

SAN DIEGO CONVENTION CENTER



OMNI SAN DIEGO HOTEL



Comic-Con® 2023

# QUICK GUIDE



JULY 20-23 | PREVIEW NIGHT: JULY 19



HILTON BAYFRONT



COMIC-CON® MUSEUM



MANCHESTER GRAND HYATT



SAN DIEGO CENTRAL LIBRARY

*Including*

- COMPLETE SCHEDULE GRIDS • EXHIBIT HALL MAP • EXHIBITOR LISTS •
- PLUS : Maps of the Convention Center/Program & Event Venues, Shuttle Routes, and Hotels



MARRIOTT MARQUIS

For more information, visit [comic-con.org](http://comic-con.org)



**ALL THE PASSION,  
CREATIVITY, AND  
IMAGINATION OF  
COMIC-CON®**



**IN A MUSEUM  
UNLIKE  
ANY OTHER**

# COMIC-CON MUSEUM

**START YOUR COMIC-CON EXPERIENCE WITH OUR COMIC-CON® MUSEUM PANEL:**

Thursday, July 20, at 10:00 A.M. in room 29AB

## **NEW EXHIBITS PREMIERING DURING COMIC-CON**

**Cowboy Bebop 25th Anniversary Art Exhibition**

**Excelsior! The Life and Legacy of Stan Lee**

**My Hero Academia Installation**

**DON'T MISS THESE EXHIBITS CLOSING ON SEPTEMBER 10, 2023**



Animation Academy: From Pencils to Pixels® was created by Stage Nine Design and is distributed by Exhibits Development Group



Five Decades of Comic-Con®



PAC-MAN™ & ©BANDAI NAMCO Entertainment Inc.

**FREE SHUTTLE SERVICE FROM THE CONVENTION CENTER TO COMIC-CON MUSEUM**

(Must have a Comic-Con Museum admission ticket to ride. Book your tickets online today!)

**For more information, go to page 11 in Comic-Con Quick Guide  
or visit [comic-con.org/cci/shuttles](http://comic-con.org/cci/shuttles)**

**visit us at [comic-conmuseum.org](http://comic-conmuseum.org)**

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# COMIC-CON 2023 QUICK GUIDE



**WELCOME** to the **Comic-Con Quick Guide**, your guide to the show through maps and the schedule-at-a-glance programming grids! Please remember that the **Quick Guide** and the **Events Guide** are two separate publications! For an in-depth look at Comic-Con, including all the program descriptions, pick up a copy of the *Events Guide* in the Sails Pavilion upstairs at the San Diego Convention Center ... and don't forget to download your copy of the **Souvenir Book** at <https://comic-con.org/ccli/souvenir-book>! Check it out to see amazing art and articles all celebrating comics and the popular arts!

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## COMIC-CON 2023 HOURS

### WEDNESDAY:

*Preview Night*

6:00 to 9:00 PM

### THURSDAY-SATURDAY:

9:30 AM to 7:00 PM\*

### SUNDAY:

9:30 AM to 5:00 PM

\*Programming continues into the evening hours on Thursday through Saturday nights.

### COMIC-CON INTERNATIONAL 2023 QUICK GUIDE

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### MISSION STATEMENT

The SAN DIEGO COMIC CONVENTION (Comic-Con International) is a California Nonprofit Public Benefit Corporation organized for charitable purposes and dedicated to creating the general public's awareness of and appreciation for comics and related popular art forms, including participation in and support of public presentations, conventions, exhibits, museums, and other public outreach activities which celebrate the historic and ongoing contribution of comics to art and culture.



# PROGRAMMING & EVENT LOCATIONS



## 1 San Diego Convention Center 111 West Harbor Drive *(see maps and info on pages 6-10)*

Headquarters for Comic-Con 2023: Artists' Alley (Hall G); Attendee and Industry (Exhibitor, Press, Professional) Badge Pick-up and Bag, Books, and Lanyard Pick-Up (Sails Pavilion); Autographs (Sails Pavilion); Bag Check (Lobby, Hall E and Hall F); Blood Drive desk (Sails Pavilion); Children's Film Festival (Sun.); Deaf and Disabled Services (Lobby A); Exhibit Hall (ground level, Halls A-G); Fan Club Tables (Mezzanine); First Aid (Lobby, Hall C); Games (Mezzanine, Rooms 14-17); Lost & Found (Lobby, Hall E); Masquerade (Ballroom 20; Sat. night), Masq. Desk (Ballroom 20 foyer), and Masq. Party (Sails Pavilion, Sat. night); Portfolio Review (Sails Pavilion); Programming Rooms (upper level, plus Hall H on the ground level); Pro Lounge (Room 8)

## 2 Marriott Marquis and Marina 333 West Harbor Drive *(see maps and info on pages 14-15)*

Anime (Grand Ballroom 1, 2, 3, 4); CCI-IFF Film Festival (Grand Ballroom 6); Comic-Con Merch: Apparel & Merchandise Pick-up and Sales (Pacific Ballroom 23-26); Video Game Lounge (Pacific Ballroom 17-19); Extended Education Programming (Marina D, including Comic Creator Connection and Gaming Creator

Connection); Fan Culture Programs (Grand Ballroom 10 & 11); Films (Grand Ballroom 5); Games (Pacific Ballroom 21, 22); Hospitality Suite (Grand Ballroom 8); Stern Pinball Pop-Up Arcade (Pacific Ballroom 14-16); Programs (Grand Ballroom 12 & 13); Volunteer Registration (Marina Ballroom FG).

## 3 Hilton San Diego Bayfront 1 Park Boulevard *(see maps and info on pages 16-17)*

Indigo Ballroom programming, Thu.-Sat.; Will Eisner Comic Industry Awards (Friday evening)

## 4 Manchester Grand Hyatt One Market Place *(see maps and info on pages 18-19)*

Art Show (Grand CD); Blood Drive (Coronado Ballroom); Her Universe Fashion Show (Thu. only, Harbor Ballroom); Programming Premiums (Grand AB)

## 5 San Diego Central Library 330 Park Boulevard *(see map and info on page 20)*

Educational programs (Shiley Events Suite, 9th floor, Wednesday-Sunday); Podcasts and Web Series programs (Neil Morgan Auditorium, ground level, Thursday-Saturday). No badge required.

## 6 Omni San Diego 675 L Street *(see map and info on page 22)*

RPG Play Theater (Grand Ballroom ABC, 4th floor) and Panel Programs (Grand DE, 4th Floor). Thursday-Saturday

## 7 Comic-Con Museum 2131 Pan American Plaza Balboa Park *(see map and info on page 21)*

Comic-Con Museum is open daily: 10:00-5:00  
Purchase tickets at:  
<http://comic-conmuseum.org>



# HOW TO USE YOUR RFID BADGE — TAP IN/OUT

To help prevent scalping and counterfeit badges, Comic-Con badges are once again enabled with RFID (Radio Frequency Identification) tags. At various points of entry to the San Diego Convention Center, Hall H, and the Indigo Ballroom at the Hilton San Diego Bayfront Hotel, you will encounter gates with a "SCAN HERE" indicator near the top of the gate. All you need to do is tap your badge briefly to the indicator. When you do, you'll get a green light that indicates you've been validated and are okay to enter. When you leave, you MUST tap your badge out so you may re-enter when you return.

**It is important to remember to tap your badge when you leave, or you could be denied re-entry!** If you forget to tap out or if you experience an issue with your RFID badge, please visit one of our RFID Badge Help Desks located in Lobby A, D, and G of the San Diego Convention Center or visit Badge Solutions in the Registration Area located upstairs in the Sails Pavilion. Remember, to resolve a badging issue, you will need a photo ID to validate that you are the badge holder of record.

**Always wear your badge and hang on to it!** You will need your badge to attend any Comic-Con function, including all daytime and nighttime panels and events at the San Diego Convention Center and other program and event locations around downtown (including the Marriott, Hilton, Hyatt, and Omni hotels, plus the San Diego Central Library and of course, browsing or shopping in the Exhibit Hall. Keep your badge visible so guards do not stop you. If you're asked to show

your badge and photo ID, please do so. **Badges are nontransferable. Please do not give your badge to a friend or to people outside the Convention Center when you leave Comic-Con.** Security will perform random ID checks throughout the convention, so make sure the name on your badge matches your photo ID!

A complete Comic-Con 2023 badge is made up of two pieces only: **the plastic badge holder with an RFID sticker attached and your daily or 4-Day paper name badge(s).** You must wear and display your complete badge at all times while on-site at any official Comic-Con event.

**Your badge is considered invalid if it is missing a paper name badge or the plastic holder with an attached RFID sticker.**

Anyone with damaged or tampered with badges/RFID stickers will not be allowed access to the San Diego Convention Center. If your RFID sticker is damaged, or has been removed, please bring your badge confirmation, damaged badge/sticker, and a valid photo ID to the Badge Solutions Desk in the Sails Pavilion when you arrive on-site.

## STUDIO OR EXHIBITOR SIGNINGS AND MERCHANDISE TIME SLOTS

The online Exclusives Portal was designed to help decrease the time spent waiting in line for ticketed exclusives, and increase the time available for doing the things you love!

If you were selected to participate in a studio or exhibitor exclusive signing or an exclusive merchandise purchasing time slot,

please refer to your selection confirmation for details on where to pick up your wristband or item.

Fans that were selected online must read their selection confirmation for detailed redemption details (where to go, when to go, and what to bring).

**CELEBRATE THE MAGIC OF COMIC-CON ALL YEAR ROUND!**

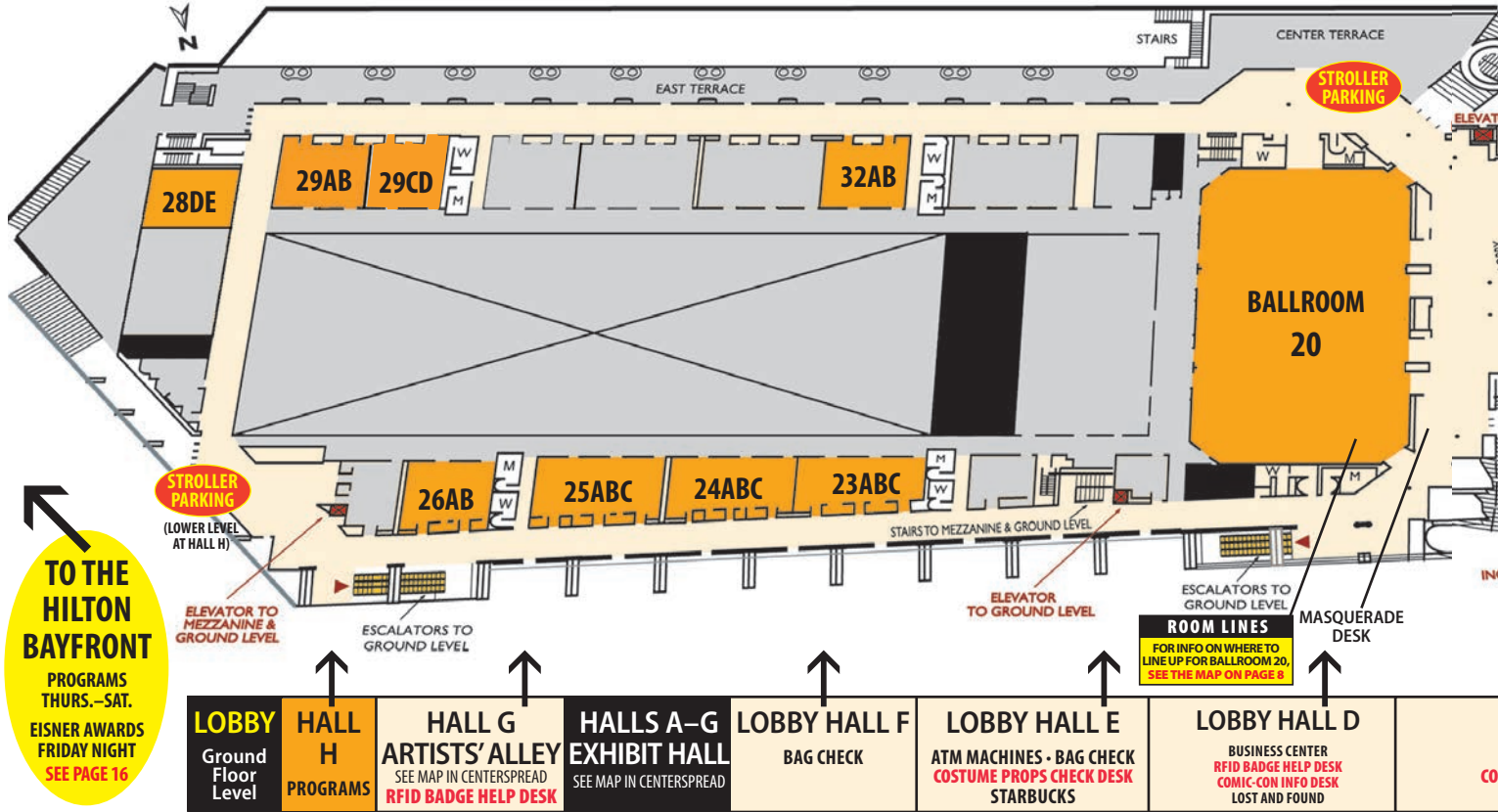
**COMIC-CON**  **MUSEUM**

**Visit Booth #1714 for Complete Details!**

# CONVENTION CENTER UPPER LEVEL ROOMS 20 THROUGH 32 • LOBBY LEVEL HALLS H • G • F • E • D

**ROOM LINES**  
ON THIS SIDE OF THE BUILDING LINE UP IN FRONT OF THE ROOMS

## CONVENTION CENTER UPPER LEVEL



**TO THE HILTON BAYFRONT**  
PROGRAMS THURS.-SAT.  
EISNER AWARDS FRIDAY NIGHT  
SEE PAGE 16

**TO THE LIBRARY**  
330 Park Blvd.  
Educational Programs & Podcast/Web Series  
USE THE PEDESTRIAN BRIDGE BY THE HILTON  
SEE PAGE 20

**TO THE OMNI SAN DIEGO**  
675 L Street  
SEE PAGE 22

SEE THE CENTERSPREAD MAP FOR EXACT LOCATIONS

SHUTTLE INFO DESK ON FRONT DRIVE

### PICK UP AND DOWNLOAD OUR FREE PUBLICATIONS!



**EVENTS GUIDE**  
AVAILABLE IN THE SAILS PAVILION



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**DAILY NEWSLETTER**  
DOWNLOAD ON COMIC-CON.ORG



**ANIME GUIDE**  
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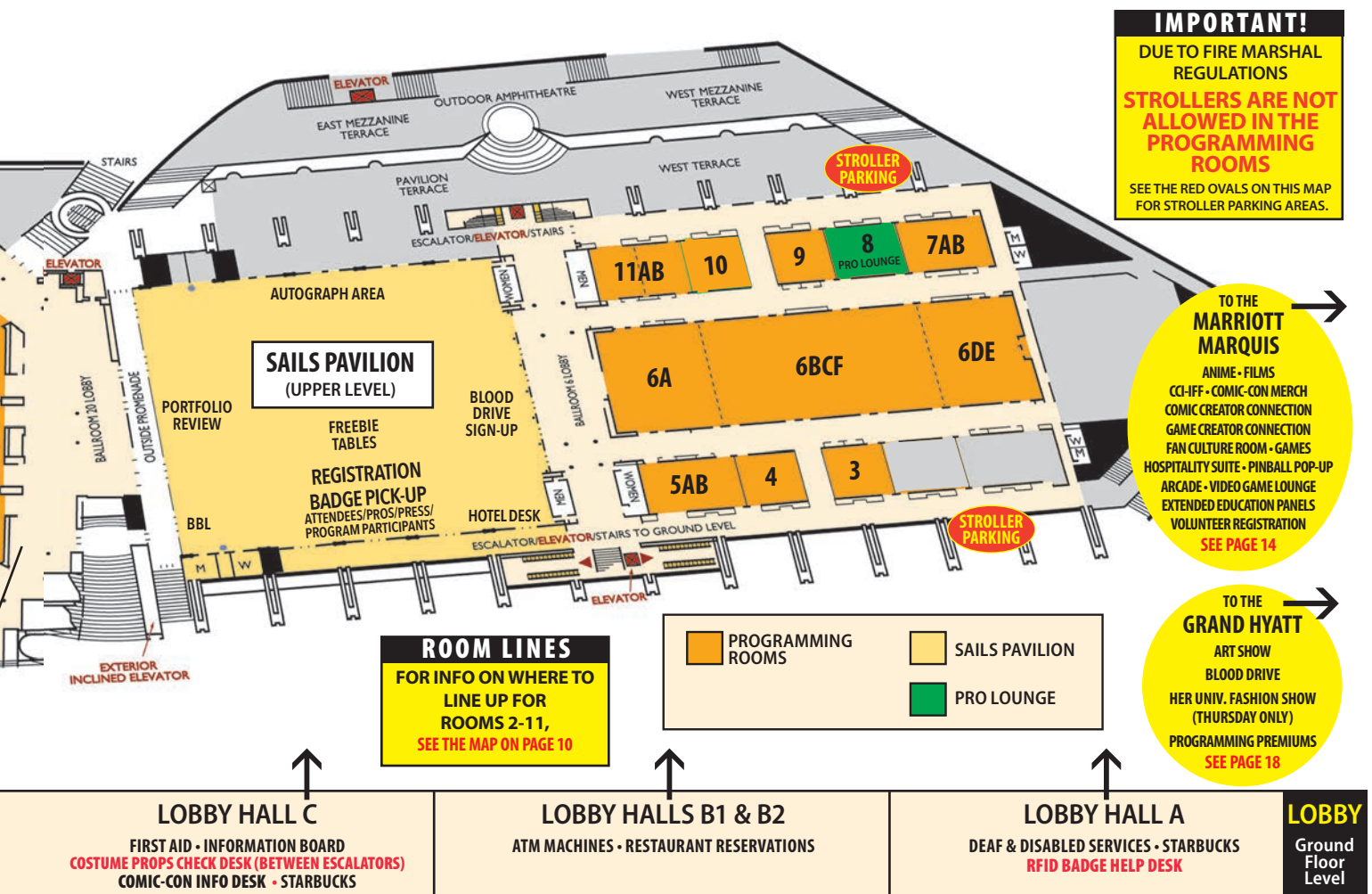
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# CONVENTION CENTER

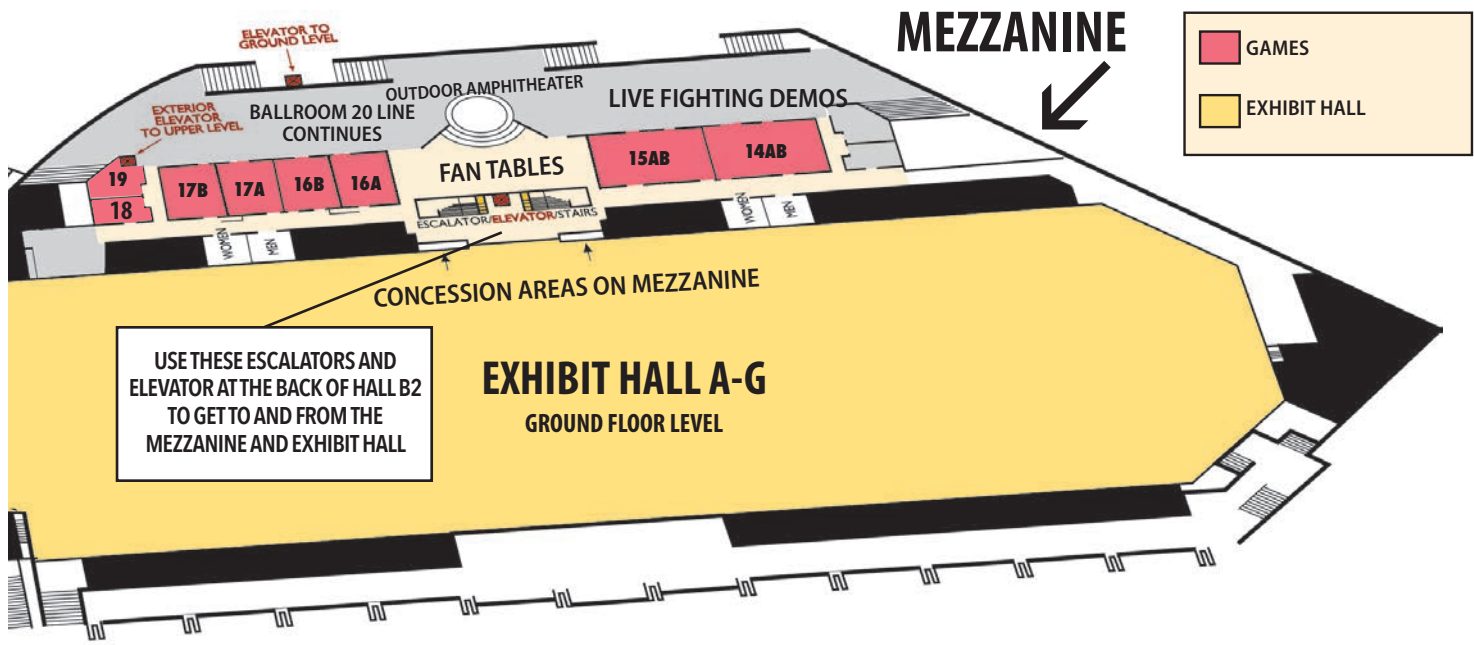
UPPER LEVEL ROOMS 3 THROUGH 11 • SAILS PAVILION • MEZZANINE  
LOBBY LEVEL HALLS A • B1 • B2 • C



**IMPORTANT!**  
 DUE TO FIRE MARSHAL REGULATIONS  
**STROLLERS ARE NOT ALLOWED IN THE PROGRAMMING ROOMS**  
 SEE THE RED OVALS ON THIS MAP FOR STROLLER PARKING AREAS.

SEE THE CENTERSPREAD MAP FOR EXACT LOCATIONS

SHUTTLE INFO DESK ON FRONT DRIVE



## Hall H First-Seating Wristbands and Guidelines

Hate waiting in line? We do too! To help you manage your valuable time at Comic-Con and to discourage line cutting, the First-Seating (formerly Toucan Tracker) wristbands will be returning to Hall H for 2023!

First Seating wristbands give attendees flexibility based upon their priorities at Comic-Con. If you wish to get a front section seat in Hall H, you are welcome to wait in line overnight once you receive your First-Seating wristband. If seat placement is not a priority to you, First-Seating wristbands allow you to reserve general seating in Hall H and come back in the morning. First Seating wristbands are essentially a way for you to know that you have a seat in Hall H, whether you are physically in line or not!

For safety reasons we cannot allow anyone to line up until all tents, canopies, stanchions, delineators, and more are completed at the event. This includes all adjacent areas to the Park, the Embarcadero, and other areas as well. There is to be absolutely no waiting nearby for the work to be completed. We estimate that all work and setup will be completed by Wednesday, July 19, however this timeframe is not guaranteed.

### SO HOW DO THEY WORK?

First-Seating wristbands will be given out the night before, for the next day's first Hall H panel. Please note: you must have a valid badge for the day listed on the wristband being distributed. For example, Saturday morning's First-Seating wristbands will be given out on Friday night, and those receiving them must have a valid badge for Saturday. After verifying your badge, you will receive a First-Seating wristband that must be securely attached to your wrist.

Once you receive your First-Seating wristband, you have three options:

1. You may leave, get a good night's rest, and return to the end of the wristbanded line **before 7:30 am**. Please keep in mind that you **must** be there before 7:30 am.
2. You may leave someone to hold your place in line, and return before 7:30 am to meet them. You will be allowed to join them in line as long as you have a matching First-

Seating wristband for your group. If your group wishes to enter together, all members of your group will need to get First-Seating wristbands at the same time, so plan accordingly.

3. You may immediately line up for the following day's first panel in Hall H.

If you decide to leave the line at any point, you may return to the end of the First-Seating wristbanded line prior to 7:30 am and still gain entry to the first panel of the day in Hall H. You do not need to wait overnight! If you return after 7:30 am, you will have to go to the end of the entire Hall H line and may not receive first seating.

**Note: Someone must be present in the line at all times.** You can hold space for yourself and up to 2 other people 13 years old or older, and up to 2 additional children 12 years old or under with a Child badge. Children must be badged to enter Hall H, please see our Child Badge policy (<https://comic-con.org/ci/child-badge-policy-0>) for more information.

**Please note:** as above, all persons in your group must have a valid badge for the day listed on the wristband being distributed. All persons in group **MUST** be present when First-Seating wristbands are distributed. First-Seating wristbands will be placed on the wrist of the wearer, and no additional wristbands will be handed out.

*In an effort to accommodate as many people as possible with the least amount of impact for all, please follow the rules below:*

- Camping is not allowed.
- Absolutely no tents, canopies, inflatables, cots, beds, furniture, oversized coolers, space heaters, large fans, large umbrellas, chaise lounges, open flames, or anything of a similar nature of any kind as determined by the Convention Center and the Port.
- You are permitted to have one chair per person of relatively normal size. You may also use a blanket or sleeping bag, provided it is only taking up the space of one person.
- **You cannot leave unattended personal items (chairs, sleeping bags, umbrellas, etc.) as a placeholder in line.** Someone must be present at all times.

### WHERE DO YOU GET THESE FABULOUS FIRST-SEATING WRISTBANDS?

First-Seating wristbands will be distributed at the front of the Next Day Line for Hall H. Distribution times vary by day. Please see the map for the location of the Next Day Line. You will need your Comic-Con 2023 badge or your barcode confirmation to receive a wristband. Be aware that IDs will be checked, and the name on your photo ID must match the barcode confirmation.

### DISTRIBUTION DATES/TIMES

- Wednesday, July 19: First-seating wristband distribution for Thursday panels in Hall H will begin at 8:00 pm in the general Hall H line in Plaza Park.
- Thursday, July 20: First-seating wristband distribution for Friday panels in Hall H will begin at 7:30 pm at the front of the Next Day Line.
- Friday, July 21: First-seating wristband distribution for Saturday panels in Hall H will begin at 7:30 pm at the front of the Next Day Line.

To address front-of-line crowding issues, our Line Staff will begin distributing "line" wristbands to the first portion of the line each day to assist our staff in keeping track of the number of people in line at that time. This "line" wristband alone will not allow access into Hall H, it is only being used to assist our staff in monitoring the front of the line and will be replaced with the First-Seating Wristband as they are distributed in the evening. These "line" wristbands will allow the wearer to save space for up to an additional 2 people as described above, until the First-Seating wristbands are distributed.

Remember, you do not need to wait in line overnight to receive first seating. Your First-Seating wristband ensures first seating for the first panel of the day in Hall H. You are welcome to have someone hold your place in line or simply return to the end of the wristbanded line prior to 7:30 am.

Wristbands will only be used for the first panel of the day in Hall H. Once the wristband line has been let into the hall, individuals without wristbands will be allowed to enter.

### WHAT ABOUT THE ADA HALL H NEXT DAY LINE?

We're glad you asked! The ADA Hall H Next Day line will also have First-Seating wristbands. Please visit the Deaf and Disabled



# HALL H ENTRANCES/EXITS AND PLAZA PARK LINE

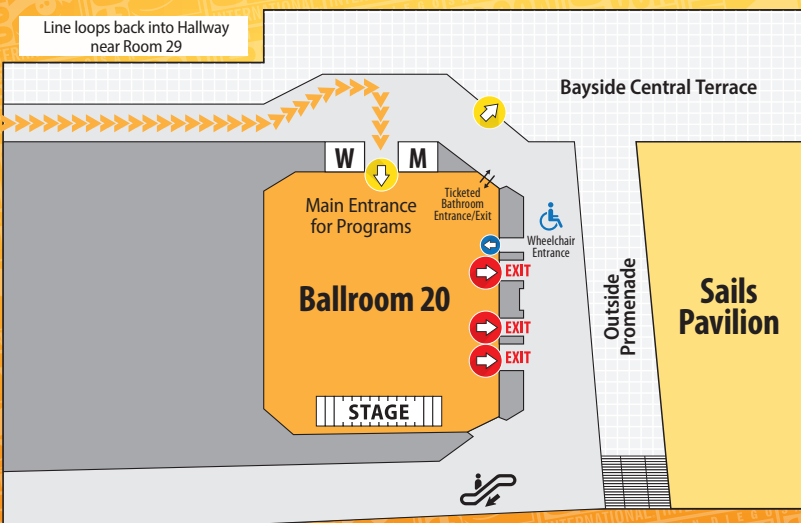
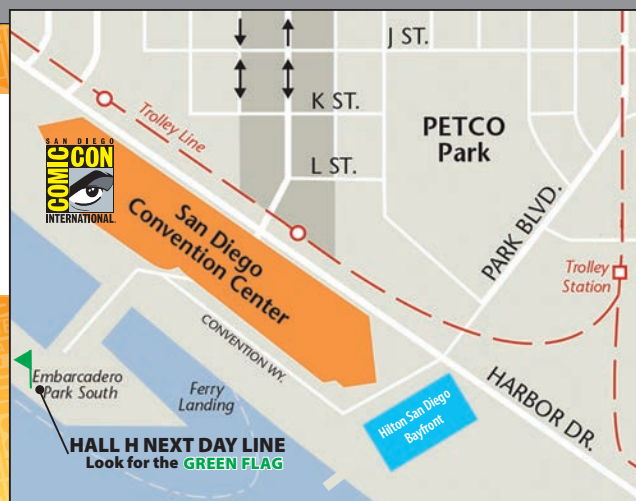
services in Lobby A for detailed information about ADA First-Seating wristbanding.

## THE FINE PRINT:

*First-Seating wristbands are issued such that the wristband holder will be eligible for first seating for Hall H on the day listed on their First-Seating wristband (barring any unforeseen circumstances). We anticipate that all holders of First-Seating wristbands will be able to get seating for Hall H if you follow the guidelines above. Comic-Con reserves the right to refuse entry to any person for any reason.*

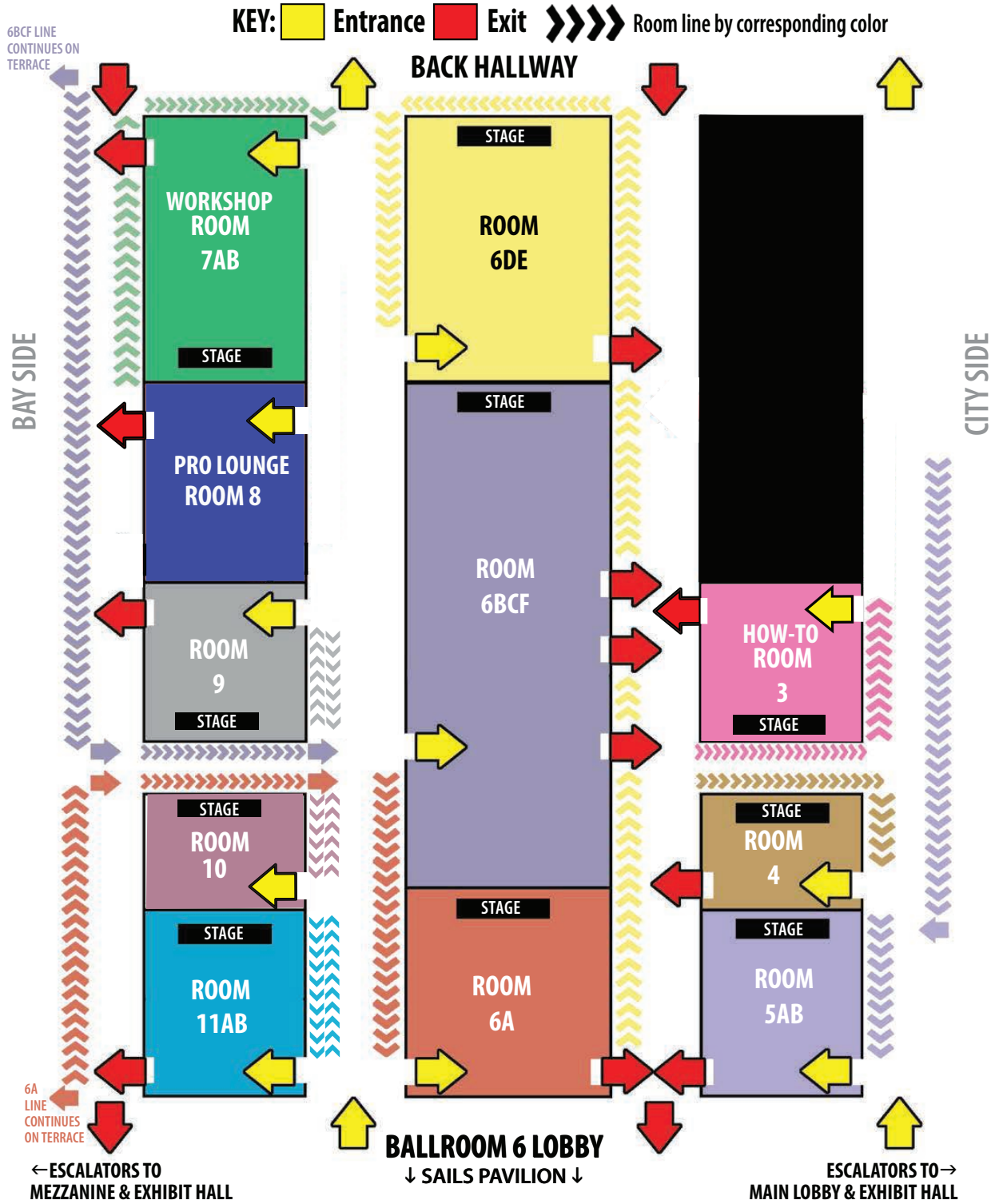
*First-Seating wristbands cannot be traded or sold. By receiving a wristband, you agree not to sell, trade, transfer, or share your wristband. In the event that San Diego Comic Convention/Comic-Con International (SDCC) determines that you have violated this policy, SDCC has the right to cancel your badge(s) with no refund.*

*Comic-Con reserves the right to change times or procedures for distributing any wristbands for any reason. Safety concerns, and requests from the Convention Center, the Fire Marshal, Police, City, or Port may require we change these published plans.*



## BALLROOM 20 ENTRANCES/EXITS AND LINES

# CONVENTION CENTER UPPER LEVEL • ROOMS 3–11





# DOWNTOWN SAN DIEGO SHUTTLE STOPS MAP

**YOU MUST BE AN OFFICIAL BADGE MEMBER TO USE THE SHUTTLE BUS SERVICE**

Please note that Harbor Drive, between Park Blvd and 1<sup>st</sup> Avenue will be closed at the following times: Wednesday, July 19<sup>th</sup> 2:00 p.m. – 10:00 p.m. Thursday, July 20<sup>th</sup> 7:00 a.m. – 8:00 p.m. | Friday, July 21<sup>st</sup> 7:00 a.m. – 9:00 p.m. | Saturday, July 22<sup>nd</sup> 7:00 a.m. – 9:00 p.m. | Sunday, July 23<sup>rd</sup> 7:00 a.m. – 7:00 p.m.

MAP KEY	ROUTE
1. AC HOTEL SAN DIEGO	WALKING
2. ANDAZ SAN DIEGO	BLUE ♦
3. BAY CLUB HOTEL AND MARINA	TEAL
4. BEST WESTERN PLUS BAYSIDE INN	PINK
5. BEST WESTERN ISLAND PALMS HOTEL AND MARINA	TEAL
6. CARTE' HOTEL	PINK ♦
7. COURTYARD BY MARRIOTT SAN DIEGO AIRPORT/LIBERTY STATION	TEAL
8. COURTYARD BY MARRIOTT SAN DIEGO DOWNTOWN	BLUE
9. COURTYARD SAN DIEGO GASLAMP / CONVENTION CENTER	WALKING
10. COURTYARD SAN DIEGO MISSION VALLEY	RED ♦
11. DAYS INN SAN DIEGO HOTEL CIRCLE   NEAR SEAWORLD	RED
12. DOUBLETREE BY HILTON SAN DIEGO HOTEL CIRCLE	RED
13. DOUBLETREE DOWNTOWN SAN DIEGO	PINK
14. DOUBLETREE BY HILTON SAN DIEGO MISSION VALLEY	PURPLE
15. EMBASSY SUITES SAN DIEGO BAY	WALKING
16. FOUR POINTS BY SHERATON SAN DIEGO LITTLE ITALY	PINK ♦
17. HAMPTON INN SAN DIEGO DOWNTOWN	PINK
18. HANDLERY HOTEL SAN DIEGO	RED
19. HARD ROCK HOTEL SAN DIEGO	WALKING
20. HILTON GARDEN INN SAN DIEGO DOWNTOWN / BAYSIDE	PINK ♦

MAP KEY	ROUTE
21. HILTON SAN DIEGO AIRPORT HARBOR ISLAND	YELLOW
22. HILTON SAN DIEGO BAYFRONT	WALKING
23. HILTON SAN DIEGO GASLAMP QUARTER	WALKING
24. HILTON SAN DIEGO MISSION VALLEY	PURPLE
25. HOLIDAY INN SAN DIEGO BAYSIDE	TEAL
26. HOTEL INDIGO SAN DIEGO GASLAMP	WALKING
27. HOTEL REPUBLIC	BLUE ♦
28. HUMPHREYS HALF MOON INN AND SUITES	TEAL
29. INTERCONTINENTAL SAN DIEGO	PINK
30. KIMPTON ALMA HOTEL	BLUE ♦
31. KONA KAI RESORT SPA AND MARINA	TEAL
32. MANCHESTER GRAND HYATT	WALKING
33. MARGARITAVILLE HOTEL	WALKING
34. MOXY SAN DIEGO GASLAMP	BLUE ♦
35. OMNI SAN DIEGO HOTEL	WALKING
36. ONE AMERICA PLAZA / AMTRAK / COASTER	BLUE ♦
37. PALIHOTEL SAN DIEGO	BLUE ♦
38. PENDRY SAN DIEGO	WALKING
39. RESIDENCE INN DOWNTOWN SAN DIEGO	PINK
40. RESIDENCE INN GASLAMP QUARTER	WALKING

MAP KEY	ROUTE
41. RESIDENCE INN SAN DIEGO DOWNTOWN BAYFRONT	PINK
42. SAN DIEGO MARRIOTT GASLAMP QUARTER	WALKING
43. SAN DIEGO MARRIOTT MARQUIS AND MARINA	WALKING
44. SAN DIEGO MARRIOTT MISSION VALLEY	PURPLE
45. SHERATON SAN DIEGO HOTEL AND MARINA   BAY TOWER	YELLOW
46. SHERATON SAN DIEGO HOTEL AND MARINA   MARINA TOWER	YELLOW
47. SHERATON SAN DIEGO MISSION VALLEY	PURPLE
48. SPRINGHILL SUITES SAN DIEGO DOWNTOWN BAYFRONT	PINK
49. SPRINGHILL SUITES SAN DIEGO MISSION VALLEY	PURPLE
50. THE GUILD HOTEL SAN DIEGO	BLUE ♦
51. THE SOFIA HOTEL	BLUE ♦
52. THE US GRANT SAN DIEGO	BLUE ♦
53. THE WESTGATE HOTEL	BLUE
54. TOWN & COUNTRY RESORT	RED
55. WESTIN GASLAMP QUARTER	WALKING
56. WESTIN SAN DIEGO	BLUE
57. WYNDHAM SAN DIEGO BAYSIDE	PINK
58. SAN DIEGO CONVENTION CENTER	WALKING
59. PETCO PARK SHUTTLE STAND	WALKING
60. COMIC CON MUSEUM, YELLOW & TEAL ROUTE PICK UP & DROP OFF AREA	WALKING
61. COMIC CON MUSEUM - MUSEUM TICKET REQUIRE FOR ENTRY	WALKING

① WALKING HOTELS ♦ SHARED PICKUP LOCATION. SEE REVERSE SIDE.  
 ① OFFICIAL SHUTTLE STOP ② SHARED PICKUP LOCATION



YOU MUST BE AN OFFICIAL BADGE MEMBER TO USE THE SHUTTLE BUS SERVICE



Attendees with impaired mobility who require special transportation should make advance arrangements with the SEAT Planners' ADA shuttle supervisor by calling (619) 510-6383 during shuttle hours or visit the ADA Shuttle Information Desk Located at Hall A driveway

Subject to change and traffic conditions

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Shuttle Information

619-921-0307

Subject to change and traffic conditions • For shuttle information, call (619) 921-0307 • www.seatplanners.com



# OFFICIAL MERC



EVENT 2 HIT TEE  
**\$34.99**



COMIC BOOK TEE  
**\$34.99**



GRADIENT CIRCLE LOGO  
**\$34.99**



SPIRIT JERSEY  
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SUPER HERO TEE  
**\$34.99**



SKATEBOARD TOUCAN TEE  
**\$34.99**



90'S EVENT HOOD  
**\$79.99**



COMIC CON WAVE TEE  
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OFFICIAL ART TEE  
**\$34.99**



POW TEE  
**\$39.99**



BASEBALL JERSEY  
**\$119.99**



TOUCAN BUTTON UP  
**\$99.99**



# AL COMIC CON® RCHANDISE



TOUCAN DAD HAT  
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POP ART SOCKS  
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CLEAR BAG  
**\$19.99**



SILI SHOT GLASS  
**\$9.99**



COMIC CON MUG  
**\$24.99**



COMIC CON TUMBLER  
**\$34.99**



TOUCAN PIN  
**\$9.99**



3PK DECAL SET  
**\$9.99**

## SHOP THE FULL COLLECTION

Marriott Marquis San Diego  
Pacific Ballroom 23

[www.comic-con.shop](http://www.comic-con.shop)

# MARRIOTT MARQUIS SAN DIEGO PROGRAMS & EVENTS



## LOCATED ON HARBOR DR.

Adjacent to the Convention Center on the Hall A side

**WEAR YOUR COMIC-CON BADGE TO GET IN**

The **Marriott Marquis San Diego** is located directly adjacent to the San Diego Convention Center (next to the Hall A side). Spread out over two buildings, the **Marriott Marquis Hotel** and **Marriott Marquis Facility** will play host to even more Comic-Con programming and events. These panels and activities will be open to Comic-Con attendees, so make sure to bring your badge when you head over!

### HOTEL AREAS:

The **Marina D Ballroom** is in the South Tower on level three; this special room is packed with informative and inspiring programming for individuals seeking careers in comics, the arts, or the gaming industry! Whether you are looking to hone your skills or seeking out a co-creator, the Marina D Ballroom has you covered.

**Comic Creator Connection:** Join in on “creator speed dating” as participants are paired up in groups of writers and artists and given five minutes to pitch their ideas to one another. After that five minutes is up, you’ll meet a new person and start all over again. This is a fantastic opportunity to meet some great new friends... and potential

collaborators! Sign-ups for this event were taken in advance, but there may be space available on the day of the event.

**Gaming Creator Connection:** Industry professionals are here to offer advice and one-

on-one assistance with your gaming industry questions. Whether you’ve got an idea and need to figure out your next step, looking to flesh out a business plan, or want to go over your digital portfolio, take this chance to sit with industry professionals and gain insight to what it takes to develop and expand your career in today’s market. Sign-ups for this event were taken in advance but there may be space available on the day of the event.

Also featured in the **Marina D Ballroom** are

the **Industry and Community Advisory for Comic-Con Museum Education**, **The Writers Coffeehouse**, a “pitch sesh” with **ROKIT Studios**, a **Mixer for Creators**, the **Creators Assemble Networking Event**, and the long-running panel, **The Secret Origin of Good Readers**.

**See the full listing of programs for the Marina D Ballroom and all Marriott Marquis events on the Programming Grids starting on page 29.**

**Volunteer Registration** can be found in the **Marina Ballroom (Rooms E-G)** on Level 3.

### FACILITY AREAS:

**Pacific Ballroom:** Located on the Lower Level (Street Level) of the Marriott Marquis, the Pacific Ballroom is where you’ll find two separate gaming areas as well as a spot to pick up your official Comic-Con merchandise.

The **Pinball Pop-Up Arcade (Pacific Ballroom 14-16)**, will include all of the latest Stern Pinball machines featuring the award-winning Insider Connected platform. Both casual and serious players are encouraged to stop by the Pop-up Arcade to hang out, relax, earn achievements, high scores and enjoy endless hours of free pinball play. Registration for Insider Connected is available at [insider.sternpinball.com/](http://insider.sternpinball.com/). Players can register at a connected game by scanning a QR code or at the Stern Pinball website. Once a player registers, they are issued a unique QR Code that can be used to identify that player at any connected Stern pinball machine anywhere in the world. When a player logs into the machine, they can track progress, earn new game specific achievements, engage with the player community, and participate in promotions and Challenge Quests.

The **Comic-Con Games Area (Pacific Ballroom 21-22)**, as well as the Mezzanine level at the Convention Center, is where attendees can

access a complete games experience including board, card, and dice games, new and classic role-playing games, and LARPs. There are tournaments, demos, and a huge free game library!

**Comic-Con Merch (Pacific Ballroom 23-26)** is the spot to pick up this year’s exclusive merchandise available only at Comic-Con. T-shirts and much more are available here.

**Grand Ballroom:** The Upper Level features the largest variety of programs. Two more programming rooms are located here, including **Programming (Grand 12 & 13)** and the **Fan Culture Programs (Grand 10 & 11)**. You can also catch a break at the **Hospitality Suite (Grand 8 & 9)**. If watching movies is your thing, the **Films room (Grand 5)** and the ever-popular **CCI-IFF (Grand 6)** can all be found in this area.

The **Anime rooms (Grand 1, 2, 3, & 4)** offers a continually changing lineup of anime for your viewing pleasure.

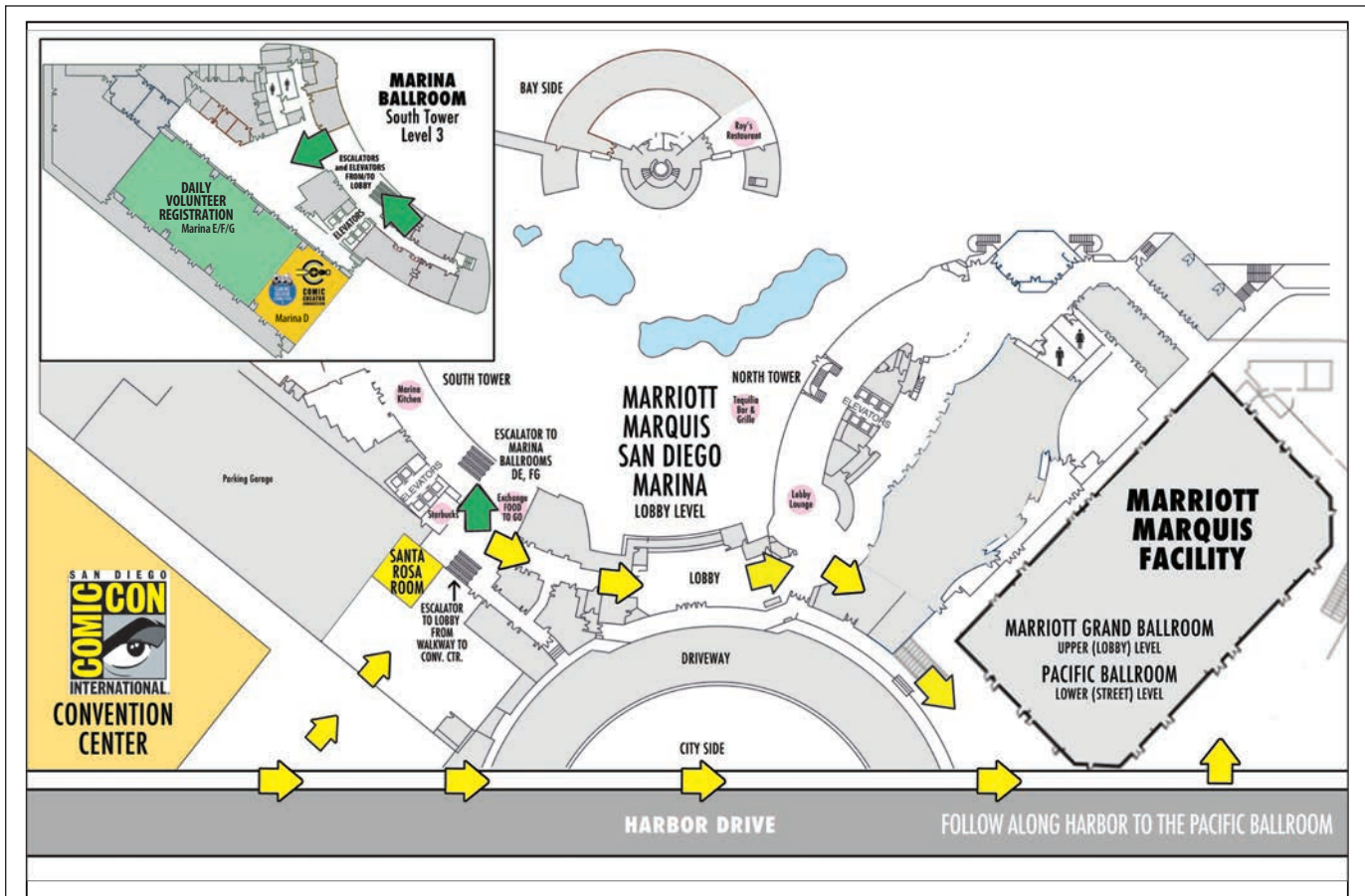
The **Video Game Lounge (Pacific Ballroom 17-19)** features organized video game tournaments which will be run five times a day utilizing over 70 PC gaming stations. In addition to competitive games like Fortnite, Rocket League, Brawlhalla, Call of Duty and Apex Legends, attendees can sit down and play games on Xbox GamePass. Casters **Bryan Hollis** and **Leo Silverman** will call the action from on stage as giant screens highlight the tournament action. Be sure to check it out to sit down, relax, get your game on and win some cool prizes and swag.

**Immutable Games** is showcasing a pair of future titles exclusively for Comic-Con fans. **Studio 369** brings its futuristic multiplayer battle game **MetalCore** to San Diego, offering a variety of combat in and out of Mechs. Developer **Bazooka Tango** brings its multiplayer collectible tactics game **Shardbound** to fantasy fans. Look to score free swag from both games as well.

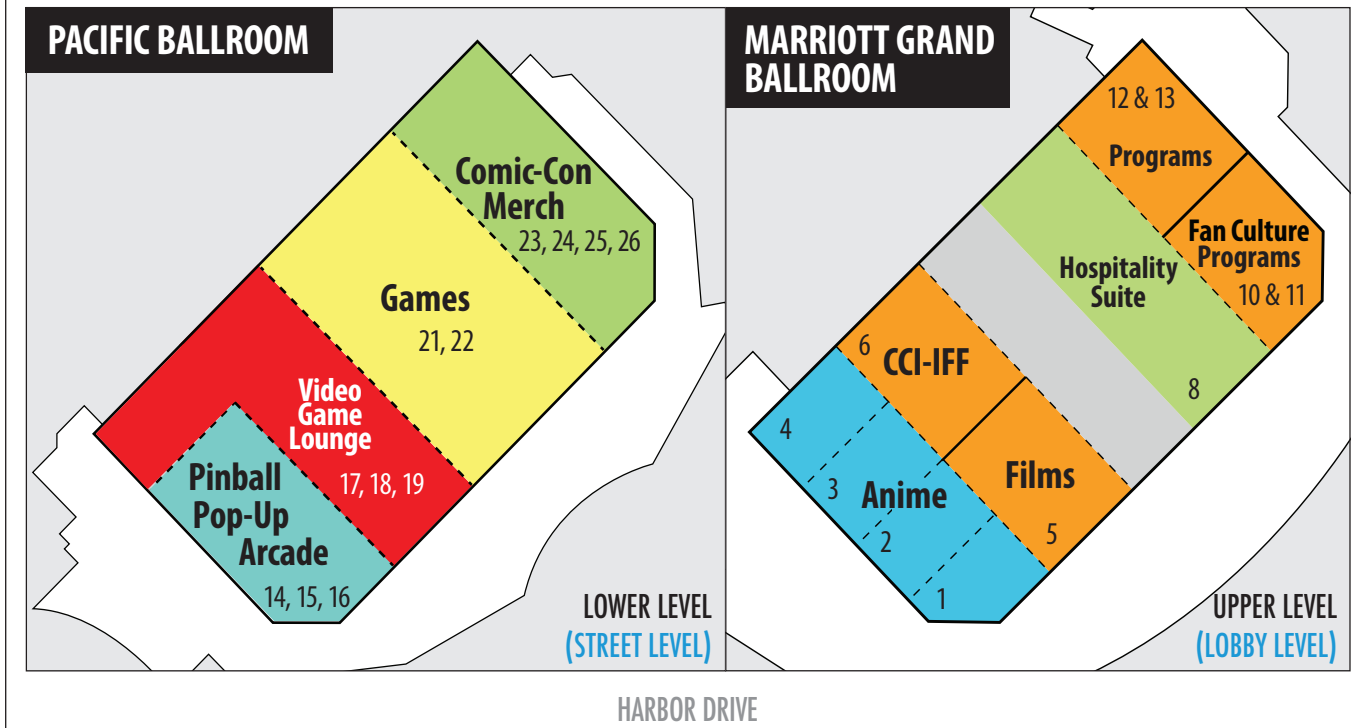




# MARRIOTT MARQUIS SAN DIEGO MARINA MAPS



## MARRIOTT MARQUIS FACILITY





# HILTON SAN DIEGO BAYFRONT PROGRAMS & EVENTS

## ON PARK BLVD.

Opposite the Convention Center  
on the Hall H side

**WEAR YOUR COMIC-CON BADGE  
FOR PANEL ADMITTANCE**

*(space permitting)*

## PROGRAMS AVAILABLE THURSDAY THROUGH SATURDAY

Located next to the Convention Center is the scenic and luxurious Hilton Bayfront Hotel. Within the hotel is the Indigo Ballroom, where you'll find panels about fan favorite topics such as comics, music, television, film, and the ever popular all-day animation slate on Friday. Programming starts every day as early as 10:00 and goes throughout the day, but refer to the Programming Grids (starting on page 29) for more info.

## WILLEISNER COMIC INDUSTRY AWARDS

Friday night brings the 35th annual **Will Eisner Comic Industry Awards**, the "Oscars" of the comics industry.

Celebrity presenters will be giving out awards for 2022 works in over 30 categories, from Best Continuing Series and Best Graphic Album—New to Best Writer and Best Publication for Kids. The ceremony is open to anyone with a four-day or Friday badge.



- **Indigo Ballroom**
- **Friday: 8:00–10:30 PM**

## NEW THIS YEAR

Don't miss the Eisner Awards Hall of Fame Presentation at the Convention Center at 10:00 Friday morning in room 28DE. Presenters will be honoring 19 individuals from comics' past and present. Hosted by Eisner Awards administrator Jackie Estrada.

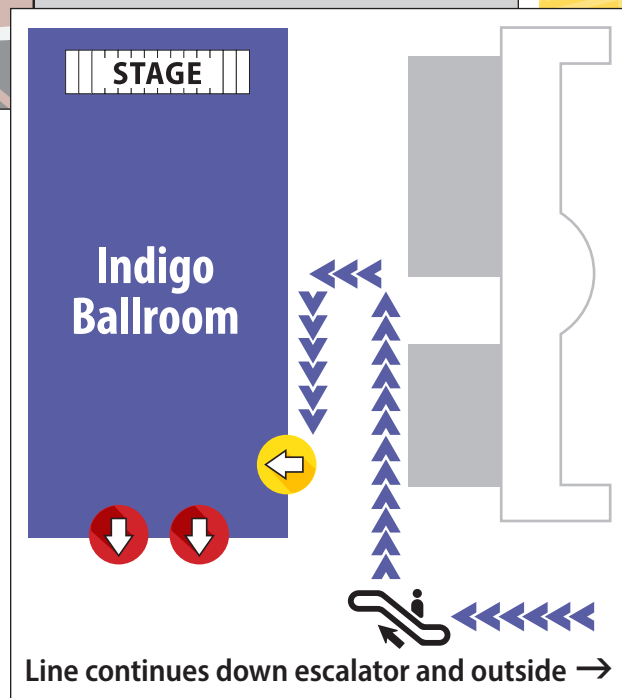
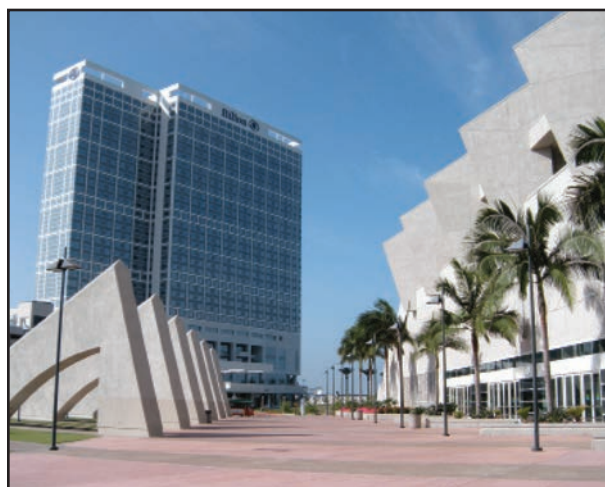




# HILTON SAN DIEGO BAYFRONT MAPS



**KEY:** ■ Entrance ■ Exit



# MANCHESTER GRAND HYATT PROGRAMS & EVENTS

## ON HARBOR DRIVE

North of the Marriott Marquis  
and Convention Center

CORNER OF HARBOR DRIVE AND MARKET STREET

**HARBOR TOWER**  
(Nearest to the Convention Center)

**SEAPORT  
TOWER**



## PROGRAMS AVAILABLE THURSDAY THROUGH SUNDAY

On Harbor Drive you'll find the Manchester Grand Hyatt, home to some of Comic-Con's annual events. Please note that your attendee badge is required for entry!

### COMIC-CON/ROBERT A. HEINLEIN BLOOD DRIVE

Community is a big part of Comic-Con and you can do your part and help to save a life by giving of your time and your ichor. The annual **Comic-Con International/Robert A. Heinlein Blood Drive** is the spot for you to help donate to a very worthy cause, supporting the continuing efforts of the San Diego Blood Bank. Donors also receive goodie bags, a special *Thor: Love and Thunder* T-shirt, and have access to special prizes, and much more. This event lasts through the duration of the show, but you'll need to register at the **Blood Drive Desk in the Sails Pavilion**, located on the upper level of the Convention Center.

**Coronado Ballroom • Fourth Level**

**Wednesday–Saturday: 9:00 AM–6:00 PM**

**Sunday: 9:00 AM–3:30 PM**

*Register at the Blood Drive Desk in the Sails Pavilion at the San Diego Convention Center*

### PROGRAM PREMIUMS ROOM

Did you receive a ticket in a programming room for a special giveaway? Head on over to the Program Premiums room to pick it up. Redeem your ticket here for some awesome swag!

**Grand Hall AB • Lobby Level**

**Thursday–Saturday: 10:00 AM–8:00 PM**

**Sunday: 10:00 AM–6:00 PM**

### ART SHOW

The **Art Show** showcases works using all kinds of media from a number of creators, both amateur and professional. These pieces are available for purchase if you want to add something to your collection, but you must be over the age of 18 with proper identification. In this room you'll also find the comics and books nominated for this year's **Will Eisner Comic Industry Awards**.

**Grand Hall CD • Lobby Level**

**Thursday: 11:00 AM–8:00 PM • Friday: 9:00 AM–8:00 PM**

**Saturday: 9:00 AM–6:00 PM • Sunday: 9:00 AM–6:00 PM**

### HER UNIVERSE FASHION SHOW

The **Her Universe Fashion Show**, which takes place on Thursday at 6:00 pm in the Harbor Ballroom, will have 25 designers competing for the chance to design a Her Universe fashion collection. Don't miss this one-of-a-kind geek couture runway!

**Harbor Ballroom • Second Level**

**Thursday 6:00 PM**



# MANCHESTER GRAND HYATT MAPS

## Fourth Level

HARBOR TOWER

SEAPORT TOWER

**BLOOD DRIVE**  
CORONADO BALLROOM

Visit the Blood Drive Info Desk in the Sails Pavilion on the Upper Level of the Convention Center to register

## Second Level

HARBOR TOWER

SEAPORT TOWER

**HER UNIVERSE FASHION SHOW**  
(Thursday 6:00 PM)  
HARBOR BALLROOM

## Lobby Level

HARBOR TOWER

SEAPORT TOWER

SEAPORT VILLAGE SIDE

GRAND HALL

**PROGRAM PREMIUMS**  
GRAND HALL AB

**ART SHOW**  
GRAND HALL CD

If you were given a ticket in one of the programs, bring it to the PROGRAM PREMIUMS ROOM in Grand Hall AB to redeem for your free item! (Enter Seaport Village side)

FRONT DESK

CONVENTION CENTER

MAIN ENTRANCE

# SAN DIEGO CENTRAL LIBRARY PROGRAMS



## SAN DIEGO CENTRAL LIBRARY PROGRAMS AND EVENTS

Comic-Con's expanded campus once again includes the San Diego Central Library. This state-of-the-art location will be home to two panel rooms, which will run specific programming tracks featuring targeted content.

### EDUCATION PROGRAMS

Comic-Con's multi-day **Comic-Con Conference for Educators and Librarians** (CCEL) brings together industry professionals, providing immersive workshops and enlightening discussions that delve into the boundless potential of comics as a medium for inspiration and personal growth in the fields of education and library science.

The Comic-Con Conference for Educators and Librarians 2023 is, a FREE five-day event located at the downtown San Diego Central Library in the **Shiley Special Events Suite on the 9th floor, 330 Park Blvd, San Diego, CA 92101**, from **July 19-23**. Join us as we explore the transformative power of comics in education, featuring engaging panels with educators, librarians, publishers, and more. Discover the latest trends and tools for integrating comics into classrooms, from K-12 to college, at this dynamic conference.

Panels start on Wednesday evening at 4:00 and continue through Sunday.

### PODCAST AND WEB SERIES PROGRAMS

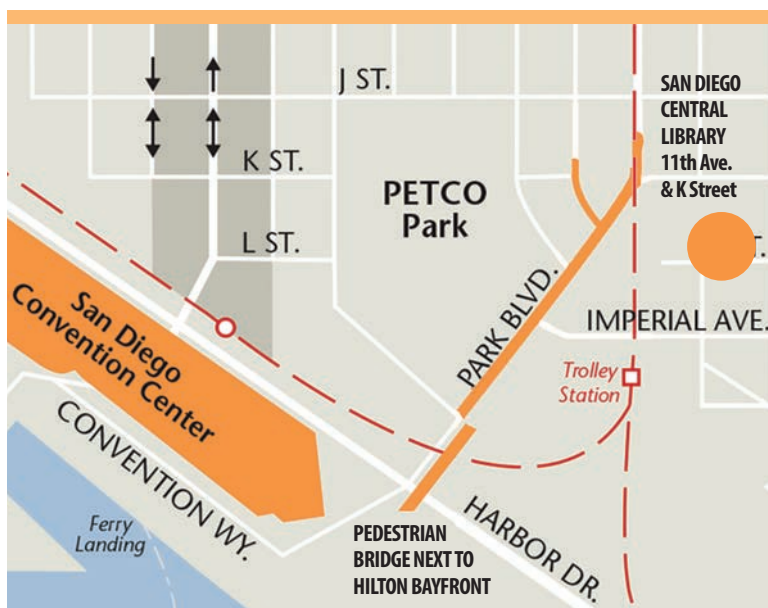
The second track of panels, dedicated to podcasts and web series, will take place in the **Neil Morgan Auditorium**, on the 1st floor of the Library. This state-of-the-art space will feature comic and fandom podcasts and a series of panels devoted to web series from Thursday, July 20 through Saturday, July 22.

Panels start on Thursday at 10:00 and include returning favorites podcasts and YouTube shows, but also include appearances by award-winning authors and comic creators.

### SAN DIEGO CENTRAL LIBRARY LOCATION

The San Diego Central Library's official address is 330 Park Blvd., but the quickest way to get there from the Convention Center is to take the pedestrian bridge next to the Hilton San Diego Bayfront, which exits onto Park Blvd. Walk up to 11th Avenue and make a left and the Library will be front of you. The entrance opposite 11th Ave. and K St. is where the Neil Morgan Auditorium is located. The 330 Park Blvd. entrance is on the opposite side of the building, adjacent to the trolley tracks.

**See the Program Schedule Grids beginning on page 29 for the complete San Diego Central Library schedule.**





# COMIC-CON MUSEUM EVENTS



The newest addition to the world of Comic-Con is the **Comic-Con Museum**, located in Balboa Park at 2131 Pan American Plaza. The Museum currently features *The Animation Academy: From Pencils to Pixels*®, *Cover Story: Five Decades of Comic-Con*, *PAC-MAN Arcade*™, and, opening on July 18: *Excelsior! The Life and Legacy of Stan Lee*, *Crunchyroll's Cowboy Bebop 25th Anniversary Art Exhibition*, and the *My Hero Academia* installation. Visit our website for special programming appearing daily during Comic-Con and for details and tickets.

Comic-Con Museum is open daily: 10:00–5:00  
Purchase tickets at: <http://comic-conmuseum.org>  
or scan the QR code to the right for instant access.



Scheduled events include:

## Thursday, July 20

10:30–2:00 **Cardboard Superheroes Workshop**—Cardboard Superheroes return to Comic-Con Museum for a fun-filled one-day workshop where guests can make and take home their very own cardboard superheroes! *The Conrad C. Prebys Foundation Art Studio*

## Friday, July 22

10:30–1:30 **IF/THEN STEAM Fair**—Fans of all ages will get to try hands-on experiments with IF/THEN STEAM Ambassadors, a group of award-winning professional female scientists whose mission is to increase diversity in STEAM careers. From coding a video game to caring for live animals, visitors will be able to learn about a variety of STEAM pursuits in a hands-on environment. *The Conrad C. Prebys Foundation Art Studio*

11:00–1:15 **IF/THEN STEAM Ambassadors: Career Talks**—Come learn about the career journeys of some of the leading scientists in the United States, who will be giving 15-minute career talks. Attendees will have the opportunity to ask questions about scientific fields, career paths, and the journeys of the speakers. Fields represented include computer science, neuroscience, conservation biology, engineering, archeology, rocket science, geology, and more! *The Conrad C. Prebys Foundation Art Studio*

2:00–4:00 **Chuck Jones Center for Creativity Big Draw Featuring Marvin Martian**—Build your own Martian Maggot paper air rocket, learn to draw Bugs Bunny, and enjoy several more interactive creative experiences for the entire family! *The Conrad C. Prebys Foundation Art Studio*

2:00–4:00 **Hunger Heros Photo Opportunity and Caricaturist**—Don't miss your chance to have your photo taken with our very own Hunger Action Heroes and have your own hero likeness drawn by artist and caricaturist Thom Zahler. *Lower Level Gallery*



## Saturday, July 23

10:30–1:30 **IF/THEN STEAM Fair**  
(See Friday program description)  
*The Conrad C. Prebys Foundation Art Studio*

11:00–1:15 **IF/THEN STEAM Ambassadors: Career Talks**  
(See Friday program description)  
*The Conrad C. Prebys Foundation Art Studio*

## Sunday, July 23

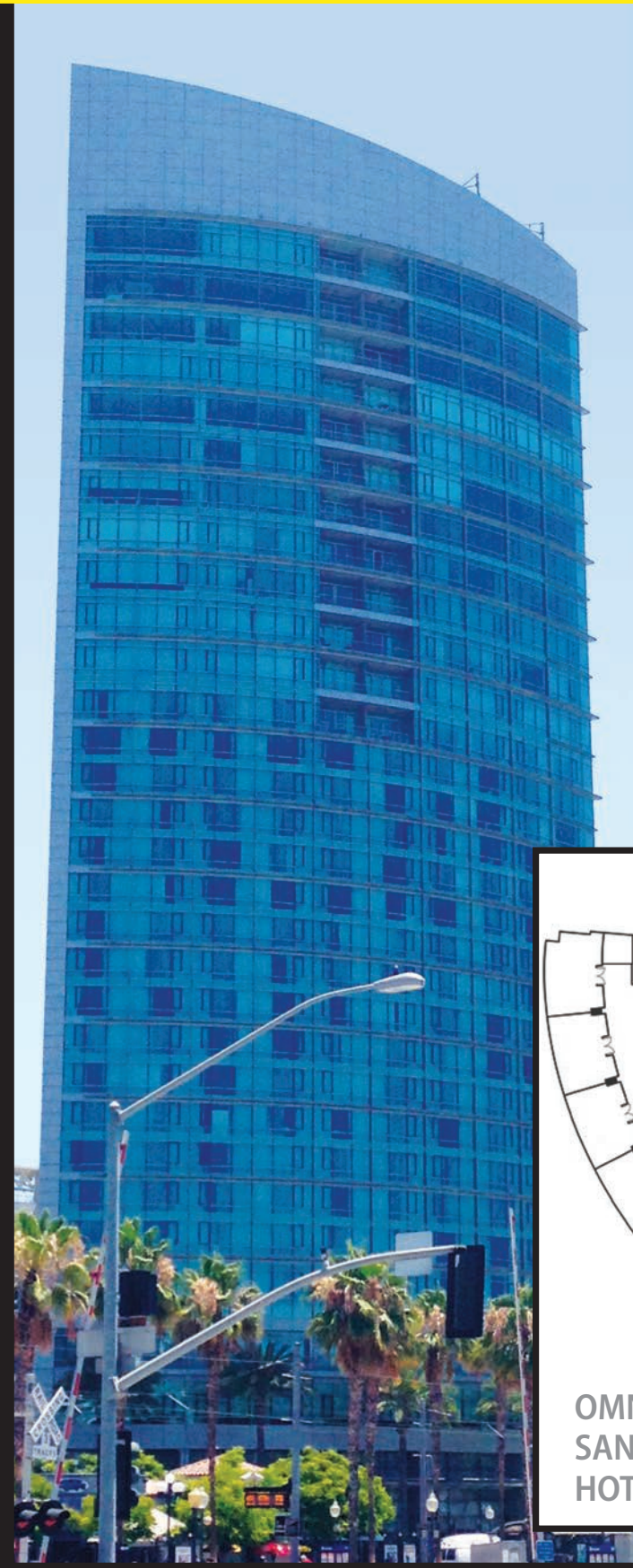
10:30–1:30 **IF/THEN STEAM Fair**  
(See Friday program description)  
*The Conrad C. Prebys Foundation Art Studio*

11:00–1:15 **IF/THEN STEAM Ambassadors: Career Talks**  
(See Friday program description)  
*The Conrad C. Prebys Foundation Art Studio*

1:00–1:45 **Tim Smyth Book Signing**  
*1st Floor Retail Space*

2:00–4:00 **Tim Smyth: Teaching and Learning with Comics**—Author of the Eisner-nominated book *Teaching with Comics and Graphic Novels* will share his insights on using the power of comics to promote literacy. In this workshop, Teachers and parents will learn how to integrate these high-interest and fun ideas to help engage their students and children in an exhibit where attendees of all ages can create their own comics and stories. *The Conrad C. Prebys Foundation Art Studio*

# OMNI SAN DIEGO PROGRAMS & EVENTS



## RPG PLAY THEATER

Prepare for adventure with the San Diego Comic-Con RPG Play Theater! We are excited to announce the return of the live role-playing game theater where people can enjoy live RPG games with master storytellers and celebrated personalities from the tabletop game industry. Join the audience to embark on epic adventures and live tabletop game experiences!. You can find these immersive and entertaining gaming experiences in the **Grand ABC**. Check the programming grid starting on page 29 for event listings.

**Thursday through Saturday: 10:00 AM–7:30 PM**

## EXTENDED PROGRAMMING

Programming is also returning to the Omni in the **Grand DE** from Thursday through Saturday. Be sure to check out the Grid starting on page 29 and the Programming Panel Descriptions in the *Events Guide* to check out this full slate of panels, including content from your favorite creators of comics, books, shows, movies, and more! There will also be some great interactive panels, so be sure to head on over and enjoy all the Omni has to offer during Comic-Con.

**Thursday through Saturday: 10:00 AM–6:00 PM**







# SPECIAL THANKS TO OUR 2023 SPONSORS



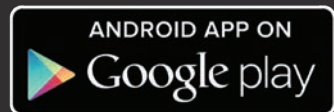
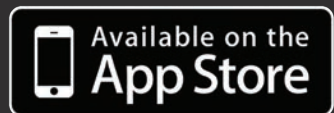
# GET THE OFFICIAL COMIC-CON<sup>®</sup> APP

COMPLETELY UPDATED FOR COMIC-CON 2023!  
The Official Comic-Con App is packed  
with awesome features you won't  
want to miss...

- It's **FREE** on both the App Store and Google Play!
- Automatic updates
- Versions for both tablets and smart phones
- Complete program schedule
- Special guest bios and photos
- Interactive Exhibit Hall map
- Convention Center and hotel maps
- Mark favorite panels, events, guests, and exhibitors
- Links to Comic-Con and WonderCon social media, Toucan blog, and mobile website



DOWNLOAD THE  
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TODAY!



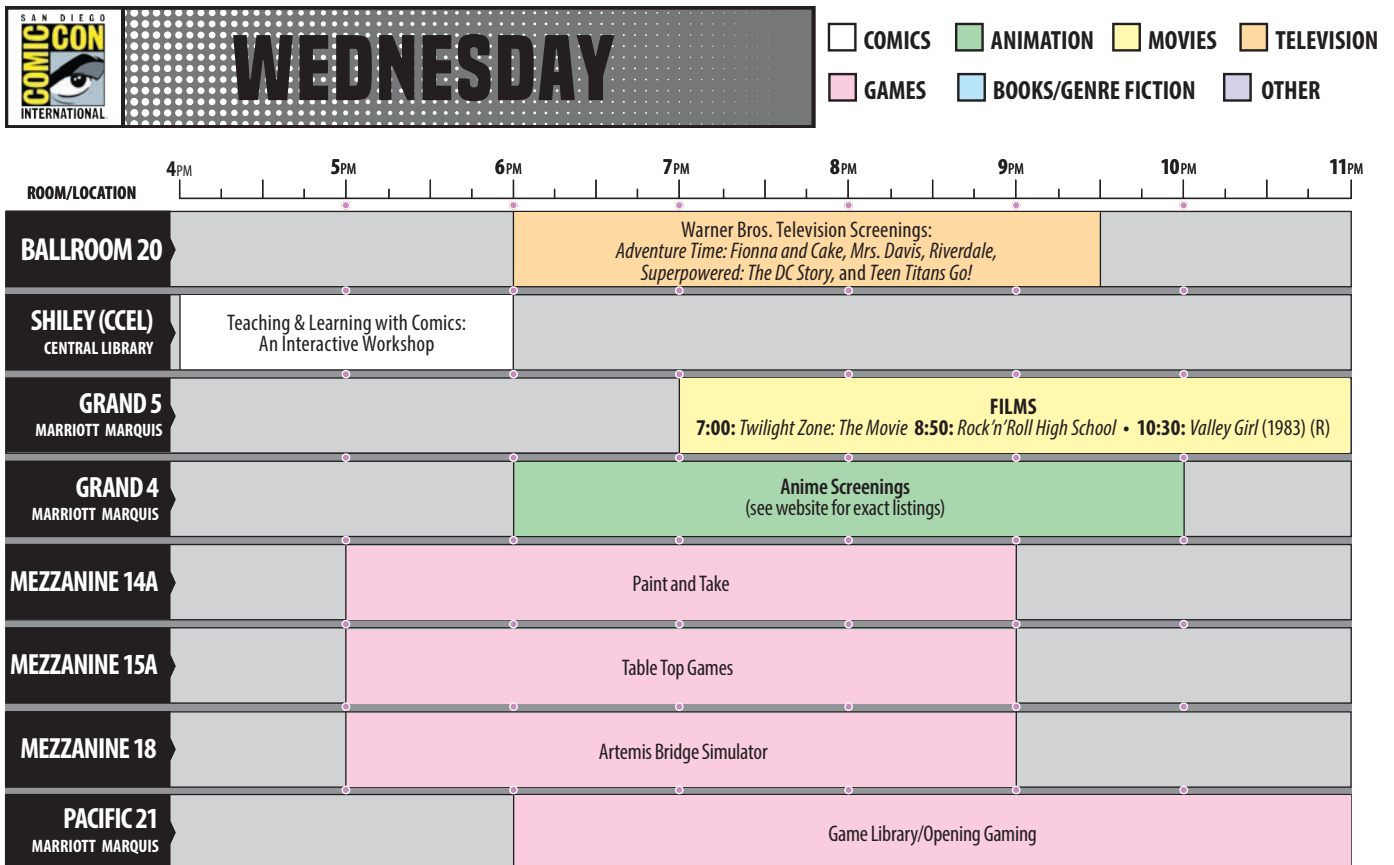


# COMIC-CON 2023 PROGRAMMING SCHEDULES

# COMIC-CON PROGRAMMING GRIDS

## The Programming Grids

The Comic-Con 2023 schedule-at-a-glance programming grids contain the complete daily schedules of events by hour so you never miss your favorite panel. Color-coded by categories for Comics, Animation, Movies, Television, Games, Prose/Fiction and Other, these grids contain information for over 40 different program rooms/venues. For in-depth program details, including descriptions of all the panels, please consult the *Events Guide* for a panel-by-panel rundown or check the Comic-Con website at <https://comic-con.org/cci/programming-schedule>





# THURSDAY

- TELEVISION
- MOVIES
- ANIMATION
- BOOKS/GENRE FICTION
- COMICS
- GAMES
- OTHER

- KIDS PROGRAM
- SPECIAL GUEST
- BIPOC
- LGBTQIA+

\*BIPOC and LGBTQIA+ icons are self-reported by panelists

ROOM/LOCATION	10AM	11AM	12PM	1PM	2PM	3PM	4PM	5PM
COMIC-CON HOW-TO ROOM 3	Amazing No-Sew Embellishments	Cosplay Tips from Theater Pros	Crafting Character	Crowdfund Your Project	Advanced Comic Inking Techniques	From Industry to Indie: Demo and Q&A		Drawing with Dustin Nguyen
4	Building the DC Universe on WEBTOON	Spotlight on Ricardo Caté	Jack Kirby, but NOT Superheroes!	Art From The Holocaust	Spotlight on Bill Griffith	Spotlight on Ron Turner	Spotlight on Stephen Notley	
5 AB	Shadow Chasers	Fan Favorites: The Heroes We Love	The Pitching Hour	Spotlight on Brian Walker	Doctor Who Comics	Celebrating 1982: Greatest Geek Year Ever On The CW	Inglorious Treksperfs Live: Free Enterprise At 25	
6 A		Mattel WWE Elite Squad Fan Panel	The Owl House: Us Weirdos Have to Stick Together	Women of Concept Art in Film & TV	Crunchyroll Industry Panel		WrestleQuest: Wrestlefication of an RPG	
6 BCF	LEGO: I Had a DreamZzz Last Night About Ninjago	Pokémon: Bringing Iconic Animation to Global Audiences	Braving the Elements Live!	Hold The Sauce! Good Burger 2 Is Back!	Masters of the Universe: Revolution		SEE NEXT PAGE	
6 DE	Vault Comics: Stranger Than (Science) Fiction	Between Two Toms	Gotham City	Spotlight on Jim Lee	Creating Superheroes and Not-so-Supervillains	Books-to-Film Tie In		
7 AB	Do You Want to Build a Droid?	4th Annual Hollywood Game Changers	From Script to Screen: Behind The Camera	Behind The Scenes: The Last of Us, Yellowjackets, & More!	Design for Television and Film	Change the Ref: Activism through Fandom	Designing the X-Men: A This Week in Marvel Special Event	
9	Welcome to Fantasy Land	Humor Comics, Are They Still Needed?	What's So Funny? Humor & Satire in Comic Strips & Cartoons	Cultivating the Art of Storytelling in the UAE	Kodansha USA's Manga Roundup	Kickstarting Comics in 2023 and Beyond	Transgender and Nonbinary Stories in Comics	
10	How to Get News Coverage	Comics for Ukraine	Neurodiversity and Comics	Master Class: Writing for Animation & Comics	Animation's Most Influential Authors Talk Cartoons	From San Diego Kids to Hollywood Animators	Alternative Careers in Video Games	
COMIC-CON WORKSHOP ROOM 11	Comic Book Law School 101: It All Starts Here	Defending Comics Today: Anti-Drag Laws	Defending Comics Today: How You Can Help Save Comics	Figure Drawing for Popular Media	Comics Writing: What Makes a Great First Issue	How to Draw Manga		
BALLROOM 20		Max Original Animation Presents	Ghosts	The Wheel of Time Returns	Peacock: Original Comedy Series Twisted Metal	FX's What We Do in the Shadows		
23 ABC	The Creator Symposium	In the Beginning... There Was World Building	Fables and Fairy Tales: New Spins on Old Stories	Families That Create Stories Together	Best of 2000 AD: Bringing Britain's Finest Stateside	Creator-Owned Comics: Myth and Reality	Comics as a Tool for Mental Health and Wellness	
24 ABC	Robots and Aliens and Blasters, Oh My	Spotlight on Jerry Beck	Blade Runner Comics: 2039 and Beyond!	Roddenberry Presents	From Idea to Shelves	Publishers Weekly: Pans vs Fans	Comics Journalism	
25 ABC	Rhapsody PR's 15th Annual Behind-the-Music	The Making of the Eisner Award Nominated Barnstormers	Image Comics: Bestselling Creator Jeff Lemire	Spotlight on John Romita Jr.	It's Morphin Time with BOOM! Studios	Spotlight on P. Craig Russell	Doom Guy: The Man, The Myth, The Legend	
26 AB	COMICS ARTS CONFERENCE					Salaam Fandom! Muslim Futurism, Sci-Fi, and Fantasy	3-D Comic Book Craze	
28 DE	Marvel Classic for the Next Generation and Fans	Oni Press: Counterculture for Comics Culture	Star Trek: More Bold Than Ever Before	TOKYOPOP: Manga for Everyone	Tim Burton's The Nightmare Before Christmas Publishing	Queer Antiheroes	Won't Back Down Preview: Comics for Reproductive Rights	
29 AB	Amazing! Fantastic! Incredible! News from the Comic-Con Museum	@SuperheroRL: Changing the World with Comics	The Power of Costume: How Designers Inspire the World	Tegan and Sara Talk Junior High	The DSTLRY Live Draw with Tula Lotay, Jock, and Mirka Andolfo	The JFK Assassination in Comics	10 Years of Chills, Thrills, and Kills: Storm King Comics	
29 CD	Ms. Marvel and the Power of Representation	Adapting Stories to Graphic Novels	Secrets of D&D Dungeon Mastering	Hasbro TRANSFORMERS Generations Toy Panel	Into the Pinverse: From Comic Book to Pinball Machine	Spotlight on Jim Benton	Direct Market 50th	
32 AB	Spotlight on Barbara Friedlander	Spotlight on Mariko Tamaki	Everyday Magic: Pop Culture Tarot & Live Readings	15 Years of Amulet: Kazu Kibuishi	A Different Type of Romance	Ultraduck Unleashed	Diamond Select Toys & Gentle Giant LTD	
HALL H		Paramount Pictures: Teenage Mutant Ninja Turtles: Mutant Mayhem	Project K: Inside India's History Making Sci-Fi Epic	Marvel's Spider-Man 2: Symbiotic Relationships				
INDIGO HILTON BAYFRONT		9th Musical Anatomy of a Superhero	Felicia Day's Third Eye: An Audible Original	Behind the Scenes of Jury Duty	An Inside Look at Cruel Summer Season 2	A24's Talk To Me		
MARINA D MARRIOTT MARQUIS			Industry & Community Advisory for Comic-Con Museum Education		The Writers Coffeehouse at Comic-Con			



ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
<b>COMIC-CON HOW-TO ROOM 3</b>	Drawing with Dustin Nguyen	The Marco Polo Technique of Loose Inking	Mastering Immersive Storytelling					
<b>4</b>	Spotlight on Stephen Notley	The Yurok People Share Their Stories	What's the Scoop with Simon & Schuster	What's the Tea About Animation IP?	<b>FILMS</b> 8:30: <i>Captain America</i> (1990) • 10:20: <i>The Sword and Sorcerer</i> (R)			
<b>5 AB</b>	Turning a Comic Book into a Franchise	When Classic Literature Meets Manga!	Robotech: Past Prologue	<i>Krapopolis</i> : Special Screening				
<b>6 A</b>	SEE PREV PAGE	<i>Sesame Street Muppets Live</i>	The Official Power Rangers 30th Anniversary	The 26th Annual San Diego Comic-Con Superhero Kung Fu Extravaganza				
<b>6 BCF</b>	<i>Mother, May I?</i>	Legion M: It's All Happening	Worst Cartoons Ever!	<i>The Venture Bros.: Radiant Is the Blood of the Baboon Heart</i>				
<b>6 DE</b>	Books-to-Film Tie In	Creators in Space: Expressing Humanity in an Alien Environment	Klingon Lifestyles Presentation					
<b>7 AB</b>	Keenspot's <i>Grubbs</i> Cartoon Brings Christmas In July	Creating an RPG Empire	Magic: The Gathering Goes to Universes Beyond	Remembering Greg Bear				
<b>9</b>	Telling Our Stories: Making LGBTQIA+ Comic Anthologies	My Hero Therapy: Heroes IRL	Digital Tools for Comics	Crazy Cats of Comics				
<b>10</b>	Alternative Careers in Video Games	Happy Hour with the Comic Book Couples	MENA Representation in Arts & Entertainment	The Making Of Marc Bernardin's <i>Splinter</i>				
<b>COMIC-CON WORKSHOP ROOM 11</b>	Marvel and Proko Teach "The Art of Storytelling"	Blender 3D Texturing Techniques For Starship Interiors and Exteriors	The Concept to Creation Workshop					
<b>BALLROOM 20</b>	FX's <i>What We Do in the Shadows</i>	FX's <i>Archer</i> : 14th & Final Season Exclusive Screening and Q&A						
<b>23 ABC</b>	Focus on Kevin Eastman	Masquerade 101	Fil-Am Diaspora in Pop Culture	How Legendary Stories are Told and Retold				
<b>24 ABC</b>	Comics Journalism	All A-Bot <i>Transformers: EarthSpark</i>	From the Screen to Your Plate: Food in Pop Culture	Hollyweird Science: Are Psychological Thrillers Science Fiction?				
<b>25 ABC</b>	Roll for Initiative! Playing Dungeons & Dragons 2023	35th Anniversary of <i>Beetlejuice</i>	Splattergore: The History of '90s Horror Comics	Ghostface's Killer Trivia				
<b>26 AB</b>	3-D Comic Book Craze	STEM, Space and Afrofuturism	Gay Geeks and Where to Find Them	Cosplay: Movement Inside the Costume	Comics on Comics Live			
<b>28 DE</b>	Lost Comic Book Universes	What's New in Independent Comics	The Art and Inventions of Max Fleischer	It's Alive, Jim! Evolutionary Biology in Star Trek				
<b>29 AB</b>	Manga Publishing Industry Roundtable	Writing for Comics and Manga	Scientific Problems of Dating Monsters	The Comics Memoir: From the Beginning...				
<b>29 CD</b>	Direct Market 50th	How Kickstarter Turns Fans into Co-Creators	Spirituality in Pop-Culture	Lessons on Playable Video Game Preservation	Latter-Day Gamers: Mormon Gaming Culture			
<b>32 AB</b>	Creating India's Superheroes For the World	Comic Creation: Ask the Pros	Exploring the Science in Science Fiction	Why We Love Death-Match Stories				
<b>HALL H</b>								
<b>INDIGO HILTON BAYFRONT</b>	SEE PREV PAGE	<i>Chasing Chasing Amy</i> : How Fandom Inspires Creativity						
<b>MARINA D MARRIOTT MARQUIS</b>	Comic Pitch Review		Comic Creator Connection					





# THURSDAY

10AM 11AM 12PM 1PM 2PM 3PM 4PM 5PM

ROOM/LOCATION	10AM	11AM	12PM	1PM	2PM	3PM	4PM	5PM
<b>GRAND 6 (IFF)</b> MARRIOTT MARQUIS	Comic-Con Film School 101	Documentary Screenings (see website for exact listings)		Sound in Film	Documentary Screenings (see website for exact listings)		Indie Filmmaker's Survival Guide	
<b>GRAND 10 &amp; 11</b> MARRIOTT MARQUIS	How Fan-Journalists Strike the Right Balance	"Crazy" Talk: Mental Health, Pop Culture, and Comic-Con	Indiana Jones: Archaeology, History & Punching Fascists	Visual Storytelling in Cosplay Photography	Walking Both Worlds with the Mando Mercs	Geek Franchise Collectibles & Fandom	Coming Together: Honoring AANHPI Voices in Pop Culture	
<b>GRAND 12 &amp; 13</b> MARRIOTT MARQUIS	Comics to Concept	Cosplaying 101: Bringing Your Dreams to Life	Indigenous Futurisms: Transcending Past/Present/Future	How to Boldly Go Into the Star Trek Universe	Out of Their Heads: Graphic Novelists Bring Their Stories to Life	Nerdy Finance: Freelance Tax Tips to Keep Your Money	Finance for Creatives	
<b>GRAND ABC</b> OMNI HOTEL	The Desaturated: Pathfinder 2e One-Shot				Shadowrun w/ RealmSmith			Star Trek Adventures: Modiphisus
<b>GRAND DE</b> OMNI HOTEL	Women Artists In the Rise of New Technology	Fear & Fungi: Science of The Last of Us	PSYONIC: Bionic Hands in the Real World	The Human Fly: Real-Life Hero Returns	Improving Sci-Fi Storytelling Through Science Accuracy	Creating New Universes: From Dream to Launch	Enamel Pins Creating Collectibles	
<b>MORGAN AUDITORIUM</b> CENTRAL LIBRARY	Home Space: Stories Set In our Solar System	Queens of Lust and Lore: A Live Romantasy Author Panel	The RPG Game Show	On the Mic Podcast LIVE from SDCC	LOST Fans Unite with Jay + Jack	Outlandish Confabulation	No Latency Live: Cyberpunk RED Actual Play	
<b>SHILEY (CCEL)</b> CENTRAL LIBRARY	Libraries and the Challenges They Face in 2023	Horror at the Library: Junji Ito	fREADom Fighters: Librarians Fight Book Bans	Bridging the Digital Gap Between Comics Publishers & Libraries	Connecting With Your Community Through Comics	A Crash Course in Media Literacy	Teaching with Comics: Family Edition	
<b>GRAND 1</b> MARRIOTT MARQUIS <b>GRAND 2</b>	Anime Screenings (see website for exact listings)							
<b>GRAND 3</b> MARRIOTT MARQUIS <b>GRAND 4</b>	Anime Screenings (see website for exact listings)							
<b>GRAND 5</b> MARRIOTT MARQUIS	FILMS (see website for exact listings)							
<b>MEZZANINE 14A</b>	Paint and Take							
<b>MEZZANINE 14B</b>	Pokémon							
<b>MEZZANINE 15A</b>	Table Top Games							
<b>MEZZANINE 16A</b>	RPGs							
<b>MEZZANINE 17A</b>	Fanboy Games							
<b>MEZZANINE 17B</b>	SD LAN							
<b>MEZZANINE 18</b>	Artemis Bridge Simulator							
<b>MEZZANINE 19</b>		Maker Space			Maker Space			Maker Space
<b>SANTA ROSA</b> MARRIOTT MARQUIS	RPGs							
<b>PACIFIC 18</b> MARRIOTT MARQUIS	Video Game Lounge							
<b>PACIFIC 20</b> MARRIOTT MARQUIS	Magic the Gathering							
<b>PACIFIC 21</b> MARRIOTT MARQUIS	Game Library/Opening Gaming							

- TELEVISION
- MOVIES
- ANIMATION
- COMICS
- OTHER
- BOOKS/GENRE FICTION
- GAMES



\*BIPOC and LGBTQIA+ icons are self reported by panelists



ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
<b>GRAND 6 (IFF)</b> MARRIOTT MARQUIS	Documentary Screenings (see website for exact listings)		Indie Filmmaker's Survival Guide	FILMS CONT.	The Independent Filmmaker Panel			
<b>GRAND 10 &amp; 11</b> MARRIOTT MARQUIS	Old Nerds, New Tricks	How to Adapt Beloved IP	The Collector's Corner	StreetPass OC: Nintendo Quiz Bowl VI				
<b>GRAND 12 &amp; 13</b> MARRIOTT MARQUIS	Critical Completism! Seeing It All		Indiana Jones and the Raiders of the Lost Lawsuit	81 Years of Superhero Cereal Boxes				
<b>GRAND ABC</b> OMNI HOTEL	Star Trek Adventures by Modiphuis							
<b>GRAND DE</b> OMNI HOTEL	How To Become Superhero Fit							
<b>HARBOR BALLROOM</b> MANCHESTER GRAND HYATT	The Her Universe Fashion Show <i>Harbor Ballroom, Manchester Grand Hyatt</i>							
<b>SHILEY (CCEL)</b> CENTRAL LIBRARY	Comics Pedagogy: Teaching Outside the Panel							
<b>GRAND 1</b> MARRIOTT MARQUIS <b>GRAND 2</b>	Anime Screenings (see website for exact listings)							
<b>GRAND 3</b> MARRIOTT MARQUIS <b>GRAND 4</b>	Anime Screenings (see website for exact listings)							
<b>GRAND 5</b> MARRIOTT MARQUIS	FILMS (see website for exact listings. R-rated panels start at 10:30)							
<b>MEZZANINE 14A</b>	Paint and Take							
<b>MEZZANINE 14B</b>	Pokémon							
<b>MEZZANINE 15A</b>	Table Top Games							
<b>MEZZANINE 16A</b>	RPGs							
<b>MEZZANINE 17A</b>	Fanboy Games							
<b>MEZZANINE 17B</b>	SDLAN							
<b>MEZZANINE 18</b>	Artemis Bridge Simulator							
<b>MEZZANINE 19</b>								
<b>SANTA ROSA</b> MARRIOTT MARQUIS	RPGs							
<b>PACIFIC 18</b> MARRIOTT MARQUIS	Video Game Lounge							
<b>PACIFIC 20</b> MARRIOTT MARQUIS	Magic the Gathering							
<b>PACIFIC 21</b> MARRIOTT MARQUIS	Game Library/Opening Gaming							





FRIDAY

ROOM/LOCATION 10AM 11AM 12PM 1PM 2PM 3PM 4PM 5PM

COMIC-CON HOW-TO ROOM 3	Fun With Thermo-Plastics	3D Printing Options and Technique	Making Cool Complex Cosplays	Drawing with Todd Nauck	Comic Pro Boot Camp	Remembering Kim Jung Gi	
4	Classic Stories, New Frontiers: Literary Sci-Fi + Horror Comics	Independent Creators' Summit	Spotlight on John Semper	Disney & Hemingway: An Unexpected Comic Book Team-Up	Spotlight on Janice Chiang	Queer Horror	The Witcher and Cyberpunk 2077: Expanding Worlds
5 AB	The Black Panel	Celebrating Red Sonja's 50th Anniversary	Hasbro Toys Panel for Marvel	Slaughterverse: The World of <i>Something Is Killing the Children</i>	Image Comics: The Future of <i>Radiant Black's</i> The Massive-Verse	BAD IDEA: The Panel	Women in Entertainment
6 A	Spotlight on the Legendary Todd McFarlane	The McFarlane Toys Multiverse	Jamie Lee Curtis' <i>Mother Nature</i>	WETA Workshop: Celebrating 20 years of Middle-earth	The McElroy Family: a Q&A with the First Family of Podcasting	SEE NEXT PAGE	
6 BCF	Creating <i>The Expanse</i> : A Telltale Series	Silent Hill: Ascension & Genvid Slate Reveal	Making Immortals of Aveum	Titans of Fighting: The Evolution of Fighting Games	A New Beginning with Mortal Kombat 1	Invincible 20th Anniversary	
6 DE	Welcome to the Ito-verse: Junji Ito	Writer's Block	Dawn of DC	Dawn of DC: <i>Knight Terrors</i>	Marvel: Heroes, Hulks and Super-Soldiers	Marvel Fanfare with C.B. Cebulski	
7 AB	The Star Wars Musical Universe with Lucasfilm & EA Games	Lucasfilm: High End Star Wars Collectibles	Star Wars Memories	Lucasfilm Publishing: Stories from a Galaxy Far, Far Away	Hasbro Star Wars	Star Wars Trading Card Collecting	Star Wars: Past, Present, Future
9	A Golden Age for Women in Comics	Women of the Hollywood Art Department	Spotlight on Lee Weeks	11th Annual Hollywood Location Scouts	<i>Guardians of the Galaxy</i> Vol. 3: The Art Department	<i>22 Comics: The Last Comic Book on the Left</i>	Graphix Origins: The Rise of Children's Graphic Novels
10	Self-Publishing and Working with a Publisher: A Discussion	Comics and the Family	Walt Kelly's <i>Pogo</i>	IDW Publishing: 2023 and Beyond	Dynamite Entertainment 2023	The Groo Panel	San Diego Festival of Books
COMIC-CON WORKSHOP ROOM 11	Comic Book Law School 202: Striking Out	Defending Comics Today: Civil Rights and Censorship	Defending Comics Today: Comic Book Legal Defense Fund Update	Breaking Into Comics and Staying In	Manga Legend Katsuya Terada Live Digital Drawing	Painting Quality Quick Portraits for Character Design & Comics	
BALLROOM 20	The 23rd Annual Animation Show of Shows	<i>Good Omens</i> : The Ineffable Season 2	Audience Is King: Future of Storytelling and Fan Experiences	<i>The Continental</i> : From the World of John Wick	<i>Gen V</i>		
23 ABC	Spotlight on Ben Saunders	Segunda Caida: Historietas y Lucha Libre	Jewish Identity in Comics	Comic Culture In Museums: Pop Culture On Display	Building Powerful Worlds & Characters in Comics and Animation	So You Want to Be a Comic Book Retailer?	You're Wrong, Leonard Maltin
24 ABC	Wish They All Could Be CA MCs	Adventures for the Next Generation	<i>Masters of the Universe</i> Design Panel and Product Reveals	Szyzyg Publishing's Tales of Syzypse	DSTLRY: Scott Snyder and Jock Cross	Hispanic Creators & Retailers Discuss: Comic Book Industry	1990s Gaming Animation
25 ABC	Official 50th Star Trek Animated Celebration	Crack Open the Vault: The Best in Creator-Owned Comics	Image Comics: Bestselling Writer Rick Remender	The Modern Diary	Spotlight on J. Scott Campbell	Big Nate's Big Panel	LEGO Masters: Behind the Brick
26 AB	COMICS ARTS CONFERENCE					Before Black Panther: Afrofuturism in Comics	Found in Translation
	CAC #5: Look for the Union Label	CAC #6: Comics & History	CAC #7: Comics Make the World a Better Place	CAC #8: Battling Bias and Discrimination			
28 DE	Eisner Awards Hall of Fame Presentation	Will Eisner: Breaking The 4th Wall	Comic Collecting in Today's Market: Buying, Personal Collecting	Spotlight on Martha Wells	Spotlight on Merrie Spaeth	Spotlight on Matthew Southworth and Garth Stein	Spotlight on Darcie Little Badger
29 AB	Spotlight on Steenz	Spotlight on Jo Duffy	Comic Strips and Collections	Gene Luen Yang and Thien Pham	Tales from My Spinner Rack LIVE!	SF in Comics	Horror Writers AMA with Storm King Comics
29 CD	The New Face of Jewish Comics	Den of Geek & Roddenberry Entertainment	Career Paths into Game Development	Spotlight on Bill Stout	Modern Fanatic: Turning Passion Into Profession	Authors on the Best Advice I Ever Got	What Makes A Great Collab.
32 AB	A Look Back at Animated Series from the '80s	Love in all the Fantastic Places	Neurological Controversies of the Comic Book Universe	Lessons from Successful Kickstarter Comics Creators	The Scribe Awards and Media Tie-in Panel	Hermes Press: <i>The Art of Popeye: Masterwork of the Medium</i>	Edgar Rice Burroughs, Inc., Centennial: A Century of Adventure
HALL H	<i>Collider</i> : Directors on Directing		<i>The Walking Dead</i> Universe			Entertainment Weekly: Brave Warriors	
INDIGO HILTON BAYFRONT	<i>Tiny Toons Looniversity</i>	<i>My Adventures with Superman</i>	<i>Teenage Euthanasia</i>	<i>Metalocalypse: Army of the Doomstar</i>	<i>Rick and Morty</i> 10th Anniversary	<i>Solar Opposites</i>	<i>The Great North</i>
MARINA D MARRIOTT MARQUIS	Pitch Sesh: ROKIT Wants Your Comics & Animations			Mixer for Creators			

- TELEVISION
- MOVIES
- ANIMATION
- BOOKS/GENRE FICTION
- COMICS
- GAMES
- OTHER

- KIDS PROGRAM
- SPECIAL GUEST
- BIPOC
- LGBTQIA+

\*BIPOC and LGBTQIA+ icons are self reported by panelists



ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM	
<b>COMIC-CON HOW-TO ROOM 3</b>	How to Cope with Grief Through Superheroes	The Power of Theme		How To Make Video Games More Inclusive & Accessible					
<b>4</b>	Spotlight on Ben Templesmith	Best and Worst Manga of 2023	Magma Comix Resurfaces	<b>FILMS</b> 8:30: <i>Star Wars: Episode VI - Return of the Jedi</i> • 11:00: <i>The Menu</i> (R)					
<b>5 AB</b>	Women in Entertainment	Rob Liefeld <i>Deadpool: Badder Blood</i>	Mega64 20th Anniversary Panel	A Century of Female Erotic Comics Artists	Spike & Mike's Sick and Twisted Festival of Animation				
<b>6 A</b>	How Nacelle Uses the Past to Power Their Future	Jim Lee & Friends	The Hillywood Show Presentation	Haunted Discoveries: Supernatural Investigations	This is NOT an <i>Invincible</i> Season 2 Special Screening				
<b>6 BCF</b>	<i>Invincible</i> 20th Anniversary	A Q&A with the Cast & Creator of Prime Video's <i>Invincible</i>	<i>Sharknado</i> : The 10th Anniversary Panel	<i>Sand Land</i> : World Premiere Screening					
<b>6 DE</b>	SEE PREV PAGE	When Fans Become Fandom	Zombie Love Studios: Blood in Four Colors	New Rockstars (YouTube)	<i>Dr. Horrible's Sing Along Blog</i> and Karaoke Party				
<b>7 AB</b>	Star Wars Immersive Fandom: Galactic Starcruiser & Beyond	The 501st Legion: Star Wars Villainous Costuming	<i>Star Wars: Andor</i> Making a Rebel, Making a Rebellion	Star Wars Trivia Challenge Strikes Back!					
<b>9</b>	The Vibrant World of tokidoki	JAKKS Pacific & Disguise Costumes Upcoming Releases	ActionFigureInsider: Women In Toys III	Diversity in Horror: From Creator to Character					
<b>10</b>	San Diego Festival of Books	The Infamous Legacy of Book Bans and Comics	Blind Date With a Book 2	Mary Shelley Presents	The <i>Girl Genius</i> Radio Plays				
<b>COMIC-CON WORKSHOP ROOM 11</b>	Breaking into VO For Anime	How to Use Hypnotic Language For Dynamic Storytelling	Q&A Writing Workshop with J. Michael Straczynski	A Creative's Journey Into Unreal Engine & Blender 3D					
<b>BALLROOM 20</b>	SEE PREV PAGE						<i>Justice League: Warworld</i>		
<b>23 ABC</b>	Cliff Bleszinski: Games to Comics	Tabletop Game Designers: From Concept to the Table	Captain Action: Introducing New Voices to a Legendary Property	Ghostwriters: The Spirits of Vengeance in Literature					
<b>24 ABC</b>	1990s Gaming Animation	Art of MARVEL SNAP: Behind the Scenes	Spider-Man: Untangling the Spider-Verse	Super-Smart Superheroes and Supervillains					
<b>25 ABC</b>	The Bold Voice of Contemporary Horror	The Science of <i>Avatar: The World of Water</i>	The Arkham Asylum Files: Unleashing Gotham City	<i>Among The Others</i> : The Alternate Universe					
<b>26 AB</b>	Found in Translation	From English to Spanish, Translating Fandom Parte dos	The Power of Color	Where's the Front Door? Getting Started in Comics	Christian Comic Arts Society Mixer				
<b>28 DE</b>	Expect More with AHOY Comics	Asian Americans Built The Comic Market	That 90s Panel: Comics' Most Important Decade	Deja Who: Multitasking Actors in <i>Doctor Who</i>					
<b>29 AB</b>	Honoring Kumeyaay Nation Past, Present, and Future	Stories From and Inspired by the Muslim World	Mictlan: An Ancient Mythical Tale	Yippee Ki-Yay, or Nay? Is <i>Die Hard</i> a Christmas Movie?					
<b>29 CD</b>	What Makes A Great Collab.	Tor: Calling All Book Lovers	Storyboarding: The Ins and Outs	Making a Living Being Creative					
<b>32 AB</b>	@SuperheroRL: Harnessing the Power of Pop Culture	The Writer's Journey: What Happens Now?	Content Creation Brand Management for Beginners	Puppet-Filled DnD One-Shot					
<b>HALL H</b>									
<b>INDIGO HILTON BAYFRONT</b>	<i>Bob's Burgers</i>			The 35th Annual Will Eisner Comic Industry Awards					
<b>MARINA D MARRIOTT MARQUIS</b>	Comic Pitch Review		Comic Creator Connection						





# FRIDAY

- TELEVISION
- MOVIES
- ANIMATION
- BOOKS/GENRE FICTION
- COMICS
- GAMES
- OTHER



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ROOM/LOCATION	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
<b>GRAND 6 (IFF)</b> MARRIOTT MARQUIS	Comic-Con Film School 102	Science Fiction/Fantasy (see website for exact listings)		Sci-Fi and Fantasy on a Budget	Science Fiction/Fantasy (see website for exact listings)			SEE NEXT PAGE
<b>GRAND 10 &amp; 11</b> MARRIOTT MARQUIS	The Future of Doctor Who	Is The Orville The Greatest Sci-Fi Show on Television?	How Far Can Fandom Take You?	The Cosplay Conundrum	Raising Fankids	Girls vs Boys vs None of the Above	Mobile Workspace: Working on the Fly	
<b>GRAND 12 &amp; 13</b> MARRIOTT MARQUIS	Cave Art to Superheroes: Comic Books and Social Commentary	Cosplaying 102: Taking It To The Next Level	Protection, Preservation, and Presentation of Artwork	Perfecting & Pitching the Picture Book	Let Native, Black, Brown, Asian & People of Color Tell Their Stories	The Blerd Panel	Meet Your Match: Creative Collaboration	
<b>GRAND ABC</b> OMNI HOTEL	ONE-RING: The Quest for Bilbo's Secret			Hunters Entertainment - Gods of Ragnarok				
<b>GRAND DE</b> OMNI HOTEL	TV Academy: Bringing TV to Life	Creators of Color	Surviving the Zombie Apocalypse	Tabletop Game Design: From Idea to Reality	Writing for Indie Comics	Starting a Comic Book Business	Small Print Publishing 101	
<b>MORGAN AUDITORIUM</b> CENTRAL LIBRARY	Over 30 Cosplay	JAPANAMERICA: How Anime Grew From Niche to Mainstream	Welcome to the Weird West	Podcasting 101	The Kaiju Kingdom Podcast	Too Scary; Didn't Watch: LIVE	How to Start a Comic YouTube Channel	
<b>SHILEY (CCEL)</b> CENTRAL LIBRARY	Familiar Faces	Fantastic Adventures	Growing and Becoming	Filling the Shelves	Interactive & In-Person	All Together Now! Find Your Voice!	Unstoppable Forces	
<b>GRAND 1</b> MARRIOTT MARQUIS <b>GRAND 2</b>	Anime Screenings (see website for exact listings)							
<b>GRAND 3</b> MARRIOTT MARQUIS <b>GRAND 4</b>	Anime Screenings (see website for exact listings)							
<b>GRAND 5</b> MARRIOTT MARQUIS	FILMS (see website for exact listings)							
<b>MEZZANINE 14A</b>	Paint and Take							
<b>MEZZANINE 14B</b>	Pokémon							
<b>MEZZANINE 15A</b>	Table Top Games							
<b>MEZZANINE 16A</b>	RPGs							
<b>MEZZANINE 17A</b>	Fanboy Games							
<b>MEZZANINE 17B</b>	SD LAN							
<b>MEZZANINE 18</b>	Artemis Bridge Simulator							
<b>MEZZANINE 19</b>		Maker Space			Maker Space		Maker Space	
<b>SANTA ROSA</b> MARRIOTT MARQUIS	RPGs							
<b>PACIFIC 18</b> MARRIOTT MARQUIS	Video Game Lounge							
<b>PACIFIC 20</b> MARRIOTT MARQUIS	Magic the Gathering							
<b>PACIFIC 21</b> MARRIOTT MARQUIS	Game Library/Opening Gaming							



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<b>GRAND 6 (IFF)</b> MARRIOTT MARQUIS	Mobile Filmmaking	Science Fiction/Fantasy and Action Adventure (see website for exact listings)							
<b>GRAND 10 &amp; 11</b> MARRIOTT MARQUIS	<i>The Simpsons: A World of Collecting</i>	How to Create Psychologically Rich Characters	Building Halo Cosplay and Props with Anvil Station	Level Up: Cosplay, Characters, and Charity					
<b>GRAND 12 &amp; 13</b> MARRIOTT MARQUIS	Psychology and Our Love (or Hate) of Movie Sequels	<i>Our Flag Means Death: 'ships on Ships</i>	IPI & IFWG Publishing: Human Fly Superheroes, Monsters & More	Focus on Spain					
<b>GRAND ABC</b> OMNI HOTEL	Marvel Multiverse Role-Playing Game Live Play with Glass Cannon Network								
<b>GRAND DE</b> OMNI HOTEL	Adapting Famous Books and TV for Comics								
<b>MORGAN AUDITORIUM</b> CENTRAL LIBRARY									
<b>SHILEY (CCEL)</b> CENTRAL LIBRARY	Centers & Certificates: Comics Go to College								
<b>GRAND 1</b> MARRIOTT MARQUIS <b>GRAND 2</b>	Anime Screenings (see website for exact listings)								
<b>GRAND 3</b> MARRIOTT MARQUIS <b>GRAND 4</b>	Anime Screenings (see website for exact listings)								
<b>GRAND 5</b> MARRIOTT MARQUIS	FILMS (see website for exact listings. R-rated panels start at 10:15)								
<b>MEZZANINE 14A</b>	Paint and Take								
<b>MEZZANINE 14B</b>	Pokémon								
<b>MEZZANINE 15A</b>	Table Top Games								
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<b>SANTA ROSA</b> MARRIOTT MARQUIS	RPGs								
<b>PACIFIC 18</b> MARRIOTT MARQUIS	Video Game Lounge								
<b>PACIFIC 20</b> MARRIOTT MARQUIS	Magic the Gathering								
<b>PACIFIC 21</b> MARRIOTT MARQUIS	Game Library/Opening Gaming								



**FRIDAY**



# SATURDAY

ROOM/LOCATION 10AM 11AM 12PM 1PM 2PM 3PM 4PM 5PM

COMIC-CON HOW-TO ROOM 3	Thrifting Your Cosplay	Character Design 101	Drawing with Peter Han	Silicone for Faces and Fabrics	Comics and Other Geek Items for the Vision Impaired	Voiceover 101: Make Money Talking				
4	3D Comics in 3D	Warren Kremer: Harvey Comics' Cover Genius	Top Cow Universe Relaunch	The Official Aspen Comics Panel 2023	The One and Only IDW Artist's Edition Panel	Maggie Thompson Spotlight UDON Entertainment 2023-2024				
5 AB	Women Rocking Hollywood 2023	Fortune and Glory, Visualizing Indiana Jones 5	X-Men The Animated Series 31st Anniversary	Licensed & IP Themed Tabletop Games	Hellboy: From Comics to Games	Dave McKean: Thalamus Simon Hanselmann				
6 A	Spotlight on Felicia Day	MUSHKA From World-Renowned Animator Andreas Deja	First Look at Orphan Black: Echoes	NBC's Quantum Leap	Marvel: Next Big Thing	Transformers & G.I. Joe in The Eragon Universe				
6 BCF	Snoopy Lives it Up on Apple TV+	Quick Draw!	Cartoon Voices I	The Dragon Prince: All Aboard for Season 5	Demon Slayer: Kimetsu no Yaiba					
6 DE	Dungeons & Dragons: Animated Anniversary	BOOM! Studios: Discover Yours	The World of Metropolis	Joe Quesada's Drawing The Line Somewhere	Defiant: The Robert Smalls Story	The Dark Knight to Count Crowley: David Dastmalchian				
7 AB	Mysteries, Magic, & Mayhem	The Creative Process in Children's Entertainment	A Scare Is Born	A Fireside Chat with Rachel Smythe	How to Form a Habit of Universe Construction	Scott Shaw's Oddball Comics: The Fan-Favorite Edition History of Cartoon Voices				
9	Intro to TV Writing: From First Draft to Getting Staffed	Kodansha: Makoto Yukimura & Vinland Saga	Alex de Campi: Spotlight	Hasbro G.I. JOE Classified Series	35th Anniversary My Neighbor Totoro	The Mighty Crusaders The Forgotten Trio: Colorists, Inkers, and Letterers				
10	What is the Best Super Power?	Lotte Reiniger: The First Woman Animation Director	Writing and Publishing Graphic Novels	Life Inside the Page: Real-Life Inspired Comics	Nonfiction Comics: The Future of History-Based Storytelling	Webcomics: Getting Your Ideas Out There Costumes of Middle-Earth				
COMIC-CON WORKSHOP ROOM 11	Comic Book Law School 303: Social Media, AI, NFTs, Parody and other Hot Topics	Defending Comics Today: Understanding Intellectual Property	Defending Comics Today: Understanding Comics Contracts	Drawing Dynamic Expression in Your Characters	The New Comics Career: How to Create Comics Without Gatekeepers	Learning to Draw in the Age of AI				
BALLROOM 20	Futurama	American Dad!	Family Guy	TV Guide Magazine's Fan Favorites 2023	Spike & Mike's Classic Festival of Animation	Anne Rice's Interview with the Vampire Season 2 SEE NEXT PAGE				
23 ABC	Usagi Yojimbo and Friends	TMNT: The Next Evolution of Turtlemania	Baking and Mental Health with Kim-Joy	Sid & Marty Krofft Go Digital!	Spotlight on Victoria Aveyard	The Worlds We Return To Spotlight on Keith Knight				
24 ABC	Inside The Writers Room: Building a Better Future for Writers	The Immortal Storyverse: A New Martial Arts Universe	Water, Earth, Fire, Air: Continuing the Avatar Legacy	DSTLRY: Drinking from the Devil's Cut	Creators Talk Their Favorite Panels in Comics	Titans of Comic Art: Bringing Legends to Life Hip-Hop and Comics				
25 ABC	Reluctant Readers: How to Encourage Your Kids to Read	Spotlight on Becky Cloonan	Retrospective Raina	Drawn & Quarterly	The Sun: Earth's Superpower	Writing Across Film/TV, Games, & Comics Frank Miller Presents				
26 AB	COMICS ARTS CONFERENCE				CAC #9: Comics, Social Justice, and Libraries	CAC #10: Remixing Comics Through an Afrofuturist Lens	CAC #11: Focus on David F. Walker	CAC #12: The Poster Session	Comics and Mental Health: Overcoming Depression and Anxiety	CGC Grading Standards
28 DE	Image Comics: Comics Storytelling, Genre & Craft	Music and Comics Collide	Hallmark: Connecting Through Pop Culture	LICENSED: Overstreet Licensed Comics	3D Printing and XR: Medicine and Forensics Applications	Legendary Comics: From MonsterVerse to Dune and Beyond	Vault Comics: The Horror of It All			
29 AB	Comic Creator Connection All-Stars	No Tow Trucks Beyond Mars	Dark Speculative Fiction	Science Fiction (At Least for Now)	Shaping Comics	Behind the Scenes of Comics Publishing: A Discussion	Abrams ComicArts			
29 CD	A.I. in Entertainment: The Performers' Perspective	The Smurfs 65th Anniversary	Jazwares: Pokémon, Squishmallows, Star Wars, AEW & More	Crowdfunding Comics with Zoop!	Women on The Dark Side	You Got Your Pop Culture in My D&D	Wakanda Forever: Art Dept.			
HALL H	Legendary Entertainment	Gala Film: Ghosts of Ruin	Star Trek Universe	Entertainment Weekly: Bold School	William Shatner: Call Me Bill					
INDIGO HILTON BAYFRONT	That '70s Show 25th Anniversary	Heels Season 2 Preview	Abbott Elementary Class in Session	Nathan Fillion: ABC's The Rookie	Hope and Perseverance of an Actor	Sight & Sounds of Lumpia, The Deep Fried Universe				
MARINA D MARRIOTT MARQUIS	Game Pitch Review	Gaming Creator Connection	Creators Assemble: Comics Camaraderie, A Networking Event							
GRAND 6 (IFF) MARRIOTT MARQUIS	Comic-Con Film School 103	Animation (see website for exact listings)	Humor (see website for exact listings)	The Art of Underwater Filmmaking	Humor (see website for exact listings)	Horror/Suspense (see website for exact listings)				

- TELEVISION
- MOVIES
- ANIMATION
- BOOKS/GENRE FICTION
- COMICS
- GAMES
- OTHER

- KIDS PROGRAM
- SPECIAL GUEST
- BIPOC
- LGBTQIA+

\*BIPOC and LGBTQIA+ icons are self-reported by panelists



ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
<b>COMIC-CON HOW-TO ROOM 3</b>	Writing Unforgettable Action Scenes		How to Craft Complex and Diverse Characters	Proper Pitching and Promoting Yourself				
<b>4</b>	Art of Board Games with Marco Checchetto	Out in Comics: Year 36			FILMS 8:30: Saturday the 14th • 10:00: Barbarian (R)			
<b>5 AB</b>	Simon Hanselmann	Step Into RUMPUS ROOM, Mark Russell's Dark Satire Series	The FX of Doctor Who: You Can Do This	Empowering Diverse Storytellers				
<b>6 A</b>	SEE PREV. PAGE	Developing TV/Film for Streamers	Critical Role: Making Candela Obscura		The 2023 Comic-Con Masquerade Simulcast			
<b>6 BCF</b>	Star Wars Outlaws: Becoming the Galaxy's Most Wanted		Babylon 5: The Road Home					
<b>6 DE</b>	SEE PREV. PAGE	Legend of the White Dragon	PONYO, 15th Anniversary Film Screening Hosted by Hot Topic					
<b>7 AB</b>	History of Cartoon Voices	No Man Am I: The Women of Middle-Earth	Enter the Latina Superhero	Live Celebrity Gameshow				
<b>9</b>	Social Issues Explored in the Comic Justice	The Frazetta Legacy and the Future of the Frazettaverse	The Buzzy Books of 2023	The MacGyvers of Medicine				
<b>10</b>	Costumes of Middle-Earth	Star Trek: The Art of Neville Page	Success Through Failure in Content Creation	Battle Brackets: Best Pixar Characters				
<b>COMIC-CON WORKSHOP ROOM 11</b>	Comic Making for Kids and Teachers		Life Drawing on the Go	Make Your First Video Game				
<b>BALLROOM 20</b>	Critical Role: Fireside Chat & Cast Q&A				The 2023 Comic-Con Masquerade			
<b>23 ABC</b>	When Superheroes Represent Their Readers	The Science (and Schmience) of the Arrowverse	The Science of Spider-Man	Trivia for the Rest of Us				
<b>24 ABC</b>	Hip-Hop and Comics	Everyone's a Critic: Being a Journalist in an Online Age	Magic The Gathering: Blogatog Live	EC Fan-Addict Club 10th Anniversary				
<b>25 ABC</b>	Development to Distribution: Thinking Outside the Box	A Look At The Past, Present and Future of Romance Comics	Lawyermania: Guardians of the Law	Things Could Be Worse	The Troma Panel			
<b>26 AB</b>	CGC Grading Standards	Creating Comics: Advice from the Pros	The Changing Contexts of Asian American Narratives in Comics	3D Printed Action Figures				
<b>28 DE</b>	Black Mask: Debuting Tomorrow's Legends	Spanish Comic Artists Crossing the Atlantic	Making a Living in Pop Culture	ComicLab...Live!				
<b>29 AB</b>	We Made a Movie in Budapest For 59K	The Future of Black Creativity	Spiritual Themes in Comics	Across the Spider-Verse, Secret Invasion, & Loki too!				
<b>29 CD</b>	Wakanda Forever: Art Dept.	Adapting Comics to TV and Film	Why Your Kids Love Anime and Manga	Nothing Topps Dinosaurs Attack! Cards	The Strangers			
<b>HALL H</b>	William Shatner: You Can Call Me Bill							
<b>INDIGO HILTON BAYFRONT</b>	SEE PREV. PAGE							
<b>MARINA D MARRIOTT MARQUIS</b>	Creators Assemble: Comics Camaraderie, A Networking Event							
<b>GRAND 6 (IFF) MARRIOTT MARQUIS</b>	Horror/Suspense/Humor (see website for exact listings)							





# SATURDAY

10 AM 11 AM 12 PM 1 PM 2 PM 3 PM 4 PM 5 PM

ROOM/LOCATION	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
<b>GRAND 10 &amp; 11</b> MARRIOTT MARQUIS	Dogu Publishing: <i>Voltes V: Legacy</i>	Celebrating 100 Years of Disney with Disneybound	True (Cosplay) Crimes	Bringing Films to Life	Fans Assemble! The Avengers Initiative Marvel Costume Group	Building Your Own Themyscira: Networking in Your Niche	Wellness for Geeks Who Sit	
<b>GRAND 12 &amp; 13</b> MARRIOTT MARQUIS	Video Profiles: Golden/Silver Age Creators	The Art of the Comic Art Auction	Indie Toy Makers Unite	HALO HALO: A Scoop of Filipino American Voices in Comics	Make Mine Ultima: Finally, The Founding Four	Needful Things: Collecting Stephen King	Hollywood Accounting: Getting In and Moving Up	
<b>GRAND ABC</b> OMNI HOTEL	Children of Éarte			Faster, Purple Worm! Kill! Kill! from D&D			MAZES Fantasy Roleplaying	
<b>GRAND DE</b> OMNI HOTEL	Star Wars Trivia Game Panel	Upcoming Video Games To Be Excited For	Critical Entertainment Showcase	The Smart New Way Entertainment Will Be Marketed to You	Gala Games: Last Expedition	What Am I Doing Wrong: Makeup Effects	What You Always Wanted to Know About the Stunt Industry	
<b>MORGAN AUDITORIUM</b> CENTRAL LIBRARY	Book Nerd Challenge: An Audiobook Game Show	<i>Space Command</i> Epic Adventures	Diversity in Fantasy	Reel Rejects Live	Toy Tubers Unite	The Future Starts at Comic-Con	Navigating the K-Wave: The Rise of Korean Pop Culture	
<b>SHILEY (CCEL)</b> CENTRAL LIBRARY	Comics, Cultures, & Classrooms	Comics Studies at Michigan State University	Engaging Students with Comics in the Classroom	Comics on Campus: Academia vs. Fandom (Battle or a Collab?)	Science in Middle-Grade Sci-Fi	Engineering Superhero Technology	Comics Change the World: Comics Activism Then to Now	
<b>GRAND 1</b> MARRIOTT MARQUIS	Anime Screenings (see website for exact listings)							
<b>GRAND 2</b> MARRIOTT MARQUIS	Anime Screenings (see website for exact listings)							
<b>GRAND 3</b> MARRIOTT MARQUIS	Anime Screenings (see website for exact listings)							
<b>GRAND 4</b> MARRIOTT MARQUIS	Anime Screenings (see website for exact listings)							
<b>GRAND 5</b> MARRIOTT MARQUIS	FILMS (see website for exact listings)							
<b>MEZZANINE 14A</b>	Paint and Take							
<b>MEZZANINE 14B</b>	Pokémon							
<b>MEZZANINE 15A</b>	Table Top Games							
<b>MEZZANINE 16A</b>	RPGs							
<b>MEZZANINE 17A</b>	Fanboy Games							
<b>MEZZANINE 17B</b>	SD LAN							
<b>MEZZANINE 18</b>	Artemis Bridge Simulator							
<b>MEZZANINE 19</b>		Maker Space			Maker Space		Maker Space	
<b>SANTA ROSA</b> MARRIOTT MARQUIS	RPGs							
<b>PACIFIC 18</b> MARRIOTT MARQUIS	Video Game Lounge							
<b>PACIFIC 20</b> MARRIOTT MARQUIS	Magic the Gathering							
<b>PACIFIC 21</b> MARRIOTT MARQUIS	Game Library/Opening Gaming							

- TELEVISION
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ROOM/LOCATION	5PM	6PM	7PM	8PM	9PM	10PM	11PM	12AM
<b>GRAND 10 &amp; 11</b> MARRIOTT MARQUIS	Preservation of Comic Books and Collectibles	True Crime in Comics	When Pop Culture Faves Become Problematic					
<b>GRAND 12 &amp; 13</b> MARRIOTT MARQUIS	Breaking and Entering: How to Find Your Path Into The Toy Industry	The Psychology of Heroes Versus Villains	Boldly Go: The Psychology of <i>Star Trek: Picard</i>					
<b>GRAND ABC</b> OMNI HOTEL	MAZES Fantasy Roleplaying Actual Play Audience Interactive Event: "But, No One Survives the Maze of the Murder Mage!"							
<b>GRAND DE</b> OMNI HOTEL	Comics, Music and Games: Bringing It All Together							
<b>MORGAN AUDITORIUM</b> CENTRAL LIBRARY								
<b>SHILEY (CCEL)</b> CENTRAL LIBRARY	Afghan Youth Art and Poetry Exchange							
<b>GRAND 1</b> MARRIOTT MARQUIS	Anime Screenings (see website for exact listings)							
<b>GRAND 2</b> MARRIOTT MARQUIS	Anime Screenings (see website for exact listings)							
<b>GRAND 3</b> MARRIOTT MARQUIS <b>GRAND 4</b>	Anime Screenings (see website for exact listings)							
<b>GRAND 5</b> MARRIOTT MARQUIS	FILMS (see website for exact listings. R-rated panels start at 10:00)							
<b>MEZZANINE 14A</b>	Paint and Take							
<b>MEZZANINE 14B</b>	Pokémon							
<b>MEZZANINE 15A</b>	Table Top Games							
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<b>SANTA ROSA</b> MARRIOTT MARQUIS	RPGs							
<b>PACIFIC 18</b> MARRIOTT MARQUIS	Video Game Lounge							
<b>PACIFIC 20</b> MARRIOTT MARQUIS	Magic the Gathering							
<b>PACIFIC 21</b> MARRIOTT MARQUIS	Game Library/Opening Gaming							



Please consult room signage (where available) for updated information.



SUNDAY

- TELEVISION
- MOVIES
- ANIMATION
- BOOKS/GENRE FICTION
- COMICS
- GAMES
- OTHER



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ROOM/LOCATION	10AM	11AM	12PM	1PM	2PM	3PM	4PM	5PM
COMIC-CON HOW-TO ROOM 3	Cosplay & Costume Professionals	Feng Shui: Energy Alignment	How to Make a Minicomic from One Sheet of Paper	A Master Class in Comic Coloring	How To Use Your Voice in Games, Film, TV, and Tech	Unleashing the Strength-Based Themes of Iconic Characters		
4	Spotlight on Beau Smith	The Short of It: Animation Is a Medium	Congressional Popular Arts Caucus	Spotlight on Stjepan and Linda Sejić	How the Aftermarket Saved Comics with CvrPrice.com	Playing With Story	Creating a Role-Playing Game	
5 AB	Jack Kirby Tribute Panel	Get Your Knives Out: Thrillers and Mysteries	Who Was Steve Ditko?	Spotlight on J. Michael Straczynski	Telling Your Stories and Getting Them to the Screen	Philip K. Dick: 71 Years of Illusions, Reality, Humanity in Science Fiction		
6 A	Women of Marvel	Cartoon Voices II		X-Men Fandom Panel	Starship Smackdown XXXVII: The Ship Hits The Fan Edition			
6 BCF	Miraculous Ladybug & ZAG Animation	Sesame Street Special Premiere Screening	Disney's The Little Mermaid Sing-Along		Buffy: Once More With Feeling An Interactive Musical			
6 DE	National Geographic Kids: GREEKING OUT: Live!	DC Books for Young Readers	Horror Comics		Manifest: Last Call for Flight 828			
7 AB	Pop Culture and the Christian Church	LIGHTS! Before Camera and Action	Let's Hit Critical	Frank Miller: American Genius	Cover Story	The Business of Cartoon Voices		
9	San Diego International Children's Film Festival							
10	Rise of LGBTQ Comics and Animation For Young Audiences	Image Comics: Characters Fans Will Love or Hate	The Future of Themed Entertainment	Marvel In Museums: A Look Inside The Blockbuster Exhibitions	The Comic-Con Masquerade Replay			
COMIC-CON WORKSHOP ROOM 11	Manga Tutorials for Kids	Kids Draw Superheroes	Creative Superpowers in Storytelling	Figure Drawing for Comics, Storyboards, and Illustration	Draw Me Like One of Your Disney Girls	Mold/Resin Making, 3D Printing, and FX Techniques	Old School Apprenticeships Today	
23 ABC	Tabletop Gaming x Comics	Dynamite Entertainment Disney Titles 2023	Storyboarding for Feature Films	Little Fish: Connecting Comics, Cinema, Books and Science	Romantasy: When SFF & Romance Kiss	Comic-Con Talk Back		
24 ABC	The Saga Continues: A Sneak Peek at New Books from Saga Press	Leveraging the Power of Popular Culture to Inspire Change	Women's Color Code	Star Trek Picard: Backstage & Between the Cracks	Celebrating Color: Beyond ComicBook Art	Geeks of the Week LIVE	Success in Creativity: Making the Best of Your Resources	
25 ABC	Sonic The Hedgehog: Speeding to the 900th Adventure	The Best and Worst of Making Comics	The Rogues Gallery: My Favorite Villain	All-Star Artists Panel	How to Create Your Own Novel: From First Idea to Publishing	GAMERA -Rebirth Special Release & Talk Show	AFRO-FUTURISM: Black to the Future VI: No Mo TriX	
26 AB	COMICS ARTS CONFERENCE							
	CAC #13: Comic Justice		CAC #14: Chile's Military Coup at 50 Years	CAC #15: An Overview of the Spanish Comic Market	CAC #16: Identity Crisis	Trivia for Chocolate		
28 DE	Process Hex: How to Make Your Own Short Comic	Comikey Industry Panel	Shi: The Warrior Returns	The Wide World of Tabletop RPGs	Pitching Your Tabletop Game	Where Do Ideas Come From?	More Science In Your Fiction	
29 AB	The Making of Magic: Holly Black	Conan the Barbarian Comics Return	Secret Origin of Good Readers	From Burnout to Brainstorm	Pitching Film, Television, and Animation	Comic Collecting in Today's Market: Selling, Grading for Resale		
29 CD	From Screen to Tabletop: Adapting The World's Games	From Batman to Basquiat: Contemporary Art and Comics	George Clayton Johnson: Master Storyteller	Looney Legends	Dr. Evil: Scientists as Villains in Pop Culture	D&D Enters the World of WEBTOON		
32 AB	Emily the Strange Panel Experience	Tlaxcala Going to Hollywood and Beyond	Ball-Jointed Doll Collectors		Fandom and Disability Inclusion	Asian Representation in Comics and Media	Gaaays In Spaace: Our Future is Now	
GRAND 6 (IFF) MARRIOTT MARQUIS	Comic-Con Film School 104	CCI-IFF Awards Presentation	CCI-IFF Award Winners Showcase (Winners and times to be announced)					





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<b>GRAND 10 &amp; 11</b> MARRIOTT MARQUIS	Kids and Parents Guide to Cosplaying	Cosplaying as a Couple	Cosplay and Mental Health	Browncoat Meeting Room	The Science of Superpowers			
<b>GRAND 12 &amp; 13</b> MARRIOTT MARQUIS	Michelin and Celebrity Chefs on Fandom Food	The Power of AANHPI Women in Media	The Relationship Between Comics & Pro Wrestling	Ultraverse: 30th Anniversary Celebration	<i>Selling Superman: The Story Behind the Upcoming Feature</i> 🏳️‍🌈			
<b>SHILEY (CCEL)</b> CENTRAL LIBRARY	Admissions Departments Emitting Geek Vibes	Bystander Intervention on College Campuses	GeekEd: The Marvels	GeekEd: Caring for the Nerd Mind	GeekEd: Lessons from the Snap			
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Disney PERCY JACKSON AND THE OLYMPIANS

FX

ARCHER

Disney+

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FX

FX

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Goosebumps



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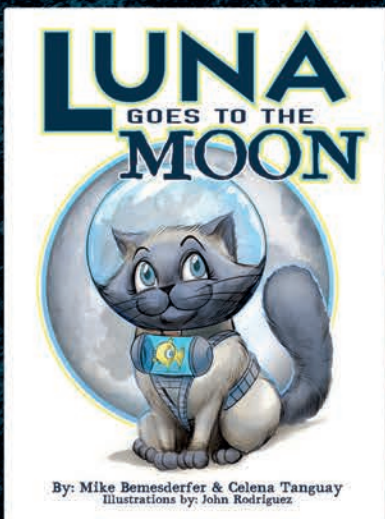
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