

Intervention 5 Programming Descriptions

(Re)Generation Who Presents: Doctor Who Premiere Party

Intervention's sister event (Re)Generation Who will be hosting a public party to celebrate the premiere of the new season of Doctor Who on Saturday August 23rd from 8pm-10pm in our Large Panels room. Come join your fellow Doctor Who fans for the beginning of the 8th season.

50 Years of The Doctor

Doctor Who has been running for over 50 years. With a show that's run that long there's plenty to talk about. Join our panelists as they discuss their memories of the series and find out about the other parts of the extended universe in areas like books and Big Finish audio dramas.

Airships and Arya-Samaj

An analysis of tropes in steampunk such as steam-power, clockwork and airships and their predating the Victorian/Edwardian period in different cultures, specifically India, Persia and other Ancient Civilizations. This will also represent a Design Journal in our upcoming Vedic Fantasy d20 and Pathfinder product, working title "Rajpunk".

Audio Podcasting and Internet Radio 101

Our panelists will talk about ways to start up your own audio podcast, or Internet Radio station--the equipment to get, software to use, and creating a website for distribution or hooking up with a streaming provider.

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."

Bad Movies Are Great Movies

Let's rant and rave about our favorite bad movies.

Is "Troll 2" really the best worst movie ever?

Do you worship at the altar of "Manos: The Hands of Fate"?

Is throwing spoons instead of a football your new favorite past time?

Then join us as we discuss bad movies and why we love them so much.

Bring your best impression of your top moments from movies that are memorable for all the wrong reasons.

Beyond the Fill Bucket: Experimentation in Comic Creation

Ideas like Scott McCloud's "Infinite Canvas" challenge and inspire us to literally think outside the box when it comes to webcomics. In a similar way, this panel is a friendly discussion of webcomics as an art form, as a means for communicating visual artistic ideas and finding your own voice. Panelists will share their own unique methods, influences, use of tools (digital and/or traditional) and otherwise stylistic choices that set their works apart.

Beyond The Shiny Disk: Music in the Internet Age

Post Napster and bittorrent, how do musicians make a living in the Internet age? Our panelists will talk about how they've adapted and managed to use the internet to their advantage.

Blogging For Fun and Profit

Do you have something to say? Why not start or join a blog? Is it really that easy? Our panelists will talk about the fun parts, and the not so fun parts, about making your blog and online writing successful and possibly even profitable.

Breaking The Mold

The webcomics format is a perfect venue for all kinds of ideas, beliefs, and works of any genre. There is a world of stories outside of the standard ones done for the mainstream. This panel is a discussion of the freedoms available with going your own way and embracing the ability to write "your own story".

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 Presents Drink and Draw Artist Jam

Intervention's Drink and Draw party. Come listen to music, have some drinks, and do your art. Artists of any type are welcome, so draw, record, write, or dance!

Club 242 Presents: Friday Night Social Club

Intervention's Friday night meet up. It's a relaxed atmosphere where you can grab a drink, do some art, or just hang out with your fellow creators.

Coffee is for closers...Tough love for creative people...

This panel is really about any artist in any media, art, music, writing, etc.

The title, taken from the business monologue in the film Glen Garry Glen Ross, is used as a center point for discussing the realities of living life as a creative person in the real world. Or at least trying to.

Is being an Artist living the life of the ultimate outsider?

COMICS REHAB: Overcoming Creative Depression

Creating anything can be addictive and sometimes it's not so easy to create when dealing with real world problems like divorce, depression and personal and professional failures. Don't let the bastards get you down! Join comic creator D.J. Coffman as he shares how to destroy the negative creative funk instead of it destroying you. Leave inspired!

Con Horror Stories

Have you ever had the worst happen at a Con? Your Costume fall apart? Your several hundred (or forfend, thousand) dollar prop break or crack just before you can showcase it? Get into a fight with one of your party, or did some jerk just take a swing at you? A panel on repairing costuming, props, relationships and sundry other "Horror Story" situations, as the flak hits-the-fan at these stress laden and exciting venues, these 'conventions'. Not only will we relate our tales of Woe, we will illustrate how to AVOID these particular "wrong turns" or what to do once you've stepped-in-it.

ConPlosions: How To Not Blow Up Your Event (Or Get Caught In the Blast)

A discussion of the various and sundry disasters that have befallen conventions in the past. Everyone has a story about "that convention" where "<x> went wrong" or "the hotel staff did <y> that was JUST SO WRONG". Not only can these fails be humorous reminiscences, but are also cautionary tales for anyone who plans to run or be a part of a convention in the future.

Copyright 101

A run down from an artist's standpoint of what copyright is, how it works, what it does, and what you only think it does. Learn how you can use the law to protect your work, and discuss the grey and ill defined line between outright theft and fair use.

Cosplay Candidate: The Political Game

Cosplay Candidate is a crowd-sourced, interactive combination of Game Show and Debate where the mob rules! Spanning our nation's issues with a surreal, geeky spin there' something for everyone! Popular issues may include: Immigration Rights of Kryptonian refugees! Artificial Intelligence and Sentient Rights! International Campaign Backers - namely Victor Von Doom! Wayne Enterprises Bailouts! This show encourages both thought and debate techniques whilst dancing along the line between real and the absurd... And the best part? You, the audience determine the outcome! Come see our democratic process in-action!

Creating a Business Plan

A discussion of the step by step process of creating a business plan for you creative endeavor. Don't get caught short later when you realize you haven't thought through your plans for budgeting and funding.

Creative Partnerships: How to create together and not kill each other in the process

Whether you are a writer + artist, best friends, or significant others, learn the best practices to working together to create even better comics and creative projects! Indy comics veteran, D.J. Coffman and writer Ally Monroe will show you what's worked best for them and lend advice on how to better your creative team.

Dating Tips For Nerds (18+)

We've all been there, nervous about talking to someone you like, or wanting to be more social in party situations. Our panelists will give you tips on what helped them overcome their fears and be more social.

David Pescovitz: Ask Me Anything

David Pescovitz has written for for Wired, The New York Times, MAKE, Salon, BoingBoing, and many more online and print magazines. He's in the forefront of tech/culture and it's impact on our world and views. This is a perfect opportunity to ask him anything about where we are, or where we're going with technology, the mind, and the combination of both.

Designing your first book

You finally have enough strips in your archive, or words on a page -- now you think it's time to put them in a book. What makes a good book design? From cover design to interior. Also, a discussion on POD printing and other options for self-publishing creator.

Digital vs. Traditional - The Pros and Cons of Each

It's an Intervention Classic! In this veritable clash of titans (well, maybe not so much the "clash" part), panelists from all the schools of artistic style gather to talk about the use traditional tools, digital tools, and the many in-betweens. What are the pros? What are the cons? It's Digital vs. Traditional!

DIY Custom Vinyl Toys

Learn the basics of making your own customized vinyl art toy; from My Little Pony toys to KidRobot blank models, if it's made of vinyl, you can make it into something entirely your own. From sculpting, sanding, painting and finishing, learn some simple but effective techniques to make your own one of a kind art toy. Presented by Kelsey Wailes, maker of vinyl Doctor Who owls, Ravenstags, and many custom My Little Pony toys.

Drawing with Photoshop: from Path Selection to Zoom tool

People love to watch other people draw. Better still they love to watch to glean the deep dark secrets of art. This would be an hour to hour and a half long demonstration of how to draw using nothing but photoshop. From initial roughs, layout out a page, penciling, inking, flatting, and fully rendering an image. Leave your scanners behind, where we're going, we don't need scanners.

Dysfunctional DRUNK-Hausen!! (21+)

So you've heard of Baron Munchausen, right? ... We'll we're nowhere NEAR that sophisticated. This is not Imperial Tea. THIS IS THE TITILUS! And as such, as with any collection of Drunken Louts and Professional Miscreants, if there's going to be a competition for the best LIARS (*ahem "Storytellers"), then you can be DAMN sure it's gonna be in a bar "€" with shots! Witness these heathens tear each other (and any sort of narrative coherency) apart as only they can! A TRULY Raucous Display of Poor Behavior for your entertainment.

Early-Bird Stitch-n-Bitch

Bring your knit, crochet, sewing or other crafty-type project and work on it in a semi-social setting with other crafty folks at an ungodly-early hour. Caffeine consumption is encouraged, but (like your project) you'll have to bring your own. All skill levels welcome.

Enabler Only Guest Meet and Greet

Become an Enabler of Intervention and get invited to a special Guest Meet and Greet event. We'll bring the pastries, you bring your questions and small talk.

Epic Room Party 4.0 (21+)

A detailed information session on the proper way to execute a wonderfully sordid affair with class, style, and utter nonsense!

Everything you wanted to know about tabling at a convention

Tip, tricks and general conversations about having your own art or sales table at a convention - how to go about it, what you should be aware of, how to be successful at it...

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.

For the Love of Cartoons

A fan-based discussion of cartoons and the adult fanbase. What are the stigmas cartoon fans deal with when they say they like the original Ninja Turtles cartoon or Phineas and Ferb or even My Little Pony (gasp). Also discussing the high quality adult-focused cartoons like The Venture Brothers and Futurama.

Go For It! Taking The Leap To Full-Time Artist/Creator

Many Intervention guests have cut the cord from their day jobs and gone on to develop successful businesses as writers, webcomic artists, musicians, and more. Join these panelists in a free-for-all Q&A discussion and ask everything you've ever wanted to know about quitting your job and going pro.

How to speak in public

Do you want to be up at the front of the room speaking on a panel? Do you want to be more successful selling your stuff and talking with people about your work? Get advice on how to speak in public from the pros who have been doing it for years.

Intervention "Inprov" Comedy Group

For a 5th year in a row the Intervention Inprov comedy players gather together to entertain you with the jokes they made up 10 seconds ago. The panelist will play a number of improv games and solicit interaction from the audience to make a fun and dynamic show. Come and see your favorite creators make a fool of themselves.

2 Shows Are Scheduled.

Intervention Gong Show

(18+) Having totally stolen this idea from NorWesCon, who stole it from a 1970s TV program, Intervention is hosting its first-ever Gong Show.

Give us your best - or worst - talent. Receive ridiculous feedback from our panel of judges. Receive crazy prizes.

This panel will definitely be NSFW, but that's okay because we aren't at work.

Introduction to Video Game Development Using Unity

Multi-platform frameworks such as Unity allow potential game developers to minimize the amount of time spent learning how to do things, and maximize the amount of time spent actually creating games. Then, they allow for games to be released on a multitude of platforms with minimal additional effort. During just the time required for this panel, you will witness the beginning-to-end creation of a simple game. And even if you have no experience with programming or game development, there's a good chance that you'll understand all of it!

It Needs To Be Discussed: Harassment, Drama, and Fandom Failures--We Can Do Better

What can we all do to stop the harassment, drama, and outright intolerance that appears to be a growing trend online. An open discussion to support the community.

It's All About the Villain

He might be the guy you love to hate, but without a good villain, your hero wouldn't have anything to do but sit on the couch and drink beer. Panelists: What makes a compelling villain? How do you get inside his or her head? Is it ever more fun to write from the villain's POV than the hero's? Audience: Who are your favorite villains and why? Everyone: Bring your best evil laugh!

Jonathan Rosenberg: From Goats to Multiverse: AMA

Come ask Jonathan Rosenberg anything about his 10+ years in webcomics--from his work on Goats to his most recent work on Scenes From a Multiverse.

Juggling Geek Life and Parenting

Keeping up with the latest nerdy trends can be tricky at the best of times, but finding time to keep up while raising kids? Well, that's a tribble of a different color. Come hang out with our panelists as they discuss their methods of trying to balance their geek life with the challenges of work and parenting.

Keeping Your Stuff Safe: strategies for backing up and preserving your digital life.

Think about everything digital that touches your life. Your blog posts and social networking statuses. Digital photographs and artwork. Text messages on your cell phone. All of these things can grow in importance over time, in ways that might not be envisioned or considered in the here and now. How do we make sure these things are kept safe?

Almost everyone with information stored digitally will face at least one major, significant loss of their important data at least once in their lives. And recent high-profile cloud computing failures have only shown that the webcomics, blogs and other things we entrust to the cloud is still at risk.

So, how do we keep our stuff safe? This session will discuss some strategies for good backup plans that can help preserve the information you value the most.

Kickstart My Art

You've heard about Kickstarter, but aren't sure how to get started? Then join us as we walk you through the project creation process and give you the tips you need to create a successful Kickstarter campaign.

LARP: Bleach - Europa Resurrectionis.

In Bleach: Europa Resurrectionis player will get to craft their own Shinigami character and their own Zanpakuto. The players will play as characters serving in the European Shinigami courts who are tasked with reaping the hollows from the world. While the United Nations meets below the Shinigami courts of Europe deliberate in the world above about what to do in response to the growing number of Hollows emerging from Estonia. The game will be run with a version of the Champions Live action system.

LARP: Echoes of Empire, Vampire the Masquerade- The Conclave part 1 and 2

For the fourth year running Echoes of Empire will host its Conclave at Intervention. Come join us for Vampire the Masquerade hijinks and mayhem, as the Vampires, Werewolves Changelings try to navigate the Apocalypse and come out alive.

LARP: Interfection

A deadly virus has broken out in the Convention hallways. As a survivor, your goal is to gather supplies and survive the weekend. Zombie's goals are much simpler: Eat all the Brains!

Stop by to grab a bandana and play this convention-tailored version of Humans vs Zombies tag. Players can follow our main story through the weekend, drop in for a mission to earn some items, or just wander the halls tagging any player they encounter. Confined to hallways and played during all hours, Interfection allows players to enjoy everything a convention has to offer, between the high-paced action of the apocalypse!

Since Intervention's inception, this infectious institution has been highly regarded as a *must play* event by both attendees and staff. Come visit the Game Goons and catch the Interfection!

LARP: Mass Effect - After the Storm

The Reaper War, has ended. On the planet Earth, Commander Shepard and the allied forces destroyed the Reapers once and for all. But in the wake of their destruction the galaxy has become a very fragmented place due to the loss of the Mass Relays. Omega station was once the trading hub for several sizable criminal empires. But with the loss of long distance communication, travel, and their leader, Omega has become more akin to a tightly wound powder keg, full of dangerous people all scrambling to pick up the pieces. In this game player will play as a member of one of the gang's of Omega as each gang struggles to become the top dog.

LARP: Shattered Hero

The Hero lies lifeless, catatonic his mind and body shattered. It's up to his staunchest allies and his greatest enemy to enter and rebuild his mind. But who is he really, He was so many things to so many people, will his companions be able to agree and bring him back? Or will the person they bring back bear no resemblance to the man he truly was? Shattered Hero is a Larp dealing with the concepts of memory and subjective reality.

Living The Dream: Planning a Sustainable Creative Career

If you're at the start (or the middle) of a career in art, writing, music, game design, or film, you know that the game is always changing. New technologies keep blowing away the old model for making your living in a creative field. So how can you possibly plan for a long-term career in your field when there's a new revolution every five minutes? Simple: you play the long game.

In this workshop, you will learn some of the economic principles and realities common to all creative fields, and chart out a years-long roadmap for yourself, with milestones to hit along the way toward "living the dream."

Manga Studio 5, An Intro

Curious about Manga Studio 5 and how it can help you create comics, illustrations, and streamline your workflow? Bring your questions and get a demonstration of this amazing art software!

Michael "Mookie" Terracciano: Dominic Deegan: Oracle for Hire and Star Power Q&A

Michael "Mookie" Terracciano's webcomic strip Dominic Deegan: Oracle for Hire may be over, but questions remain--your questions! His new strip Star Power is also getting going, so there are plenty of questions both old and new to ask.

Movie Showing and Q&A: Browncoats: Redemption

(PG-13) Browncoats: Redemption is a crowd sourced, independent film set in Joss Whedon's Firefly/Serenity universe,

Movie Showing and Q&A: Drakul Movie Rating:(R)

Sen. Drake is on a quest to initiate a Vampire rapture upon the world, while the members of Cronos - labeled as international terrorists - will risk all to save the world from the darkness of Drake and his minions, known as The DRAKUL.

About the Director: Michael Merino is an award winning Director, Producer and Writer.

Michael directed his first feature, the award-winning (Two Rivers Film Fest) action film "The Deal" in 2003. In 2006, Michael released the horror film "The Milkman" □ to critical acclaim. In 2008 he released the thriller/horror feature "502" which won the coveted "Shakes" award in the Dead-time film festival. And in 2012, Michael was awarded Best Director for the feature film "The Haunting of Pearson Place" at the WMIFF and HORRORFIND film festivals, as well as the Best Writer award for The Haunting of Pearson Place at the 2013 Scare-A-Con film festival in Syracuse, NY. In all The Haunting of Pearson Place has won over 12 awards and been nominated over 20 times.

Michael divides his time between Los Angeles and Washington, D.C

Movie Showing and Q&A: Good Game

For a select group of young men, video gaming isn't just a hobby - it's a job. To be a professional gamer, you need a competitive drive, tactical skill, and creativity. With increasingly larger prizes and six figure player salaries, esports is on the rise as a career. Good Game follows a new kind of athlete, the Starcraft 2 division of team Evil Geniuses, as they compete around the world to take the top prizes in the biggest tournaments. But between injuries, exhaustion, and egos, those who start at the top might not stay there for long. New superstars are waiting to take the spotlight, and wanting to succeed sometimes just isn't enough.

Movie Showing and Q&A: Of Dice and Men - Movie Rating:(PG-13)

Few dungeon masters can make the game come to life better than John Francis. Dwarves, Mages and Barbarians jump right off of their character sheets whenever he sits down at the gaming table of frisky suburbanite parents, Linda and Brandon. John Francis' best friends, sailor-mouthed John Alex and thoughtful jock Jason, bring roguish swagger and knightly nobility to the game. And the object of John Francis' affection, the feisty Tara, provides all the Half Elven Double Princess backstory they could ever need.

But when Jason enlists to go to Iraq and with the relationship with Tara going nowhere, it may be time for John Francis to hang up his twenty sided dice and take a job on the other side of the country. However, John Francis is about to discover that leaving will prove tougher than the Tomb of Horrors.

OF DICE AND MEN is a blisteringly funny and deeply affecting look at the things that truly matter in life.

Movie Showing and Q&A: Pirates of the Airwaves

What does Polka music, college basketball, a Catholic University, and 25 years of Heavy Metal have in common?

We all love a great underdog story, and the history of Seton Hall University radio station WSOU 89.5 FM flows beautifully through that very vein. Legends such as Slayer's Tom Araya, Killswitch Engage, Overkill's Bobby Blitz, Lamb of God + many others have teamed up to tell the tale of WSOU for the upcoming documentary 'Pirates of the Airwaves: The WSOU Story.'

WSOU dates back all the way to 1948, when the station's first broadcast hit the airwaves from Seton Hall University. The radio station has since achieved monumental honors such as being named one of Rolling Stone's Top 5 radio stations, receiving accolades from CMJ and even winning a Peabody Award. WSOU helped launch the careers of many aspiring acts, radio personalities, and even beat out commercial radio stations in the ratings by buzz alone.

The station ran into hard times in the early 2000s, ordered to drop its hard rock format. However, WSOU has remained afloat. "Underfunded, under appreciated and at times faced with many obstacles, WSOU has carried on and tries to stay relevant in an internet age" says 'Pirates of the Airwaves' director Rob Longo. "Join me as we explore the storied history of WSOU, its many successes and the challenges it has and will face.

Movie Showing and Q&A: PLASTIC GALAXY: THE STORY OF STAR WARS TOYS

Star Wars toys were a phenomenon that swept the nation, permanently transforming both the toy and movie industries, generating fortunes, and creating a hobby that, 30 years later, still holds sway over not only the people who grew up with the toys, but also an entirely new generation of fans. Plastic Galaxy explores the groundbreaking and breathtaking world of Star Wars toys. Through interviews with former Kenner employees, experts, authors, and collectors, the 70-minute documentary looks at the toys' history, their influence, and the fond and fervent feelings they elicit today.

Movie Showing: Cinematic For The People Present: Monster From a Prehistoric Planet

"Cinematic For The People is back for another year with brand new movies for you to love and/or hate! Join Team CFTP in pondering the ancient Zen Koan, "When is a Godzilla ripoff not a Godzilla ripoff?". When eager scientists swipe an egg from a Pacific island, the baby Gappa's Mamma and Pappa come hunting for it... with city-flattening results. There's explosions, racism, and everybody learns something. Or not.

Movie Showing: Cinematic For The People Present: The Monolith Monsters

In a remote desert region, a space rock falls to earth. It is no ordinary rock... for if you feed it after midnight, it turns into a terrible Monolith Monster!

Wait, that's not right...

Eh, well, it's something like that. Cinematic For The People returns with another installment of their award-something-ing show.

Movie Showing: Dork of the Rings

(PG-13) A Lord of the Rings Parody film: Frudo Buggins must deliver The One Ring of Boundless Credit to Bank Boom to close the account of Lord Mauron, who is rapidly taking over Muddle-earth with his oppressive Dork-mart franchise.

Movie Showing: Game Companion

Thirty-something Bob lives downstairs in his mom's house, works in fast food and has one friend. His greatest accomplishment is making it to master in a fighter-style video game, permitting him a game companion, Kimiko, which turns out to be real. Kimiko is impressed with Bob as a "great warrior", but when she starts to discover he is not very important in his own world, her enthusiasm fades."

Movie Showing: Harry Potter: The Greater Good

Movie Showing: Harvey Putter and the Ridiculous Premise

(PG-13) Intervention is pleased to offer its attendees a showing of the feature-length Harry Potter parody film, Harvey Putter and the Ridiculous Premise.

Movie Showing: Lloyd The Conqueror

(R) Three male college students, must do battle against Derek the Unholy, a dark wizard who is determined to hold onto his title as champion of the Larpers.

Movie Showing: Ninjas Versus Monsters

(R) Ninjas battle Monsters in this all new action-horror-comedy! The finale of the award-winning indie movie trilogy! Join the Battle!!

Movie Showing: Ninjas Versus Vampires

(R) Ninjas battle Vampires for the fate of the world in this all new Action-Horror-Comedy from the creators of 2010's cult smash, "Ninjas Vs Zombies"!

Movie Showing: Ninjas Versus Zombies

(R) Ninjas battle Zombies for the fate of the world in this Action-Horror-Comedy! The start of the "Ninjas Versus" series.

Movie Workshop: DC Stunt Coalition - Interactive Presentation

The DC Stunt Coalition is a networking and training organization for local stunt performers and actors interested in improving their action skills for the DC area film and stage scene. Their work has been featured in various web series, short films, and convention shows since they were founded in 2010 by Dylan Hintz, who has since gone on to perform in both television and film. Members train weekly in Rockville, MD, and invite you to join them if you have an interest in stunt or fight performance.

The DC Stunt Coalition will show clips from your favorite internet action series, discuss the history of internet action, and share selections from our own work to demonstrate how making a fight scene for film can not only be fun, but done safely and on a budget.

Music Performance: Insane Ian

Insane Ian brings his unique take on nerd life, comic books, video games, and other topics to his music and comedy.

My Little Bronies: An Online Fandom Phenomenon

"Bronies", male fans of the new version of the "My Little Pony: Friendship is Magic" animated series are an example of how the internet is changing and expanding traditional fandom. Find out why these Bronies love this series, and how the internet is allowing them to connect and expand this fandom in unique and new ways--and what this might mean for fandom moving forward in the internet age.

Playing Doctor Podcast Live!

We are Playing Doctor. Each week our podcast presents an uncensored* discussion of a Doctor Who episode, starting with the 2005 series' introduction of the 9th Doctor. Once in a while we'll cross the time streams and visit a Classic Doctor Who episode, eventually reviewing every episode EVER.

This will be a live Podcast recording.

Podcasting: The Business of Talking Online

Podcasting is about getting your words out to the world. So, how do you do that? And can you make money doing it? Our panelists will talk about the business elements of podcasting and what you should know to succeed.

Politics and Religion: Editorial Comics and the Internet

The old saying goes, "You should never discuss politics or religion in polite conversation" but the Internet is rarely polite. Is there a place for traditional political cartoons in the world of Webcomics? A panel of web cartoonists who regularly address controversial issues discuss this point and the dangers of not being polite.

Real Talk on Video and Movie Production

Get the real info on how to get started in video and movie production. Equipment, techniques, and business knowledge of getting things done.

Real Talk: Oni's Marketing Secrets

Communicating effectively on your site, press kits, outreach, and working with influencers is how you break out of being reliant solely on other entities - like cons - for your revenue and career. If you've been doing the con circuit and reached a plateau or you are just starting out and working on your 5 year plan this is for you.

Real World vs. Geek World: Balancing Your Commitments

Whether you run a webcomic, a blog, a podcast, or an MMO guild, there's a good chance you're not one of those who can (yet) make a living on your geekery. Is it possible to do both at the same time? How do you manage your own creativity as opposed to getting your real-world job done? And which one do you tell people is your job when they ask what you do for a living? Hear what the web's multitaskers have to say about how and why they do it.

Redeeming the World Through Film: A Conversation with Micheal Dougherty

Micheal Dougherty, the President, co-founder and a board member of Big Damn Films, Inc. (BDF), a non-profit that supports meaningful causes through the development, creation, distribution and promotion of independent films, answers your questions about his work on *Browncoats:Redemption* and his new film *Z*Con*, as well as the art of film making and working with established properties.

Robots on Mars and other Awesome things about Space

With *Curiosity* making people consider the awesomeness that is Space, our panelists are going to take a hard look at the epic nature of the void. From fantasy to reality, fact to fiction, space offers so much if we are but bold enough to seize it.

Science, Art, and Magic: The World is a Wunderkammer

Have you ever encountered a work of art that in an instant changed your perception of the world? Or watched a magician do something you know is impossible yet just appeared to happen before your very eyes? Can you recall that feeling of awe, inspiration, and wonder? There was a time when science did the same thing, simultaneously sparking our curiosity, our passion, and our intellect. Unfortunately, wonder has fallen by the wayside even as our future depends on inspiring people of all ages to engage with science and technology, to be part of the conversation. Now is the time to cultivate our curiosity and explore the high weirdness at the intersection of science, technology, art, and magic. David Pescovitz, co-editor of *Being Boing* and a research director at Institute for the Future, will take us on a tour of the future that will astonish, amaze, and provoke you. From invisibility cloaks to psychokinesis, nanoscale artworks to "impossible" sculptures, we'll hear what artists and scientists have to say about the magic, myths, and realities that will shape tomorrow.

Sh!t Gets Real: A conversation with frustrated artists

(PG-13) A bunch of artists sit around and complain for an hour. Cursing will be tallied and encouraged.

Shake-and-Bake Maker Panel - "Is the Cog Dead? Or is it King?"

An Informative Moderated discussion on Prop-making with the Steam-Funk Studios and Potential guest-panelists discussing tips, tricks and techniques and citing specific props as visual aids. This will then be followed by a Q & A Session by the audience, and showcase with the assembled "Makers", when it comes to refined and advanced costuming, for both High and Low budgets.

Should I Care About Social Media?

Can you be a successful indie artist without being heavily involved with social media? If not you, who else will do it for you? If you aren't sure what you should do, or how to do it, come learn the basics of how to get started getting the word out about your work.

Sluggo Freelance: The Panel

Pete Abram's comic "Sluggo Freelance" is one of the longest running online comics--so there are plenty of questions you can ask about it...except what the name Sluggo Freelance refers to--don't ask about that.

So, How'd We Do?

This panel is the last panel of the con. Come give Harknell, Oni, and the rest of the Intervention team your feedback on the event. We encourage you to make suggestions for next year as well.

Story Arcs

What is a Story Arc? How are they created? How are they maintained? How do you keep your audience involved in the Story Arc? When are good times to create and employ Story Arcs? Where are good places to apply Story Arcs? Come join your host as this important constructions of fiction are discussed along with much more on this subject. Bring your questions, comments, and answers.

The Art and Music Studio

Intervention presents the Art Studio and Music 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. The room is also available for spontaneous musical performances.

The Time For Indie Film Is Now!

Do you want to make a film? Do it now! The time has never been better for to get involved with film production. It won't be easy of course, but our panelists will give you some info on how you can get started in a professional (and hopefully) profitable way.

The ToonSeum and creating a museum celebrating your passion!

Joe Wos, executive director and founder of the ToonSeum shares the story behind the ToonSeum, Pittsburgh's Museum of Comic and Cartoon Art. He will share his journey from cartoonist, to collector, to museum founder! The presentation will include brief overview and history of the ToonSeum as well.

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, sex, and other situations? Does a creator have a greater responsibility to police themselves or does literally anything go?

Thomas Willeford: Master Craftsman and Costumer, Ask Me Anything

Thomas Willeford's work has been seen on tv, movies, and published works. Come ask the master craftsman the whys and hows of his extensive steampunk inspired art.

TREKOFF LIVE: A foulmouthed Star Trek Comedy Podcast

(18+) TREKOFF is a NSFW Trek related Comedy podcast which has been recording for many years (subscribe on iTunes or go to www.trekoffpodcast.com), has over 80 episodes and has very recently joined the TREKRADIO family. Featuring Filmmaker Justin Timpane (Ninjas Vs) and actress Alexia Poe, this naughty, raucous TREK podcast has been performing live all over the DMV since their debut at INTERVENTION.

Volunteers: Why Do we Keep Doing This To Ourselves?

Volunteers are the lifeblood of conventions - without them, they just don't run! But why should you (yes, YOU) volunteer? What's in it for you? Grayhawk leads a panel of unconventional conventionists who have many years in the con trenches, and who hope to convince you to follow in their footsteps by telling you why they have volunteered.

We Are The Intervention and (Re)Generartion

Come talk to Onezumi and Harknell, founders and Co-Con Chairs of Intervention and (Re)Generation Who, about the event, their comic work, their theme park and haunted attraction adventures, or any other Stupid and Insane stuff you can think of. They are (almost) guaranteed to stay in one place during the duration of this panel.

Webcomics 101: Creativity, Art, and Writing

You're looking at a blank screen or a blank piece of paper and you just keep looking! Let our panelists help you figure out how to get started, how to keep going and how now to paint yourself into an artistic corner. Let's talk formatting and how to best communicate your vision to your artist. And, if you're an artist, how can you take advantage of the written word to make your story better.

Website Hosting For Art and Comics

This panel will walk you through the various option for hosting your comic or art online. It will cover free hosting option and paid hosting as well as the major comic and art hosting systems you can install on your own.

Where Do You Get Your Awesome Ideas From?

A discussion of where ideas come from... how to be funny when maybe you aren't feeling funny, or coming up with new ideas for creative projects.

WordPress 101

WordPress is the fastest growing online content management system, and can be adapted for use for comics, blogging, podcasting, video, and nearly infinite other uses. Come learn the basics on it's set up and usage from our panel of experts.

Workshop: Creative Coding: Doing Cool stuff with Code

A quick, 10 minute demo of cool projects you can do with open source code and/or hardware, and a 1-2 hour step by step of making a nifty little sketch in Processing. See an Intervention Robo Owl being made, and other things with shiny lights and responsive controls!

Workshop: Event Runners AMA

We are the people who set up Intervention (and other) events, come to this workshop to ask us anything about the process--from business, programming, guest relations, operations, or anything in-between.

Workshop: Everyone Needs Help Sometimes -- Webcomic and Art Portfolio Reviews

You have an idea for a comic, or want to get some feedback on your work. This is the place for you. During this open workshop our artists will gladly chime in and give feedback on your work or ideas and give you tips to get going to the next level.

Workshop: Getting Started in Music Production

This workshop is your opportunity to talk to other musicians to help refine your work. Get feedback or just bounce ideas off our musicians to help you get to the next step in your work.

Workshop: The ABC's of Creating a Web Series / "Shotgun Mythos" Showing

The creator of Shotgun Mythos presents a workshop on the ins and outs of creating a Web Series. We'll open with the first couple of episodes of Shotgun Mythos so you can see a finished product, then move right into the workshop presentation. After the workshop, you're invited to stay for a special screening of the movie of the second season of Shotgun Mythos (**Movie rating: R**). Clint will stick around for the movie.

Workshop: Writing Workshop

This workshop is your opportunity to talk to other authors to help refine your written work. Get feedback or just bounce ideas off our authors to help you get to the next step in your work.

World Building 101

A pivotal part to any great story is the world in which it takes place in, be it the past, present, future, or even an alternate universe! If you are new to story creation, or are just looking to get a different perspective, stop on by as we discuss the basics of creating and presenting a new, fascinating setting for your comic or game.

Writing and 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 vibrant and dynamic characters that will grip your audience.