



Museum of Science Fiction
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FOR IMMEDIATE RELEASE

NASA Builds the Virtual Museum of Science Fiction

Washington, DC (Apr. 28, 2015) – The Museum of Science Fiction, the world’s first comprehensive science fiction museum, is thrilled to announce that a team from the NASA Goddard Space Flight Center is developing the Virtual Museum of Science Fiction, an experience for the Oculus Rift Virtual Reality headset.

The project, currently underway, is prototyping a virtual environment of the 4,000 square-foot Preview Museum that will allow visitors to explore and interact with Museum exhibits and learn science topics such as heliophysics. Virtual visitors will also enjoy video content from the SyFy Channel that will be shown throughout the virtual gallery on the 40-foot long video wall and exhibit display screens.

Once inside the virtual Museum, visitors will be able to move about the gallery and operate a heliophysics science station that offers an unprecedented view of the sun. Solar data provided by NASA satellites will ensure that this will be the most realistic and scientifically accurate presentation of the heliosphere and solar weather.

“From the beginning, our goal was to incorporate virtual reality, ambient intelligence (*amb-i*), and a heliophysics science station into the Museum’s learning environment in ways that have never been done before,” said C. Alex Young, PhD, Associate Director for the Heliophysics Science Division at the NASA Goddard Space Flight Center, member of the Museum’s Board of Advisors, and Chair of the Museum’s Technology Subcommittee. “With *amb-i*, Museum visitors will have a highly personalized experience that adapts to their learning preferences and entertainment choices. The potential for merging the virtual Museum with *amb-i* is enormous and exciting as a new informal learning tool for STEM educational areas.”

David Brin, author of *The Postman*, *Earth*, and *Existence* and member of the Museum of Science Fiction's Board of Advisors remarks, “Every other civilization put its ‘golden age’ in the past. We

are the first to realize that our best times must lie ahead, in the future. We may not yet know how to build such a great era... but we will build the builders! And those new generations will need one gift from us: inspiration. Oh, we still need museums to the ancestors who brought us here. Never forget the past! But now it's time for another kind of Time Palace. One dedicated to plans, warnings, dangers, opportunities... and dreams."

"We are always looking for disruptive innovations on better storytelling," said Bryan Stephenson, a VR developer at NASA's Goddard Space Flight Center working on the project. "New virtual reality technologies, like the Oculus Rift, will bring about a revolution in education and entertainment that will completely change how we experience digital realms. We are delighted to begin exploring how we may deliver this new content with the Museum of Science Fiction."

The virtual Preview Museum is scheduled to be available in time for the Winter 2015 consumer product launch of the Oculus Rift. It will be fully integrated into the physical Preview Museum once construction has been completed, allowing for an unprecedented level of interaction between visitors in the virtual and physical museums. The project is already receiving advanced praise from educators and science fiction media personalities.

More information about this and other activities are available on the Museum's website: www.museumofsciencefiction.org

About the Museum of Science Fiction

The nonprofit Museum of Science Fiction will be the world's first comprehensive science fiction museum, covering the history of the genre across the arts and providing a narrative on its relationship to the real world. The Museum will show how science fiction continually inspires individuals, influences cultures, and impacts societies. Also serving as an educational catalyst to expand interest in the science, technology, engineering, art, and math (STEAM) areas, the Museum uses tools such as mobile applications and wifi-enabled display objects to educate and entertain. For a full press packet on the Museum of Science Fiction's vision and other information, visit: www.museumofsciencefiction.org/presspacket

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