



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

ESCAPE
VELOCITY

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FOR IMMEDIATE RELEASE

Escape Velocity Kickstarter Launched

Washington, DC (Feb. 24, 2016) – The Museum of Science Fiction, the world's first comprehensive science fiction museum, launched a Kickstarter campaign to sell tickets and raise awareness for its upcoming Escape Velocity science fiction convention. Early backers will be able to enjoy discounts on tickets, hotel rooms, and additional perks for the event.

"Getting your tickets early through the Kickstarter campaign is not only less expensive, but there are lots of cool rewards that would otherwise only be sold separately," said Hannah Hoare, the Museum's manager for product sourcing. "There won't be a better deal for Escape Velocity than right now."

The Museum has also partnered with Most Valuable Kids, Inc. to offer those science fiction fans who wish to contribute to the Museum's support for STEAM education but cannot attend the convention the option to donate tickets to underserved middle and high school students. Backers who donate their tickets can still receive campaign rewards.

"Since 2003, Most Valuable Kids DC has provided over \$6 million worth of tickets to major sports and entertainment events to area students," said Jamie Perry, national director for MVK. "We're thrilled to partner this year with the Museum of Science Fiction to bring kids to Escape Velocity and get them inspired by science."

The goal of the campaign is to raise \$18,000 which will be used to bring even more high profile media guests to appear at Escape Velocity. The event is already independently supported by the Museum, and whether or not the campaign goal is reached, Escape Velocity will be held July 1 - 3 with a range of guests from the worlds of science, technology, engineering, arts, and entertainment. The campaign is scheduled to run until March 27 and can be accessed at <http://www.scificrowdfund.com>

The Museum of Science Fiction and Escape Velocity are nonprofit 501c(3) organizations. More information about this and other activities are available here: www.museumofsciencefiction.org/escapevelocity.events

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 engage 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 young people 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: escapevelocity.events/press-media

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