



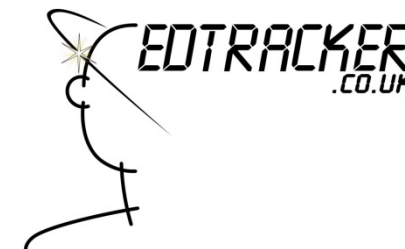
Lavecon 2016 Timetable

Timetable at a Glance

For Detailed Information see Programme Themes

Items in **red** – additional charge/ticket option may apply

Themes: **Computer Games**, **Miniatures**, **Board & Card Games**, **RPGs**, **LRP & Cosplay**,
Books, **Writing & Audio**



Saturday Programme

General Event Info	Main room	Panels, Talks & Workshops		Lounge, Artemis, Games Room & VR Room	LAN Room
		Panel Room 1	Panel Room 2		
Ongoing activities	Traders Competition: Raffle Photos: Greenscreen (side room) Cosplay Competition Ribbon Ranks			Boardgame Lounge & Trader Retro Lave Games Jugger Elite Darts Docking Challenge RPGs Special Effect - Eye Gaze Demo	Virtual Shipyard Game CAB
9.30am Doors Open!	10am Welcome from Lave Radio Team, Highlights for the Day/Weekend Completion Launch: Abraka Drabble 10.30am Intro: LRP 11am Intro: RPGs	11.30am – 1.30pm RPG: Elite Encounters	11am - 1pm Workshop: Radio Theatre Workshop	10.30-11.00am Demo: Armada 11am - 12noon Artemis	9.30am Computer set up 11am Tournament: Towerfall Ascension DM
12 – 2pm Lunch served	11.30am Panel: Virtual Reality - Fad or Future? 12.30pm Podcast: Retro lave			12noon - 1pm Artemis 1 - 6pm VR Games 1pm Artemis	
	2pm Panel: Frontier Developments Q&A 3.30pm Intro: Boardgames			2pm Artemis 3pm Artemis	
	4pm Panel: BFS & BSFA - What can they do for you? 4.30pm Author book readings 5.30pm Quiz	4.30pm Panel / Discussion: Gaming: The Next Generation		4pm Artemis 4 – 8pm Tournament: Miniatures 5pm Artemis 6pm Artemis	4pm Mega Tournament: Runes of Anarchy
6.30 – 9pm Dinner served	6.30pm Deal or No Deal with Frontier 7.30pm Live Stream: Ed's Biscuits...	6pm Discussion: Dead, White Gaming?	6pm Talk: Decoding the Naming Schemes of Universal Cartographics	7pm Boardgame: Laser Squad	

			7 – 8.30pm Talk: Intellectual property rights vs Fandom		
	8pm Podcast: Hutton Orbital Truckers 8.30pm Sing Star Karaoke	8.30pm Game Design Talk: Kingmaker & Collusion		8pm Boardgame: Zombicide 9pm Boardgame: Away Team alpha playtest	8pm Nidhogg Ninjas
	10.45pm Podcast: Radio Theatre Workshop showcase 11pm Dockers / Late night podcast			10pm Boardgame: Laser Squad	10pm Tournament: Drunken Gangbeasts

Sunday programme

General Event Info	Main room	Panels, Talks & Workshops		Lounge, Artemis, Games Room & VR Room	LAN Room
		Panel Room 1	Panel Room 2		
Ongoing activities Ribbon Ranks	Traders Competition: Raffle Photos: Greenscreen (side room) Cosplay Competition			Boardgame lounge & Trader Retro Lave Jugger VR Games Elite Darts Docking Challenge RPGs	Game CAB
8 – 10am Breakfast served 9.30am Doors open	10am Welcome back – Today's Highlights (10am Competition: Abraka Drabble – deadline for entries) 10.30am Live stream: Educating Ed 11.30am Abraka Drabble readings 12.30pm Intro: Social Card Games	10am: Workshop: Creative Writing 11am Discussion: Where have all the Thargoids gone?	11.30am – 1.30pm Workshop: Radio Theatre Workshop	11am Artemis	10am Games restart 11am Tournament: Towerfall Ascension DM
12 – 2pm Lunch served	1pm Panel: Phoenix Point	12.30pm Talk: Frontiers of Procedural Generation	1.30 - 2.30pm Discussion: Lavecon 2017	12noon Artemis 1pm Games: Quick, Social Card Games 1pm Artemis	
	2.15pm Podcast: Radio Theatre Workshop Showcase 2.30pm Podcast: Lave Radio Live			2pm Artemis 3pm Artemis	2pm Mega Tournament: Runes of Anarchy
6pm Event Close	4.30pm Prizes, Awards and Raffle Closing speeches Hard drive handover.				5pm games end

Programme Themes

Items in purple - rooms or access info

	Computer Games	Miniatures, Board & Card Games	RPGs, LRP & Cosplay	Books, Writing & Audio	Other
Weekend Ongoing Activities	<p>Retro Lave Games (Gaming Room) Step back in time and play the original Elite Game on a BBC B or an Atari ST.</p> <p>VR Games (VR Room) Try out some virtual reality and play a game or two.</p> <p>LAN (LAN Room) where you will find Games and tournaments to take part in even if you don't have your own PC with you</p> <p>Special Effect - Eye Gaze Demo (Gaming Room) Find out about specialised technology to help you play games in different ways.</p> <p>Virtual Shipyard (LAN Room) All 29 different ships available in Elite: Dangerous for you to look at with a VR headset to take in their virtual glory.</p> <p>Game Cab (LAN Room) takes playing space based games such as Elite Dangerous to a whole new dimension, your own cockpit. Come and try it out.</p>	<p>Boardgame Lounge: a huge selection of games in our relaxing lounge.</p> <p>Boardgame Trader (Gaming Room) The CCG and Boardgame Social are an independent online shop that sells card and boardgames.</p>	<p>Jugger (Gaming Room & Outside) Join our volunteer who can show show you how to play this live combat game with swords, take on another team to see who is the victor!</p> <p>Greenscreen photos (Off the Main) Fabulous photos of you in space!</p> <p>RPGs (Lounge) find one of our volunteers to play Call of Cthulhu or Paranoia.</p> <p>Cosplay competition (Everywhere) Look fabulous in costume and we will choose a winner!</p>	<p>Competition Abraka Drabble – write 100 words and the best will win a kindle paperwhite & case.</p>	<p>Elite Darts Docking Challenge (Gaming Room) See if you can land a dart in the dock...</p> <p>Lavecon Trading stand (Main) selling Lavecon / Lave Radio merchandise as well as items from the Frontier store and and individual projects and books from the Team.</p> <p>Old Ones Productions (Main) produce an exclusive range of t-shirts, a selection of chess sets and the official merchandise for the Tau Ceti Mission.</p> <p>Competition: Charity Raffle to raise money for two amazing charities; Special Effect and EDS UK (Main)</p> <p>Ribbon Ranks: Collect Ranks in Combat, Exploring and Trading as you go around the event and see if you can become Elite! (Everywhere!)</p>
Saturday	Computer Games	Miniatures, Board & Card Games	RPGs, LRP & Cosplay	Books, Writing & Audio	Other

<p>10am to 10.30am Welcome from Lave Radio Team, Highlights for the Day / Weekend (Main)</p>	<p>11am to 1pm Tournament: Towerfall Ascension (LAN Room) Retro pixel platforming action. 4 players go head-to-head with bows and arrows. Open to anyone, not just LAN attendees.</p> <p>11.30am to 12.30pm Virtual Reality - Fad or Future? (Main) A demonstration of latest VR technology so you can decide for yourself...</p> <p>12.30 to 2pm Retro Lave (Main) A journey back in time to look at a fantastic Retro Space Sim. We will be doing a "first RE-play" of a well known Retro title and asking from some audience participation.</p> <p>1 to 6pm VR Games (VR Room) Try out some virtual reality and play a game or two.</p> <p>2 to 3pm Frontier Developments Panel and Q&A (Main) Mike Brookes (Executive Producer), Dav Stott (Lead Server Developer), Mark Allen (Senior Programmer) & Sandro Sammarco (Lead Designer) will be updating you on all things Frontier and answering your questions.</p> <p>4 to 6pm Tournament: Runes of Anarchy (LAN Room) 3D Magic Battle Arena. Up to 8 players on a single screen. Open to Anyone, not Just LAN room players.</p> <p>4.30 to 6pm Panel/Discussion: Gaming: The Next Generation (Panel 1) Looking at if/how the minecraft generation move on to other games, influence of you tubers? How does minecraft shape their expectation of other games?</p> <p>6 to 6.45pm Talk: Decoding the Naming</p>	<p>10.30 to 11.00am Demo: Armada (Games Room) Star Wars Armada (Big) Miniatures table-top game. Your chance to fly and angry space triangle!</p> <p>3.30 to 4pm, Intro: Boardgames (Main) Even a cursory look at Kickstarter or BoardGameGeek shows how massive boardgames are right now. There's been a revolution in the last 20 years and you may have missed it. For those who haven't touched a boardgame since your childhood, Chris Jarvis gives a quick introduction to what has changed, what to look out for, the symbiotic relationship between video gaming and boardgaming and tries to give your weekend of exploring the boardgaming lounge a jump start.</p> <p>4 to 8pm Tournament: Miniatures. (Games Room) A come as you are relaxed game tournament.</p> <p>4pm Elite-Miniatures Game 1 - X-wing Round 1</p> <p>5pm Elite-Miniatures Game 2 - X-Wing Round 2</p> <p>6pm Elite-Miniatures Game 3 - X -Wing Semi-Finals</p>	<p>10.30 to 11am Intro to LRP (Main) Find out about Live Roleplay and why you should be playing Jigger!</p> <p>11 to 11.30am Intro: RPGs (Main) Find out about Roleplaying Games generally and more about Elite Encounters and the miniatures with this game.</p> <p>11am to 12noon Artemis (Artemis Rooms) Two starship bridge simulators so you can have missions head to head against another player group...</p> <p>11.30am to 1.30pm Elite Encounters (Panel 1) A RPG, audience participation and suggestions welcome!</p>	<p>10am Competition Abraka Drabble Launch. (Main)</p> <p>11am to 1pm Radio Theatre Workshop (Panel 2) An introduction to full-cast audio drama production. The session will begin with recording roles in a short script and learning live foley (sound effects skills), moving on to editing and post-production and music scoring. Attendees will (with luck!) have a short audio piece of their own creation to take away at the end of the session!</p> <p>4 to 4.30pm BFS & BSFA - What can they do for you? (Main) Hear from the British Fantasy Society and the British Science Fiction Association about what they can help you with particularly if you are a budding author or like reading gere books.</p>	<p>5.30 to 6.30pm Captains Quiz. Come join us for a journey down memory lane with our Retro Themes Quiz Lave Radio Vs Hutton Vs FDev (Main)</p> <p>6.30 to 7.30pm Deal or No Deal with Frontier (Main) Prizes in boxes...</p> <p>7 to 8.30pm Talk: Intellectual property rights vs Fandom (Panel 2) creating new works based on existing fiction - is a huge and established part of fandom. Does it represent a breach of Intellectual Property and signify a dearth of creativity? Or is it an integral part of expressing enthusiasm and building a community for fans. What to creatives benefit from working in other peoples' worlds? We look at the official, the unofficial, the good, the bad, the ugly and the unacceptable.</p> <p>7.30 to 8pm Live Stream: Ed's Biscuits... (Main)</p> <p>8.30 to 11pm Sing Star Karaoke (Main) Come and demonstrate your talents...</p>
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<p>Schemes of Universal Cartographics (Panel 2) If you've ever wondered how E:D's deep-space system names are chosen, or pondered what's really different between Synookio and Synuefe, this could be the talk for you! A technical walkthrough of how the game decides what name to assign to areas of space and the systems within them (NB this is a fan talk)</p> <p>6 to 7.30pm Discussion: Dead, White Gaming? (Panel 1) Are the majority of gamers straight, white, middle class, able-bodied, cis & male or do we not see the wider diversity of gamers in gaming culture? Do we need to change content of games and/or what changes do we need to make to include people in gaming culture?</p> <p>8 to 10pm Nidhogg Ninjas (LAN Room) Head to head fencing in one of the most tense games ever created. This is open to anyone, not just LAN room players.</p> <p>8.30 to 10pm Game Design Talk: Kingmaker & Collusion (Panel 1) Discussion on the occurrence of kingmaker and collusion in games. Why are they bad features for games? How can they be avoided? Perhaps they can be embraced?</p> <p>10pm Tournament: Drunken Gang Beasts (LAN Room) This is open to anyone, not just LAN room players.</p>	<p>7pm Elite-Miniatures Game 4 - X-Wing Final.</p> <p>7 to 8.30pm Boardgame: Laser Squad: Assassins (Lounge/Games Room) Playtest the fast paced new Laser Squad boardgame based on the legendary Julian Gollop strategy game. Equip your squadron with high tech armour and weapons to hunt for your target in a secure compound. Two to six players.</p> <p>8pm Boardgame: Late night Zombicide (Lounge/Games Room) Join us for a relaxed evening boardgame. Limited places, although more than one game may be possible.</p> <p>9pm Boardgame: Away Team alpha playtest (Lounge/Games Room) Allen Stroud takes you through his space mission exploration game, Away Team.</p> <p>10 to 11.30pm Boardgame: Laser Squad: Assassins (Lounge/Games Room) as per earlier session</p>	<p>12noon to 1pm Artemis (Artemis rooms) As per previous description</p> <p>1 to 2pm Artemis (Artemis rooms) As per previous description</p> <p>2 to 3pm Artemis (Artemis rooms) As per previous description</p> <p>3 to 4pm Artemis (Artemis rooms) As per previous description</p> <p>4 to 5pm Artemis (Artemis rooms) As per previous description</p> <p>5 to 6pm Artemis (Artemis rooms) As per previous description</p> <p>6 to 7pm Artemis (Artemis rooms) As per previous description</p>	<p>4.30 to 5.30pm Author book readings (Main) Readings from Michael Brookes, Donna Bond, Darren Grey and Allen Stroud.</p> <p>8pm Podcast: Hutton Orbital Truckers (Main) Watch the weekly Hutton report go out live, with live performed jingles and ads.</p> <p>10.45 to 11pm Podcast: Radio Theatre Workshop Showcase (Main) Hear how the participants got on in the workshop earlier today and what they created.</p> <p>11pm Dockers / Late night mockumentary podcast (Main) An entertaining take on life in a space dock... please do sign up for voice acting roles.</p>	
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Sunday	Computer Games	Miniatures, Board & Card Games	RPGs, LRP & Cosplay	Books, Writing & Audio	Other
<p>10 to 10.30am Welcome back – Highlights for today (Main)</p> <p>4.30 to 6pm Prizes, Awards and Raffle Closing speeches Hard drive handover. (Main)</p>	<p>10.30 to 11.30am Live Stream: Educating Ed (Main) The galactic intern takes to the skies for a series of challenges set by player factions</p> <p>11am to 12noon Discussion: Where have all the Thargoids gone? (Panel 2) In Elite: Dangerous, humanity appears to be alone, but is that really the case? Conversation and speculation with Allen Stroud whilst all the Frontier staff are in another room!</p> <p>11am to 1pm Tournament: Towerfall Ascension (LAN Room) Retro pixel platforming action. 4 players go head-to-head with bows and arrows. This is open to anyone, not just LAN room players.</p> <p>12.30 to 1.15pm Talk: Frontiers of Procedural Generation (Panel 1) A look into how procedural generation is changing the making of games and beyond. From writing plays to designing buildings, PCG is stretching out to new frontiers.</p> <p>1 to 2pm Panel: Phoenix Point (Main) Q&A: Preview of the latest project from Snapshot Games, Julian Gollop will be streaming live to answer your questions, with Allen Stroud and Kol Ford present in the room.</p> <p>2pm to 4pm Tournament: Runes of Anarchy (LAN Room) 3D Magic Battle Arena. Up to 8 players on a single screen. This is Open to anyone, not just LAN room players.</p>	<p>12.30 to 1pm, Intro: Social Card Games (Main) One night Werewolf/Vampire, Cards Against Humanity, Exploding Kittens, The Resistance, I Dark Overlord.. Quick social card games to take with you everywhere</p> <p>1pm to 4pm Games: Quick, Social Card Games (Lounge) Come and try a few. The games are there all weekend, but if you haven't found the time to explore these, this is a good time to do it.</p>	<p>11am to 12noon Artemis (Artemis rooms) as per Saturdays, description</p> <p>12noon to 1pm Artemis (Artemis rooms) As per previous description</p> <p>1 to 2pm Artemis (Artemis rooms) As per previous description</p> <p>2 to 3pm Artemis (Artemis rooms) As per previous description</p> <p>3 to 4pm Artemis (Artemis rooms) As per previous description</p>	<p>10am to 11am: Workshop: Creative Writing (Panel 1) Get some tips and techniques to improve your writing.</p> <p>11.30am to 1.30pm Radio Theatre Workshop (Panel 2) As per Saturday.</p> <p>1.30am to 12.30pm Abraka Drabble readings (Main) Hear the best and worst entries, find out who has won the Kindle.</p> <p>2.15 to 2.30pm Podcast: Radio Theatre Workshop Showcase (Main) As per Saturday.</p> <p>2.30 to 4.30pm Podcast: Lave Radio Live (Main) Join us for the Live Show Recording to finish off Lavecon event. We will be summing up Lavecon for those who could not be there!</p>	<p>1.30 to 2.30pm Discussion: Lavecon 2017 (Panel 2) Come and tell us what you liked and disliked at this year and what you hope to see next year.</p>