

SATELLITE 2 PROVISIONAL PROGRAMME - SATURDAY

Time	Main (Argyll 1)	Alternative (Argyll 2)
10:30	Opening Ceremony	
11:00	21st Century Exploration - 1960s Hardware <i>David Woods</i>	Eco-Con? <i>Christine Davidson (M), Steve Cooper, Mike Gallagher, Sheena Wurthmann</i>
12:00	Literary Moon <i>Mark Meenan (M), Ed Buckley, David Dryden, Mike Gallagher</i>	Music of the Spheres <i>Cuddles</i>
1:00	Inadvisable Rocket Science <i>Phil Wellings</i>	Fortean Time <i>Ksimes (M), Dalg, Fran Dowd, John Dowd, Rhionnach</i>
2:00	Guest of Honour <i>Iain M Banks</i>	(closed)
3:30	Once More With Feeling... <i>Steve Rogerson (M), Christine Davidson, Domar Wuer, Gaspode</i>	Chaos Modelling: Build a Lunar Lander <i>Alex Holden</i>
4:30	The Life of a Star <i>Nik Whitehead</i>	
5:30	The Future of Space Exploration <i>Nik Whitehead (M), Iain M Banks, Andy Nimmo, Frank O'Brien, David Woods</i>	One Small Step <i>Mad Elf</i>
6:30	Night is Day (Talk and DVD) <i>Fraser Coull</i>	Do you worship Cthulhu? <i>Throgg the Despicable</i>
7:30	<i>(closed for turnaround)</i>	
9:00	Beach Party on the shores of the Sea of Tranquillity	

SATELLITE 2 PROVISIONAL PROGRAMME - SUNDAY

Time	Main (Argyll 1)	Alternative (Argyll 2)
10:00	Me and the Moon: A personal reflection <i>Ed Buckley</i>	Finding Uranus <i>Mad Elf</i>
11:00	Small Space? <i>Phil Wellings (M), Robert Law, Duncan Lunan, Colin McInnes</i>	Lunar Pub Sign Workshop <i>Alligator Descartes</i>
12:00	The Apollo Guidance Computer System <i>Frank O'Brien</i>	
1:00	Culturally Challenged <i>DC (M), Iain M Banks, Mike Cobley, David Haddock</i>	Moon Rover Driving Test <i>Munchkin</i>
2:00	Where Science Produces Art <i>Alligator Descartes</i>	'Fantasy Football' Convention <i>Dyllanne (M), Fran Dowd, Gaspode, Ken O'Neill, Simon McGrory</i>
3:00	Room 101 <i>Iain M Banks</i>	Media Moon <i>Dalg (M), Mad Elf, Mike Cobley</i>
4:00	Random Thoughts of a Techno-Utopist Running Dog <i>Colin McInnes</i>	Grumpy Old Fen <i>DC (M), Ian Sorensen, John Dowd, Steve Cooper</i>
5:00	Return to the Moon <i>Robert Law (until 6:00 pm)</i>	Book and Comic Auction <i>Mark Meenan (until 6:30 pm)</i>
6:30	Closing Ceremony	
7:00	<i>(closed for turnaround)</i>	
8:00	Dead Dog Party featuring SF and Space Pub Quiz and space band <i>Arbelos</i>	

SATURDAY

10:30 am *Opening Ceremony*

11:00 am *21st Century Exploration - 1960s Hardware.*

David Woods, author of 'How Apollo Flew to the Moon', describes the range of techniques and disciplines that allowed Apollo 11 and subsequent flights to successfully traverse the space from the Earth to the Moon. From launch to splashdown, topics covered range from trajectories to the toilet.

11:00 am *Eco-Con?*

Growing concern over climate change has increased environmental awareness in many areas of society. Commercial organisations now work to ISO 14001 environmental management systems, schools have their 'green flag' scheme, and even churches are becoming 'eco-congregations'. What about fandom? Could we run an environmentally-friendly convention and, if so, what would it be like?

12:00 noon *Literary Moon*

The panel looks at how the moon has been portrayed in SF books over the years. Panellists consider how our increasing scientific knowledge about the moon has affected SF literature, and ask whether literature has, in turn, affected real-life lunar exploration.

12:00 noon *Music of the Spheres*

How well do you know your movie music? Satellite 2's beloved Chair has run similar quizzes in the past but Cuddles has challenged him at his own game, putting him in the hot seat with his team. Are you ready to take him on? If you're a fan of movie soundtracks, you'll love this!

1:00 pm *Inadvisable Rocket Science*

Phil Wellings shares a lifetime's fascination with really stupid technological ideas. Marvel with him at exactly how little thought people sometimes put in before spending large sums of money on something big and shiny!

1:00 pm *Fortean Time*

The panel looks into the world of strange phenomena and asks whether, even where there is no scientific evidence, something can become 'true' simply because enough people believe in it.

2:00 pm *Iain M Banks*

3:30 pm *Once More With Feeling...*

Media SF is currently replete with reworkings of older series, including *Dr Who*, *Red Dwarf*, *Battlestar Galactica*, *Survivors*, *Star Trek* and, perhaps soon, *Blake's 7*. The panel compares new with old and asks whether it is a good thing to bring back well-loved characters, or simply shows a lack of imagination amongst film and TV executives.

3:30 pm *Chaos Modelling*

Build a lunar lander from household junk and land your astronauts safely on the moon.

4:30 pm *The Life of a Star*

Stars come in many shapes, forms and sizes, and these factors all influence the star's evolutionary path. This talk will discuss how stars are formed, how they eventually die, and some of the interesting things they can do in between. *Presented as part of the International Year of Astronomy 2009.*

5:30 pm *The Future of Space Exploration*

The panel discusses our future in space, including issues such as whether we shall (or even should) return to the moon, whether the future lies with manned or unmanned spacecraft, and how future developments in space will be funded.

5:30 pm *One Small Step*

Join us in a game celebrating a *completely different* 40th anniversary! A fabulous fun-filled frenzy of falling fuschia feet!

6:30 pm *Night is Day*

'Night is Day' is a low-budget SF show following the adventures of reluctant superhero Jason Mackenzie as he tries to save the city from evil. It was written and directed by Scottish independent filmmaker Fraser Coull. Fraser has worked on television and film since training at the BBC in 2003.

6:30 pm *Do you worship Cthulhu?*

Will the Cultists prevail and sacrifice the innocent villagers to the Elder Gods or will the villagers discover the true identity of the Evil Ones and bring them to justice? Join Father Darke and Brother Jube at the sleepy village of Analcowpretzelho. A game for 5-30 players.

9:00 pm *Beach Party at the Sea of Tranquillity*

DJ *Psychochicken* hosts a truly out-of-this-world disco set on the shores of the Sea of Tranquillity. Come in swimwear, a spacesuit, a Hawaiian shirt... or all three! Look out for a special appearance by *Satellite 2* Con mascot *Roger*<beep>.

SUNDAY

10:00 am *Me and the Moon: A personal reflection*

Strange as it may seem, the moon *can* exercise an influence on a person's life – this is Ed's own story

10:00 am *Finding Uranus*

Possibly the last outing of this popular space trivia/blind man's buff game, so make sure you don't miss it! Much shouting and bumping into things.

11:00 am *Small Space?*

This panel explores whether small countries, such as Scotland or the UK, can contribute to space exploration, or whether it must remain the prerogative of large nations such as the USA, China and the former USSR, and of large multi-national collaborations such as the European Space Agency.

11:00 am *Lunar Pub Sign Workshop*

Exercise your creative talents by naming, and creating the sign for, the first 'village pub' on the moon. No prior artistic experience (or ability!) necessary, but PLEASE take care to keep paint off the Crowne Plaza's carpets!

12:00 noon *The Apollo Guidance Computer System*

Perhaps the single spacecraft component that assured the success of the lunar missions was the Apollo Guidance Computer (AGC). Apollo historian Frank O'Brien discusses the AGC and explains how, at a time when most computers filled an entire room, the designers created a device that was small, required little power, and included capabilities that are advanced by even today's standards.

1:00 pm *Culturally Challenged*

Iain M Banks' Culture has been described as a technological utopia. But would you actually want to live there? The panel explore this famous literary SF universe and discuss which aspects of it they find appealing, and which would be difficult to live with.

1:00 pm *Moon Rover Driving Test*

At vast expense *Satellite 2* has placed a remote controlled Rover on the surface of the moon. And now you have the chance to drive it!

2:00 pm *Where Science Produces Art*

Computers are a product of science but now are used regularly by artists to supplant traditional artistic media such as acrylics and oils. This talk illustrates some ways the scientist can reclaim computers to produce art.

2:00 pm *'Fantasy Football' Convention*

In the style of putting together a Fantasy Football Team, the panel try to sell us their ideas for the best SF convention ever, suggesting the definitive location for a Con (real or imaginary) and the finest possible set of guests (living or dead) in the history of space-time. Audience participation obligatory!

3:00 pm *Room 101*

Iain M Banks tells our Con Chair about those little things in life that really get his goat.

3:00 pm *Media Moon*

The panel looks at the portrayal and importance of the moon in media SF and fantasy. A must for all fans of *Space 1999* or werewolves!

4:00 pm *Random Thoughts of a Techno-Utopist Running Dog*

A secular orthodoxy has arisen which believes that 21st century industrial society

must repent its ways and follow a new sustainable path, reducing energy demand, travel and indeed fun and general merriment. In his talk, Colin will argue that this path is naïve, flawed and ultimately dangerous and that radical technical innovation offers the best hope of a resilient society flourishing into the deep future.

4:00 pm *Grumpy Old Fen*

Some 'fans of long-standing' share their experiences and try to convince us all that fandom just ain't what it used to be!

5:00 pm *Return to the Moon*

Project Constellation is NASA's program to return astronauts to the moon by 2020. This talk will include information on the mission architecture which includes the Ares 1 and Ares 5 rockets and the Orion space craft and Altair Lunar module. The talk will also include proposals for an international moon base.

5:00 pm *Book and Comics Auction*

Items from the collection of long-time Glasgow SF fan, the late Peter Bell, will be auctioned for charity.

6:30 pm *Closing Ceremony*

8:00 pm *Dead Dog Party commences*