
Molly Crabapple and her Dr. Sketchy's brand of art events are a worldwide phenomenon, with branches in North America, Asia, Europe, South America, and beyond. In this panel, hosted by Onezumi, Molly will answer questions about her use of the Internet to promote and expand her Dr. Sketchy's Brand as well as her other online properties.
Panelists: Onezumi, Molly Crabapple

Adobe Illustrator Demo for Comics
When thinking about making comics, your average fan will automatically assume a creator uses Photoshop; however, there's more than one Adobe package out there for comic creation. Join our panelists as they walk

you through the steps and explain the benefits of using Adobe Illustrator.
Panelists: Steve Napierski

Adobe Photoshop Demo for Comics
Want to know more about what Photoshop can help you do? Then this panel sounds like what the doctor ordered. From scanning to flats to rendering, our panelists will help you navigate the vagaries of the Photoshop jungle. Various methods and styles will be discussed as well as some basic lighting and color theory.
Panelists: Garth Graham, Ben Kahan, Mike Hall, Chris Impink

The Art Studio
Intervention presents the Art Studio, a room open 24 hours a day that encourages attendees, guests, and staff to contribute artwork or statements on the dry erase walls of the room. At the end of the con, the results will be imaged and placed online.

Auto-Biographical Web Comics: Bios and Boundaries
Check out how our panelists feel about writing comics about yourself, how your own life takes shape, and the definition of boundaries between the "real" world and the "dramatized" recreation. How does one include or bar aspects of private feelings and the people around into a public medium? What place do fiction and even fantasy have?
Panelists: Bree Rubin, Ami Bogin, Foley, Travis Surber

Back In My Day: The Webcomic Veterans Panel
This panel is comprised of webcomic artists and creators who've been doing their work (of some sort, not necessarily just one comic) for at least seven years or more. They will grouse about the "good old days" and tell you youngsters to get off their yard. They might also tell you something that might "learn you" something.
Panelists: Krishna Sadasivam, Fred Gallagher, Barb Fischer

Ben Bova: The Intervention Interview
Ben Bova documented America's first space program, witnessed the early days of lasers and fluid dynamics, consulted on television series and movies, edited some of the best SF magazines ever, and still found time to write over 120 books –not to mention the new webcomic, A Duel in the Somme. Join us as we explore the many facets of Dr. Bova's career and maybe peer into the future he's helped create.
Panelists: Ben Bova, Jean Marie Ward

Beyond the Veil: A Finder's Keepers Q&A
Here is your opportunity to ask all the questions you've been dying to ask the creator about the bizarre and rich world of Finder's Keepers.
Warning: this panel may contain spoilers.
Panelists: Garth Graham

Bravest Audience Flowing Comic Ultra Time!
Do you enjoy flow comics? Can you be an attentive and productive member of an audience? Then this is the panel for you! "Bravest Audience Flowing Comic UltraTime!" is a panel dedicated to two things and two things only–audience participation and flow comics… and nice red uniforms. Oh, damn…
Panelists: Brian Lynch

Cel Shading and Other Advanced Photoshop Techniques
Hawk, the artist for the comic Applegeeks, will be demonstrating some of the techniques he uses in Photoshop to create his comic and other digital output. Cel shading and comic composition are two of the major areas covered in this panel.
Panelists: Hawk

Charity Auction: Electronic Frontier Foundation Benefit
The Electronic Frontier Foundation (EFF) is the leading organization defending civil liberties in the digital world. They defend free speech on the Internet, fight illegal surveillance, promote the rights of innovators to develop digital technologies, and work to ensure that the rights and freedoms we enjoy are enhanced, rather than eroded, as our use of technology grows. Intervention is happy to donate the proceeds from this charity auction, which will feature items and artwork from many of our guests, to this worthy group and cause.

Club 242: Autopilot
Club 242 will be playing a wide mix of songs and genres during the day for you to relax or dance to. Check out our con music twitter at http://twitter.com/interventmusic to see the currently running song–or look it up in the Intervention iPhone app.

The Computer is Willing, but the Spirit is Weak: How to Build the Motivation to Keep Going
Everyone hits that point in their career — where it seems like a wall has popped up in front of your creativity or output. How do you find the motivation to keep on working? Our panelists will talk about the techniques they've used to move forward and keep their motivation and creative juice flowing.
Panelists : Bree Rubin, Danny Valentini, Onezumi

ConScrew.com and Others
ConScrew just recently completed its nine-year run, but the site is still holding up multiple comics, including Yuusha Hime Kalibourne and Blacklight. Find out more about the comics in general, give feedback, and check out a sneak peek at Seraph Shell, a new comic starting Intervention weekend.
Panelists: Kara Dennison, Shannon Granville

Copyrights for Artists
It is amazing how many people fail to understand basic copyright law when it is a technical but critical element to their work and livelihood. Here, our panelists will lay down the basics as they are written in US law, and clear up some common misconceptions: being registered to be protected, protecting ideas vs. works, the poor-man's copyrights, the difference between plagiarism and parody, and much, much more.
Panelists: Garth Graham, Elaine Corvidae, Ben Kahan, David Reddick

Cosplay Burlesque
Cosplay Burlesque is a group of burlesque performers and cosplayers dedicated to combining the two for your entertainment. Their show will be the epitome of live-action "fan service".

Creating Three-Dimensional Characters
When writing an adventure or a story, having characters that the readers can get into is half the battle. If the readers or players become intrigued by the characters, then the rest of the story will fall into place. Join our panelists as they discuss creating characters that are non-flat and can intrigue.
Panelists: Jean Marie Ward, Chezhnian Angelus, Garth Graham, Michael Terracciano, Pete Abrams

Creative Marketing 101
You may have a great idea, but if no one sees it, it's about as useful as a lead balloon. Let our panelists show you how to figure out who your target market is, plan your method of attack, and generate measurable results with your promotional campaign for your creative work.
Panelists: John Lotshaw, T Campbell, Bill Holbrook, Krishna M. Sadasivam

Dating Advice from Hot Geeky Chicks (18+)
We have assembled a panel of fierce geeky girls to share their dating and sex stories and answer any dating questions you may have. Bring a sense of humor, because we have no idea how bizarre and crazy this is going to get.
Panelists: Onezumi Hartstein (M), Bree Rubin,

Digital Vs. Traditional: The Pros And Cons Of Each
Some artists love digital. Some artists love pen and ink. Digital art gives you more flexibility, but traditional gives you the ability to sell originals at conventions. Come and listen to a FRIENDLY discussion about the pros and cons of each.
Panelists: Chris Flick, Ben McCormick, Ryan Thompson, Christiann MacAuley, Danny Valentini

Dr. Sketchy's Anti-Art School [Reserve an Artist's Space](#)
Molly Crabapple, illustrator and creator of Dr. Sketchy's Anti-Art School, will be hosting a Dr. Sketchy's drawing session at Intervention Con. Featuring the gorgeous NYC pin-up model, Katelan Foisy, this promises to be hours of sexy fun for amateur and professional artists alike. Please bring your own art supplies.

Dominic Deegan: Oracle for Hire Q&A
Care for a peek into the future? Pick Michael "Mookie" Terraccianoís brain for any questions and/or comments you may have about his webcomic, Dominic Deegan: Oracle for Hire. You may even get a spoiler or two if you're lucky.
Panelists: Michael Terracciano

The Draconia Chronicles
Come and take a look at the sleeper-hit webcomic that combines manga, anthropomorphics, fantasy, magic, and drama, pumped out weekly and completely hand-drawn.
Panelists: Danny Valentini, Donnie Sturges

DrawCast Live!
Join us for an all-request drawing session broadcasted live across the internet! Viewers in the audience and at home can participate by asking questions and tweeting suggestions.
Panelists: Caldwell Tanner

A Duel in the Somme: Official Launch
A Duel in the Somme is a 24-page standalone comic book co-written by Rob Balder (Erfworld, PartiallyClips) and Ben Bova (six-time Hugo winning SF author and editor), and illustrated by Bill Holbrook (Kevin & Kell, Safe Havens, On the Fastrack). The worldwide debut of the printed book happens here! All three creators will be present to talk about the story behind the project, sign copies and answer questions.
Panelists: Ben Bova, Rob Balder, Bill Holbrook

The Economies of Small Scale
Just because your dreams are big doesn't mean that you'll be forced to break the bank. This panel deals with posting a comic on the cheap, a word about copyright, and the real costs of self-publishing in ink and paper.
Panelists: Anthony Stevens, Greg Uchrin

Everyone Needs Help Sometimes: Webcomic Portfolio Reviews
Do you have an idea for a comic or want to get some feedback on your work? Then this is the panel for you. Our panelists will gladly chime in and give feedback on your work or ideas and give you tips to get going to the next level.
Panelists: Erin Fitzgerald, Darren J. Gendron, Phil Kahn

Everything You Always Wanted to Know About Publishing, But Didn't Know You Had to Ask
Writers at all points in the publishing food chain share their experiences, good and bad. Panelists will discuss the various advantages of NY publishers, small press and self-publishing. Along the way you'll learn what publishers really look for in a book, how to get your project noticed in a good way, and how to spot potential warning signs of trouble.
Panelists: Jean Marie Ward, Elaine Corvidae

Expect the Unexpected: Strange Tales from the Webcomic Universe
Once you place your work online, and get a certain level of success and traffic, you can expect that you're going to have a few "interesting" situations or encounters along the way. Our panelists will recite events or situations that they've encountered that are funny, horrifying, soul touching, or purely WTF in scope.
Panelists: Michael Terracciano, Ben Kahan, Mike Hall, Kara Dennison

Finding Your Niche: Targeting Your Comic To An Audience
If you want to make your comic into a real business, you need to think like one. Who's the target audience for your comic? What do those people want and how are you fulfilling their expectations? What if you can't figure this out? This panel will talk about how you can analyze your comic property from a business perspective and determine how to proceed to get more traffic/sales for your work.
Panelists: Krishna M. Sadasivam, David Willis, Darren Gendron

Free Is a Good Place to Start
Do you have big dreams, but a minuscule budget? Never fear; our panelists can show you the path to Freedonia. This panel is a short seminar with hand-outs highlighting free word processing, graphics, audio and video programs, and free web site templates.
Panelists: Anthony Stevens, Greg Uchrin, Jean Marie Ward, Chris Impink, Ryan Thompson

The FuMP Concert
The FuMP Concert is a comedy music show featuring songs and videos by FuMP members Devo Spice, Rob Balder, and Insane Ian, plus surprise guests, maybe!
The Funny Music Project (thefump.com) is a collective of top comedy musicians, putting out two free songs a week. With nerdcore hiphop and parody songs about technology, fandom, and classic gaming, these guys bring the geek humor like nobody else.

The Future of ComicPress
Nothing stays the same, especially programs. ComicPress has changed a lot since its initial release–so where is it going? Come to this panel to get the inside scoop directly from its lead programming developer Frumph on the current state, and future development, of the main theme used for comics with WordPress.
Panelists: Harknell, Frumph

Get Off My Lawn!
"How do I make a webcomic?" That's easy and covered by the other panel, but what about "How Not to Make a Webcomic?" Everyday someone decides to make a web-comic and then makes the same mistakes every other failed comic has made before. This will be an in-your-face session where panelists will describe the most common mistakes they've made or seen others make that delayed progress on their webcomics career and the pitfalls to avoid.
Panelists: Ben McCormick, Phil Kahn, Ross Nover

Guests Uncensored (18+)
This is an open panel where our guests can come and talk or answer any questions the fans want to throw at them. Expect wacky hi-jinks to ensue.
Panelists: Whoever's Drunkest

HALOLZ: Video Game Humor on the Internets!
Do you like video games and internet memes? Prepare to be entertained as the editors of HALOLZ.com take you on a multimedia tour of some of the funniest user submitted content that the wildly popular site has accumulated over the past three years! Humorously captioned screenshots, original photoshops and viral videos will all be on display… along with a ridiculous number of Star Wolf and Captain Falcon references! "No way, I don't believe it! I can't lose!"
This panel also features a Q&A session where we ask the audience strange, often inappropriate questions about the world of internet memes, video game humor and running a large scale community site; and they try their best to answer them! No wait… strike that. Reverse it!

Bonus! Every panel attendee will receive a free gift courtesy of HALOLZ online store, Ninja-Bot!
Panelists: Shawn Handyside

Hear It Here First: Who Should You Be Reading Now So You Can Brag About It Later?
Who are the up-and-coming comics out there? Who will be the next break out star? Come discuss with our panelists the comics that will be everyone's favorites this time next year–or who should be.
Panelists: Marty Day, Ross Nover, James Hatton, Shawn Handyside

How I Lost A Billion Dollars in My Spare Time
Make sure to save time in your schedule to make it to this panel. If you do, you'll be treated to a talk by Ben Bova on virtual reality, its invention, and why he isn't a billion dollars richer today as a result.
Panelists: Ben Bova

How to Make a Webcomic
How do I make a webcomic? Our panelists will tell you how they did it, what challenges they faced, and answer your questions to get you started.
Panelists: John Lotshaw, Ben McCormick, Erin Fitzgerald, Chezhnian Angelus, Ryan Thompson

How to Use Social Media without Inadvertently Seeming like a Jerk
Social Media has changed the industry dramatically. Gone are the days when creators had little to no contact with their fans. Which services are worth using? How do we use them? What are some common mistakes? What are some creative promotional techniques?
Panelists: Chris Flick, Illya Kuryakin, Christiann MacAuley, Ben McCormick, Jean Marie Ward

I Can't Draw A Stick Figure But I Want To Play…
Not everyone is an artist, but that doesn't mean you can't get involved. A panel discussion on being the geek running the web servers, the staff that keeps the convention going and the enablers who… enable. This is intended as a loose Q&A panel of folks who have run conventions, provided support and cheerleading for artists and done other things to "make things better".
Panelists: Illya Kuryakin(M), Frank "Grayhawk" Huminski, Gloria Chapa

Is It A Boys' Club? Can Women Be Successful In Webcomics?
If commonly-used site tracking numbers are to be believed, the top tiers of webcomic rankings are dominated by male creators; however, there are numerous female webcomic authors and artists out there, many of whom have won awards and accolades. Is it possible there is a glass ceiling in the world of webcomics? This panel will take a look at what's out there, poke around at some statistics, and try to determine first causes and possible solutions to this issue.
Panelists: Barb Fischer, Bree Rubin, Onezumi, Kara Dennison

It's a Long Way Down: Taking the First Step to Success
While the internet has made it much easier and cheaper to produce artistic output, it's still not a cakewalk to get your work online and in front of an audience. What are the most important first steps to consider when you decide to become a professional?
Our panelists will discuss what you need to know and do first to get to success later.
Panelists: Rob Granito, David Reddick

Joke-a-Day Vs. Storyline: Fight!
What style of comic wins online: joke-a-day or storyline? With examples like: Megatokyo, Penny Arcade, xkcd, Sluggy Freelance, PVPonline, Order of the Stick and others, it's not so clear which type of comic is "winning". Our panelists will talk about why they chose their style of comic, and what they see as the positives and negatives of both major types of comic formats.
Panelists: Barb Fischer, Danny Valentini, Garth Graham, Mike Hall

The Lightbox:Illuminating Webcomics Podcast
This panel is about all things related to "The Lightbox: Illuminating Webcomics" podcast… how it got

started, why it got started, how Matt Stout and Chris Flick record the podcast and how they decide what topics they're going to discuss each week.
Panelists: Chris Flick

The Major Leagues: Is It Worth It To Sign With A Major Label?
While the internet lets you "be your own boss" with your creative output, there are definitely some benefits for being published by a large company like DC, Marvel, Dark Horse, or any number of others. At what point does it make sense to consider licensing your work, or soliciting the major publishers for a job? Our panelists will talk about their experiences working for/with these companies — or why they haven't if they could have.
Panelists: Rob Granito, David Reddick

Movie Showing: Harvey Putter and the Ridiculous Premise
Intervention is pleased to offer its attendees a showing of the new feature-length Harry Potter parody film, Harvey Putter and the Ridiculous Premise.

Movie Showing: Toys Are Us: A Revolution in Plastic
Toys Are Us: A Revolution In Plastic is the first ever documentary on the creative, sophisticated, and often challenging world of designer vinyl toys, where artists create their own weird and wonderful figures for a booming, adult collector's market. The film is a high-energy, fast-paced celebration of new forms of artistic expression, DIY culture, and of course, toys!

Net Neutrality: Is This an Issue for the Independent Creator?
Net neutrality, or the idea that all sites should have equal access and speed to all users regardless of internet connection, is a topic of contention for some of the major internet service providers. Does net neutrality (or lack thereof) affect the independent online creator? Will the lack of net neutrality kill the idea of the independent creator or their ability to be seen/heard? What's your take on the issue?
Panelists: Steve Napierski, Mike Hall

Okay, I Finished My Story. What Happens Next?
How does your story get from your keyboard to into a reader's hands? What's the editorial process? Why does it take so long?
Panelists: Jean Marie Ward, Elaine Corvidae

On The Internet They Can Hear You Scream… LIVE!
Internet Radio provides an opportunity for anyone to become a live Disk Jockey, Talk Show Host or Storyteller. Unlike the podcast, Internet Radio is real time and allows you to interact with your fan base while the show goes on. In this session we will talk about what technology you need to get involved, building a station, interacting with fans, misuse (?) of social media and how to develop a successful show.
Panelists: Illya Kuryakin

The Outside Perspective: Webcomic Review/News Sites
As the webcomics phenomenon has grown it's natural that a news/review sphere has developed around this art form. This panel will talk about the sites that are out there, the challenges of tracking a "scene" that is as infinite as the Internet itself, and what motivates the people who take up the challenge of talking about webcomics.
Panelists: Xavier Xerexes

The Parent Trap: How to Keep a Comic Going as a Parent
Life-changing events can be a major make-or-break moment for webcomics. Losing a day job can be great motivation to focus on the business side of the comic full time, but what are the effects of dealing with children to the creative process?
Panelists: Darren J. Gendron, Ben McCormick (father of 5), Barb Fischer, Chris Flick (father of a teenage daughter and a 10-year old autistic son)

Radio Free Intervention
Join us for a live broadcast of Bomb Shelter Radio. Look over the console while the show is going, ask the DJ technical and style questions, request a song, sit down at a microphone, suggest a news story. Bring your laptop and see what is going on in our chat room and Twitter. This session is part performance, part Q&A and massively unstructured.
Panelists: Illya Kuryakin

Revenue Streams: How to Make Ten-Tenths of a Living
Books, merchandise, subscriptions, donations, advertising, spinoff comics, mobile apps, paid downloads, character licensing, games, animated series, movie options, speaking fees, selling original art, springboarding your other projects and services! It might be that none of these can make you a living on your webcomic, but combining many or most into one business model could.
Panelists: Rob Balder, Eric Kimball, Bill Holbrook, Darren Gendron

Sex Farm: A D00DZ Guide to Getting Chicks Through Nerdy Enterprise (18+)
It's obvious that webcomics and online art are the new sexy frontier. Much like hair metal in the 80s, everyone in the online art field can look forward to being overwhelmed by groupies and falling into other misadventures of the romping variety. Our panelists will talk about how they've parlayed their online success into adventures that make Motley Crue envious.
Panelists: Names Hidden To Protect The Innocent (or Very Guilty)

Sex Sells
Join our panelists as they mull over the pros and cons of using R-rated and up subject matter in comics. Other topics include how you can use sex to increase your sales and the pitfalls of depending on it.
Panelists: Eric Kimball, Garth Graham, Jhada Adams

Sluggy Freelance and the Dimension of Nuts
After over thirteen years of daily content, people must wonder just how crazy Pete Abrams actually is. You can ask Pete questions, and watch him skillfully (?) dodge the point. Pete is notorious for drawing and sketching his way through panels, but at this one, he'll have to actually say something!
Panelists: Pete Abrams

So, How'd We Do?
This panel is the last panel of the con. Come give Harknell, Onezumi, and the rest of the Intervention team your feedback on the event. We encourage you to make suggestions for next year as well.
Panelists: The Intervention Chairs and Main Staff

Steampunk to Cyberpunk: A History
Join our panelists for an in-depth look at two of the most engaging and popular sub-genres of science fiction. The genres' origins, central thematic elements, major works that define the genres will be discussed, as well as how the two relate to each other. In addition to discussing the history of these two genres, discussion of the subcultures that have evolved from these genres will also be discussed: what it means to be steampunk/cyberpunk and what the genres and subcultures say about us as a society.
Panelists: Garth Graham

Super Art Fight
The self-described "Greatest Live Art Competition in the KNOWN UNIVERSE" makes their Intervention debut. Equal parts Pictionary and pro-wrestling, Super Art Fight is an exhausting spectacle sure to blow your mind! Shield your eyes as artists clash on the creative canvas, and have their bouts fates chosen by the WHEEL OF DEATH, a random topic generator filled to the brim with suggestions from YOU, the fans!

Super Art Fight Unleashed
You've seen the show. You know what they're capable of. Now what happens when we give them a live microphone and zero plans? Join the gang behind Super Art Fight as they discuss the history of SAF, where

it's heading, and honestly, probably whatever else comes to mind. No filter, no set topics. Shield your eyes, children; it's gonna get ugly.

Targeted Comics: Going For a Specific Group
There are many examples of successful comics that specifically target a particular group or niche versus trying to appeal to "everyone". Our panelists will speak about why they chose their comic topics and what challenges and rewards they see in this decision.
Panelists: Allison Sarnoff, Chris Malone

Telling the Microserialized Story
Webcomics and flash fiction/microfiction often involve stringing out one long story over dozens or hundreds of updates, with gaps of days in between. Not every page of a graphic novel can pack a punch to tide the reader over. Or can it? Should it? And what happens to surprise when fans have days to speculate about the upcoming plot? How does it affect a writer's approach when the story must be told in such tiny increments?
Panelists: Rob Balder, Elaine Corvidae, Pete Abrams

Ten Years of Megatokyo
Fred Gallagher answers your questions about his comic, Megatokyo.
Panelists: Fred Gallagher

There Is a Line: Handling Potentially Offensive Topics in Webcomics
Since webcomic creators only answer to themselves and their audience, how do they decide how far to go with humor, language, violence, and other situations? Does a creator have a greater responsibility to police themselves or does literally anything go?
Panelists: Travis Surber(M), T Campbell, Ben Kahan, Mike Hall, Eric Kimball, Ryan Thompson

Toon Boom Animate Demo for Web Animation
This panel is a software demonstration of Toon Boom Animate, claimed to be a better way to make Flash animation than Flash.
Panelists: John Lotshaw

Video Room: Viral/Funny/WTF
Our Video Room will be showing some of the greatest online videos of all time. It will be open most of the time the con is running. Check out our con video twitter at http://twitter.com/interventvideo to see the currently running video — or look it up in the Intervention iPhone app.

War at Innsmouth: A Goth/Industrial/Geeky Dark Dance Party hosted by DJ Subvert from Contempt and Labyrinth NYC
DJ Subvert came all the way from NYC to spin Goth, Industrial, and Darkwave just for you. There is no dress code, but costumes and goth/fetish wear is encouraged.

We Are the Intervention
Why did Intervention happen? What motivated Harknell and Onezumi to create and get this con going? Come talk to the Co-Con Chairs of Intervention and find out directly from the founders the whats and whys of the con, and where it's going in the future.
Panelists: Harknell, Onezumi

Webcomic by Committee
The panelists build an idea for a webcomic (genre, characters, setting, basic plot, etc.) through audience participation. People throw out ideas and the panel picks the best three. The audience votes for the one they want to see created.
Panelists: Travis Surber

Webcomic Improv Comedy Premier Performance
Come see your favorite webcomic creators flex their creative muscles in this comedy game show styled after the popular TV show Whose Line Is It Anyway? The group will take suggestions from the audience to create wacky scenes and funny improv games.
Panelists: Eric Kimball, Ben Kahan, Travis Surber, Chris Flick, Barb Fischer, Caldwell Tanner

Webcomics.com Lightning Round
Ask Brad Guigar, editor-in-chief of Webcomics.com, your webcomics questions, and heíll give you the answer in 30-second bites. No creators making gratuitous plugs for their sites every five minutes. No long, rambling, monotonous stories. No series of panelists repeating what the guy before them just said. It's questions. And answers. The way a panel should be.
Panelists: Brad Guigar

Blue: Webcomics Webconcert LIVE!
Webcomics Webconcert LIVE! has gone from URL to IRL and is premiering its live show at Intervention! Come rock out with a full hour's worth of webcomic songs! Learn why T-Rex has feelings, examine the mysteries surrounding Beartato, and have your smartphone ready to pull up the lyrics for Xkcd Loves The Discovery Channel. Music and webcomics go together like rockstars and models, and this show will ROCK YOUR CON!

Web Design for Creatives: What to Use and How to Use It
I have some art and words. I want them on the interbutt. Now what? We'll talk about the business aspects of getting your website up and running as well as how to make smart choices so that you can spend more time making content instead of playing with code.
Panelists: Chris Flick, Ben McCormick, Elaine Corvidae

We're Asking the Questions Here!
This panel is the inverse of most panels — the panelists will be asking the questions. It's very hard to get feedback from readers, and many creators have questions they'd love to ask their fans, but rarely have the opportunity to do so. Make this happen for them! Show up and give the panelists feedback or answers to the random questions they might have for you guys "out there".
Panelists: Barb Fischer, Chris Impink, Chris Flick

Who's Afraid of Traditional Media? How to Art Dangerously Without the "Undo" Button
It seems that everybody likes those cool effects that make digital art LOOK like traditional media, but a lot of people are scared to try actual traditional media themselves. This panel will give a brief overview of a few easily-accessible traditional mediums and how to approach them without fear. (It's not REALLY impossible to correct your mistakes! Well, ok, sometimes…) It will also cover how to digitize your pictures for the internet via Photoshop — scanning regular and oversized images, and adjusting those images to get what's on the screen to look like what's on the paper — and show methods for taking your traditional drawings and turning them into a webcomic.
Panelists: Erin Fitzgerald, Christiann MacAuley, Ben McCormick

WordPress/ComicPress: FAQ
WordPress and ComicPress are designed to be user friendly, but you probably still have some questions about setup, CSS, plugins, themes, or other things for site development. Our panel of developers will try to answer some of these questions.
Panelists: Frumph, Harknell

World Building 101
This panel gives you a place to talk about how to create a fictitious universe that seems like it could actually be real somewhere and how to convey all the necessary information to your readers without going into drawn-out history lessons.
Panelists: Garth Graham, T Campbell, Chezhnian Angelus, Erin Fitzgerald, Danny Valentini

Writer-Artist Teamwork for Webcomics
So you love to draw and your friend has this really cool story idea. You want to get together and combine your skills to make an awesome webcomic, but where do you start? This panel will cover tips on working together as a webcomic team — scripting and design work, effective communication of ideas, do's and don'ts, some helpful tools to use, and management of workflow so that you can make your collective ideas into a comic that reflects the best of both your abilities — without driving each other crazy.
Panelists: Erin Fitzgerald, Chezhnian Angelus, Chris Impink, Danny Valentini, Mike Hall

Writing Unique Heroes and Memorable Villains
Tired of square-jawed do-gooders, angst-ridden "anti-heroes", weak heroines in little outfits, and villains who are antagonists for trivial reasons? Come get some tips, pointers and advice on how to make your heroes and villains stand out and live forever in someone's memory.
Panelists: Michael Terracciano

Young Punks Kicking It: The New Kids on the Block
This panel is comprised of webcomic artists and creators who've been doing their work online for less than 2 years. They'll kick and scream about how things are harder now, and they're misunderstood and being repressed by "the man". They'll also provide the real deal and give their take on what you need to do now to get going in the Web 2.0 and social networking age.
Panelists: Travis Surber, Tovias, Christann MacAuley, Allison Sarnoff

Gaming Events:

Open Gaming
Friday 12pm – Sunday 3pm
GM: Foam Brain Games Staff
Description: Intervention is happy to be able to offer Open Gaming throughout the convention, including a gaming library over over 100 games for people to borrow. We also have a large message board to make it easier to find opponents for specific games, so stop on by!

Chez Cthulhu
Friday 3pm – 4pm
GM: Frank "Grayhawk" Huminski
Description: You've earned slack with roommates, goths, college buddies, and revolutionaries! Now, time to become a cultist and earn Slack that Man Was Not Meant To Earn (or something like that). Yes, it's Chez Cthulhu, bringing the horror of Lovecraft's Mythos right into your apartment . . . as if the leftovers from the Pizza with Absolutely Everything weren't bad enough. Work your job – will you be a Morgue Janitor, a Sanitarium Guard, or a Gravedigger? Buy things to give you Slack, like a comforting Straitjacket . . . or some Friendly Tentacles to make your day a little brighter. Invite people over to your room . . . and sacrifice them! And Nookie . . . don't forget the Nookie. Preferably without the Ectoplasmic Slime! Join your host Grayhawk for a rousing game of earning slack from beyond space & time!

Wits and Wagers Game Show
Friday 8pm – 9:30pm
GM: Foam Brain Games Staff
Description: Join us for this 90 minute trivia game you can win without knowing any trivia. 5-7 teams of 2-4 people compete to win prizes. Bring your own team, or form one when you get there.

Are You A Werewolf?
Saturday 12am – 2am, Sunday 12am – 2am
GM: Foam Brain Games Staff
Description: Werewolf takes place in a small village which is haunted by werewolves. Each player is secretly assigned a role – Werewolf, Villager, or Seer (a special Villager). There is also a Moderator player who controls the flow of the game. The game alternates between night and day phases. At night, the

Werewolves secretly choose a Villager to kill. Also, the Seer (if still alive) asks whether another player is a Werewolf or not. During the day, the Villager who was killed is revealed and is out of the game. The remaining Villagers then vote on the player they suspect is a Werewolf. That player reveals his/her role and is out of the game. Werewolves win when there are an equal number of Villagers and Werewolves. Villagers win when they have killed all Werewolves. Werewolf is a social game that requires no equipment to play, and can accommodate almost any large group of players.

Munchkin Cthulhu
Saturday 10am – 12pm
GM: Frank "Grayhawk" Huminski
Description: What better way to start off your Saturday morning than by having some sweets and your sanity blasted away while playing Munchkin Cthulhu! Join your host Grayhawk for a rousing game of killing things from beyond space & time, taking their (slime-covered) stuff, and leveling up.

Dominion Tournament
Saturday 12pm – 4pm
GM: Foam Brain Games Staff
Description: In Dominion, each player starts with an identical, very small deck of cards. In the center of the table is a selection of other cards the players can "buy" as they can afford them. Through their selection of cards to buy, and how they play their hands as they draw them, the players construct their deck on the fly, striving for the most efficient path to the precious victory points by game end.
No experience necessary – come win prizes! If you have a copy of the game, please bring it.

Cthulhu Dice Rumble
Saturday 5pm – 6pm
GM: Illya Kuryakin
Description: Description: Ia Ia F'Tang Cthulhu! A Cthulhu Dice battle for as many cultists we can stuff in a small room. New players are welcome. Bring your Cthulhu Dice or we can hook you up with a set. A prize will be awarded to the last sane cultist in the room. If Cthulhu wins, we will all be consumed… or we will award the prize randomly. A $5 deposit (refunded at the end of the game) will be required for folks who want to borrow a Dice set.

Asmadi Games Circus of the Random
Saturday 7pm – 8pm
GM: Foam Brain Games Staff
Description: Join us for a collection of silly, wacky and short games – rules will be tought. Games include: We Didn't Playtest This At All, Whack a Catgirl, and Win, Lose or Banana.