



Museum of Science Fiction
Washington, DC
USA: Earth: Sol: Milky Way

ESCAPE 2016
VELOCITY

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The Museum of Science Fiction Releases Mobile App

Washington, DC (Jun. 22, 2015) – The Museum of Science Fiction, the world’s first comprehensive science fiction museum has released its first mobile application, a key component of its mobile, virtual, and ambient intelligence (*amb-i*) platform – designed by Museum Chief Information Officer Alexandre Carvalho – the app will be made available as a free download for iPhones and iPads.

The current release debuts with two initial modules, a companion guide to the Reagan National Airport exhibition opening on July 7 and a science fiction trivia game.

The Reagan National Airport exhibition companion guide will provide visitors with exhibition information, an interstellar passport, and their own "boarding pass to the future." The app will have an "Expedia-style" Plan-Your-Visit feature to selected destinations: the Moon, Alpha Centauri, or Mars and then generate an interstellar passport and boarding pass that can be emailed to the traveler – Climb Olympus Mons! Hike the Mars Rover trails! Stay in floating hotels! Remember your sunscreen! Travel to the Moon – Best view of the Earth! Visit the first moon landing monument!

The trivia game module features about 4,000 challenging questions across eight categories. Players can compete for bragging rights and settle once and for all, who is the master of all science fiction knowledge. "The team and I have been working hard to bring this project together," said Carvalho. "Some of the questions are going to be difficult for even the most devout science fiction fans, so I'm really looking forward to seeing the Celebrity Shootout event planned for Escape Velocity next year."

David Brin, award winning science fiction author, physicist, and Museum advisory board member commented, "Although science fiction belongs to all the world -- as does a big, bold, and wonderful future -- no nation has more to be proud of, in developing the genre into our

civilization's R&D department, for uncovering tomorrow's problems and exploring the limitless possibilities."

The mobile app is available now as a free download worldwide on the App Store for iPhone and iPad devices: <https://itunes.apple.com/us/app/mosf/id991638074?mt=8>

Support for Android devices, additional languages, and a new 10,000-question database are planned for the end of this year.

More information is 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, please visit:

www.museumofsciencefiction.org/presspacket

About Escape Velocity 2016

The Museum of Science Fiction and NASA are partnering to bring Escape Velocity 2016 to Washington, DC. The event will be like a micro futuristic world's fair to promote STEAM educational activities within the context of science fiction using the fun of comic cons and fascination of science and engineering festivals. Escape Velocity 2016 seeks to make a measurable positive impact to boost informal learning on the more conceptually challenging academic areas. Escape Velocity's mission is to re-invigorate the interest of our nation's youth in science, technology, engineering, art, and math by producing and presenting the most compelling, exciting, educational, and entertaining science festival in the United States using science fiction as the primary engine. Escape Velocity will achieve orbit on July 1 - 3, 2016 at the Gaylord National Resort and Convention Center in Metropolitan Washington, DC. For a full press packet on Escape Velocity, please visit: <http://www.museumofsciencefiction.org/ev-press-media>

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