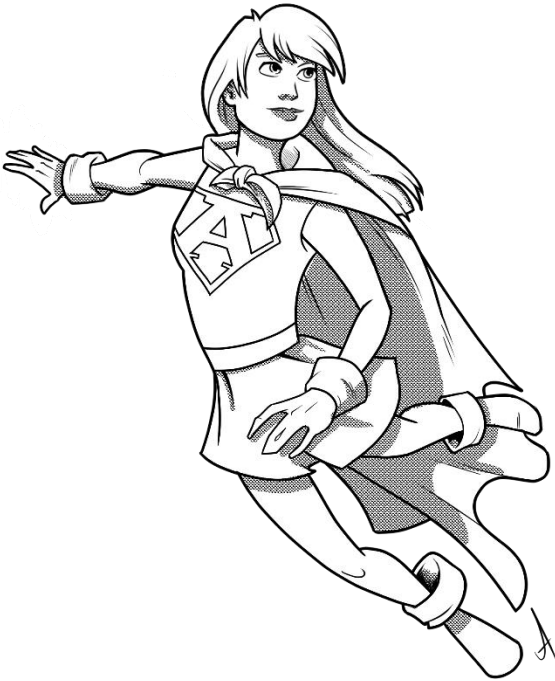




2020 Edition

# Arisia

## Family-Friendly Guide



# Welcome to Arisia!

Whether this is your 10<sup>th</sup> year coming to Arisia, or your first time attending a con, attending with your family is a wonderful experience. Here are some things you should know:

*The following is a summary of Arisia's Youth Policies, which can be found at <https://www.arisia.org/youthpolicies>*

## **CHILDREN UNDER 12**

- Ages 2-6 with fully paid membership and preregistration can attend Turtle Track (Childcare).
- Ages 6-12 can attend Fast Track (see the Pocket Program).
- Children under 6 are welcome in Fast Track with a parent.
- Kids without paid membership can be a **Kid-in-Tow (KIT)**.  
**NOTE:** Arisia Policy: One adult per three KITs.
- Under 8 must be accompanied by an adult at all times unless inside Fast Track.

## **ROAMING RIBBONS**

- For children aged 9-12.
- Paid Membership & Green Ribbon = Allowed to roam on their own.
- Paid membership & Red Ribbon = No roaming without grownup.
- Free-Roaming privileges can be revoked due to repeated inappropriate behavior. (See <https://arisia.org/YouthPolicies> for full details.)

**Turtle Track Location:** Ask at Ops Desk (Hale 3W).

**Fast Track Location:** Webster and Hancock Rooms (Lobby Level). See Pocket Program (available online) for hours and programming.

**Teen Lounge:** A teen-run space dedicated for the teenage fan to hang out with others aged 13-19 only. Located in room 766/767. Hours: Fri 4pm–10pm, Sat/Sun 10am–10pm, Mon 10am–2pm.

**Teen Unconference:** There will not be a Teen Unconference this year.

# Helpful Contacts and Locations

What is it?	Where is it?	What should I know?
The Watch (Security) Voice & Text	Stone 2W	(617) 863-2472
Lost & Found	Westin Front Desk	
Information Desk	Lobby Near Elevators	
Teen Lounge	766/767	Ages 13-20
Fast Track	Hancock/Webster (2W)	Ages 6-12
Turtle Track (Childcare)	See Ops (Hale 3W) for location	(617) 553-4652 Ages 2-6



## Youth Services Leadership Contact Email

- Fast Track Area Head: Ian Rose  
fasttrack@arisia.org
- Turtle Track Area Head: Rev. Ocean Thundermoon  
babysitting@arisia.org
- Teen Lounge Area Heads: Susan Fabijanac, Matan Kruska  
teenlounge@arisia.org
- Division Head: Aimee Bouchard  
youth-services@arisia.org
- Arisia 2020 Con Chair: Diana Hsu

# Ongoing Items

**Arisia Art Show** Harbor Ballroom II/III (3E). Be sure to remind the young ones to look, but not touch.

**Anime and Video**, Griffin (3E). The full schedule, movie descriptions and ratings are located in the Pocket Program. There will be kid-friendly cartoons every morning.

**Gaming – Tabletop** Harbor I (3E). Scheduled games are listed in the Pocket Program. There are also open tables that can be used for pick-up games or reserved at the con. The Tabletop room has quite the library of games, including some you could win and bring home! Tabletop room staff are happy to assist in finding games appropriate for age and time requirements.

**Gaming – Video** Carlton (3E). Families can find, and try, age-appropriate games and learn about different games and platforms. The older players are very knowledgeable and patient with the little ones. Open 5pm-11pm on Friday, 11am to 11pm Saturday and Sunday. Closed Monday. Under 12 must be accompanied by a responsible adult.

**Duck Hunt** Be on the lookout for rubber ducks around the hotel! If you find one of the waterfowl hidden for the annual Duck Hunt, bring it to the Volunteer Table (Westin Lobby) and get a reward!



## MUSIC AT ARISIA

Filking, concerts and dances. Oh, my! Consult the online Pocket Program for musical-themed events and programming.

# Family-Friendly Programs & Events

*This is a guide, not a complete list, just to highlight some items you may not have considered for your family. See the Pocket Program for more information. A complete list of Fast Track events can be found in the Guidebook app. Filter for Fast Track.*

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## Friday

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<b>Fast Track Open Play Time</b>	5:30 PM
Meet other kids and the Fast Track crew as we warm up for the weekend.	Hancock
<b>The Collective You - Your Biome</b> Learn about the multitude that live on and in the human body from a panel of scientists.	7:00 PM Marina 4
<b>How do I do the thing?</b> Learn from cosplay experts on how to solve less-common cosplay problems.	7:00 PM Marina 2
<b>Drop in Coloring</b> Enjoy a great way to ease into the con. Coloring pages and colored pencils will be provided.	8:30 PM Independence
<b>Dramatic Readings from the Ig Nobel Prizes</b> Enjoy highlights from Ig Nobel prize-winning studies and patents, presented in dramatic mini-readings	9:30 PM Grand Ballroom CD
<b>Drum &amp; Dance</b> Kids welcome if attending with an adult	10:00 PM Grand Ballroom A

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## Saturday

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<b>Geeky Playdate</b> A casual, drop-in space for parents together with their children. (No unaccompanied children.) See back of guide for details. <b>(Same time/place Sunday &amp; Monday.)</b>	8:30 AM Webster
<b>Ducktales: The Treasure of the Golden Suns Arc</b> Enjoy a morning movie!	10:00 AM Griffin
<b>Family-Friendly Renaissance Dance</b> Learn some of the fun dances from Ren Faires. Children 8 and up are welcome.	10:00 AM Commonwealth ABC
<b>NERF WAR- Kids Edition</b> Bring your NERF guns and plenty of ammo for an all-out NERF gun battle! Please note that protective eyewear is *Mandatory*. Please do not bring modified NERF guns	10:00 AM Stone
<b>Leaf Me Alone</b> Play a board game about keeping your yard clean? Yes!	10:00 AM Harbor Ballroom I
<b>Singing in the Pool</b> Bring a bathing suit. We will gather outside the pool area to parade through the hotel's public spaces to the pool. Follow the giant rubber duck!	11:30 AM Pool
<b>Is This Right for My Kid?</b> A panel for parents on navigating books, videos and more.	1:00 PM Bulfinch
<b>Project Cosplay</b> Young fans make their own masquerade costumes. More information at <a href="https://www.arisia.org/ProjectCosplay">https://www.arisia.org/ProjectCosplay</a> .	1:00 PM Webster- FastTrack3
<b>Princess Bride - Shadowcast Performance</b> The Tesseracte Players return with their family friendly version of this classic.	3:00 PM Grand Ballroom B

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## Saturday

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- En Garde! SCA Rapier Fencing Demo** See 3:30 PM  
16<sup>th</sup> and 17<sup>th</sup> century rapier techniques up Commonwealth  
close. ABC
- Forget Snape; Let's Talk Dumbledore!** 4:00 PM  
Dumbledore or Snape: who is more Douglas  
manipulative?
- Tactile Tour of the Art Show** Touch selected 4:00 PM  
art to complete our mental image. Clean Harbor  
hands recommended. Ballroom III
- Boston Lightsaber presents Jedi High School** 4:00 PM  
Enjoy this farcical comedy, followed by Grand Ballroom A  
a short workshop (limited availability; signups  
are just before the show starts).
- Soldering 101** Learn to solder by building a 5:30 PM  
simple circuit that blinks. This year's design is Adams  
the Arisia Lens. NOTE: This is a quick project,  
so this block is divided into three short  
sections. Be sure you go to the one you sign  
up for! Materials fee: \$5 per participant. Kids  
under 10 may participate but must have an  
adult "assistant." **Sign up in Program Nexus.**  
**Limit: 15 per session.**
- Songs of Rudyard Kipling** Kipling wrote a 5:30 PM  
wealth of poems that make excellent songs. Bulfinch  
This is a themed, participatory sing.
- Walk the Labyrinth** The labyrinth is open to 7:00 PM  
all who can respect the space. Arrive anytime Grand Ballroom A  
and walk it as many times as you'd like.
- English Country Dance** Where else in 7:30 PM  
New England can you try Jane Austen- Commonwealth  
style dancing with the likes of Darth Ballroom ABC  
Vader?

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## Sunday

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- The Emperor's New Groove** Enjoy a classic kid's flick in the company of other kids. 8:00 AM  
Griffin
- Ask a Maker** Where can you get robot parts? What kind of paint is best for a blaster? Panelists will discuss tools and techniques they've used to solve problems like yours. 10:00 AM  
Faneuil
- Parents of teens/tweens meetup** Share advice or just stories with other parents. 10:00 AM  
Independence
- Superhero Costuming** Bring out your inner hero and learn about the different types of superhero costumes and the techniques used to create them. 11:30 AM  
Alcott
- Get Rec'd! Books for Aspiring Writers** A panel of writers will suggest books that they've found helpful in learning the craft of writing, describing what makes those books effective and what they learned from them. 11:30 AM  
Douglas
- Create a Telephone Wire Tree** Using recycled telephone wire, we'll make small but colorful wire trees for you to take home. All materials and tools provided, and display ideas will be shown. Ages 8+ suggested. **Sign up in Program Nexus. Limit: 20.** 11:30 AM  
Independence
- Just Another Day at School (Little Wizards)** Mischief starts to run amok on school grounds. Can you put things right? 1:00 PM  
Harbor  
Ballroom I
- Fighting with Swords!** Athena School of Arms presents: the Scottish Broadsword, Medieval Longsword, Sword & Shield, Dagger and other historical fighting styles. Followed immediately by hands-on lessons. 2:00 PM  
Grand  
Ballroom A



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## Sunday

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**Libraries of the Future** SF predicted ebooks and electronic media decades ago. What is the greatest value libraries have to offer, and what will they look like a century from now? 2:30 PM  
Marina I

**Teen Sword Fighting** Swords for teenagers! Class will focus on the medieval longsword, in the German martial tradition. 3:30 PM  
Grand Ballroom A

**Geocaching and Letterboxing Meetup** Meet others interested in geocaching and letterboxing. Trade tips and tricks, or just learn about these geography games. 4:00 PM  
Independence

**Talking Cats and Political Rabbits** Enjoy a panel discuss their favorite anthropomorphic fiction: fantasy and allegories, humor and drama. 7:00 PM  
Douglas

**Masquerade** The 31st annual Arisia Masquerade. Come watch the entrants perform short vignettes to show off their costumes. 8:00 PM  
Grand Ballroom AB

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## Monday

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**Lilo and Stitch** Enjoy this Disney film with your friends. 8:00 AM  
Griffin

**Everyone's Going Back to the Moon** 2019 saw the 50th anniversary year of the Apollo 11 moon landing, We'll talk about the particulars of upcoming moon missions and explain why there are now bears on the moon. 10:00 AM  
Alcott

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## Monday

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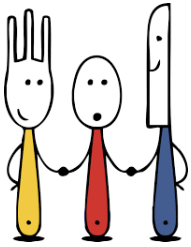
**Pixar: 25 Years (and Beyond!)** Panelists 10:00 AM  
discuss the remarkable body of work that's Faneuil  
defined animated storytelling for a generation.


**Parents with Infants & Toddlers Meetup** We 10:00 AM  
have run into each other in panels, in hallways, Stone  
and in elevators with strollers. Here we can let  
the kids run around and actually talk.

**Sing-along: Schoolhouse Rock** Sing along 11:30 AM  
with Just A Bill, Conjunction Junction and more. Bulfinch

**Splendid Teapot Racing** Navigate your radio- 11:30 AM  
controlled teapots through an obstacle course. Grand  
Ballroom ABC

**The Fantasy Fiction of John Bellairs** Let's 11:30 AM  
explore what makes Bellairs' work so distinctive Marina 2  
and the influence he had on middle-grade  
fantasy.

	<p style="text-align: center;"><b>Dining Tips:</b></p> <ul style="list-style-type: none"><li>• Have snacks on hand for the kids.</li><li>• The Con Suite (1E) is a place for snacks, not full meals.</li><li>• MJ O'Connors has a great kids' menu!</li></ul>
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	<p style="text-align: center;"><b>HOTEL POOL HOURS</b></p> <p style="text-align: center;">Friday-Monday 8:00 AM – 3:00 AM Located on the Mezzanine Level</p>
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# Youth Services Programs

## **Turtle Track (Childcare for ages 2-6)**

Given the large number of families who come to Arisia, we are happy to be able to provide programming for our youngest fans. By prior registration, we provide supervised childcare for those too young to enjoy the convention on their own. All children using this service must have special Turtle Track memberships to the convention.

### **1. Who staffs Turtle Track?**

On every shift you will find staff that are either professional child care providers or parents. There are a few teen volunteers, but every teen is paired with an adult and ratios of child to staff are designed to follow state mandates (which means there won't be more than 5 kids to any staff member).

### **2. Can I stay with my child?**

Parents are ALWAYS welcome in Turtle Track. You are not required to leave your child nor are you committed to have your child with us every moment we're open; YOU set the pace for how much or little time your child spends with us - no one knows your Little One better!

### **3. What happens at Turtle Track?**

Turtle Track is not a place where we hold kids hostage so parents have an opportunity to explore Arisia - Turtle Track is part of Arisia! There is a daily schedule of events with everything from Arts & Crafts to Yoga and Story Time. We are aware that Turtle Toddlers have short attention spans and have created the schedule to avoid overwhelming them. The Quiet Room is also always staffed and always available. There are usually two events taking place so a Turtle Toddler can opt for either one.

### **4. What happens if my toddler is cranky/sick/sad?**

The policies for Turtle Track are handed out to caregivers when they bring in a Turtle Toddler for the very first time. Every childcare session will include a Quiet Room. This room will be used for children who need to relax in a mellower environment, children who miss parents/caregivers, children who are interacting with difficulty or children who are not feeling well. PLEASE be aware, in the case of prolonged crying, illness or violence toward staff or children, parent/caregivers will be contacted promptly. "Promptly" is subject to interpretation, but the guidelines are based on how inconsolable the child is and how the child's expression of emotion is impacting other Turtle Toddlers.

## **Turtle Track cont'd.**

### **5. Does my toddler get fed at all?**

We have formal Snack Time but we certainly wouldn't starve a hungry Turtle; they get snappy when they're hungry! Snacks will be made available at other times if needed. The staff is very concerned with good health so you can feel confident your child/ren will eat well while in our company - no high fructose corn syrup or red dye #72! There is, of course, one small exception to this (we like to make candy necklaces....and then EAT them!!) but for the most part, your lil' darlin' will be enjoying dried fruit, trail mix and organic, free range cookies. Parents are welcome to leave favorite munchies for their own Turtles, and are encouraged to do so in the case of particular dietary concerns.

**Turtle Track is a nut-free zone to ensure the safety and health of our future fen.**

### **6. Besides the schedule of events, what else can I expect for my child?**

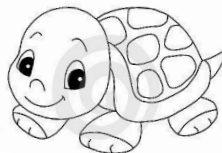
We have toys for our Turtle Toddlers, too, so they can take advantage of our "free play" times: blocks, trucks, dolls, tea sets, dinosaurs and animals and such.

### **7. What about security? I don't want my child being given to just anyone!**

When you first arrive at Turtle Track, you will be asked to fill out a detailed registration form. Please make sure all questions are answered; this allows us to provide the best possible service. There is a line to enter a password. A password (like "melon" or "pigfoot") allows the caregiver to send someone for pick up who might not be on the initial authorized list (in case of emergency or convenience).

### **8. What if there's an emergency?**

There are members of the Turtle Track staff that are CPR trained but parents and emergency services would be called INSTANTLY in any situation more serious than a little trip or bump. In the case of an evacuation emergency, all children will be bundled in warm attire (please bring coats to Turtle Track) and brought via the stairs to the hotel-designated evacuation location. All other pick up protocols will be in place, e.g. checking IDs, asking for passwords.



## Fast Track (Programming for ages 6-12)

Arisia's Kids' program, known as Fast Track, is designed as a con-within-a-con for our younger fans. With a purchased registration, they have access to a wide variety of program items, including crafts, costuming, a magic show, science, exercises, discussions, demonstrations, storytelling, and games. **We welcome teen volunteers!**

Fast Track is **not** child care and **cannot provide snacks and meals.**

Arrangements must be made to feed your children. No food is allowed into the Fast Track area for safety concerns.

**Guardians - you are responsible for picking up your child** by the time Fast Track closes. Children with a red ribbon may only be picked up by an adult listed on the release form. Children not picked up within a half-hour of Fast Track's closing will result in the child brought to The Watch, which will follow procedures to ensure the safety of the child. Repeat instances of not picking up your child on time will result in the replacement of the child's Fast Track membership with a Kid-in-Tow membership.

## Hours of Operation

Guardians or authorized adults may pick up and drop off their children at Fast Track any time during open hours.

Day	Morning	Afternoons
Friday		4:00 PM – 8:00 PM
Saturday	10:00 AM – 11:30 AM	1:00 PM – 5:30 PM
Sunday	10:00 AM – 11:30 AM	1:00 PM – 5:30 PM
Monday	10:00 AM – 1:00 PM	

# Fast Track Attendance Policy

If you are...	Your Fast Track access is...
Child under six (6) or Kid in Tow (KIT)	Only when accompanied by a parent/guardian or another adult or teen whose name has been provided to Fast Track.
Child ages six to eight (6-8) with a Fast Track membership	<ul style="list-style-type: none"><li>• Allowed to attend unaccompanied.</li><li>• CANNOT leave without an authorized adult.</li></ul>
Child aged nine to twelve (9-12) with a Fast Track membership	<ul style="list-style-type: none"><li>• Allowed to attend unaccompanied.</li><li>• Allowed to leave without an adult IF guardian consent is given.</li></ul>
Adult wanting to volunteer	Allowed pending approval from Fast Track Area Head & Staff Services.
Adult to participate in an activity <b>with</b> a child.	Allowed while accompanying a child.
Adult to participate in an activity <b>without</b> a child.	No admittance.

## Fast Track Memberships

**Green Ribbon** (“Comet”, Free Roaming): 9-12 years old with guardian permission to roam the Con; does not require adult supervision in convention spaces.

**Red Ribbon** (“Satellite”, Non-Roaming): Children with Fast Track memberships who may be unsupervised in Fast Track but may not leave without being signed out by an approved adult.

Any child who excessively misbehaves or engages in inappropriate, disruptive or dangerous behavior is subject to having free-roaming privileges or their entire membership revoked.

## **Geeky Play Date (Sat/Sun/Mon Morning 8:30 – 9:45 AM)**

Looking to meet up with other parents and kids at the con? Geeky Play Date is a casual, drop-in space for you and your children. Located in Fast Track, kids can bring their favorite toys and make new friends! Parents can do the same! Please note: this is NOT a babysitting service/venue; plan on tending to your children.

Location: Fast Track



## **Teen Lounge (Meeting space for ages 13-19)**

Teen Lounge is a space for teens only: it is run by teens, for teens. The Teen Lounge can be used to hang out, meet other teens, play games, and generally relax and have fun over the course of the con in a safe, comfortable space.

The hours of Teen Lounge will be posted on the door. All members are asked to respect the rules posted in Teen Lounge for the enjoyment of all the teen members. Teen Lounge is staffed by at least one teen volunteer at all times.

For more information on Teen Lounge, please contact [teenlounge@arisia.org](mailto:teenlounge@arisia.org).

**Location:** 766/767

**Hours:**

Friday	4:00 PM – 10:00 PM
Saturday-Sunday	10:00 AM – 10:00 PM
Monday	10:00 AM – 2:00 PM

## Helpful Dos and Don'ts

**DO** Read the Pocket Program. It is your bible for all things happening at Arisia! Items that are in the children-specific programs will be marked with a star symbol. This year it will be available on the Arisia website at <https://www.arisia.org/Publications#Schedule>

**DON'T** Leave children unattended in areas that aren't dedicated spaces (Fast Track, Turtle Track). The Gaming Areas, Con Suite, Anime and Film Rooms are not a drop-off space for your young ones.

**DO** Make sure any toy weapons your child is carrying around are peace bonded by The Watch (Arisia Security) located in Stone 2W.

**DON'T** Assume your child will be as interested in the same panels you are. If there is a chance they may be bored or cause a disturbance during the session, consider an alternate activity.

**DO** Be aware some panels are inappropriate for eyes and ears under 18. Arisia and its members should follow local and federal laws.

**DON'T** Forget to feed your child. Pick them up from Turtle Track and Fast Track for lunch and dinner. While Turtle Track has snacks, Fast Track does not.

**DO** Seek out and talk to other fen Families! The Geeky Play Dates, Con Suite, or other communal spaces are great locations to meet and chat.

**DON'T** Forget many of the costumes, the outfits the attendees will be wearing, and the displays in the exhibit areas may be made of delicate and easily damaged materials that your child should not handle without permission.

**DO** Provide suggestions on what you think would add to your family's Arisia Experience! Come to a Feedback Panel, or post to an Arisia community on Facebook.

**DO** Make sure your contact information is on your children's badges (even KITS) in case you get separated!