Comic-Con® 2023

QUICK GUIDE

JULY 20-23 | PREVIEW NIGHT: JULY 19

Including:
- COMPLETE SCHEDULE GRIDS
- EXHIBIT HALL MAP
- EXHIBITOR LISTS

PLUS: Maps of the Convention Center/Program & Event Venues, Shuttle Routes, and Hotels

For more information, visit comic-con.org
ALL THE PASSION, CREATIVITY, AND IMAGINATION OF COMIC-CON®

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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

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/ccl/shuttles
visit us at 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/cci/souvenir-book! Check it out to see amazing art and articles all celebrating comics and the popular arts!

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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.

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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.
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); 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)

Mariott 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)

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)

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 A8)

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.

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

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
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.

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!

Visit Booth #1714 for Complete Details!

www.comic-con.org | 2023 QUICK GUIDE
CONVENTION CENTER UPPER LEVEL

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

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GAMES GUIDE
DOWNLOAD ON COMIC-CON.ORG

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

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

STROLLER PARKING
(LOWER LEVEL AT HALL H)

STROLLER PARKING
CENTER TERRACE

18 19 17B 17A 16B 16A
15AB 14AB
**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 near-by 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 [here](https://comic-con.org/cci/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. These “line” wristbands 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...
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.
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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.

Comic 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 Assembly 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/. 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.
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.

WILL EISNER 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.
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

MANCHESTER GRAND HYATT PROGRAMS & EVENTS

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 runaway!

Harbor Ballroom • Second Level
Thursday 6:00 PM
Visit the Blood Drive Info Desk in the Sails Pavilion on the Upper Level of the Convention Center to register.

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)
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 in 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 for 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
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

- abc
- AMC
- AMC+
- COZI
- DC
- FOX
- FX
- Hulu Originals
- NBC
- Paramount+
- Prime
- VIZ
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COMIC-CON® 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 COMIC-CON APP TODAY!
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

<table>
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<tr>
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</table>

Warner Bros. Television Screenings: Adventure Time: Fionna and Cake, Mrs. Davis, Riverdale, Superpowered: The DC Story, and Teen Titans Go!

Films
7:00: Twilight Zone: The Movie
8:50: Rock 'n' Roll High School
10:30: Valley Girl (1983) (R)

Anime Screenings
(see website for exact listings)

Paint and Take
Table Top Games
Artemis Bridge Simulator
Game Library/Opening Gaming
## Thursday

<table>
<thead>
<tr>
<th>Time</th>
<th>Room/Location</th>
<th>Panel Description</th>
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<tbody>
<tr>
<td>10 AM</td>
<td>COMIC-CON HOW TO ROOM 3</td>
<td>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&amp;A, Drawing with Dustin Nguyen</td>
</tr>
<tr>
<td>10 AM</td>
<td>4</td>
<td>Building the DC Universe on WEBTOON, Spotlight on Ricardo Cate, Jack Kirby, but NOT Superheroes!, Art From the Holocaust, Spotlight on Bill Griffith, Spotlight on Ron Turner, Spotlight on Stephen Norley</td>
</tr>
<tr>
<td>12 PM</td>
<td>6 A</td>
<td>LEGO: Had a Dream2zz 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</td>
</tr>
<tr>
<td>1 PM</td>
<td>6 BCF</td>
<td>Vault Comics: Stranger Than (Science) Fiction, Between Two Toms, Gotham City, Spotlight on Jim Lee, Creating Superheroes and Not-so-Superheroes, Books-to-Film Tie In</td>
</tr>
<tr>
<td>2 PM</td>
<td>6 DE</td>
<td>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 &amp; More!, Design for Television and Film, Change the Ref: Activism through Fandom, Designing the X-Men: A This Week in Marvel Special Event</td>
</tr>
<tr>
<td>3 PM</td>
<td>7 AB</td>
<td>Welcome to Fantasy Land, Humor Comics, Are They Still Needed?, What’s So Funny?, Humor &amp; Satire in Comic Strips &amp; Cartoons, Cultivating the Art of Storytelling in the UAE, Kodama USA’s Manga Roundup, Kickstartering Comics in 2023 and Beyond</td>
</tr>
<tr>
<td>4 PM</td>
<td>9</td>
<td>How to Get News Coverage, Comics for Ukraine, Neurodiversity and Comics, Master Class: Writing for Animation &amp; Comics, Animation’s Most Influential Authors Talk Cartoons, From San Diego Kids to Hollywood Animators, Alternative Careers in Video Games</td>
</tr>
<tr>
<td>5 PM</td>
<td>10</td>
<td>Comic-Con 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</td>
</tr>
<tr>
<td>7 PM</td>
<td>23 ABC</td>
<td>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</td>
</tr>
<tr>
<td>8 PM</td>
<td>24 ABC</td>
<td>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</td>
</tr>
<tr>
<td>10 PM</td>
<td>26 AB</td>
<td>CAC #1: A Contract With God, CAC #2: Exhibition of Alternative Comics, CAC #3: Paratexts and Metatexts, CAC #4: Sequential Identity, Salam Fandom! Muslim Futurism, Sci-Fi, and Fantasy, 3-D Comic Book Craze</td>
</tr>
<tr>
<td>12 AM</td>
<td>29 AB</td>
<td>Amazing! Fantastic! Incredible! News from the Comic-Con Museum, @SuperheroIRL: Changing the World with Comics, The Power of Costume: How Designers Inspire Readers, Tegan and Sara Talk Junior High, The DSTLY Live Draw with Tula Lotay, Jock, and Mark Andrulonis, The JFX Assassination in Comics, 10 Years of Chills, Thrills, and Kills: Storm King Comics</td>
</tr>
<tr>
<td>1 AM</td>
<td>29 CD</td>
<td>Ms. Marvel and the Power of Representation, Adapting Stories to Graphic Novels, Secrets of D&amp;D Dungeon Mastering, Hasbro TRANSFORMERS Generations Toy Panel, Into the Pinverse: From Comic Book to Pinball Machine, Spotlight on Jim Benton, Direct Market 50th</td>
</tr>
<tr>
<td>2 AM</td>
<td>32 AB</td>
<td>Spotlight on Marko Jamak, Everyday Magic: Pop Culture Tarot &amp; Live Readings, 15 Years of Amulet: Kazu Kibuishi, A Different Type of Romance, Ultraduck Unleashed, Diamond Select Toys &amp; Gentle Giant LTD</td>
</tr>
<tr>
<td>4 AM</td>
<td>INDIGO</td>
<td>Industry &amp; Community Advisory for Comic-Con Museum Education, The Writers Coffeehouse at Comic-Con</td>
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</tbody>
</table>

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

www.comic-con.org | 2023 QUICK GUIDE
### THURSDAY

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<tr>
<td>10 AM</td>
<td>GRAND 6 (IFF)</td>
<td>Comic-Con Film School 101</td>
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<td>11 AM</td>
<td>GRAND 10 &amp; 11</td>
<td>How Fan-Journalists Strike the Right Balance</td>
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<tr>
<td>12 PM</td>
<td>GRAND 12 &amp; 13</td>
<td>Cosplaying 101: Bringing Your Dreams to Life</td>
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<tr>
<td>1 PM</td>
<td>GRAND ABC</td>
<td>The Desaturated: Pathfinder 2e One-Shot</td>
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<tr>
<td>2 PM</td>
<td>GRAND BC</td>
<td>Shadowrun w/ RealmSmith</td>
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<tr>
<td>3 PM</td>
<td>GRAND 10 &amp; 11</td>
<td>Dancing with the Stars</td>
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<td>4 PM</td>
<td>GRAND DE</td>
<td>Women Artists In the Rise of New Technology</td>
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<tr>
<td>5 PM</td>
<td>GRAND 12 &amp; 13</td>
<td>Out of Their Heads: Graphic Novelists Bring Their Stories to Life</td>
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<td></td>
<td>GRAND ABC</td>
<td>Star Trek Adventures: Modiphius</td>
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<td>GRAND ABC</td>
<td>Star Trek Adventures: Modiphius</td>
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### Films

- **GRAND 5 MARriott MARQUIS**
  - **Anime Screenings** (see website for exact listings)

### Other

- **MEZZANINE 14A**
  - Paint and Take
- **MEZZANINE 14B**
  - Pokémon
- **MEZZANINE 15A**
  - Table Top Games
- **MEZZANINE 16A**
  - RPGs
- **MEZZANINE 17A**
  - Fanboy Games
- **MEZZANINE 17B**
  - SD LAN
- **MEZZANINE 18**
  - Artemis Bridge Simulator
- **MEZZANINE 19**
  - Maker Space
- **SANTA ROSA MARriott MARQUIS**
  - RPGs
- **PACIFIC 18 MARriott MARQUIS**
  - Video Game Lounge
- **PACIFIC 20 MARriott MARQUIS**
  - Magic the Gathering
- **PACIFIC 21 MARriott MARQUIS**
  - Game Library/Opening Gaming

---

**NOTE:** This schedule is subject to change.

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**KIDS PROGRAM**

**SPECIAL GUEST**

**BIPOC**

**LGBTQIA+**

*BIPOC and LGBTQIA+ icons are self-reported by panelists.*
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<td>GRAND 6 (FF)</td>
<td>Documentary Screenings (see website for exact listings)</td>
</tr>
<tr>
<td>6PM</td>
<td>GRAND 10 &amp; 11</td>
<td>Old Nerds, New Tricks, How to Adapt Beloved IP</td>
</tr>
<tr>
<td>7PM</td>
<td>GRAND 12 &amp; 13</td>
<td>Critical Completism! Seeing It All, Indiana Jones and the Raiders of the Lost Lawsuit</td>
</tr>
<tr>
<td>8PM</td>
<td>GRAND ABC</td>
<td>Star Trek Adventures by Modiphius</td>
</tr>
<tr>
<td>9PM</td>
<td>GRAND DE</td>
<td>How To Become Superhero Fit</td>
</tr>
<tr>
<td>10PM</td>
<td>HARBOR BALLROOM</td>
<td>The Her Universe Fashion Show Harbor Ballroom, Manchester Grand Hyatt</td>
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<tr>
<td>11PM</td>
<td>SHILEY (CCEL)</td>
<td>Comics Pedagogy: Teaching Outside the Panel</td>
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<td>12AM</td>
<td>GRAND 1</td>
<td>Anime Screenings (see website for exact listings)</td>
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<td>GRAND 2</td>
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<td>FILMS (see website for exact listings. R-rated panels start at 10:30)</td>
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<td>SANTA ROSA</td>
<td>RPs</td>
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<td>PACIFIC 18</td>
<td>Video Game Lounge</td>
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<td>PACIFIC 20</td>
<td>Magic the Gathering</td>
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<td>PACIFIC 21</td>
<td>Game Library/Opening Gaming</td>
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Please consult room signage (where available) for updated information.
### Friday Schedule

**10 AM**
- 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

**11 AM**
- 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

**12 PM**
- The Black Panel
- Celebrating Red Sonja’s 50th Anniversary
- Hasbro Toys Panel for Marvel
- Slaughterverse: The World of Something & Killing the Children
- Image Comics: The Future of Radiant Black’s The Massive Verse

**1 PM**
- Girls in Action: The Art of Video Games
- 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

**2 PM**
- Women in Entertainment
- Creator-Owned Comics
- Breaking The 4th Wall
- The Ineffable Season 2
- Love in all the Great Movies
- Comics and the Family
- Dawn of DC: Knight Terrors
- Dawn of DC: Worlds of Aveum
- Marvel: Heroes, Hulks and Super-Soldiers
- Marvel Fanfare with C.B. Cebulski

**3 PM**
- The Expanse
- Spotlight on the Legendary Todd McFarlane
- The McFarlane Toys Multiverse
- Jamie Lee Curtis’ Mother Nature
- WETA Workshop: Celebrating 20 years of Middle-earth
- The McElroy Family: a Q&A with the First Family of Podcasting
- SEE NEXT PAGE

**4 PM**
- Invincible 20th Anniversary
- Invincible 20th Anniversary
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**5 PM**
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**Ballroom 20**
- The 23rd Annual Animation Show of Shows
- Good Omens: The Ineffable Season 2
- Audience Is King: Future of Storytelling and Fan Experiences
- The Continental: From the World of John Wick
- You’re Wrong, Leonard Maltin

**23 ABC**
- Spotlight on Ben Saunders
- Segunda Caída: Historietas y Lucha Libre
- Jewish Identity in Comics
- Comic Culture In Museums: Pop Culture On Display
- Building Powerful Worlds & Characters in Comics
- So You Want to Be a Comic Book Retailer?
- You’re Wrong, Leonard Maltin

**24 ABC**
- Wish They All Could Be C.A.M.
- Adventures for the Next Generation
- Masters of the Universe Design Panel and Product Reveals
- Syzgygy Publishing’s tales of Suspence
- DSTLY: 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**
- 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
- Before Black Panther: Afrofuturism in Comics
- Found in Translation

**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 Darice Little Badger

**29 AB**
- Spotlight on Steenz
- Spotlight on Jo Duffy
- Comic Strips and Collections
- Gene Luen Yang and Thien Pham
- 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 Cillian

**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: The Art of Popeye: Masterwork of the Medium
- Edgar Rice Burroughs, Inc., Centennial: A Century of Adventure

**HALL H**
- Collider: Directors on Directing
- The Walking Dead Universe
- Modern Fanatic: Turning Passion Into Profession
- Authors on the Best Advice I Ever Got
- What Makes A Great Cillian

**INDIGO MARINAR MARQUIS**
- Pitch Sesh: ROXIT Wants Your Comics & Animations
- Mixer for Creators

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**NOTE:** This schedule is subject to change.
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<th>ROOM/LOCATION</th>
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<tr>
<td>COMIC CON HOW-TO ROOM 3</td>
<td>How to Cope with Grief Through Superheroes</td>
<td>The Power of Theme</td>
<td>How To Make Video Games More Inclusive &amp; Accessible</td>
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<td>4</td>
<td>Spotlight on Ben Templesmith</td>
<td>Best and Worst Manga of 2023</td>
<td>Magma Comix Resurfaces</td>
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<td>5 AB</td>
<td>Women in Entertainment</td>
<td>Rob Liefeld</td>
<td>Mega4 20th Anniversary Panel</td>
<td>A Century of Female Erotic Comics Artists</td>
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<td>Spike &amp; Mike’s Sick and Twisted Festival of Animation</td>
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<td>6 A</td>
<td>How Nacelle Uses the Past to Power Their Future</td>
<td>Jim Lee &amp; Friends</td>
<td>The Hillywood Show Presentation</td>
<td>Haunted Discoveries: Supernatural Investigations</td>
<td>This is NOT an Invincible Season 2 Special Screening</td>
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<td>6 BCF</td>
<td>Invincible 20th Anniversary</td>
<td>A Q&amp;A with the Cast &amp; Creator of Prime Video’s Invincible</td>
<td>Shanknado: The 10th Anniversary Panel</td>
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<td>Sand Land: World Premiere Screening</td>
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<td>6 DE</td>
<td>SEE PREV PAGE</td>
<td>Zombie Love Studios: Blood in Four Colors</td>
<td>New Rockstars (YouTube)</td>
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<td>Star Wars Immersive Fandom: Galactic Starrunder &amp; Beyond</td>
<td>The 501st Legion: Star Wars Villainous Costuming</td>
<td>Star Wars: Andor Making a Rebellion</td>
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<td>Star Wars Trivia Challenge Strikes Back!</td>
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<td>9</td>
<td>The Vibrant World of tokidoki</td>
<td>JAKKS Pacific &amp; Disguise Costumes</td>
<td>ActionFIGUREINSIDER: Women In Toys III</td>
<td>Diversity in Horror: From Creature to Character</td>
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<td>10</td>
<td>San Diego Festival of Books</td>
<td>The Infamous Legacy of Book Bans and Comics</td>
<td>Blind Date With a Book 2</td>
<td>Mary Shelley Presents</td>
<td>The Girl Genius Radio Plays</td>
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<tr>
<td>COMIC CON WORKSHOP ROOM 11</td>
<td>Breaking into VOD For Anime</td>
<td>How to Use Hypnotic Language For Dynamic Storytelling</td>
<td>Q&amp;A Writing Workshop with J. Michael Straczynski</td>
<td>A Creative’s Journey Into Unreal Engine &amp; Blender 3D</td>
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<td>BALLROOM 20</td>
<td>SEE PREV PAGE</td>
<td>Justice League: Warworld</td>
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<td>23 ABC</td>
<td>Cliff Bleszinski: Games to Comics</td>
<td>Tabletop Game Designers: From Concept to the Table</td>
<td>Captain Action: Introducing New Voices to a Legendary Property</td>
<td>Ghostwriters: The Spirits of Vengeance in Literature</td>
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<tr>
<td>24 ABC</td>
<td>1990s Gaming Animation</td>
<td>Art of MARVEL SNAP: Behind the Scenes</td>
<td>Spider-Man: Untangling the Spider-Verse</td>
<td>Super-Smart Supervillains</td>
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<td>25 ABC</td>
<td>The Bold Voice of Contemporary Horror</td>
<td>The Science of Avatar: The World of Water</td>
<td>The Arkham Asylum Files: Unleashing Gotham City</td>
<td>Among The Others: The Alternate Universe</td>
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<tr>
<td>26 AB</td>
<td>Found in Translation</td>
<td>From English to Spanish, Translating Fandom Parte dos</td>
<td>The Power of Color</td>
<td>Where’s the Front Door? Getting Started in Comics</td>
<td>Christian Comic Arts Society Mixer</td>
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<tr>
<td>28 DE</td>
<td>Expect More with AHOY Comics</td>
<td>Asian Americans Built The Comic Market</td>
<td>That 90s Panel: Comics’ Most Important Decade</td>
<td>Deja Who: Multitasking Actors in Doctor Who</td>
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<tr>
<td>29 AB</td>
<td>Honoring Kumeyaay Nation Past, Present, and Future</td>
<td>Stories From and Inspired by the Muslim World</td>
<td>Mictlan: An Ancient Mythical Tale</td>
<td>Yippee Ki-Yay, or Nay? Is Die Hard a Christmas Movie?</td>
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<tr>
<td>29 CD</td>
<td>What Makes A Great Collab</td>
<td>Book Storyboarding: The Ins and Outs</td>
<td>Making a Living Being Creative</td>
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<td>HALL H</td>
<td>Bob’s Burgers</td>
<td>The 35th Annual Will Eisner Comic Industry Awards</td>
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<td>Hilton Bayfront</td>
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### Friday Schedule

**Room/Location**

- **Grand 6 (FF)** Marriott Marquis
- **GRAND 10 & 11** Marriott Marquis
- **Grand 12 & 13** Marriott Marquis
- **Grand 1** Marriott Marquis
- **Grand 2** Marriott Marquis
- **Grand 3** Marriott Marquis
- **Grand 4** Marriott Marquis
- **Grand 5** Marriott Marquis
- **Grand ABC** Omni Hotel
- **Grand DE** Omni Hotel
- **Morgan Auditorium Central Library**
- **Shiley (CCEL) Central Library**

**Event Timing**

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

**Events**

- **Science Fiction/Fantasy**
  - (see website for exact listings)
- **Sci-Fi and Fantasy on a Budget**
- **Science Fiction/Fantasy**
  - (see website for exact listings)
- **Anime Screenings**
  - (see website for exact listings)
- **Films**
  - (see website for exact listings)
- **Paint and Take**
- **Pokémon**
- **Table Top Games**
- **RPGS**
- **Fanboy Games**
- **SD LAN**
- **Artemis Bridge Simulator**
- **Maker Space**
- **Game Library/Opening Gaming**

**Other Events**

- **ONE-RING: The Quest for Bilbo’s Secret**
- **Hunters Entertainment - Gods of Ragnarok**
- **Meet Your Match: Creative Collaboration**
- **Toonami: The Future of Entertainment**
- **The Orville: The Greatest Sci-Fi Show on Television?**
- **Cosplaying 102: Taking It To The Next Level**
- **Podcasting 101**
- **Filling the Shelves**
- **Interactive & In-Person Unstoppable Forces**
- **Perfecting & Pitching the Picture Book**
- **Writing for Indie Comics**
- **Starting a Comic Book Business**
- **Small Print Publishing 101**
- **Unstoppable Forces**
- **Protection, Preservation, and Presentation of Artwork**
- **Optimum & Pitching the Picture Book**
- **Let Native, Asian & People of Color Tell Their Stories**
- **Meet Your Match: Creative Collaboration**

**Programs**

- **Kids Program**
- **Special Guest**
- **BiPoc**
- **LGBTQIA+**

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<tr>
<td>GRAND 6 (FF)</td>
<td>Mobile Filmmaking</td>
<td>Science Fiction/Fantasy and Action Adventure</td>
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<td>GRAND 10 &amp; 11</td>
<td>The Simpsons: A World of Collecting</td>
<td>How to Create Psychologically Rich Characters</td>
<td>Building Halo Cosplay and Props with Anvil Station</td>
<td>Level Up: Cosplay, Characters, and Charity</td>
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<td>GRAND 12 &amp; 13</td>
<td>Psychology and Our Love (or Hate) of Movie Sequels</td>
<td>Our Flag Means Death: ‘ships on Ships</td>
<td>IPI &amp; IFWG Publishing: Human Fly Superheroes, Monsters &amp; More</td>
<td>Focus on Spain</td>
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<td>Marvel Multiverse Role-Playing Game Live Play with Glass Cannon Network</td>
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### Saturday 5 PM - 6 PM

- **How to Craft Complex and Diverse Characters**
- **Proper Pitching and Promoting Yourself**

### Saturday 6 PM - 7 PM

- **Out in Comics: Year 36**
- **The FX of Doctor Who: You Can Do This**
- **Empowering Diverse Storytellers**

### Saturday 7 PM - 8 PM

- **Step Into RUMPUSS ROOM, Mark Russell’s Dark Satire Series**
- **Developing TV/Film for Streamers**
- **Critical Role: Making Candela Obscura**

### Saturday 8 PM - 9 PM

- **Babylon 5: The Road Home**
- **The Buzzy Books of 2023**
- **The 2023 Comic-Con Masquerade Simulcast**

### Saturday 9 PM - 10 PM

- **Enter the Latina Superhero**
- **Success Through Failure in Content Creation**
- **Battle Brackets: Best Pixar Characters**

### Saturday 10 PM - 11 PM

- **The Women of Middle-Earth**
- **The Science of Spider-Man Trivia for the Rest of Us**
- **Development to Distribution: Thinking Outside the Box**

### Saturday 11 PM - 12 AM

- **The Science (and Schmience) of the Arrowverse**
- **The MacGyvers of Medicine**
- **The Future of Black Creativity**

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### Saturday Schedule

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<td>Video Profiles: Golden/Silver Age Creators</td>
<td>Celebrating 100 Years of Disney with Disneybound</td>
<td>True (Cosplay) Crimes</td>
<td>Bringing Films to Life</td>
<td>Fans Assemble! The Avengers Initiative Marvel Costume Group</td>
<td>Building Your Own Themyscira: Networking in Your Niche</td>
<td>Wellness for Geeks Who Sit</td>
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<td><strong>KIDS</strong></td>
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<td>3</td>
<td>10AM</td>
<td>Cosplay &amp; Costume Professionals</td>
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<td>Spotlight on Beaux Smith</td>
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<td>Jack Kirby Tribute Panel</td>
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<td>Women of Marvel</td>
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<td>6 DE</td>
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<td>Comic-Con Film School 104</td>
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<td>7 AB</td>
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<td>Pop Culture and the Christian Church</td>
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<td>San Diego International Children's Film Festival</td>
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<td>Rise of LGBTQ Comics and Animation For Young Audiences</td>
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<td>Manga Tutorials for Kids</td>
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<td>Tabletop Gaming on Comics</td>
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<td>24 ABC</td>
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<td>The Saga Continues: A Sneak Peek at New Books from Saga Press</td>
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<td>25 ABC</td>
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<td>Sonic the Hedgehog: Speeding to the 900th Adventure</td>
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<td>26 AB</td>
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<td>28 DE</td>
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<td>Process Hex: How to Make Your Own Short Comic</td>
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<td>29 AB</td>
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<td>The Making of Magic: Holly Black</td>
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<td>29 CD</td>
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<td>From Screen to Tabtop: Adapting The World's Games</td>
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<td>32 AB</td>
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### Awards

- **CCI–IFF Awards Presentation**
- **CCI–IFF Award Winners Showcase**

### Special Events

- **San Diego International Children's Film Festival**
- **Rise of LGBTQ Comics and Animation For Young Audiences**
- **Manga Tutorials for Kids**
- **Tabletop Gaming on Comics**
- **The Saga Continues: A Sneak Peek at New Books from Saga Press**
- **Sonic the Hedgehog: Speeding to the 900th Adventure**
- **COMICS ARTS CONFERENCE**

### Thanks

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<td>Kids and Parents Guide to Cosplaying</td>
<td>Cosplay as a Couple</td>
<td>Cosplay and Mental Health</td>
<td>Browncoat Meeting Room</td>
<td>The Science of Superpowers</td>
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<td>Michelin and Celebrity Chefs on Fandom Food</td>
<td>The Power of AANHPI Women in Media</td>
<td>The Relationship Between Comics &amp; Pro Wrestling</td>
<td>Ultraverse: 30th Anniversary Celebration</td>
<td>Selling Superman: The Story Behind the Upcoming Feature</td>
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<td>Admissions Departments Emitting Geek Vibes</td>
<td>Bystander Intervention on College Campuses</td>
<td>GeekEd: The Marvels</td>
<td>GeekEd: Caring for the Nerd Mind</td>
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2023 POSTER TUBES

COLLECTIBLE MINI-POSTER GIVEAWAYS

Abbott Elementary

Disney's Percy Jackson and the Olympians

Goosebumps

The Great North

Bob's Burgers

Futurama

Simpsons

Solar Opposites

The Rookie

American Dad!

Family Guy

What We Do in the Shadows
MEET
SHERMAN AUGUSTUS
AS SEEN IN
STRANGER THINGS
AS LT. COL. JACK SULLIVAN
INTO THE BADLANDS
AS NATHANIEL MOON
WESTWORLD • DEXTER
AND DOZENS OF OTHER PROJECTS

SDCC BOOTH #4804

CO-CREATOR AND CO-WRITER OF
• DAUGHTERS OF DJANGO
OFFICIAL #1 RELEASE AT SDCC 2023!
SIGNINGS, PICS AND MORE AT
THE GENSEVEN COMICS BOOTH
#4804 • VISIT FOR HIS SCHEDULE.

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OFFICIAL ISSUE #1 RELEASE!
AUTOGRAphED BY SHERMAN AUGUSTUS!
3 COLLECTORS’ COVERS!

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LUNA GOES TO THE MOON
WHIMSICAL CAT KIDS’ STORY

THE RESCUER
BITING SUPERHERO DRAMA

GENESIS II
ALL AGES SCI-FI SUPERHEROICS

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