



Education Interest Tracks Denver Comic Con 2016

Thank you for your participation in Denver Comic Con!

Included below are **Educator Interest Tracks** featuring suggested educational panels and sessions based around specific educational interests and topics. These tracks* include:

- Teaching/Pedagogy
- Gaming & Technology
- Diversity/Gender Issues
- Film/Television
- Science
- Writing/Literature
- Art
- Cosplay

Please note that panel times and locations are subject to change. We strongly recommend you pick up a Souvenir and paper program in order to see full panel descriptions and to make use of the maps. We also recommend that you download the [Pop Culture Classroom App](#) in order to create a schedule of panels to attend and receive advance reminders about events and activities, as well as stay updated on any scheduling changes that may occur.

*This track organization is not available in the online/printed program schedule or the App.





Teaching/Pedagogy

Friday

- **How Educators and Librarians Can Collaborate to use Comics in the Classroom**, 10:30 - 11:20, Room 302
- **Comic Book Layout for Artists and Teachers**, 1:00 - 1:50, Room 402
- **Game On - Intro Pilot Program**, 4:45- 5:35, Room 605
- **Educator Networking Session**, 6:00- 6:50, Room 302

Saturday

- **Facilitating a Creature Design Workshop**, 11:00 - 11:50, Room 303
- **Cosplay in the Classroom**, 1:30- 2:20, Room 303
- **Crossing the Digital Divide: Tapping the Power of Tabletop Games Saturday**, 2:45 - 3:35, Room 703
- **Drawing Instruction for Language Development**, 4:00 - 4:50, Room 303
- **Using Comics for Second Language Acquisition**, 6:00- 6:50, Room 302

Sunday

- **Copic Markers in the Classroom – For Any Teacher!**, 11:00- 11:50, Room 303
- **Facilitating a Character Design Workshop**, 1:30 - 2:20, Room 303
- **Horror in the Classroom: Scary Stuff and Why You Should Teach It**, 3:30 - 4:20pm, Room 605





Gaming & Tech

Friday

- **Creating Virtual Reality Comics (RMCAD)**, 11:00- 11:50, Room 703
- **Storytelling Through Comics**, 1:30-2:15, Room 303
- **Game On - Intro Pilot Program**, 4:45- 5:35, Room 605
- **Educator Networking Session**, 6:00- 6:50, Room 302

Saturday

- **Facilitating a Creature Design Workshop**, 11:00 - 11:50, Room 303
- **DIY Tabletop Game Design**, 12:15- 1:05, Room 703
- **Cosplay in the Classroom**, 1:30- 2:20, Room 303
- **Crossing the Digital Divide: Tapping the Power of Tabletop Games Saturday**, 2:45 - 3:35 PM, Room 703
- **Drawing Instruction for Language Development**, 4:00pm - 4:50pm, Room 303
- **Mobile Game Development - Art Institute**, 5:15- 6:05, Room 703

Sunday

- **Comic Creation with Computer Programming**, 11:00- 11:50, Room 703
- **Facilitating a Character Design Workshop**, 1:30 - 2:20, Room 303
- **Virtual Reality & Interactive Experience, Collaborative Work - Art Institute**, 4:00- 4:50, Room 703





Diversity/Gender Issues

Friday

- **Women Working in the Comics & Animation Industry Today**, 10:30- 11:20, Xfinity Stage - Bellco Theatre
- **Storytelling Through Comics**, 1:30-2:15, Room 303
- **Women in Game Design: Empowering Young Artists & Designers - Art Institute**, 2:15- 3:05m Room 601
- **Game On - Intro Pilot Program**, 4:45- 5:35, Room 605
- **Educator Networking Session**, 6:00- 6:50, Room 302

Saturday

- **If You Give an Inmate a Comic: DCC LEADs with COMICS**, Saturday, 11:45 - 12:35, Room 302
- **Comic Nerds of Color: We're Everywhere**, 12:15- 1:05, Room 303
- **When Fandom and Literature Collide: Gender Roles in Popular Culture and Their Implications for the K-16 English and Literature Classrooms**, 1:30- 2:50, Room 301
- **Drawing Instruction for Language Development**, 4:00 - 4:50, Room 303
- **Faith & Pop Culture**, 6:30- 7:20, Room 303

Sunday

- **LGBTQ from Margins to Mainstream – What Equality in Comics and Media Really Looks Like**, 10:30 – 11:20, Room 605
- **Crossplay, Genderbending, and the Art of Cross-Gender Costumes**, 11:45- 12:35, Room 501
- **Diversity in SciFi and Fantasy Literature**, 1:00- 1:50, Room 506/507
- **The Secret History of LGBTQ Comics in the Mainstream**, 4:00- 4:50, Room 401





Film/Television

Friday

- **Working with Movie to Licensed Property Comics**, 11:00- 11:50, Room 401
- **Storytelling Through Comics**, 1:30-2:15, Room 303
- **The Importance of the Theater Experience**, 1:30- 2:20, Room 505
- **Denver Open Media & PCC Present: Superhero Shorts! (Comics and Digital Storytelling)**, 2:45- 3:35, Room 703
- **Independent Filmmaking**, 4:00- 4:50, Room 505
- **Educator Networking Session**, 6:00- 6:50, Room 302

Saturday

- **Facilitating a Creature Design Workshop**, 11:00am - 11:50am, Room 303
- **Cosplay in the Classroom**, 1:30- 2:20, Room 303
- **Drawing Instruction for Language Development**, 4:00pm - 4:50pm, Room 303
- **Getting a Show from Someone's Head to Someone Else's TV**, 2:45- 3:35, Room 505

Sunday

- **Launching Your Superhero on Screen**, 11:45- 12:35, Room 504
- **Getting a Show from Someone's Head to EVERYONE Else's TV - Part II**, 1:30- 2:20, Room 505
- **Horror in the Classroom: Scary Stuff and Why You Should Teach It**, 3:30 - 4:20pm, Room 605





Science

Friday

- **NASA - Futurama: Learning Science with Fry and the Gang**, 10:30- 11:20 Room 601
- **Comic Book Layout for Artists and Teachers**, 1:00 - 1:50, Room 402
- **Game On - Intro Pilot Program**, 4:45 – 5:35, Room 605
- **NASA - Sci-fi or Exoplanet? How do Newly Discovered Worlds Compare to Those We've Imagined?** 4:45- 5:35, Room 601
- **NASA - What would superheroes look like on other worlds?** 3:30- 4:20, Room 601
- **Educator Networking Session**, 6:00- 6:50, Room 302

Saturday

- **Facilitating a Creature Design Workshop**, 11:00am - 11:50am, Room 303
- **NASA - Science & Tech of "The Martian"**, 11:45- 12:35, Room 601
- **Cosplay in the Classroom**, 1:30- 2:20, Room 303
- **Crossing the Digital Divide: Tapping the Power of Tabletop Games Saturday**, 2:45 - 3:35 PM, Room 703
- **Drawing Instruction for Language Development**, 4:00pm - 4:50pm, Room 303

Sunday

- **NASA – Science of Star Wars**, 10:30- 11:20, Room 601
- **Facilitating a Character Design Workshop**, 1:30 - 2:20pm, Room 303
- **Horror in the Classroom: Scary Stuff and Why You Should Teach It**, 3:30 - 4:20pm, Room 605





Writing/Literature

Friday

- **Lost (and Stressed) in Space: Addressing Mental Health in SF/F**, 10:30- 11:20, Room 506/507
- **Storytelling Through Comics**, 1:30-2:15, Room 303
- **Cultivating Your Author Creative Community**, 1:30- 2:20, Room 502/503
- **Denver Open Media & PCC Present: Superhero Shorts! (Comics and Digital Storytelling)**, 2:45- 3:35, Room 703
- **Educator Networking Session**, 6:00- 6:50, Room 302

Saturday

- **Facilitating a Creature Design Workshop**, 11:00am - 11:50am, Room 303
- **YARABYA: Young Adult Reader's Advisory By Young Adults**, 12:15- 1:05, Room 502/503
- **Cosplay in the Classroom**, 1:30- 2:20, Room 303
- **Drawing Instruction for Language Development**, 4:00pm - 4:50pm, Room 303

Sunday

- **Twisted Fairy Tales in Media Today**, 11:00- 11:50, Room 502/503
- **Facilitating a Character Design Workshop**, 1:30 - 2:20pm, Room 303
- **Horror in the Classroom: Scary Stuff and Why You Should Teach It**, 3:30 - 4:20pm, Room 605





Art

Friday

- **The Importance of Community in Art**, 10:30- 11:20, Room 402
- **Comic Book Layout for Artists and Teachers**, 1:00 - 1:50, Room 402
- **Denver Open Media & PCC Present: Superhero Shorts! (Comics and Digital Storytelling)**, 2:45- 3:35, Room 703
- **Educator Networking Session**, 6:00- 6:50, Room 302

Saturday

- **Facilitating a Creature Design Workshop**, 11:00am - 11:50am, Room 303
- **Drawing with MANGA U**, 1:00- 1:50, Room 402
- **Drawing Robots and Machinery w/ Jake Parker**, 2:15-3:05, Room 402
- **Drawing Instruction for Language Development**, 4:00pm - 4:50pm, Room 303

Sunday

- **Copic Markers in the Classroom – For Any Teacher!**, 11:00- 11:50, Room 303
- **Facilitating a Character Design Workshop**, 1:30 - 2:20pm, Room 303
- **Horror in the Classroom: Scary Stuff and Why You Should Teach It**, 3:30 - 4:20pm, Room 605





Cosplay

Friday

- **Wigs: Starting at the Beginning**, 10:30- 11:20, Room 501
- **Comic Book Layout for Artists and Teachers**, 1:00 - 1:50, Room 402
- **Denver Open Media & PCC Present: Superhero Shorts! (Comics and Digital Storytelling)**, 2:45- 3:35, Room 703
- **Sourcing, Scrambling, and (Sort of) Sewing**, 4:45- 5:35, Room 501
- **Educator Networking Session**, 6:00- 6:50, Room 302

Saturday

- **Facilitating a Creature Design Workshop**, 11:00am - 11:50am, Room 303
- **Cosplay in the Classroom**, 1:30- 2:20, Room 303
- **Crossing the Digital Divide: Tapping the Power of Tabletop Games Saturday**, 2:45 - 3:35 PM, Room 703
- **Cosplay Armor and Prop Construction with Award-winning (Warcraft) costume builder Steven K Smith**, 4:00- 4:50, Room 607

Sunday

- **Cosplay with Kids and Families**, 10:30- 11:20, Room 501
- **Facilitating a Character Design Workshop**, 1:30 - 2:20pm, Room 303
- **3D Printing for Cosplay**, 3:30- 4:20, Room 501

