

THIS IS A CENTERFOLD PROGRAM MAP.

THE PROGRAM RUNS ON LOCAL TIME – REMEMBER TO CHANGE YOUR CLOCK AT EVERY HARBOUR.

PROGRAM MAP COLOUR CODES

LARP
WORKSHOP
TALK
PANEL
SOCIAL/ OTHER

Thursday	12 - 13	13 - 14	14 - 15	15 - 16	16 - 17	17 - 18	18 - 19	19 - 20	20 - 21	21 - 22
Prow 6 - 11	Larp Documentary Screening							The Pitfalls of Exclusion	The Hour of The Rant	
BlackBox 12 - 13			SOLMUKOHTA CHECK IN 14:00					Light and Sound 101		
WS Room 4 - 5									The Ferry at the Edge of Forever	
WS Room 17 - 18									Basic Principles of Female Teasing and Erotic Dancing and How to Integrate ...	
Room 19 - 22								Fundamentals of Nordic Larp	Meet them Half-Way	
Room 20 - 21								Designing against experiential uncertainty		
Room 23 - 24								The Unusual of the Unusual	Edularping & Special Needs ...	Forum Theater
Atlantis Palace						16:30 Opening Ceremony	The Solmukohta Opening Game			

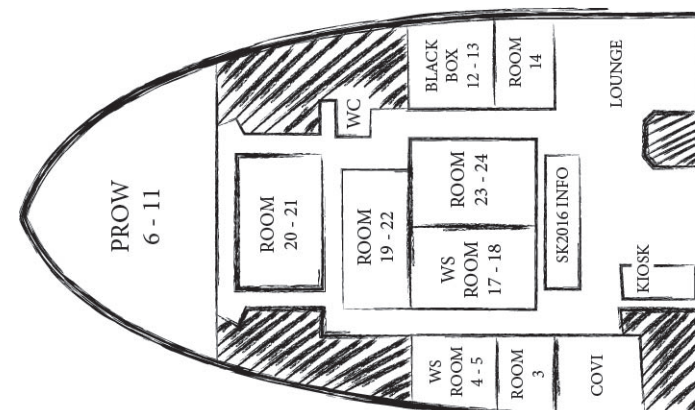
Friday	9 - 10	10 - 11	11 - 12	12 - 13	13 - 14	14 - 15	15 - 16	16 - 17	17 - 18	18 - 19	19 - 20	20 - 21	21 - 22
Prow 6 - 11		Chronological act structure ...	The Fundamentals of Sound Design for Larp		A New History of Live Roleplaying	What we ... Before We Wake	Documentary larp			Metatechniques - the world outside linear storytelling	Open Mic		
BlackBox 12 - 13		For Here Our Sister Lies			M/S Kristina			DIS/CONNECT		Light and Sound 101			
WS Room 4 - 5		How to Play Bright, Memorable Evil Characters	Who Is He (And What Is He to You)?		art/larp/art		Bleed and Loathing		15 minutes larp session	BDSM and larping	Kinky Larpers Munch		
WS Room 17 - 18	Morning Workout	The Trial Against Cinderella	Introvert friendly workshops		Physicality Based Character Work	The Golden Cobra Sampler			WoD as a radical platform				
Room 19 - 22		Your Brain on Larp - Questions and tools for ...	Best of Finland	Best of Sweden	Larp organisers' problems and tools		Larping the history ...			Participatory Storyt ...	Your Body is Political	Bastard Café	
Room 20 - 21		Being a Monk: Building a Cathedral	The First-born is Dead	Urban Storytelling Experience / Pan-EU LarpCon		Gamedesign for War-LARPs	Whately Techn: Traditions and advancements in a Chicago ...		Thin Red Line between Larps and Computer Games		LarpJam		
Room 23 - 24		Lessons in Iterative Design		Communities of Practice and Legitimate Peripheral Participation		Aesthetics of Larp					Character death and after-death	Electronics for Larp from Russia	
Atlantis Palace			The Polish Adventure: Lessons learned ...	Designers' Hour	Baltic Warriors: Saving the sea with larps		The Last Voyages of the Demeter	Let the dead rest	Battle Of The Airbands	Just a Little Lovin' party & drag show			

Saturday	9 - 10	10 - 11	11 - 12	12 - 13	13 - 14	14 - 15	15 - 16	16 - 17	17 - 18	18 - 19	19 - 20	20 - 21	21 - 22	22 - 01					
Prow 6 - 11		Historical Larps - between facts and fantasy		Preparing Non-Larpers for their First Larp Experience	Art & participation	Designing for Gendered Experiences - a panel debate about designing larps about gender		Finnish Style Street Larp Design		THE SOLMUKOHTA MUSICAL AT ATLANTIS PALACE 18:30 - 19:00	SOLMUKOHTA GALA DINNER AT GRANDE BUFFET 19:30			SOLMUKOHTA GALA PARTY					
BlackBox 12 - 13		Cat's Cradle			Fallen Stars													The Secret Blues Party	
WS Room 4 - 5		Starting from Nothing		Who to prepare & debrief in Edu-Larp.	Do Us Part			Pin system: simulation of sex											
WS Room 17 - 18	Morning Workout	Dancing Through the Ages		Early Humans: A re-history research game		Metatechniques and game-master skills		Together Tales: Larping for families	Magic spells										
Room 19 - 22		Mental Illnesses and Larp		Best of Norway	Best of Denmark	Edu-larp: A Literature Review	Using Roleplaying Games for Improv Theatre	Labour in larp											
Room 20 - 21		Larp Learning-Effects and their Broader Communication		Roleplay Science! thx Finland	Spindle - a tool for larpwriters	1905 - an experience of political play about the Russian revolution		Designing a con for ...	Larp is like Hummus										
Room 23 - 24		Preserving Play: How museums should handle roleplaying games?		Un-titled larp..		Gender and historical larps: two case studies	Behind The Curtain - how our brains create reality through fiction		Most interesting Russian LARPs 2015										
Atlantis Palace			Safe, Sane and Sensual: Design and data from Inside Hamlet	Hour of Spatial Design	Lightning Talks		The road to darkness	Solmukohta TV	One Hour Rave Room Party version 5										

Sunday	9 - 10	10 - 11	11 - 12	12 - 13	13 - 13:30	13:30 - 14	14
WS Room 17 - 18		Level Five	Organise more Larp Events and Stay Alive: How to make a charity ball and involve volunteers			GOODBYE! LAST CLEAN UP	SK2016 HAS ENDED, SEE YOU NEXT YEAR!
Atlantis Palace		Mistakes I've Made while Organising Larps			Closing ceremony		

THIS IS A CENTERFOLD PROGRAM MAP.

THE PROGRAM RUNS ON LOCAL TIME - REMEMBER TO CHANGE YOUR CLOCK AT EVERY HARBOUR.



BIG MAP OF THE VENUE ON THE BACK COVER