

ROOM/LOCATION	10 AM	11 AM	12 PM	1 PM	2 PM	3 PM	4 PM	5 PM
COMIC-CON HOW-TO ROOM 3	Life Drawing on the Go!	Want to be a Toy Designer?	How To Make a Minicomic Out of One Sheet of Paper	Seeing the Unseen: Drawing Imagination in Perspective	Blank Cover to Graded Slab ft. Artgerm	How to Sketch Anything in Ballpoint Pen		
4	Book-Talking with the Comic-Con Book Clubs of San Diego	Harvey Pekar's <i>American Splendor</i> at 50	Life in Comics: Graphic Non-fiction	Megascopes: Celebrating Five Years	Comics GOAT: Tribute to Archie Goodwin	Ask a (Comics) Librarian	Everyone's a Critic: Being a Journalist in an Online Age	
5 AB	The Annual Jack Kirby Tribute Panel	Steve Ditko: His "Amazing" Career	Ask an Astronaut	TMNT First Movie Gabfest	Celebrating 85 Years of Blue Beetle	The Official Disneybound Panel		
6 A	The Voices of Billy West	The Sunday Cartoon Voices Panel		Stark Trek: 60th Anniversary Celebration		Starship Smackdown XXXIII: We're Getting Too Old For This Ship Edition		
6 BCF	 Kineverse: <i>Air Bud Returns</i>	 35 Years of Sailor Moon:	 How Pokémon Captured Our Hearts for 30 Years	The Lord of the Rings and the New Age of Adaptations		<i>Buffy: Once More, with Feeling</i> The Musical Experience		
6 DE	 The Baby-Sitters Club at 40: Friendship Never Goes Out	Saying "Hi" with Alice Oseman	Artist Brand Collaborations	Transformers: the good, the bad, the funny		A Celebration of The Four Horsemen Studios		
7 AB	Pop Culture and the Christian Church	TOKYOPOP: <i>Tim Burton's the Nightmare Before Christmas</i>	Dark Horse Comics: 40 Years of Comics Nerds	Tales of Saucer Country and Beyond	Cover Story: The Art of the Cover	The Business of Cartoon Voices	 Spotlight on Maggie Thompson	
9	San Diego International Children's Film Festival							
10	Queer Comics in Color	Marvel Comics at Abrams Books	 Spotlight on Steven Butler	Fantasy and Horror Cinema from Latin America and Europe		Masquerade Replay		
COMIC-CON WORKSHOP ROOM 11	 Manga Tutorials for Kids	Katsuya Terada, Manga Legend Live Draw Session	Building a Universe with Impound Comics	 Cartoon Design for Creative Kids	Final Steps: Comic Book Lettering	Thinking Aloud: Live Movie Poster Design Challenge	A Live Hunger Action Hero Classroom Experience	
23 ABC		How to Work in Storytelling	Dynamite Entertainment 2026 Disney	When Comics Meet Indigenous Art	Little Fish: Comics, Community, Collaboration	Celebrating 5 Years of Fright & Terror with Nightfire	The Horrors Persist but So Do We: A Latine Horror Panel	
24 ABC	Girl Dessert	The Art of Graphic Novels, for All Ages	Multi-Genre Master	Fit to Print: The Comics Staple Panel	The Indie Comics Revolution Revised	Anime Fandom Before Streaming and Social Media	Success In Creativity Talks About Making The Best Of Your Resources	
25 ABC		Tiny Droids for Love and Learning	Comic-Con Museum: Bringing the Popular Arts to Balboa Park	 Spotlight on Jeff Smith	Development to Distribution: Thinking Outside the Box	Pop Culture In Museums	Comic-Con Talk Back	
26 AB		COMICS ARTS CONFERENCE					The Power of Color: The Discussion Continues	
		CAC#13: Black Women in Comics	CAC#14: Enforcing and Challenging Codes of Gender and Sexuality	CAC#15: Black and Brown Counterworlds	CAC#16: Super-Traumatized Childhoods			
28 DE	 Spotlight on David Gerrold	 Spotlight on Gordon Purcell	 Spotlight on Mike Royer	Gemma Correll: How Comics Help Us Talk About Mental Health	The Dos and Don'ts to Kickstart Your First Comic	Where Do Ideas Come From?	It Came From The Black Lagoon: Universal's 3-D Movies of the 1950s	
29 AB	Graphic Novel Storytelling: From Idea to Page	Art is Super! 	 Spotlight on Mark Waid	Needful Things: Collecting Stephen King	 Streaming Has Changed Media Forever	Gaming in Latam & Emerging Technologies	DiverseToons: Real Stories for Real Times	
29 CD	 Race, Gender, and the Comic Book Medium	40 Years of James A. Owen Awesomeness	Ball Jointed Dolls 101: Creating, Customizing, and Collecting	The Science of <i>Frankenstein</i>	The Many Masks of Spider-Man	Comics Inspire the Moon: Artemis and Apollo		
32 AB	Emily the Strange Panel Experience	WATCHERS: The Trading Card Gaming ... the Cinematic Universe	Critical Entertainment Showcase	No One Gets Out Alive: Creators Look Back at a Lifetime in Comics	AI and the Creative Industries: Where We Stand	Time Traveling Through Film & TV Set Decoration	Adapting Famous Books, Movies & TV Shows for Comics	
MARINA D MARRIOTT MARQUIS	Mixer for Science-Minded Geeks				Tabletop Game Design Pitch Panel		 Mixer for Teachers and the Popular Arts Enthusiasts	
GRAND 6 (IFF) MARRIOTT MARQUIS	Comic-Con Film School 104: Post Production and Distribution	CCI-IFF Award Ceremony	CCI-IFF Award Showcase					
GRAND 10 & 11 MARRIOTT MARQUIS	 Writing Cozy Villains	Masters of Public Domain	Autism in Comic Books	Bring On The Bad Girls!	Stan Lee and The Grindhouse Radio	Minds We Made: Ethics in the Age of AI		
Del Mar Room MARRIOTT MARQUIS	Mission Control: STEAM Activity Room							

NOTE: This schedule is subject to change.

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GRAND 12 & 13 MARRIOTT MARQUIS	Building Careers at the Intersection of Games, Tech, and Storytelling	Female Artists Who Work Within the Star Wars Universe	Gardner Fox: Architect of the DC Universe	How to Group Cosplay	From Page to Scream! Horror Across Media	Chef Duff Goldman		
GRAND ABC OMNI HOTEL	Tales From the Brass Dragon		Color Bind, a BIPOC Actual Play		"Who's DMing Anyway?" A D&D One-Shot			
GRAND DE OMNI HOTEL	Mini-Comics and the History of Tiny Books	Conspiracy Theories & Propaganda Throughout Pop Culture	From Blackbeard to Netflix: Pirates in Modern Media	The Power of TTRPGs in Youth Development	Women Finding TTRPGs Later in Life			
NEIL MORGAN AUDITORIUM CENTRAL LIBRARY	90's Cartoon Draft 2026	 The Paleontology of Pokémon	The Choice Behind the Voice	The Best Pop Culture Vacation Destinations	Welcome To New Vegas, Vault Dweller			
SHILEY (CCEL) CENTRAL LIBRARY	GeekEd: When Pop Culture Becomes Pedagogy	GeekEd: Masculinity in Pop Culture and on College 	GeekEd: You Belong Here: Challenge Traditional Hierarchies	GeekEd: Higher Education in the Days of Future Past	Comics for Education			
GRAND 1 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
GRAND 2 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
GRAND 3 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
GRAND 4 MARRIOTT MARQUIS	Anime Screenings (Scan QR Code on page 82 for full listings)							
MEZZANINE 14A	Games (Scan QR Code on page 76 for full listings)							
MEZZANINE 14B	Games (Scan QR Code on page 76 for full listings)							
MEZZANINE 15A	Games (Scan QR Code on page 76 for full listings)							
MEZZANINE 16A	Games (Scan QR Code on page 76 for full listings)							
MEZZANINE 17A	Games (Scan QR Code on page 76 for full listings)							
MEZZANINE 17B	Games (Scan QR Code on page 76 for full listings)							
MEZZANINE 18	Games (Scan QR Code on page 76 for full listings)							
MEZZANINE 19	Games (Scan QR Code on page 76 for full listings)							
SANTA ROSA MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
PACIFIC 18 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
PACIFIC 20 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							
PACIFIC 21 MARRIOTT MARQUIS	Games (Scan QR Code on page 76 for full listings)							

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