



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

ESCAPE  
VELOCITY

**CONTACT:**  
Nico Pandi  
+1-657-215-1701  
[nico.pandi@museumofsciencefiction.org](mailto:nico.pandi@museumofsciencefiction.org)

**FOR IMMEDIATE RELEASE**

## **Deep Ocean Robotics Competition Winner Announced**

**Washington, DC (May 30, 2017)** – The Museum of Science Fiction is happy to announce the winner of its Deep Ocean Research and Robotics Competition.

The 1st Junior High School of Papagou, Greece has been selected for their entry, "Hydrobot conversion to an electronically controlled robot vehicle."

"This competition had rigorous technical and design requirements that would be a challenge for most teams, but the proposal from Papagou hit them all," said Liz Taylor, president of DOER Marine who partnered with the Museum to sponsor this competition. "From the use of simple, low-cost materials to open architecture design which allows for mission flexibility, we were really impressed with this team's entry, and they very much deserved to be declared the winners."

The winning team will have its proposal funded, built and launched, and data collected from the research mission will be shared with participating schools and research organizations for analysis. Research findings will be published in the Museum's triannual *Journal of Science Fiction*. In addition, the team will receive an award on September 2, 2017 at the Escape Velocity convention in Washington, DC, the theme of which is Robotics, Computers, AI, and Drones.

More information about this and other activities are available here:

[www.museumofsciencefiction.org](http://www.museumofsciencefiction.org)  
[escapevelocity.events](http://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](http://www.museumofsciencefiction.org/presspacket)

### **About Escape Velocity 2017**

The Museum of Science Fiction and NASA are partnering to bring Escape Velocity 2017 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 2017 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 September 1 - 3, 2017 at the Marriott Wardman Park Hotel and Convention Center in Washington, DC. For a full press packet on Escape Velocity, please visit: [escapevelocity.events/press-media](http://escapevelocity.events/press-media)

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