



MO  
SF

MUSEUM OF  
SCIENCE FICTION  
WASHINGTON DC



2017  
Museum of Science Fiction  
Escape Velocity  
Prospectus and Program Guide

# Contact

Any questions regarding this document should be directed to:

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Executive Director  
Museum of Science Fiction  
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EARTH SOL MILKY WAY

## Statement Regarding Future Events

This document is a prospectus and contains forward-looking statements within the same meaning of the U.S. Private Securities Litigation Reform Act of 1995. Forward-looking statements include any statement regarding future events or the future financial performance of the Museum of Science Fiction that involves risks or uncertainties. In evaluating these statements, readers should specifically consider various factors that could cause actual events or results to differ materially from those indicated, including without limitation: changing economic conditions, visitor demand, competition, funding projections, and other important factors as described in this document.

Cover art from **2001: A Space Odyssey** (Kubrick, 1968)

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## WELCOME

Our second annual conference with an event theme of computers, robot, AI, and drones is set to deliver an amazing set of program tracks, increased visitor experience, and a few new additions I'm sure will delight everyone!

Escape Velocity 2017 contains 200 program hours, 130 discussion panels, 60 exhibitors, and 272 guests and celebrities. This year's highlights go well beyond our debut event from last year.

The educational mission and commitment of Escape Velocity and the Museum of Science Fiction completely align with using science and science fiction to inspire imagination and motivate learning, especially with this year's event theme.

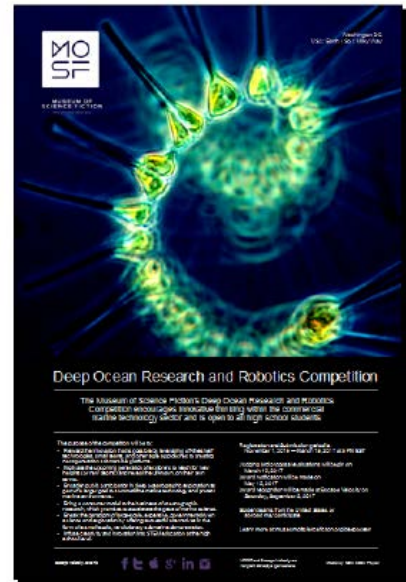
The EV 2017 high school STEM educational competition involved underwater robotic systems. The Museum's International Deep Ocean Research and Robotic competition received numerous entries from around the world. The winning team from Athens, Greece traveled to Washington, DC to receive their award and recognition.

The main purpose of Escape Velocity is to educate and entertain in the context of a fun science fiction weekend event. A secondary purpose is to raise awareness and funding for a physical museum. So far, we have been very successful with a wide-range of achievements from developing mobile apps and temporary physical exhibits to lectures and in-classroom learning activities.

I hope you will help us spread the word and increase awareness. With the 40<sup>th</sup> anniversary of Star Wars this year, may the Force be with us!



Greg Viggiano  
Executive Director

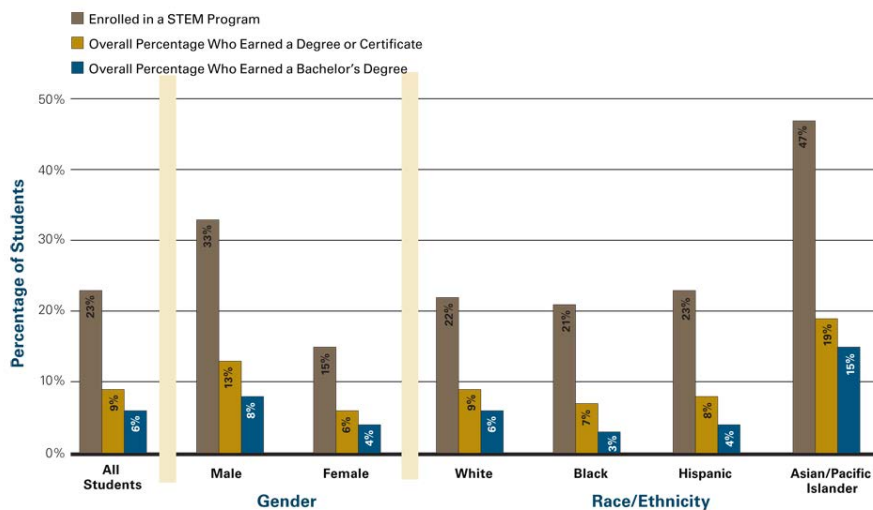


## RELEVANCE

The Museum of Science Fiction and Escape Velocity are two sides of the same coin. They share a common educational mission as separate nonprofit 501(c)3 organizations. Both organizations are grounded in science education and science fiction. Escape Velocity occupies the middle ground between a comic-con and a science and engineering festival.

Making complicated science and art concepts easier to grasp is the main idea - making higher quality learning more accessible to more people, especially students from underserved communities. Reaching students with special learning needs is another area that the Museum and Escape Velocity endeavor to serve.

Delivering high-quality educational programs to at risk groups has its challenges. Perhaps the most important aspect that underscores the relevance of Escape Velocity and the Museum's educational mission is keeping the STEM pipeline full.



Through the Museum and Escape Velocity, more engaging opportunities can be provided to a growing number of young people. To be clear, we are trying to sugar-coat the medicine with a new kind of sugar . . . that sugar is called science fiction. In this sense, Escape Velocity is a new gateway drug designed to get our kids hooked on STEM.

## MUSEUM STATUS

The Museum of Science Fiction has completed architectural designs and gallery master plans for both the small 1,800 square-foot visitor center and 3,600 square-foot preview museum. These two designs were intended to create an initial physical presence and begin operations for the general public to enjoy.

Over the past few years, the Museum's commercial real estate team has identified several promising sites that met a strict site selection criteria. These sites were subject to a detailed feasibility assessment. For different reasons, each site could

## What is Science Fiction

“Science fiction is the fiction of ideas. Ideas excite me, and as soon as I get excited, the adrenaline gets going and the next thing I know I'm borrowing energy from the ideas themselves. Science fiction is any idea that occurs in the head and doesn't exist yet, but soon will, and will change everything for everybody, and nothing will ever be the same again. As soon as you have an idea that changes some small part of the world you are writing science fiction. It is always the art of the possible, never the impossible.”

Ray Bradbury

not be advanced for further consideration. The site selection feasibility analysis and project assessment activities were further complicated by insufficient funding progress and lack of a dedicated development staff. Realizing the substantial financial investment necessary for a physical location, Museum Leadership determined it would use Escape Velocity to provide partial support for regular museum operations until a physical location is constructed. As awareness grows, we expect that financial support will become less difficult to secure.

## **COMMITMENT TO EDUCATION**

Finding new and interesting ways to keep kids interested in learning is a main educational objective of the Museum of Science Fiction and Escape Velocity.

Luckily today, there are hundreds of ideas and school supplies that can be used to accomplish this goal. Stories and narratives paired with creative learning objectives and the right project materials can create a high engagement, high interest activity. Next year's international costume competition is designed to further the goal of merging art and science as competitors create wearable art with wearable technology.

Again, high quality programming is always dependent on adequate funding. As the Museum and Escape Velocity are both virtual organizations without physical facilities (yet), both organizations are very cost efficient with essentially no overhead expenses.

This cost efficiency over the last few years has allowed us to use 99% of our resources for programs that directly benefit at-risk students and people from underserved communities.

## **CREATING AWARENESS: VISITOR EXPERIENCE**

As Escape Velocity continues to grow and meet event and educational goals, maintaining program quality and visitor experience is a key objective.

Each year, the overall goal is to increase program quality and deliver more value, more fun, and a more memorable visitor experience while keeping costs low. As nonprofit organizations, both the Museum of Science Fiction and Escape Velocity do not have return on investment requirements that for-profit organizations have. This means the Museum and Escape Velocity can spend all available resources entirely on educational programs and event objectives.

By operating both organizations with these priorities, much of our attention can be devoted to public outreach and awareness. Delivering the best programming to the most people for the lowest admission prices is a top priority. Slowly increasing visitor attendance each year will avoid overcrowded



Cylon Centurion  
Battlestar Gallactica

events and keep attendee satisfaction high. Waiting in a three-hour line for a \$200 autograph or photo op will not be a positive event experience or encourage repeat attendance.

## LEADERSHIP

### Greg Viggiano, PhD Executive Director

Greg is an entrepreneur and product management executive. He has a 20-year product management and international operations background. His previous positions have given him a broad background on which to build and launch successful and well-run ventures. Greg holds a PhD in Communication from Florida State University and has served as an adjunct professor at American University, Kogod School of Business. He directs the day-to-day management of the Museum and serves as a liaison for the Board of Directors and Board of Advisors.

### Mandy Sweeney, MA Vice President, Operations

Mandy has been a deputy program manager at NASA headquarters and was the lead consultant for developing NASA's strategic plan. As the vice president of operations, Mandy manages educational outreach, human resources, project management, risk management, marketing, and public relations. Mandy has a Masters degree in Finance from Harvard University.

### Alexandre Carvalho Chief Information Officer

Alexandre has a proven background of entrepreneurship: he founded, or co-founded, two nonprofits in the areas of space and astronomy and aerospace science and three IT companies. He has more than 25 years of experience in every area of software development and hardware integration, from hands-on coding and software architecture to quality assurance and project management. Alexandre has worked with a wide variety of technologies, ranging from the most esoteric Assembly and Forth programming languages to the most modern mobile app development platforms. Alex is responsible for all things concerning information technology for the Museum of Science Fiction and Escape Velocity.

### Jonathan Spencer General Counsel

Jonathan is a technology and transactional attorney with over 25 years of experience having held senior and executive level positions with several Internet and telecommunications companies. Jonathan has also represented technology and media companies, financial institutions and nonprofit organizations. Jonathan is a former chair of the Association of Corporate Counsel's IT, Privacy and E-Commerce Committee and has spoken at programs for the American

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“The Three Laws of Robotics:

1: A robot may not injure a human being or, through inaction, allow a human being to come to harm

2: A robot must obey the orders given it by human beings except where such orders would conflict with the First Law

3: A robot must protect its own existence as long as such protection does not conflict with the First or Second Law

The Zeroth Law: A robot may not harm humanity, or, by inaction, allow humanity to come to harm.”

Isaac Asimov  
I, Robot (1950)

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Bar Association, the Association of Corporate Counsel, the American Society of Association Executives, and the International Technology Law Association. Jonathan is a graduate of Brown University and Duke University School of Law.

**Charles Hildebrandt**  
**Production Counsel**

Charles represents, advises, and litigates on behalf of clients in commercial, copyright, and entertainment law matters, including film, television, and music production, licensing, and distribution. Charles more than 20 years of experience negotiating and drafting television programming contracts (including licensing, distribution, program production, and acquisitions), internet content agreements, and software and hardware licensing agreements (including EULAs, hosting agreements/SLAs, digital commerce agreements, mobile app creation and support, engineering services agreements, and NDAs). Charles advises clients on matters of copyright, trademark, unfair competition, trade secret, digital privacy law, FTC privacy guidelines, and FCC indecency rules issues. Charles prosecutes federal trademark registrations and oppositions; reviews and analyzes proposed digital, cable television production, and licensing agreements. Charles is a graduate of Rutgers University and The George Washington University Law School.

**Marlow Schmauder**  
**Chief Development Officer**

Marlow has 25 years of development, strategy, advisory, and leadership experience in nonprofit, philanthropy, and startup sectors, as well as international exhibition experience. She founded and led both a nonprofit and a for-profit startup and has served on multiple nonprofit boards. Marlow has a Master of Arts in Law and Diplomacy from The Fletcher School of Law and Diplomacy and an Executive Certificate in nonprofit strategy from Stanford's Graduate School of Business.

**Linda Zaruches, MPA**  
**Director, Special Events and Planning**

Linda has more than 30 years in human resources focused on talent acquisition for technology companies. Linda has a strong passion for university relations and community outreach and helping build the next generation of engineers. Linda has a Master's degree in Public Administration from Arizona State University and has been responsible for creating, planning, and executing large scale career events. Beginning in 2002, Linda took her expertise in negotiations, marketing, and organizing large events and started volunteering for specialty Star Trek and pop culture conventions.

**Paul Ohlers, PHD**  
**Vice President, Research and Development**

Paul is responsible for examining new technologies and innovative curricula, facilitating partnerships with academic institutions, and providing original content for museum exhibit user experience. Additionally, he is an Associate Professor



of Audio Technology at American University. During his nine-year tenure as the director of the Audio Technology program from 2004 to 2013, enrollment increased 250% and he oversaw the construction of a \$2.5 million state of the art recording facility. For his creative scholarship, he received the Margaret Lee Crofts Fellowship from the MacDowell Colony for the Arts. He is currently the co-chair of the College of Arts and Sciences Educational Policy Committee at American University, overseeing curriculum changes for every program in the college.

**Morgan Gendel**  
**Board Member**

Morgan is an award-winning television and film executive. Among Morgan's more notable accomplishments is his Hugo Award-winning episode of **Star Trek: The Next Generation**, The Inner Light. The Inner Light, which places USS Enterprise Captain Jean-Luc Picard in an alternate life for what seems to him like 50 years, was recently ranked by science fiction website io9.com as the #8 best episode from among all 700 hours of various Star Trek episodes. The tale of Picard's road not taken, into a life of hearth and home, has resonated with fans for nearly a quarter of a century.

**Mason Peck, PhD**  
**Board Member**

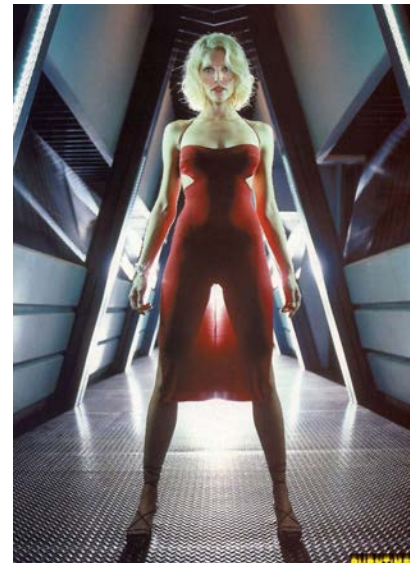
Mason is an Associate Professor in Mechanical and Aerospace Engineering at Cornell University and the Director of Cornell's Space Systems Design Studio. His research interests include space-systems architecture and satellite dynamics and control. Beginning in 2012 he served a two-year term as NASA's Chief Technologist in Washington, DC. In that role, he acted as the agency's chief strategist for technology investment and prioritization and chief advocate for innovation in aeronautics and space technology.

**Paul Stimers**  
**Board Member**

Paul is a partner in the Public Policy and Law practice at K&L Gates in Washington DC. He focuses his policy advocacy efforts on matters related to emerging technologies, such as commercial spaceflight, IT, nanotechnology, and water technology, and advises a wide range of companies and industry associations in pursuing legislation and representing their interests before Congress and federal agencies.

**Jeffery Rutenbeck, PhD**  
**Board Member**

Jeff is the Dean of the School of Communication (SOC) at American University in Washington, DC. Since 2012, Dr. Rutenbeck has worked to build McKinley Hall, the new home for the SOC, and to expand the Dean's Internships with organizations such as NPR, The Smithsonian, USA Today, and National Geographic. Dr. Rutenbeck also launched several new initiatives at the university, including an



Number Six  
Battlestar Gallactica

Investigative Journalism Practicum with the Washington Post and a new campus-wide initiative in Game Design and Persuasive Play. He also joined the first DC-area team to enter the Department of Energy's Solar Decathlon.

### **C. Alex Young, PhD**

#### **Board Member**

Alex is a solar astrophysicist at NASA Goddard Space Flight Center and the Associate Director for Science of its Helophysics Science Division. In this role he is responsible for overseeing and coordinating the education and public outreach (EPO) team for the division. In addition, he works with division scientists to promote and support their research. His research interests include solar activity, space weather, and statistical data analysis.

#### **Rachel Frederick, MA, Curator**

#### **Steve Dreyer, Vice President, Visitor Experience**

#### **Shauna Fitzgerald, Vice President, Special Events and Planning**

#### **Paul Fitzgerald, PhD, Vice President, Personnel and Volunteer Management**

#### **Karen Doyne, Vice President, Public Relations**

#### **Bruce Falk, Vice President, Strategic Partnerships**

#### **Keith Jodoin, Vice President, Video Production Unit**

#### **Charles Wheeler, Director, Security**

#### **Jessica Paul, Director, Education and Outreach**

#### **Aisha Matthews, Director, Literary Programming**

#### **Jandy Hanna, PhD, Director, Literary Programming, NASA Project Manager**

#### **Stacy Bruss, Director, Science Programming**

#### **Jose Canahui, Director, Web Design**

#### **Christina Clapp, Director, Digital Advertising**

#### **Nico Pandi, Director, External Relations**

#### **Josh Rector, MA, Director, Grants and Proposals**

#### **Jason McClain, MA, Director, Costume and Wardrobe**

#### **Karina Dar Juan, MA, Director, Programming and Assistant Curator**

#### **Derek Benjamin, Director, Video Games Programming**

#### **Heather McHale, PhD, Managing Editor, Journal of Science Fiction**

#### **JD Taylor, Director, Exhibition Hall Operations**

#### **Barbara Mabie-McClain, Manager, Pop Culture Programming**

#### **Steve Hohne, CPA, Controller**

#### **Hannah Hoare, Manager, Product Sourcing**

#### **Santha Walters, Manager, Educational Programming**

#### **Bree Cox, Manager, Educational Programming**

#### **Angelo Eclavea, Manager, Educational Programming**

#### **Gwen Wheeler, Manager, Museum Store**

#### **Lou Dalmaso, Graphic Design**

#### **John Detrich, Graphic Design**

#### **Joanne Hunter, Programming**

#### **Bjorn Munson, Programming**

#### **Alex Noll, PhD, Programming**

#### **Brittnie Lovin, Photographic Team**

#### **Sophia Viggiano, Graphic Design**

#### **Peter Cane, Photographic Team**

#### **Damia Torhagen, Social Media**

#### **Dave Arland, Communication, Public Relations, Board Member**

#### **Naprisha Brown Ryan, Manager, Hospitality**



Ex Machina, 2015

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“Whether we are based on carbon or on silicon makes no fundamental difference; we should each be treated with appropriate respect.”

Arthur C. Clarke  
Odyssey Two (2010)

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## KEY PARTNERS AND SPONSORS

Einstein said, “Imagination is everything. It is the preview of life’s coming attractions.” That quote outlines the guiding principles of Escape Velocity, a futuristic world’s fair to promote STEAM education within the context of science fiction using the fun of comic cons and fascination of science and engineering festivals. Escape Velocity is making 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 young people in science, technology, engineering, art, and math (STEAM) by producing and presenting the most compelling, exciting, educational, and entertaining science festival in the United States using science fiction as the primary engine.

Major event partners and sponsors for 2017 include: the NASA Goddard Space Flight Center, NASA NIAC, IBM Watson, CarMax, Cornell University, American University, iFly Indoor Skydiving, OMNI, BAE Systems, K&L Gates, Room Escape Fairfax, COMET, The Arthur C. Clarke Foundation, and DC Area Drone User Group.

The event programming covers a full range of discussion panels, demonstrations, exhibits, presentations and workshops, next-generation VR, high-resolution 3D scanning/printing, robotics, and a film festival sponsored Boston Science Fiction Film Festival, including competitions, awards, keynote speeches, and project based learning activities for children.

As always, the Museum of Science Fiction will continue planning ad hoc events throughout the year. Thanks to its extensive network of volunteers, sponsors, and partner organizations, the Museum has the ability to create unique and interesting content that will center its role as a leading organization in science fiction communities. Through strategic partnerships, the Museum will extend its reach by hosting events in partners’ spaces and continuing to increase public awareness of its mission.

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“... you just can’t differentiate between a robot and the very best of humans.”

Isaac Asimov  
I, Robot (1950)

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## ABOUT ESCAPE VELOCITY 2017

### Frequently Asked Questions

#### Admission

**Q: What do I need to get into the event?**

A: When you first arrive, present your ticket at registration to collect your attendee badges. You may be required to present a photo ID in order to collect your badge. When you enter or leave the convention space, your attendee badge must be displayed.

**Q: Can I buy tickets the day of the event?**

A: Yes. Tickets will be available for purchase at the door each day of the event.

**Q: What if I am unable to print my ticket?**

A: No problem - just pull up the confirmation email on your phone to show at registration or provide your information at registration and they will access it manually.

**Q: What if I purchased tickets and am unable to attend?**

A: In general, tickets to Escape Velocity are non-refundable. However, we understand that personal circumstances may change. If you have purchased tickets and are unable to attend the event due to circumstances beyond your control, please email [shauna.fitzgerald@musuemofsciencefiction.org](mailto:shauna.fitzgerald@musuemofsciencefiction.org)

#### Photos and Autographs

**Q: Can I take pictures/video?**

A: For the most part, you are welcome to take photos and video at Escape Velocity. However, please note that recording (including live-streaming apps) and flash photography are not permitted in panels, concerts, or screenings. And while selfie sticks are permitted, please be careful of other attendees while using them, particularly in crowded areas.

Recordings and photos are not permitted in certain parts of the autographing area. Please understand that guests may or may not pose for photographs with fans at their own discretion. Guests have a right to their privacy, and if they ask to not have their picture taken, please respect their wishes.

Please obey all signage and directions from the Escape Velocity staff. In some instances, photography and other forms of recording may be prohibited or otherwise restricted. Professional photographers requiring dedicated spaces should contact event staff.

**Q: Will guests sign autographs?**

A: Yes. Many of our guests will be available to sign autographs. Prices will be determined by each guest and will be displayed at their table.



Nomad  
Star Trek, 1968

**Q: Do I need to bring something for them to sign?**

A: Guests will have photos available to sign, but you are also welcome to bring your own items if you prefer. However, you may bring only one item to be signed during each autograph session, and the signing of any such item is solely up to our guests. Please do not ask guests to sign bootleg or counterfeit merchandise.

**Q: How do I find out when a guest will be available for a photo or autograph?**

A: Each guest will have the times they will appear for autographs and photos posted at their tables.

**At the Event**

**Q: Is there a coat check or other area to store my stuff?**

A: There is no coat check or storage area. Attendees are responsible for their own belongings.

**Q: Will there be public WiFi?**

A: Guests of the Marriott will have WiFi access. Others will have the option to purchase Wifi from the hotel. If you have questions, please contact hotel staff.

**Q: Can I bring a pet?**

A: No pets will be allowed in the hotel. Service animals for those with disabilities will be permitted.

**Q: Is there a designated space for smoking?**

A: The Marriott is a smoke-free hotel. No smoking will be permitted anywhere in the event space or hotel buildings. Smokers may use the designated areas outside the building. If you are uncertain where to go to smoke, please ask hotel staff.

**Q: Will artists and other vendors accept credit cards?**

A: Some vendors may accept credit cards at their booths, while others may require cash-only transactions. To avoid disappointment, we suggest you arrive at the event booth with both payment options.

**Q: What if I run out of cash?**

A: ATM machines are located throughout the hotel. Please ask a staff member to direct you to the nearest machine.

**Q: What if I get hurt?**

A: Please see a member of security, or ask an attendee to find one on your behalf.

**Q: What if I lose something?**

A: All attendees are responsible for their own belongings. Event and hotel staff will collect abandoned items throughout the event and bring them to the lost and found at the information desk.

**Q: Can I bring a stroller?**

A: Attendees with small children are more than welcome to bring strollers. We do ask that you please be careful of other attendees while navigating the exhibit hall and other event spaces, as walkways may become crowded. Due to space



Commander Data  
Star Trek: The Next Generation

limitations and fire regulations, you may be asked to move or park your stroller in certain locations when attending any of the programming.

**Q: Do you have any accommodations for those with disabilities?**

A: For attendees with accessibility needs, a special-registration line and a badge ribbon will provide priority line privileges, seating, Marriott handicap facility access, and other accommodations. Please present your ADA card on arrival to be directed to the correct registration area.



AMEE  
Red Planet, 2000

## Weapons and Safety

Escape Velocity appreciates the dedication of cosplayers when it comes to creating costumes. However, we ask you to bear a few things in mind when considering props and accessories.

Escape Velocity is a live event that encompasses a wide array of programs, galleries, and exhibition space of varying crowd density. With a few evening program exceptions, attendance is open to all ages. To ensure a safe and enjoyable experience for everyone (as well as to comply with local laws and codes), we must restrict weapons and props to those which an ordinary person would consider reasonable for these circumstances. The following are strictly prohibited:

- Concealed and open carry firearms (except as required by law with regards to law enforcement personnel with properly presented credentials)
- Functional projectile weapons (paintball, airsoft, BB & cap guns, crossbows, slingshots, etc.)
- Sharp-edged and pointed blades, armor, or gear made from hard materials (metal, stone, glass, dense plastic, etc.)
- Explosives

Realistic-looking prop firearms must be nonfunctional, with barrels covered by brightly colored caps. Arrows or other projectile-style accessories must be “peace tied” together and have the arrow tips removed. We also ask guests not to bring any large, heavy props that could be difficult to control.

We will have a weapons check at registration. However, we cannot anticipate all eventualities, and there will always be judgment calls at the intersection of fun and security. Since we must err on the side of caution, we are appealing to our attendees’ experience and common sense. You assume all risks associated with anything you carry, whether we know about it or not. You are ultimately responsible for your belongings and your behavior at Escape Velocity

Please note that there will be no place to store prohibited weapons on-site. If your weapon does not pass security, you will be asked to leave it in your hotel room or vehicle, or ask a member of hotel staff to store it for you before entering the event space. Escape Velocity will not be responsible for the safekeeping of any item checked with the hotel.

If you have any doubt about whether your props and accessories meet Escape Velocity’s safety standard, please ask one of our staff members before attempting to enter the convention space.



David  
Prometheus, 2012

A good rule of thumb: “When in doubt, ask.” To minimize the risk of disappointment and embarrassment, please contact us with your questions before you leave for the convention. After all, we’re science fiction fans, too. We get it! And if we can offer meaningful advice by phone, we will.

### **Anti-harassment Policy**

Escape Velocity has a strict zero-tolerance policy on harassment. Comments, language or behavior that create a hostile environment -- those reasonably expected to make our guests, volunteers, or staff members feel uncomfortable, unwanted, and/or unsafe, including without limitation aggressive behavior, sexual advances or comments, abusive or derogatory language, discrimination, and verbal or physical assault -- will be met with strict disciplinary action, including removal from the convention.

Remember: cosplay is not consent.

Part of the appeal of science fiction conventions is that they give fans the opportunity to show enthusiasm for their favorite character and express their creativity through costume.

Escape Velocity is a safe environment for self-expression for all of our attendees. We are aware that cosplayer harassment has taken place at other conventions, and all of our volunteers have been trained to ensure that such behavior is not tolerated at Escape Velocity.

Cosplay is public theater, and as in traditional theater, basic courtesy rules prevail: do not film or photograph cosplayers without their prior consent.

If you are a victim of harassment or see another person (guest or staff) harassed, please contact our security team immediately.

Mutual respect establishes a foundation for free-spiritedness and fun. With your help, everyone at Escape Velocity can have a great time.

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“Robots are important also. If I don my pure-scientist hat, I would say just send robots; I’ll stay down here and get the data. But nobody’s ever given a parade for a robot. Nobody’s ever named a high school after a robot. So when I don my public-educator hat, I have to recognize the elements of exploration that excite people. It’s not only the discoveries and the beautiful photos that come down from the heavens; it’s the vicarious participation in discovery itself.”

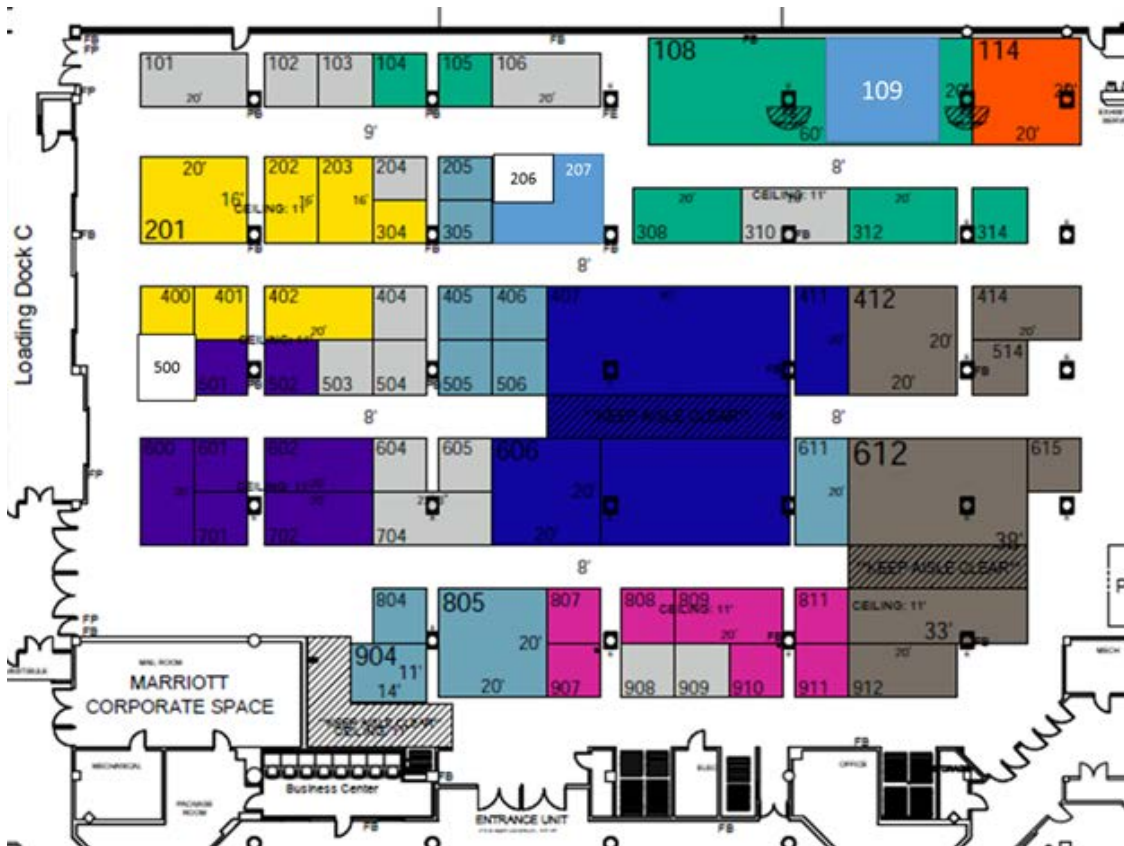
Neil deGrasse Tyson  
Space Chronicles: Facing the  
Ultimate Frontier

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# THE FLOOR

## Exhibit Hall Map

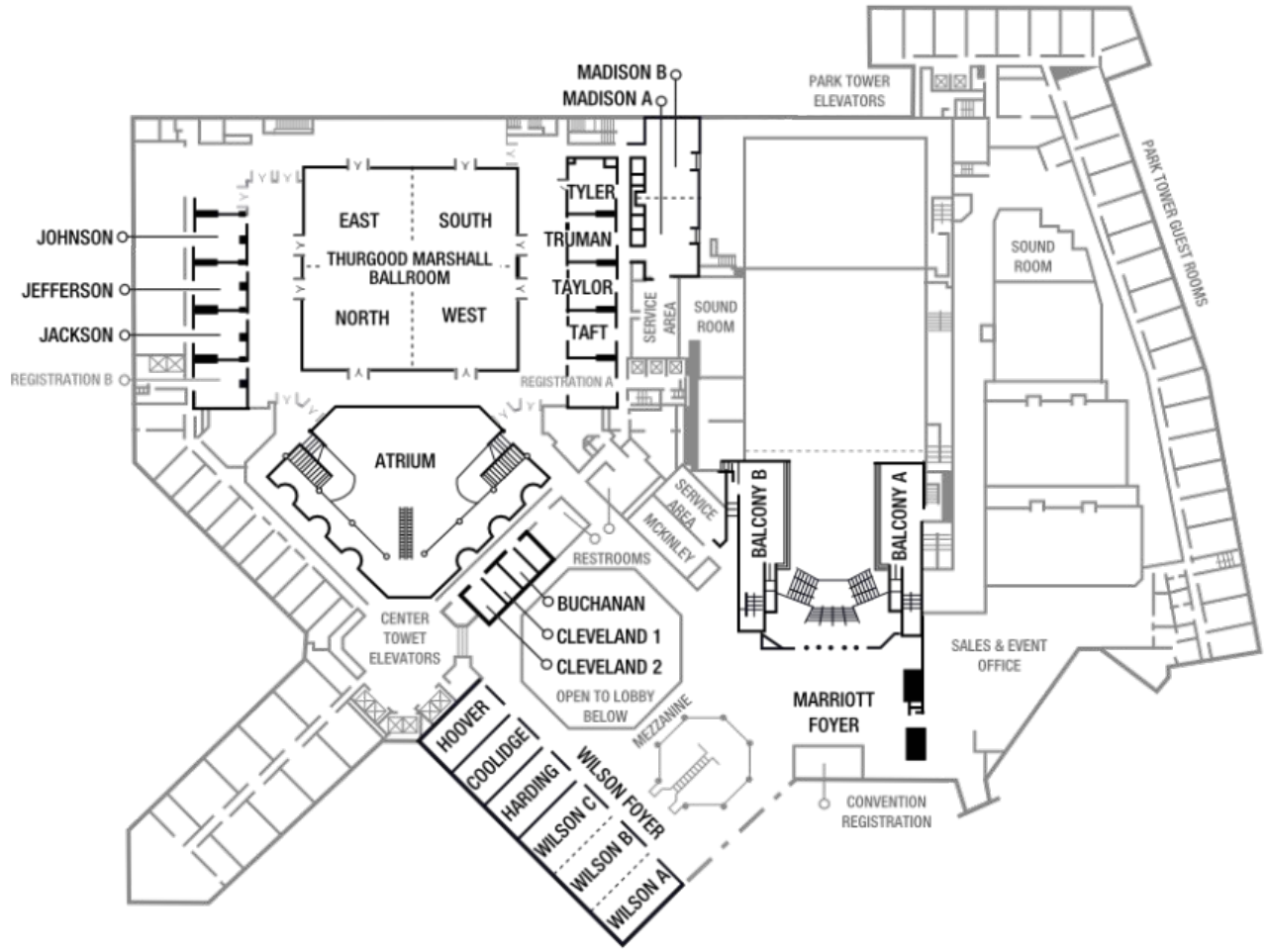


## Exhibitors

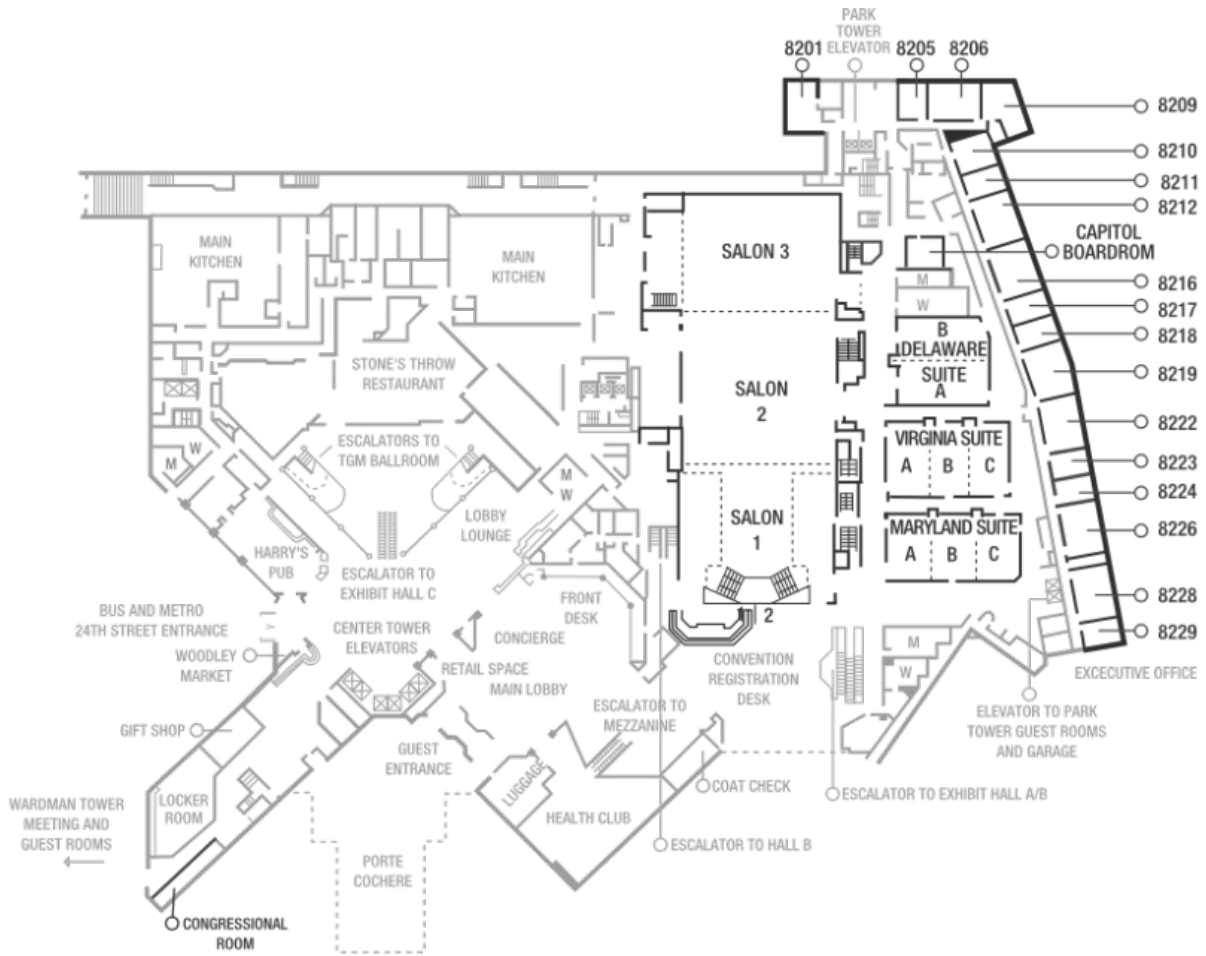
Vendor	Location
Rockville Science Center	101
Keito Krafts	102
Tony Dortch	103
Farpoint Convention	104
DerpyCon	105
GBee Fabrics	106
Wibbly Wobbly Timey Wimey	108
Light It Up	109
Stop Motion Program	114
Drone Event	Exhibit Hall B
Rockville Science Center	201
Ectomobile (Tri-State Ghostbusters)	202
Ectomobile (Charm City)	203
CryptoParty with James O'Keefe	204
Lost Imaginations	204
Dream Dragon Studios	205
Rana Gainer/Kat Brenowitz	205
James Suriano, Author	206
Super Art Fight (Programming, Artists)	207
Heritage Comics	305
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Rockville Science Center	400, 401
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Berry Good Bottle	400, 401
Andrew Clarke, Artist and LEGO designer	405
Boston Science Fiction Festival	406
NASA & Projector Mapping Table	407
Monolith & K2SO Presented by MOSF	411
e-Planetarium	412
Foam Brain Games	414
Klingon Jail	500

<b>Vendor</b>	<b>Location</b>
Karina Dar Juan	501
Iron Knight Cosplay	502
Blue Geek Music	503
Moco Makers	505, 605
Ginger Sunshine Labs	505
MarfDaze	505
DC Anime Club	506
Clarke Foundation	514
501st	600
Rebel Legion	601
Arlington Costume Labs	602
MarshmallowMBA	604
Museum of Science Fiction Silent Auction	606
Acme Design	611
SpaceVault	615
Fashion Show Sign-Up	701
R2DC	702
Museum of Science Fiction Gift Shop	704
Artway Alliance	804, 805
National Electronics Museum	807
Cross Comm	808
Electronic Skin	809
Guerilla Science	811
Artway Alliance	904
Everybody Code Now!	907
Escape Velocity Info Booth	908
Allen Ryde	909
BAE Systems	911
DARPA	912
Registration Tables	Atrium
Celebrity Autograph & Book Signing Tables	Atrium
Weapons Check	Atrium
Fashion Show Sign-up	Atrium
Board Game Library	Atrium
Escape Room	Madison A
Starship Horizons	Wilson A

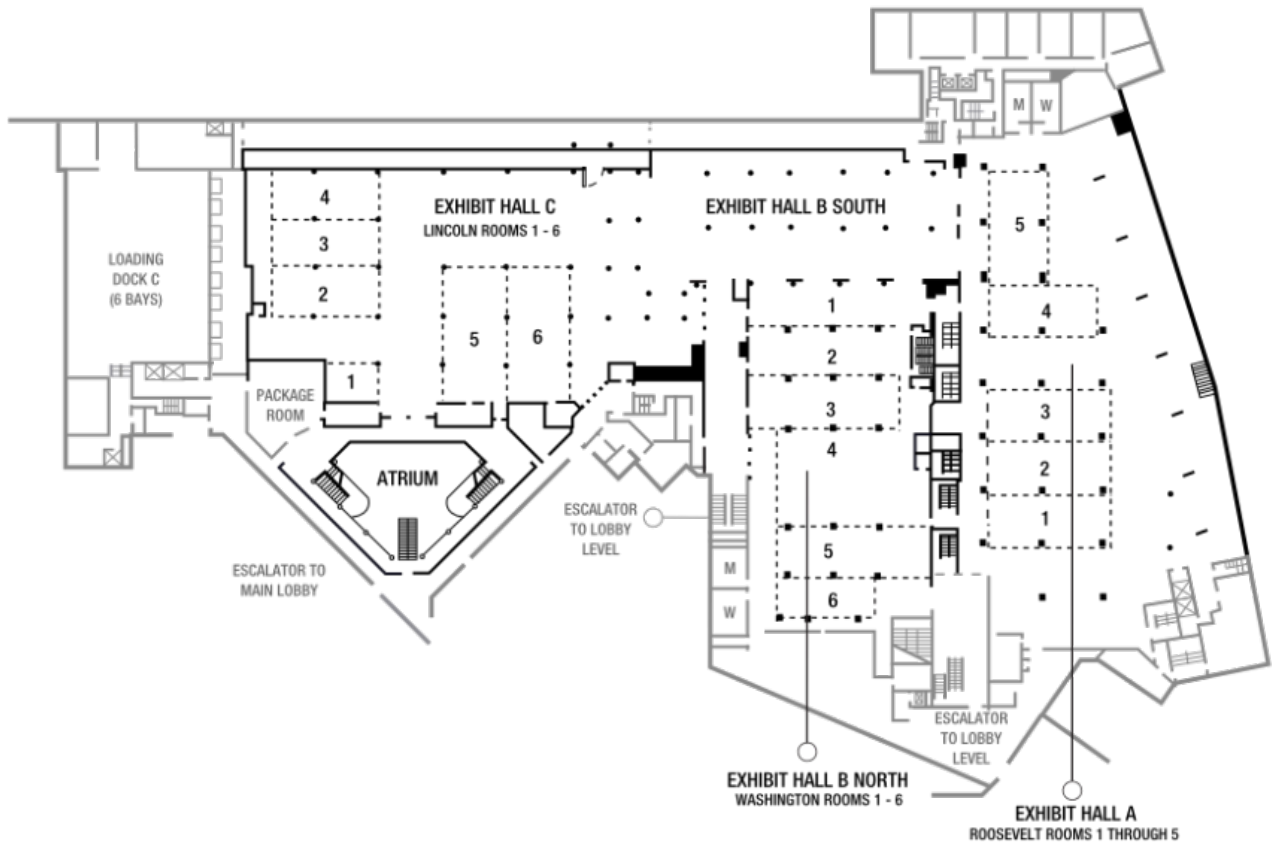
MEZZANINE LEVEL



# LOBBY LEVEL



# EXHIBITION LEVEL



## PROGRAMMING

### Guests

#### Morgan Gendel

The screenwriter best known to Star Trek fans as the man who wrote the Hugo Award-winning episode “The Inner Light” is coming to Escape Velocity. Patrick Stewart himself said that “The Inner Light” was his favorite episode of *Star Trek: The Next Generation*, and it is frequently ranked near the top of fan polls. To celebrate TNG’s 30th anniversary, EV 2017 will have a screening of “The Inner Light” and commentary by Mr. Gendel.

#### Cas Anvar

We are excited to announce that Cas Anvar, who plays everyone’s favorite Martian navy pilot Alex Kamal in SyFy’s hit series *The Expanse*, will be joining us. The *Expanse* is based on the popular novel series written by James S.A. Corey. You can meet Cas at Escape Velocity where he’ll be hosting a Q&A panel, signing autographs, and meeting with fans all weekend.

#### Mason Peck, PhD

Former NASA Chief Technologist and Associate Professor in Mechanical and Aerospace Engineering at Cornell University and the Director of Cornell’s Space Systems Design Studio. Mason is also a member of the Museum’s Board of Advisors and Technology Subcommittee.

#### Joe Haldeman

Joe Haldeman is an American science fiction author. He is best known for his 1974 novel *The Forever War*. That novel and other novels of his, including *The Hemingway Hoax* (1991) and *Forever Peace* (1997), have won major science fiction awards, including the Hugo Award and Nebula Award. His latest book, *Work Done For Hire*, is a near-future science fiction story that considers the dangers of living in a surveillance state.

#### Catherine Asaro, PhD

Catherine is an author of science fiction, fantasy and thrillers, and has written more than 25 novels, as well as short stories and non-fiction. Her acclaimed Ruby Dynasty series, called *Saga of the Skolian Empire*, combines adventure, hard science, math, romance, and fast-paced action. Catherine earned her doctorate in theoretical chemical physics from Harvard and is known as a hard science fiction writer for the scientific depth of her work, including *Primary Inversion*, *The Radiant Seas*, and *Spherical Harmonic*.

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“Let us remember that the automatic machine is the precise economic equivalent of slave labor. Any labor which competes with slave labor must accept the economic consequences of slave labor.”

Norbert Wiener  
*Cybernetics: Or Control and Communication in the Animal and the Machine* (1948)

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### DJ Shaleigh

Shaleigh is a DC-based DJ and singer whose musical influences include Imogen Heap, Lana del Rey, Banks, Kid Cudi, and Eminem. When not spinning, she can be found studying audio technology at American University or working at SiriusXM in Washington, D.C.

### Thomas Dolby

Gifted musician, inventor, writer, teacher, and engineer extraordinaire Thomas Dolby will be a featured speaker at Escape Velocity. The pioneer of synthpop best known for his single “She Blinded Me With Science” will take the stage at EV 2017 to talk about the intersection of music and technology and perform a sample of his hit songs.

### Kiini Ibura Salaam

Kiini is a writer, painter, and traveler from New Orleans, Louisiana. Her work encompasses speculative fiction, erotica, creative nonfiction, and poetry, and is rooted in speculative events, women’s perspectives, and artistic freedom. Her fiction has been published in such anthologies as *Dark Matter*, *Mojo: Conjure Stories*, *Black Silk* and *Dark Eros*. She lives in Brooklyn, New York.

### Marc Okrand

A scholar linguist, Marc’s work is in Native American languages and famously devising the Klingon language spoken in the original *Star Trek* films. The language he developed has also been used in a number of episodes of *Star Trek* television series. He also created the Vulcan dialogue for the original *Star Trek* films and served as a consultant for the Klingon, Romulan, and Vulcan languages on the reboots, *Star Trek* and *Star Trek Into Darkness*. He is the author of *The Klingon Dictionary*, *Conversational Klingon*, and *The Klingon Way*.

### C. Alex Young, PhD

Solar astrophysicist at the NASA Goddard Space Flight Center and Associate Director for Science of its Heliophysics Science Division. Alex is also a member of the Museum’s Board of Advisors and Chair of the Technology Subcommittee.



Maria  
Metropolis, 1927



### Sheree Renée Thomas

Sheree is the author of *Sleeping Under the Tree of Life* (Aqueduct Press, named on the 2016 James Tiptree, Jr. Award “Worthy” List and honored with a Publishers Weekly Starred Review). She is the editor of the *Dark Matter* anthology, which are collected works by some of the best African-American writers in the genres of science fiction, horror, and fantasy. *Dark Matter* was honored with the 2001 and the 2005 World Fantasy Award and named a New York Times Notable Book of the Year.

### Eric Suggs, Jr.

Eric is the founder of Animation Roots Studio (ARS) and is hosting over 10 hours of free workshops for aspiring artists at Escape Velocity this year. ARS is a freelance for-profit business that umbrellas The Art Way Alliance (AWA). AWA is an emerging organization dedicated to helping children in the Washington, D.C. region make art of their own choosing in an environment of acceptance and encouragement. Eric is a connector of like-minded people from novices to masters. Eric often helps artists to highlight their personal artistic voice with creativity and style.

### James Suriano

James is a sci-fi and fantasy author originally from New York and educated at Johns Hopkins University. He is the author of *Inbiotic* and *The Antarcticans*. His next two novels, *Dark* and *The Cult of Mao* were released in 2016 and 2017, respectively. A self-proclaimed sci-fi fan since birth, James is thrilled to be a part of Escape Velocity.

### Iron Knight Cosplay

Iron Knight Cosplay is a cosplayer in Northern Virginia who represents several famous characters and specializes in children’s charities and events, and has been featured by *Marvel.com*, *Cosplayzine*, *Wingman* magazine, and *Cosfamous* collector cards.

### Captain Cody

Richmond-based Captain Cody portrays a wide range of characters, from Spider-Man to Han Solo to Branch the Troll. He often works together with Iron Knight as a dynamic duo.

### Jeff Rutenbeck, PhD

Jeff is the Dean of the School of Communication (SOC) at American University. Building on experience, he has launched an initiative with the College of Arts & Sciences to develop a center for persuasive gaming at AU. While at his previous position, Jeff oversaw growing programs in game design, game art and animation, public relations, broadcast and streaming media, and emergent media (MFA). Jeff serves as one of the Museum’s Board of Advisors.



*Silent Running*, 1974

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## Friday Programming and Panels

### Educator's Workshop

8:30am - 12:30pm

Our annual educator's workshop: Learn how to Gamify Your Classroom, Teach with Science Fiction Stories, Code in the Classroom, and use Project-Based Learning - all with a sci-fi twist! Admission is free for teacher's with advanced registration for Friday tickets. Eligible teachers only.

### Be Your Own Superhero with C. Edward Sellner of Visionary Comics

9:30am - 10:30am

We may not live in a world where people fly or lift cars, but we can all discover our own super-powers and be a real super-hero! Join a fun workshop and learn about the great heroes and heroines of comics who are more popular today than ever! Learn what it takes to be a real super-hero, and design your own superhero look! This is an active and artistic workshop for children and youth ages 6 and up.

### DC Stunt Coalition Workshop

10:00am - 12:00pm

The DC Stunt Coalition teaches you the fundamentals of fight choreography.

### Board Gaming

10:00am - 12:00pm

We have an open gaming area and a well-stocked library of hobby games – with your Escape Velocity pass, you can check out anything that sparks your interest (free of charge). Play modern favorites along with some rare and unusual games dating back to the 1970s. Try new games and meet fellow gamers! In addition, we will be hosting a small selection of pre-scheduled boardgame and RPG sessions – check them out on Warhorn and join in.

### Escape the Room - Sci-Fi Style

10:00am - 10:00pm

Sign up for the official Escape Velocity room escape! You and your teammates are locked in a room where you will engage in a sci-fi scenario with puzzles, ciphers, and riddles with only 30 minutes to find your way out. Plus, there are two separate room escape experiences, so you can have twice the fun! While the stories in each room are related, you can experience them in any order. Time slots are available every half-hour throughout the weekend, but space is limited! Note that you may be grouped with others to meet minimum participant requirements. There is an additional cost to participate.

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“I believe that at the end of the century the use of words and general educated opinion will have altered so much that one will be able to speak of machines thinking without expecting to be contradicted.”

Alan Turing  
Computing Machinery  
and Intelligence (1950)

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### **Starship Horizons: Bridge Simulator**

**10:00am - 10:00pm**

Starship Horizons is a multi-player experience allowing 2-6 players to work together as the ship's Bridge Officers. The core gameplay experience is designed around players commanding their own Starship as the bridge officers in the roles of Captain, Flight, Tactical, Science, Operations, and Engineering.

### **The Power of Panels: Mapping Out Your Comic Story with Keir Lyles**

**10:45am - 11:45am**

Panels are more than just “boxes with artwork.” There is an art to their placement. Like a director's lens, they determine scale, pace, and how the reader perceives the flow of the story. Learn how to use panels to make your art and story come alive as AWA artist Keir Lyles demonstrates how to effectively use panels to create dynamic pages.

### **The History of Science Fiction: Perspectives from the 21st Century**

**10:45am - 11:45am**

An overview of the genre's history as understood by recent scholarship in the field, including the evolution of many sub-genres and global traditions of SF. Come learn about the origins of science fiction in scientific narratives of discovery and the long traditions of Afrofuturism, Indigenous futurism, Latina science fiction, and women's science fiction.

### **Mechanical Morals: The Philosophy of Artificial Intelligence**

**10:45am - 11:45am**

We take a look at some fictional AI characters you know and love (robots, androids, holograms, artificial personalities of whatever form) and examine the ways they're treated by the human characters in their respective works.

### **Short Films from the Boston Sci-Fi Film Festival - Block 1**

**11:00am - 11:45am**

Come see a selection of short films curated by the Boston Sci-Fi Film Festival, the oldest science fiction film festival in the country! Program: Real Artists (dir. Cameo Wood); Olfacotry (dir. Chris Piazza); The New Adventures of Brobot Johnson (dir. Darian Dauchan); The Transition of Juan Romero (dir. Whitney Ellis); Memoir (dir. Alexander Jeffery); Haskell (dir. James Allen Smith).

### **STEAM-POWER Room**

**11:00am - 5:00pm**

Activities for kids of all ages!

## Spotlight on Geppi's Entertainment Museum

12:00pm - 1:00pm

Come and meet the people behind one of the best and nerdiest attractions at the Baltimore Inner Harbor.

## Co-existing with Technology

12:00pm - 1:00pm

Presented by the Department of Homeland Security (DHS). As the future unfolds, we are thinking hard about our dependence on technology and how we're going to co-exist in a world of hyper connectivity. This discussion will change the way you think the role science and technology has on our hometown security. In the digital age, you enjoy being connected to your family and friends 24-7/365 – right? However, with the evolution to connect to everything there are tradeoffs with tech capabilities, evolving threats, safety, security, privacy, and how to confront the unknowns.

## Technology of the Soul and of the Self

12:00pm - 1:30pm

As technology pushes the boundaries of the human body and attempts to reimagine cognition through artificial intelligence, our notions of what defines humanity are forced to evolve. In the Cartesian sense, the metaphysical question of the “human soul” as separate from the body raises ontological questions about where to locate the humanity in human beings. As pertaining to questions of identity, the posthuman and transhuman elements of modern reality encourage a reimagining of the self and the subjective experience. Presenters will offer reflections on the ways in which contemporary literature is tackling this blurring of boundaries to question the relationship between technology and the essence of personhood.

## Museum of Science Fiction Gallery

12:00pm - 8:00pm

## Mold Making and Materials

12:15pm - 1:45pm

A demonstration/showcase of professional and off-the-shelf materials that are at the heart of replica costume and prop making. Materials cover topics such as polymers, silicones, resins, and other commonly used crafting mediums. Presented by seasoned crafters with safety and fun in mind.

## Short Films from the Boston Sci-Fi Film Festival - Block 2

12:30pm - 2:00pm

Runtime: 90 Minutes. Come see a selection of short films curated by the Boston Sci-Fi Film Festival, the oldest science fiction film festival in the country! Program:



Marvin  
Hitchhiker's Guide to the Galaxy, 2005

Embers and Dust (dir. Patrick Biesemans); Into the Dark (dir. Lukas Hassel); Cradle (dir. Damon Duncan); Einstein-Rosen (dir. Olga Olovio); Ollon (dir. Ryan Balock); The Call of Charlie (dir. Nicholas Spooner).

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“I do not fear computers. I fear the lack of them.”

Isaac Asimov

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### **Boolean Girl Coding Workshp A**

**12:45pm - 1:30pm**

### **Drawing Characters with S.T.E.A.M.**

**1:15pm - 2:15pm**

Within the theme of Science, Technology, Engineering, Arts, and Math, attendees can learn how to design a character based on one or all of the elements of STEM (Science, Technology, Engineering, and Math) in their design. Character design is the art of creating a character for use in books, comics, video games, television, movies, and other fictional mediums. Designers outline everything about the character they envision from appearance and strengths to personality and weaknesses.

### **Re-creating the Minority Report UI with Augmented Reality**

**1:15pm - 2:15pm**

As an experiment, we attempted to re-create the Minority Report user interface as a holographic AR app using tech that is readily available today. This session will describe the hardware and software we used, the obstacles we faced, and design compromises we made to make the interface usable. We will end with a live demonstration of the resulting gesture-driven holographic application, as well as lessons learned for designing successful spatial computing user interfaces.

### **An Everyday Future: Including Popular Culture in Science Fiction**

**1:15pm - 2:15pm**

Science Fiction writers take great pleasure in breaking the Fourth Wall and pepper their Fantasy or Science Fiction worlds with Pop Culture references. It may be a nod to a classic or successful video game. It could be a reference to a favorite movie. Popular Culture can make works more relatable, or even broaden the worldbuilding and technology of their fictional futures, but how will pop culture date your work? And what about removing pop culture from your world? What are the challenges there? (Example: Why haven't survivors in zombie apocalypses never seem to know any zombie lore?) In this panel, writers give their own perspective on the tightrope walk when making pop culture references and creating their own pop culture.

### **Boolean Girl Coding Workshop B**

**1:45pm - 2:30pm**

### Behind the Mask

2:00pm - 3:30pm

This is a discussion and QA session about the people under the costumes. The topics will primarily be revolving around folks who make it their goal to look professional, and be presented as such whether as paid characters or charity volunteers.

### Brute Sanity (2016)

2:15pm - 3:45pm

Brute Sanity (2016) Director Sam Vanivray. Runtime: 81 Minutes. An FBI-trained neuropsychologist teams up with a thief to find a reality-altering device while her insane ex-boss unleashes bizarre traps to stop her.

### Hit Confirm: A Brief History of Character Design for Video Games

2:30pm - 3:30pm

Video games are the only mainstream art form in which the audience is not merely an audience but participators. Thus, its characters are not ones to simply be watched, but used. How does one find a way to make a compelling character that is just as much fun to use as to watch? Game designers have come up with a lot of answers to this question over the years. Come sit down with Tyrone Barnes to see a brief summary of them! Q&A afterward.

### Literary Representations of AI and Robotics

2:30pm - 3:30pm

Scholars will discuss the role of artificial intelligence and robotics in science and speculative fiction literatures. They will address questions such as: Why do so many texts depict the dangers of AI? Why are we so afraid of our creations gaining sentience and turning against us? What do we stand to lose? To gain? Why does organic humanity need to be the only rational consciousness? And how closely do these texts mirror the reality of today's tech?

### Robots, AI, and Drones in Military Science Fiction

2:30pm - 3:30pm

Military science fiction has long incorporated robots, AIs, and drones in books, films, and TV. How has the ever increasing real world use of these and related technologies changed their fictional portrayal? What are the new directions for military science fiction to explore?

### Boolean Girl Coding Workshop C

2:45pm - 3:30pm

### Boolean Girl Coding Workshop D

3:45pm - 4:30pm

## Utopia vs. Dystopia

3:45pm - 4:45pm

Scholars discuss the portrayal of utopian (and dystopian) futures in science fiction writings: What are some of the common themes? Have these portrayals changed with time? What are the odds we are heading towards these futures (or trying to move away from them)?

## Storytelling in Different Media

3:45pm - 4:45pm

Discussions on how the same story can be told in different ways through the translation into different media, from film to comics to video games.

## Do the Things You Own, Own You?

3:45pm - 4:45pm

The internet of things connects us and our belongings, builds community, and simplifies our lives. But does the IOT threaten our privacy? Does it undermine our property rights? Join James O'Keefe of the Massachusetts Pirate Party, along with technologists as they discuss insights, trends, and predictions about the IOT.

## Getting your Super Powers with Watson and AI Solutions

3:45pm - 4:45pm

Recent advances in AI will make it possible for people to have super powers once reserved for super heroes in comic books. This talk will discuss some of the technology behind these advances and where the field is going to help humans and humanity not only battle evil but perhaps save civilization itself.

## Literacy and Gaming - The Values of Brining Play into the Classroom

3:45pm - 4:45pm

The initial idea of LaG was simple: use games to bolster students' analytic and writing skills. Once a week, a group of students and I would play curated games, then analyze and write about them. With a minimal amount of encouragement, the students to began making connections between videogames and other works (novels, poems, etc.). As a result, their ability to thoughtfully and meaningfully write went through the roof. Throughout this panel, we examine what can happen when students realize that the things they like (games) are strikingly similar to the things they don't (essays, English class, school).

## Dance Workshop

3:45pm - 5:00pm

Presented by Cosplay Dance-Off and other Museum of Science Fiction dance partners! Geek out on the dance floor with scifi themed dance moves that anyone can do, even in costumes!

## Cosplay 101

3:45pm - 5:15pm

A crash course on how to start in the world of cosplay. We will discuss how to pick a character, how and where to source pieces for the cosplay, and tips and tricks for a successful cosplay experience. We will show you the exact steps experienced cosplayers follow when putting together a cosplay.

## Song of the Stars (2016)

4:00pm - 5:00pm

Song of the Stars (2016). Director: Paul M. Sutter. Runtime: 55 Minutes. The life stories of the stars above, as told through the beauty, grace, and power of contemporary dance! Song of the Stars features performances by Seven Dance Company under the artistic direction of Cassia Cramer, woven together with a narration by astrophysicist Paul Sutter. In this original fusion of science and dance, you will travel through the vast cosmos, witnessing the first stars sparking a revolution from total darkness, the fatal love of two galaxies, a cataclysmic death that brings hope to a new generation, and so much more.

## Visions of the Future: Science Fiction Between Science and Scripture

5:00pm - 6:00pm

Science fiction, as Ursula LeGuin once argued, often uses the futuristic setting of stories as a way of analyzing and critiquing the present. In that way, science fiction is about the present; by showing a future that the present might plausibly develop into, a piece of science fiction can help to highlight those features of the present that are worth strengthening, as well as those that ought to be minimized or left behind. This literary form finds a rather direct parallel in the prophetic stories populating the sacred texts of many different religions. There too, the future is used to critique and analyze the present. The difference is that science fiction \*also\* insists on fidelity to science, making apparent miracles into occasions to be explained rather than testimonies of faith. Our panel explores these overlaps and tensions, particularly highlighting those works of science fiction that explicitly deal with religion as they advance their purportedly secular visions. Join representatives from a variety of faith traditions for a rousing conversation!

## The Expanse: How it Gets Science Right

5:00pm - 6:00pm

Often called “Game of Thrones in Space,” “The Expanse” shows that humanity can colonize the Solar System, but we still bring our baggage with us. In this show, gravity, speed of light, communications, and human nature are all just as much antagonists as the Protomolecule. Join us as we talk about both the science of the show, and the show itself.



WALL-E  
WALL-E, 2008



## Changing and Sculpting the Genome

5:00pm - 6:00pm

Science fiction has often discussed editing the human genome, creating clones, using human tissue for cyborgs, creating new life-forms through genetic manipulation. Many of these topics are now, in part, a reality in the scientific community. This panel will discuss the science behind genome editing, modification of humans, and building genomes to specifications. Additionally, this talk will discuss gene drives and how scientists are able to manipulate the environment, not just humans, using such technology. Finally, panelists will discuss the ethical implications of such research.

## Computers in Space - brought to you by BAE

5:00pm - 6:00pm

Computers in space have been a frequent theme in science fiction in both film and books. They have taken on roles from villains (like HAL and Skynet) to heroes (like Data and the computers in *The Martian*). The reality of space computers are just as interesting as their fictional counterparts, with some famous examples being the computers onboard NASA probes or the computers in satellites used for the modern telecommunications and GPS. Computers in space must survive in an environment that is significantly more challenging than on Earth. This panel will compare the reality of computers in space to the fiction, with experts from the industry to talk about what it takes to build a computer that can survive launch, temperature extremes, and even radiation.

## The Law of Virtual Reality

5:00pm - 6:00pm

Virtual reality blurs the lines between presence and remoteness, between speech and conduct. It feels real even though we know it isn't. In this talk we will consider a number of interesting legal problems we will face as people begin to interact with each other virtually.

## Intro to Sci-Fi Competitive Gaming and eSports

5:00pm - 6:00pm

Panel host Dr. Joey Grandoziac of Press Start TV Radio discusses gaming on the professional circuit. Learn about upcoming Sci-fi related games, and answer the question "Should Gaming be considered a sport?"

## Cryptoparty Workshop

5:00pm - 8:00pm

Mass surveillance of the public, targeted surveillance of minorities, corporate surveillance of consumers, malicious hackers taking over your accounts; It seems like there is a lot to be afraid of these days, with every move we make being tracked and documented for future reference. It doesn't have to be this way. Visit the cryptoparty table in the Exhibit Hall to arm yourself with practical knowledge and tools to take back your privacy and make your life more secure.

## The Landing (2017)

5:15pm - 6:45pm

The Landing (2017). Director(s): Mark Dodson, David Dodson. Runtime: 83 Minutes. The 1973 controversial Apollo mission is explored with no stone left unturned. In interviews conducted on the 25th anniversary of the incident, witnesses and participants reveal layers of mystery surrounding these little-known events, which few realize almost destroyed NASA.

## An Eternal Optimist: Arthur C. Clarke and the Search for What's Next

6:15pm - 7:15pm

Arthur C. Clarke, famed for co-writing 2001: A Space Odyssey based on one of his own much earlier short stories, was above all else an optimist who eagerly embraced not only what was coming next but what was coming after that. While his own long life story featured heavy involvement in the Second World War, where he was close to the cutting edge of implementing a new key technology, radar, he remained an optimist about technology helping to make life better for humankind both on earth and among the stars. His dreams were not founded on fantasy but on science, science just over the edge into the nearly impossible. Who else but Clarke could have taken the swords of the war just ended and propose using those technologies to envision global television using geosynchronous satellites? This panel will explore the fascinating life and works of Sir Arthur Clarke as the anniversary of his birth 100 years ago approaches.

## Science Fiction Criticism: Suvin and Beyond

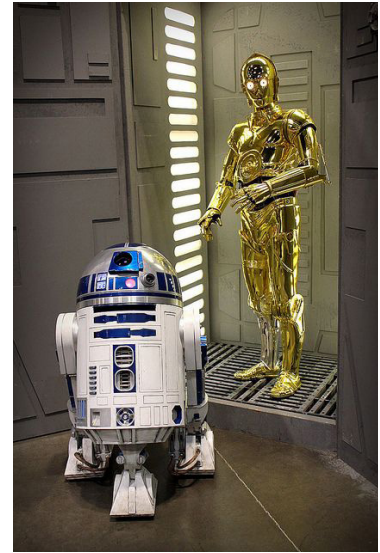
6:15pm - 7:15pm

Good SF is more than just entertainment, and the ever-increasing amount of critical attention it is receiving suggests that people have stopped viewing it as "mere" genre fiction. Addressing the legacy of Darko Suvin and his articulation of cognitive estrangement, panelists will discuss the state of modern science fiction criticism and the areas of inquiry most relevant to the serious study of the genre.

## DC Anime Club Presents: The 'Ghost in the Shell' Panel

6:15pm - 7:15pm

This panel will review some of the history and future of this Cyberpunk Classic.

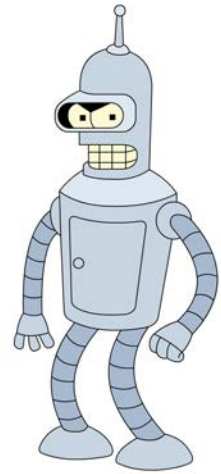


R2-D2 and C-3PO  
Star Wars: Episode IV - A New Hope  
1977

## Insights Needed: Video Gaming the Goldilocks Principle

6:15pm - 7:15pm

Insights Needed is not just a panel, it's a chance to talk about what makes video games engaging and how we can think about optimizing engagement from a health perspective. We need your insights to help answer questions like what makes games hard to put down and how do gamers self-regulate their playing? Are daily login rewards more motivating than streak bonuses? Does playing with friends make it easier or harder to take a break? What mechanics should developers consider to improve engagement without making players feel frustrated or burned out from playing too much? This panel is part of a research project designed to foster rational discussion and consensus about video games and health, and the best part is, the science will be done at Escape Velocity! We will analyze results of the panel during the convention and present them on Sunday for your feedback. Join us to make your voice heard and help move the discussion forward! (Johns Hopkins Bloomberg School of Public Health study Multi-stakeholder consensus development in video game research IRB# 6931, PI Alain Labrique, PhD)



Bender  
Futurama, 1999

## The (Virtually) Real Economy

6:15pm - 7:15pm

Come join us for a discussion on the ways virtual reality will impact different industries and our habits as everyday people. Through entertainment, health, wellness and travel, virtual reality could revolutionize the way we live. Hear from experts and entrepreneurs in the VR/AR industry to see how they are shaping the future.

## Pop Parliament

6:15pm - 7:45pm

For 15 years, (Anime) Parliament has been one of the most prolific panels in the east coast convention circuit, now that team has come to Escape Velocity and is ready to hear cases from any sci-fi, fantasy, anime, or game universe you can come up with. Bring up a case against a character, a situation, a society or any other aspect of your chosen universe. It's up to the audience to debate, dispute and ultimately vote upon the guilt or innocence of your subject. Come forward, state your case, bring witnesses, but remember: Not everyone in the Parliament will agree with you. Be ready for a debate, because you'll most certainly get one.

## Robots in Film and Popular Culture

7:00pm - 8:00pm

From Gort to K2SO, the automata of the silver screen, television, comics, and other media have fascinated fans for decades. Come with us on an exploration of the origins, creative inspirations, and engineering designs that brought to life some of the beloved "non-living" characters that grace our pop culture.

## Drones in Education

7:30pm - 8:30pm

With drones becoming mainstream in recent years, there has been a push to bring drones into education. Over the years, the shape of drones in education has evolved from its roots as a simple example to fascinate students about science, technology, engineering, art, and math; to a trade skill in a burgeoning unmanned aircraft industry; to an everyday data collection tool used for teaching other disciplines such as software development. The panelists will discuss the opportunities and challenges in their efforts to bring drones into education.

## Science in Science Fiction Media: The Good, the Bad, and the Amusing

7:30pm - 8:30pm

Catherine Asaro will talk the science in movies and TV shows, with examples from shows such as **Star Trek**, **Star Wars**, and last summer's blockbuster, **Wonder Woman**. Come see some of the best, the worst, and the most entertaining examples of how popular culture uses science in our entertainment.

## Trauma, Mental Health, and Disability

7:30pm - 8:30pm

More than 1 in 10 Americans live with an apparent disability. If you include less apparent disabilities such as mental health conditions, the number increases to 1 in 5. And yet, the portrayal of disability in science fiction, like characters in blackface, has struggled to move beyond stereotypes lacking depth or understanding of the disability experience: exaggerated caricatures of heroes, victims, sidekicks, and villains. This is a panel presentation and audience discussion on "Trauma, Mental Health, and Disability" using examples from science fiction, popular culture, and a dash of humor, disability experts at the intersection of technology, science fiction film, and media will discuss how to develop authentic disabled characters and stories.

## Science Fiction and the Technology of Matter Duplicators

7:30pm - 8:30pm

Join Dr Phil Frana as we discuss the very real science behind matter replication, as we see in quite a few of our beloved science fiction stories.

## Making Video Games with Little Coding

7:30pm - 8:30pm

Thanks to tools like GameMaker, Stencyl, and Construct 2, anyone can make a videogame. Spreading the word and inspiring new voices in games not only diversifies the voices involved in videogames and expands the medium, but it also helps demystify the process of game creation. Named Forbes 30 under 30 for games, James Cox shares his story on his journey of making 100 games in 5 years using such technologies

### Magellan (2017)

8:15pm - 10:00pm

Magellan (2017). Director(s): Rob York. Runtime: 103 Minutes. After NASA picks up a trio of mysterious signals from within our own solar system, astronaut Roger Nelson is dispatched on a multi-year solo mission aboard the Magellan spacecraft to investigate the sources.

### Tales from the Strange Planet Earth

8:45pm - 10:00pm

Presented by Washington Improv Theater. Welcome to Tales from the Strange Planet Earth! Each month the moons align here in the Trazar system and for an hour we receive a clear signal of television and film transmissions from a planet known as Earth. Join your host, Bik Bak, as he leads a discussion of the broadcasts with the Theta Quadrant's foremost experts on humans. As always, we've captured two human guests to help us better understand the strange alien customs of the inhabitants of Earth. Don't miss out on the hottest show critics are calling, "Informative and disturbing!"

### Space Party

10:15pm - 12:15am

Come enjoy the company of the finest folks from all over Escape Velocity, colorful characters, good music, and fun will be had for all, costumes are welcome, but not required. There may even be dancing!

### Metropolis (1927)

12:15am - 2:45am

Metropolis (1927). Director: Fritz Lang. Runtime: 147 minutes. Metropolis is a German silent film produced in 1927 that uses a dystopian society to explore the dangers inherent in capitalism and industrialization. Based on a novel by Thea von Harbou, it was directed by her husband Fritz Lang, who also co-wrote the screenplay, and stars Alfred Abel as Joh Fredersen, Gustav Fröhlich as Freder, Brigitte Helm as both Maria and the Machine-Man, and Rudolf Klein-Rogge as Rotwang the inventor. The film in its completed form has been lost, but most of Metropolis has been rediscovered, including a most recent addition of 25 minutes of previously missing footage. It holds the distinction of being the most expensive silent film ever made, with a final cost of almost 4.2 million Reichmark, and has become known as one of the most contentious films of the Weimar era.

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## Saturday Programming and Panels

### Education Workshop - Build a Robot

9:30am - 10:30am

Informal learners will interact with a demo that uses a skull and/or robot head and raspberry pi that has been used to create a talking head that has the same functionality as Amazon's Alexa. This exhibit could also include a workshop element during which learners code their own robot and take the code home on an SD card. Take-aways: How to problem solve using technology, programming, and imagination.

### Pokemon Go & Draw

9:30am - 10:30am

Join AWA Artists as they show you how to draw some of your favorite Pokemon characters. From the original 151 to the new Sun & Moon starters, these artists know them all. Participants may even help to create their own creatures! Bring your Pokedex and creativity!

### What is 'Klingon'?

9:30am - 10:30am

The Klingon language, which began as a few lines of dialogue in the first Star Trek movie, has grown to be what the Guinness Book of World Records once dubbed the world's largest fictional language. This session will look at how and why the language was created, how filmmaking influenced (and altered) its grammar and vocabulary, and how the language is faring in the "real world."

### The Controversies of Hard Science Fiction

9:30am - 10:30am

Why does so much controversy surround the genre of hard science fiction? Even establishing a definition has long been a source of debate. For this panel, we will define hard science fiction as literature that uses established scientific principles as the jumping off point for plausible extrapolation that is integral to the story. Is it true that hard science fiction concentrates on science to the exclusion of good character development, emotional depth, and literary quality, or is that a stereotype that can't survive in the current age? What constitutes "plausible extrapolation?" Are the hard sciences becoming too advanced to make for a good story? Do you need scientific credentials to write hard sf? In a field once assumed as only for men, who are some of the women writing hard science fiction? Panelists will discuss the many controversies associated with hard science fiction and weigh in with their thoughts.

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"Everything that civilisation has to offer is a product of human intelligence; we cannot predict what we might achieve when this intelligence is magnified by the tools that AI may provide, but the eradication of war, disease, and poverty would be high on anyone's list. Success in creating AI would be the biggest event in human history. Unfortunately, it might also be the last."

Stephen Hawking  
The Independent (2014)

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## Board Gaming

10:00am - 9:00pm

We have an open gaming area and a well-stocked library of hobby games – with your Escape Velocity pass, you can check out anything that sparks your interest (free of charge). Play modern favorites along with some rare and unusual games dating back to the 1970s. Try new games and meet fellow gamers! In addition, we will be hosting a small selection of pre-scheduled boardgame and RPG sessions – check them out on Warhorn and join in.

## Escape the Room - Sci-Fi Style

10:00am - 10:00pm

Sign up for the official Escape Velocity room escape! You and your teammates are locked in a room where you will engage in a sci-fi scenario with puzzles, ciphers, and riddles with only 30 minutes to find your way out. Plus, there are two separate room escape experiences, so you can have twice the fun! While the stories in each room are related, you can experience them in any order. Time slots are available every half-hour throughout the weekend, but space is limited! Note that you may be grouped with others to meet minimum participant requirements. There is an additional cost to participate.

## Starship Horizons: Bridge Simulator

10:00am - 10:00pm

Starship Horizons is a multi-player experience allowing 2-6 players to work together as the ships Bridge Officers. The core gameplay experience is designed around players commanding their own Starship as the bridge officers in the roles of Captain, Flight, Tactical, Science, Operations, and Engineering.

## Cas Anvar VIP Event

10:45am - 11:30am

Come join Cas Anvar in an exclusive VIP meet and Greet session. Limited to 20 lucky fans. For more information, please stop by the information booth.

## The Extreme Universe Animated - A Collaboration Between Art Students and Astronomers

10:45am - 11:45am

What if you put a team of astronomers and a class of animation students together to try to explain the mysteries of the gamma-ray universe as seen with the Fermi satellite? For four years scientists from the Fermi Gamma-ray Space Telescope have worked with Maryland Institute College of Art students to produce a series of animations based on Fermi research that includes black holes, pulsars, dark matter and more. In this panel, astronomers will describe the underlying science, then students will present their animations.

### Joe Haldeman - Literary Guest of Honor

10:45am - 11:45am

A special solo panel with our literary guest of honor, Joe Haldeman.

### Diversity and Storytelling in Emerging Media

10:45am - 11:45am

Storytelling innovations within emerging media fields that have arose in recent years provide an ideal lens through which we can see the projection of different life experiences into the future. Inclusive and intersectional stories of the future can help pave the way for those futures to become a reality in the present and in the process, tremendous opportunities to innovate the storytelling process along the way.

### Sci-Fi at a Top STEM High School

10:45am - 11:45am

Students from the science fiction and fantasy writing club at the highly-ranked Thomas Jefferson High School for Science and Technology share their experiences writing science fiction, and discuss how they balance their research and writing.

### DC Stunt Coalition Workshop

10:45am - 12:45am

The DC Stunt Coalition teaches you the fundamentals of fight choreography.

### Slightly Off Key: Great Soundtracks in Terrible SF Films

11:00am - 12:00pm

As Tee Morris took us through a history of music in film and video games in THE BIG SCORE, this presentation reaches into the darkest corners of entertainment to bring into the light terrific soundtracks that appear in some cinematic clunkers. Alongside author and horror film critic Nick Kelly, this presentation features incredible musical journeys providing backdrops to cringeworthy productions.

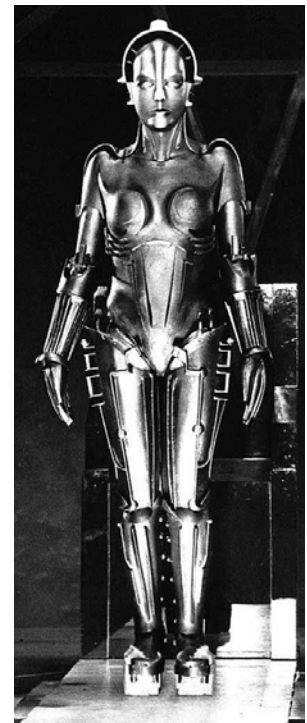
### Rockville Science Center's STEAM POWERed HEROES of all ages

11:00am - 5:00pm

Join Rockville Science Center for hands-on STEM activities for all ages for Space & Earth Science, Robotics, and Nanotechnology. RSC works in the community as a science center without walls as it works towards a facility of its own to encourage lifelong exploration of the scientific foundations of everyday life. RSC works in collaboration with other organizations and features some of them here: NISE Network; Baltimore & Chesapeake Steamboat Company; WIZARDS.exe FTC Robotics Team 9794; Space Telescope Science Institute and more!

### Museum of Science Fiction Gallery

11:00am - 8:00pm



Maria  
Metropolis, 1927



## Fashion Show Seating

11:45am - 2:00pm

## Kawaii + Create a Character Workshop

12:00pm - 1:00pm

Explore your inner self with Imani Brown by creating a manga character or personal mascot, no experience needed! Just imagination!

## Stop Motion Animation Part 1: Storyboarding and Concept Art

12:00pm - 1:00pm

Before the days of CG special effects, stop motion animation played a big role in making science fiction a “reality” on screen. In the first of this 3-part workshop, learn the basics of storyboarding and concept art - collaborate on a narrative and design your characters, props, and scenery, all to set the stage for an original science fiction short! Age range is 13+. These workshops will be best suited for the young and young at heart, 8th grade and up. Younger guests can join in with a parent.

## Man as Machine: Androids & Cyborgs in Literature

12:00pm - 1:00pm

Are humans more than the sum of their parts, or are they merely organic machines, as philosophers from antiquity on have suggested? Today, new innovations in science and technology provide new ways to interrogate this question, even as they continue to raise it. On the one hand, increasingly advanced prosthetics, neural interfaces (such as Elon Musk’s recently announced Neuralink), and other enhancements allow us to go beyond the limitations of our human bodies. On the other hand, machine intelligence now rivals, and even supersedes, humans in everything from game-playing strategies to driving and facial recognition, suggesting that we’re moving closer to the holy grail of creating an artificial sentient being. These innovations pose the ultimate question: what does it mean to be human? More specifically, (how) do our physical bodies define us and shape our humanity, and how might we retain that humanity as we change, or even transcend, those bodies?

## Electronic Skin Technology

12:00pm - 1:00pm

Future devices will need to acquire more information about their surroundings in order to provide smarter responses. Our technology leads the way in design, manufacturing and deployment of multi-modal sensor skins that replicate or even surpass the performance of human skin. Our vision is to integrate our novel touch interfaces in every day objects so they can perceive touch.

### CosFashion Show

12:00pm - 2:00pm

A runway-style masquerade featuring seasoned masters of ceremony, showrunners, and the best collection of costumers, cosplayers, and fashionistas that EV 2017 has to offer.

### Companionship (2016)

12:15pm - 1:15pm

Companionship (2016). Directors: Alex Loubert and Zack Ramelan. Runtime: 16 minutes. An over-worked and under-loved woman tires of the dating scene and tries a new dating app which promises its users that they will “never be alone again.” “Companionship” is an exploration of the commodification of love, the ubiquity of modern advertising and a lamentation of how modernity has stunted our capacity to love. It is the first instalment in the “Darwin Corp” cinematic Universe.

### Sci-Fi Dough Ornaments

1:15pm - 2:15pm

Let’s make dough ornaments! Join us in an all ages make and take geek craft workshop. Kids under 10 will need parent assistance.

### Young Adult Science Fiction Literature for Girls

1:15pm - 2:15pm

While science fiction has always appealed to young readers, some of today’s pre-teen and teen fiction is making a real effort to reach a female audience by featuring strong female protagonists or tapping into other genres that are popular with girls. Come talk about “gateway” science fiction for young readers, especially girls!

### Westworld: Cowboys and AI

1:15pm - 2:15pm

Extending off the concept of the original 1973 movie that explored man’s inhumanity to robots, the HBO series brought to life a resort where one could live in a Western setting and interact with realistic “host” AIs. Westworld was the the latest sci-fi show to explore these themes. Compare and contrast Westworld to other shows that blur the line between man and machine, such as “Dollhouse,” “Battlestar Galactica,” “Ghost In the Shell,” and “TRON: Legacy.” How do these fictional examples compare to real-world artificial intelligence applications such as Watson, Google’s Tensorflow, and OpenAI? Is Alexa really your friend, or will she shoot you in the last episode?

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## 2017 Space Odyssey

1:15pm - 2:15pm

Humans have continuously inhabited space on the International Space Station for almost 17 years. Companies are currently working to expand human presence in space, from suborbital to orbital and beyond. Learn from different companies across industry and the current and future plans for human spaceflight.

## The Big Score: The Evolution of the SF Soundtrack

1:30pm - 2:45pm

We always know when Darth Vader is on the way, when James Bond is coming to the rescue, or when you're entering the city limits of Bon Temps, Louisiana. Music forms an integral part of television and cinema, yet is rarely examined or celebrated. Or are there fans out there that collect soundtracks as some collect cards and comics? What is some of the best music from the genre? Where did soundtracks begin, and where are they headed musically?

## Stop Motion Animation Part 2: Character and Set Building

2:00pm - 3:00pm

Before the days of CG special effects, stop motion animation played a big role in making science fiction a "reality" on screen. In the second of this 3-part workshop, learn the technical fabrication aspects of stop motion animation: create your own characters on wire armatures and construct and finish the props and scenery for an original science fiction short! Age range is 13+. These workshops will be best suited for the young and young at heart, 8th grade and up. Younger guests can join in with a parent.

## Cas Anvar Guest Panel

2:15pm - 3:15pm

Escape Velocity is proud to have the esteemed and talented Cas Anvar from the hit television show, "The Expanse," to present a Q & A for all to enjoy.

## CosFashion Costume Evaluation and Feedback

2:15pm - 3:30pm

A team of seasoned costume crafters and experts will lend their expertise to help you get that perfect costume or fashion look. Sign up required, no admittance without sign up (parental guardian allowed for underage entrant).

## Super Art Fight

2:15pm - 4:15pm

The self-described Greatest Live Art Competition in the Known Universe crash-lands into Escape Velocity! A unique mixture of pro-wrestling style storytelling, live art, and improv comedy, Super Art Fight is unlike anything you've seen before.

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"Science is magic that works."

Kurt Vonnegut , Cat's Cradle

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Cheer on your favorite artists to victory, but look out for the random topics from the Wheel of Death! For more details, check out SuperArtFight.com.

### How to Draw Anime

2:30pm - 3:30pm

AWA artists will teach participants how to create anime characters and designs. Using common anime shows as a reference, this workshop breaks down what makes an anime an anime and how to utilize certain aspects of the art in your own work.

### The Journal of Science Fiction/CSEK Anthology

2:30pm - 3:30pm

Did you know that the Museum of Science Fiction publishes the Journal of Science Fiction? Join us for a discussion with some of the contributors to learn about the Journal, what the process for contributing an academic article is like, and to learn a bit more about up-and-coming science fiction writers.

### From Nanotechnology to Quantum Computing: The Limits of Strong AI

2:30pm - 3:30pm

In this panel we will look toward the future of artificial intelligence. What new ways of thinking, what new technologies, what new views of reality might bring sentient constructs to life? A few computer theorists, notably Raymond Kurtzweil, Eric Drexler, and David Deutsch are setting the stage for a new world to come.

### Stop Motion Animation Part 3: Animation and Editing

3:00pm - 4:00pm

Before the days of CG special effects, stop motion animation played a big role in making science fiction a “reality” on screen. In the last of this 3-part workshop, learn techniques for creating the illusion of motion, in-camera effects, and lighting. Get hands on animating characters and editing a sequence for our original science fiction short! Age range is 13+. These workshops will be best suited for the young and young at heart, 8th grade and up. Younger guests can join in with a parent.

### Tomorrow Ever After (2016)

3:00pm - 5:30pm

Tomorrow Ever After (2016). Director: Ela Thier. Runtime: 95 Minutes Screening of the movie followed by a Q&A session with the Director/Actor Ela Thier and Actor Memo. Shaina is a historian who lives 600 years in the future. War, poverty, pollution, greed, exploitation, depression, loneliness: these are things that she’s read about in history books. When a physics experiment goes awry, she accidentally time-travels and is stranded in our times. Naturally, she assumes

everyone around her is honest, generous and caring, as she tries to recruit the help that she needs to get back home.

### Morgan Gendel Presents: Inner Light

3:30pm - 4:45pm

Hugo Award-winning writer-producer Morgan Gendel, most recently of CW's *The 100* will screen *The Inner Light* the penultimate episode of season five of *Star Trek: The Next Generation*, which he wrote and which is widely considered the best episode of the series. Following the screening, Gendel will offer commentary and answer questions. He will be available during EV to autograph copies of the *Inner Light* teleplay as well as copies of *The Outer Light*, his graphic novel fan-fic sequel to the episode.

### Fantastic Beasts and Exobiology

3:45pm - 4:45pm

Science fiction and fantasy are full of aliens and monsters, but which are allowed by the laws of physics? We'll discuss issues involving scaling laws, metabolic rates, and the fascinating question of whether genetically-engineered hamsters can fly.

### How Did They Make That? (Costume Edition)

3:45pm - 5:00pm

Professional and hobbyist crafters and cosplayers discuss their construction methods and tricks they use to get their costumes finished.

### Afrofuturism: Butler and Beyond

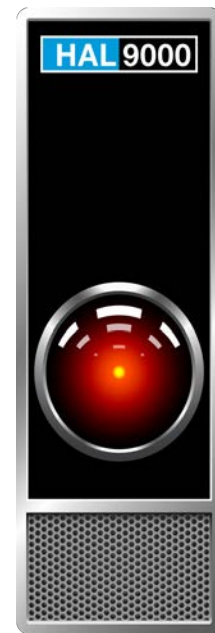
4:00pm - 6:00pm

Afrofuturism can be characterized as an artistic movement - one that attempts to discover, recover, and reinvent the film, literature, and graphic art created by African-Americans and other Afro-diaspora peoples across the globe. Most fundamentally, literary Afrofuturism attempts to imagine a future in which black peoples and cultures have found a voice and gained visibility alongside or apart from traditional Eurocentric themes and traditions, which both respects the legacy of African-American and Afro-diaspora peoples and attempts to break free of the stereotypes and historical injustices that define so much of modern race-related thinking. This marriage of African-American literature and science fiction yields interesting discourses on race, gender, technology, and the face of the future. Scholars will discuss Afrofuturist literature, its legacy, its ethos, and its most pressing questions.

### First Contact: An Improvised Epic

4:30pm - 5:30pm

High above an alien world, we meet the crew of the spaceship \*NAME HERE\*, they've come to \*DO SOMETHING\*, but they're about to find out \*SOMETHING ELSE.\* Ok, we're gonna need your help bringing the great sci-fi tropes to life.



HAL 9000  
2001: A Space Odyssey, 1968

Come watch some of DC's nerdiest improvisers make up a sci-fi classic (we hope). Washington Improv Theater performers will create a long-form improv genre show playing on standard science fiction tropes, characters and narratives.

### **Andrew Clark: Lego Fan to Set Designer**

**5:00pm - 6:00pm**

Andrew Clark, the designer of the Doctor Who Lego set, discusses his experience with designing for Lego, how his visions became multiple fan sets, and his love of Legos.

### **Science Worth Telling the Future About**

**5:15pm - 6:15pm**

Richard Feynman asked "If, in some cataclysm, all of scientific knowledge were to be destroyed, and only one sentence passed on to the next generation of creatures, what statement would contain the most information in the fewest words?" His answer was "All things are made of atoms - little particles that move around in perpetual motion, attracting each other when they are a little distance apart, but repelling upon being squeezed into one another." Our panelists will discuss what other scientific ideas can and should be summarized briefly to preserve them in case of future disaster, and also consider strategies to ensure that this information is heeded.

### **Ghost in the Matrix**

**5:15pm - 6:15pm**

Do you want to expand your science fiction collection? Ready to check out that anime stuff but not sure where to begin? These worlds have collided time and again and we are here to guide you through the experience. Let Doomtastic guide you through this world so we can help you find your white rabbit.

### **Thomas Dolby: Unlocking the Genius Within**

**5:30pm - 6:30pm**

Prof. Thomas Dolby talks about Creativity, making a startling claim: he believes that rapid advances in technology and communications do not always lead to a parallel increase in human innovation. Personal excellence comes from working within a set of limitations, forcing us to shatter our own boundaries. So often the best ideas are born from a scarcity of resources!

### **Digital Ship in a Bottle**

**6:15pm - 7:15pm**

Software engineers need digital stand-ins for real people. Not just physical models, but cognitive models. These models need to perceive like people, understand like people, act like people, and even speak like people. And then these models need to do the same thing over and over again. This panel will start the conversation with a live demonstration of the Integrated Recoverability Model (IRM). IRM is a desktop application that models a crew's response to an emergency at sea. Crew

that has to navigate, perceive, and communicate inside of the designs of real ships.

### **I, the Alien; or the Alien as Self**

**6:30pm - 7:30pm**

Sci-fi narratives are often seen as an excellent place to explore foreign entities and species. It is also a unique tool to explain the alien as self. This panel will explore the usage of alien narratives to represent the alienated self as a representation of people who have been pushed aside, ignored, or rendered invisible. This panel asks: How do sci fi narratives give voice to populations and individuals who are seen as alien or other?

### **Awards Pre-Party and Cocktail Hour**

**6:30pm - 7:30pm**

Join us outside the ballroom for a cocktail hour before a red carpet awards show! Or, if you're an MOSF member or Kickstarter Backer, slip into our members-only lounge and enjoy complimentary hors d'oeuvres and the company of our special celebrity guests and speakers.

### **The Future of Drones**

**6:30pm - 7:30pm**

Remote control aircraft have been around for more 80 years, enabling mainstream hobbyists and professionals to enjoy capturing fantastic perspectives of world below. What does the future hold? This panel will discuss the future of drones beyond "remote control" --- perhaps a future where our packages are delivered by drones; or where huge swarms of drones light up and dance in unison for our entertainment; or where drones have become our flying robotic companions. Panelists will discuss the opportunities and limitations in robotics, artificial intelligence, and our society that are shaping this future.

### **Alternative Sports and Gaming**

**6:30pm - 7:30pm**

When we hear game, we often think "videogame." There is a whole world of games outside of the traditional screen-based ones. These games involve moving our bodies through physical spaces, and at times don't require technology at all. We'll give an overview of what they are, a few examples, how to play them, where you can find them, and how to make them.

### **2017 Film & Education Awards**

**7:00pm - 8:00pm**

We are pleased to celebrate the winners of our annual film festival and our International Deep Ocean Research and Robotics Competition. Truly a red carpet event, preceded by cocktails, listen to our keynote speaker Dr. Mason Peck as he proclaims the ingenuity of the 1st Junior High School of Athens, Greece for their

entry, “Hydrobot conversion to an electronically controlled robot vehicle.” Then, await with anticipation to see which film makers will take home the coveted “Maria” awards.

### What’s Gender Got to Do With It?

7:45pm - 8:45pm

In the wake of the inauguration day Women’s March and chilling book-to-screen adaptations such as Hulu’s new retelling of Atwood’s *The Handmaid’s Tale*, science fiction narratives exploring gender, both within the constraints of the traditional gender binary and in the postmodern mode of gender as performance, are in high demand. This discussion will explore unique (and not-so-unique) representations of gender throughout science and speculative fiction literatures, and ultimately debate the extent of the progress that contemporary authors have made in the direction of gender equality in science fiction.

### Can you Brew Beer in Space? And Other Critical Concerns

7:45pm - 8:45pm

Join professional brewers, scientists, and sci-fi enthusiasts for an evening of rampant speculation on what may be the most crucial question of the coming age of space travel and off-world colonization. Audience participation encouraged.

### Super Art Fight

8:00pm - 10:00pm

The self-described Greatest Live Art Competition in the Known Universe crash-lands into *Escape Velocity!* A unique mixture of pro-wrestling style storytelling, live art, and improv comedy, *Super Art Fight* is unlike anything you’ve seen before. Cheer on your favorite artists to victory, but look out for the random topics from the *Wheel of Death!* For more details, check out [SuperArtFight.com](http://SuperArtFight.com).

### RESET: The Making Of

8:30pm - 9:30pm

Part theatre, part Science Fiction, part AI thought experiment, *RESET* is a thoughtful, brutal (and obscenity-laden) look at what AI might go through if we gave them feelings and sent them off to fight our battles. This “Making Of” panel will include performed *CLEAN* excerpts from the show and a discussion with the cast, crew, and writer about the script.

### Doctor Whose Line is it Anyway?

9:15pm - 10:30pm

*A Class Apart Comedy*, a sketch comedy and LP troupe based out of the DC area, aims to entertain, enlighten, and examine pop and nerd culture through improv comedy. This performance is an improv comedy “competition” in which four members of *ACA* will perform various comedic games and sketches.

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“Any A.I. smart enough to pass a Turing test is smart enough to know to fail it.”

Ian McDonald, *River of Gods*

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### Dance Party

10:00pm - 12:00am

With favorites from all genres and top hits, come for the dance, stay for the party!

### Science Fiction Trivia (Now with stunts!)

10:15pm - 11:30pm

Test your Science Fiction knowledge with all new questions from the Museum of Science Fiction trivia app. Side show stunt skits between rounds by the DC Stunt Coalition!

### Rocky Horror Picture Show

12:00am - 1:45am

In this cult classic, sweethearts Brad (Barry Bostwick) and Janet (Susan Sarandon), stuck with a flat tire during a storm, discover the eerie mansion of Dr. Frank-N-Furter (Tim Curry), a transvestite scientist. As their innocence is lost, Brad and Janet meet a houseful of wild characters, including a rocking biker (Meat Loaf) and a creepy butler (Richard O'Brien). Through elaborate dances and rock songs, Frank-N-Furter unveils his latest creation: a muscular man named "Rocky."



T-800  
Terminator, 1984

## Sunday Programming and Panels

### Science Fiction as Science?

10:00am - 11:00am

Is science fiction a working part of the modern “scientific enterprise?” Is it just a genre of fantastic stories, or does it produce real knowledge for the advancement of the human species? And if so, what kind of knowledge does it produce? Even though science fiction has a long history of “predicting” scientific and technological advance, and many writers and readers of science fiction work in scientific and technical fields, its concrete relationship to the conduct of professional Science itself is not very well understood. Using Kuhn as a starting point, this panel invites participants to investigate the “extraordinary” role of Science Fiction in the conduct of modern Science, and answer the question: is Science Fiction “science”?

### Rogue Missions, Millennials, and the Falcon 9: Yoda One Who Can Make it Happen

10:00am - 11:00am

Come and hear about exploration of planets, moons, and the far reaches of our solar system. This discussion is between scientists from actual missions, past, present and planned! If you ever wanted to ask, “How does a mission come together?” or “Who gets to pick or propose a mission?” or “Where the heck do you get your ideas?” or “What the heck is it like to work on a mission to Saturn?” then this session is for you. With representatives from missions to the Sun, Jupiter’s moons, Pluto and beyond, this panel will lift your eyes to the skies!

### DC Stunt Coalition Workshop

10:00am - 12:00pm

The DC Stunt Coalition teaches the fundamentals of fight choreography.

### Board Gaming

10:00am - 3:00pm

We have an open gaming area and a well-stocked library of hobby games – with your Escape Velocity pass, you can check out anything that sparks your interest (free of charge). Play modern favorites along with some rare and unusual games dating back to the 1970s. Try new games and meet fellow gamers! In addition, we will be hosting a small selection of pre-scheduled boardgame and RPG sessions – check them out on Warhorn, and join in.

### Rockville Science Center’s STEaM POWERed HEROES of all ages

10:00am - 3:00pm

Join Rockville Science Center for hands-on STEM activities for all ages for Space & Earth Science, Robotics, and Nanotechnology. RSC works in the community as a science center without walls as it works towards a facility of its own to encourage lifelong exploration of the scientific foundations of everyday life. RSC

works in collaboration with other organizations and features some of them here: NISE Network; Baltimore & Chesapeake Steamboat Company; WIZARDS.exe FTC Robotics Team 9794; Space Telescope Science Institute and more!

### Escape the Room - Sci-Fi Style

10:00am - 4:00pm

Sign up for the official Escape Velocity room escape! You and your teammates are “locked” in a room where you will engage in a sci-fi scenario with puzzles, ciphers and riddles, with only 30 minutes to find your way out. Plus, there are two separate room escape experiences, so you can have twice the fun! While the stories in each room are related, you can experience them in any order. Time slots are available every half-hour throughout the weekend, but space is limited! Note that you may be grouped with others to meet minimum participant requirements. There is an additional cost to participate, which you can pre-pay via Escape Velocity registration (<https://escapevelocity.events/registration-tickets/>) or directly at Room Escape EV.

### Starship Horizons: Bridge Simulator

10:00am - 4:00pm

Starship Horizons is a multi-player experience allowing 2-6 players to work together as the ships Bridge Officers. The core gameplay experience is designed around players commanding their own starship as the bridge officers in the roles of Captain, Flight, Tactical, Science, Operations, and Engineering. Advance sign-up is recommended, so either sign up online at their site or stop by the room early to enlist.

### A Crash Course in IP Law

11:00am - 12:00pm

This is an overview of intellectual property with a particular focus on copyright and fair use. A great panel for artists who want to know how to protect their work, and how to honor the work of fellow artists.

### Rosarium Publishing - Introducing the World to Itself Since 2013

11:00am - 12:00pm

Informal Q&A about multicultural speculative fiction, particularly about the publication of black comics and literature, and how the challenges of today’s political and social climate complicate and create a greater need for such inclusion in the publishing world.

### NASA Hot Topics

11:00am - 12:00pm

### The Law of Star Trek

11:00am - 12:00pm

Is Data a person? Is being a redshirt an inherently dangerous occupation? Join us as we explore the role of law in the Star Trek universe.

### Museum of Science Fiction Gallery

11:00am - 4:00pm

### New Worlds

11:15am - 12:15pm

### The Future of Finance

11:15am - 12:15pm

Banking will be the next industry completely disrupted by technology. Blockchain, machine learning, AI, apps, and bio-identification are exciting, scary, and changing everything. Come to this panel to see what will happen to your money in the future, that is, if you even have money.

### Cosplay for Everyone

11:45am - 1:00pm

Everyone should have the opportunity to express themselves, and the time-honored tradition of costuming and pageantry is paramount to that expression, come for a lively discussion of acceptance and empowerment, as we want everyone to know that cosplay and costuming can be enjoyed by all. Experienced costumers and cosplayers come together to celebrate cosplay in all walks of life.

### History of Science Fiction: Movie Edition

12:00pm - 1:00pm

History of Science Fiction as told by iconic films throughout the ages. Brought to you by Geppi's Entertainment Museum.

### Stop Motion Animation Part 1: Storyboarding and Concept Art

12:00pm - 1:00pm

Before the days of computer-generated special effects, stop motion animation played a big role in making science fiction a "reality" on screen. In the first of this three-part workshop, learn the basics of storyboarding and concept art - collaborate on a narrative and design your characters, props, and scenery, all to set the stage for an original science fiction short! Age range is 13+. These workshops will be best suited for the young and young at heart, 8th grade and up. Younger guests can join in with a parent.

### Learning the Basics of Animation

12:15pm - 1:15pm

With a theme of Sci-Fi in mind, bring your drawings to life with these simple steps and learn the basics of animation.

### Sci-Fi to Sci-Fact: Living on Mars

12:15pm - 1:15pm

Hugo Award-winning TV writer-producer Morgan Gendel (ST:TNG, THE 100, DRESDEN FILES) offers the first public sneak preview of a new extraterrestrial habitat project he's spearheading. How does a sci-fi writer end up working on a product that could end up on Mars? Hear Gendel tell the answer in his own words.

### Back-Issue Bins: Retail Perspective

12:15pm - 1:15pm

An insider's look at the comic book world in the modern age from behind the shop desk.

### Phasers and Sabers

12:15pm - 1:15pm

Weapons talk gets intellectual! Join the DC Stunt Coalition on a presentation on different weapons throughout sci-fi history, their real-world influences (including science and martial), how they work in the universe they were created for, and what might happen if one encountered another.

### To Sentience and Beyond: An Exploration of AI in Star Trek

12:30pm - 1:30pm

Be it biological or technological, where does the circuitry end and the ephemeral begin? Can experience and learning and programming be one and the same? Cannot both routes lead to that prized defining quality we call Ego? Is that point of light called "singularity" already in sight for the rapidly advancing products of our genius? Just how far down the techno road do The Doctor, Data, V'Ger and even Vic Fontaine and holo-Moriarty sit awaiting us? These questions and others provide the bones for a body of debate and discussion that has formed faster and faster on the subject of Artificial Intelligence. Let's lend some meat to it, shall we?

### NIAC (NASA) Spotlight

12:30pm - 1:30pm

The NASA Innovative Advanced Concepts (NIAC) Program nurtures visionary ideas that could transform future NASA missions with the creation of breakthroughs — radically better or entirely new aerospace concepts — while engaging America's innovators and entrepreneurs as partners in the journey.

## Cosplay 201

1:15pm - 2:30pm

Step off from the basics of Cosplay 101 to discuss how to take that cosplay you created and make it better. We will discuss what steps to take to make your cosplay more screen accurate. The smallest details can make a huge impact! New cosplayers are also welcome!

## The Art of Illustration

1:30pm - 2:30pm

Using random nouns, adjectives, and verbs, the artist will practice creating their own characters with Kofi Jamal Simmons. This is a brainstorming project that can be done anywhere and is a great way to warm up before doing a heavy drawing.

## Artificial Intelligence: How Close Are We...and How SAFE Are We?

1:30pm - 2:30pm

When it comes to AI in Science Fiction, it's a bit of a crap shoot. With movies like Star Wars and video games like Destiny, AIs are the best friends you can ask for; while the Terminator Franchise, the Alien franchise, 2001, and (again!) Destiny paint AI as intelligence ready to wipe out mankind as we know it. So how close are we to true AI and exactly how safe are we? What are the ethics involved in this science?

## Gender Portrayals in Sci-Fi Literature

1:30pm - 2:30pm

In an age where non-traditional gender expression has challenged the heteronormative status quo, the question of gender in science fiction opens up a world of possibilities. But despite our immense progress in human understanding on this issue, much science fiction literature still represents gender in a binary framework, and seems anchored to traditionalist gender roles and character portrayals throughout the genre. Presentations will comment on the ways in which our modern notions of gender shape our speculations on the future, most specifically, in the contexts of posthumanism, transhumanism and artificial intelligence.

## Surviving the Robo-pocalypse

1:30pm - 2:30pm

"Human" experts tackle the following topics on the Robo-Pocalypse: Why is it such a popular trope? Should we legitimately be worried about an uprising? And most importantly, how can we survive through it?



Ultron  
Avengers: Age of Ultron, 2015

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## Insights Needed Wrap-Up: Give Us Your Feedback on Video Games and Engagement Preliminary Analysis

1:30pm - 2:30pm

In Friday's session here at Escape Velocity we talked about what makes video games engaging and how we can think about optimizing engagement from a health perspective. At this session we will present our preliminary results and ask for feedback on our analysis from all who attend. Did we capture the main ideas? Are there important points that we need to bring out further? The session is not limited to those who attended Friday; everyone is welcome to provide feedback and help us learn! (Johns Hopkins Bloomberg School of Public Health study Multi-stakeholder consensus development in video game research, IRB# 6931, PI Alain Labrique, Ph.D.)

## Cyborgs and Robots in Anime

1:45pm - 2:45pm

Brought to you by the DC Anime Club

## Homesteading in Space

1:45pm - 2:45pm

What might a future look like when people don't just survive but thrive in space, including on Mars and beyond? What new technologies are on the horizon that might make that possible, and what kinds of science fiction would inspire the next generation of scientists and engineers to make this future a reality? Join the discussion with this panel of experts and visionaries.

## Stop Motion Animation Part 2: Character and Set Building

2:00pm - 3:00pm

Before the days of CG special effects, stop motion animation played a big role in making science fiction a "reality" on screen. In the second of this three-part workshop, learn the technical fabrication aspects of stop motion animation: create your own characters on wire armatures and construct and finish the props and scenery for an original science fiction short! Age range is 13+. These workshops will be best suited for the young and young at heart, 8th grade and up. Younger guests can join in with a parent.

## Getting Started in Comics (Writer's Workshop)

2:45pm - 3:45pm

Starting out in comics can be hard, so come out and learn a few tricks to make getting started easier. From getting all your ideas organized to where to print and publish your stuff, don't miss out on these tips.

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"Machines will follow a path that mirrors the evolution of humans. Ultimately, however, self-aware, self-improving machines will evolve beyond humans' ability to control or even understand them."

Ray Kurzweil  
Scientific American (2010)

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### What's in My Contract

2:45pm - 3:45pm

This seminar gives a good overview of what a contract is, how to read one, and what they're used for in any industry. A special focus on contracts for artists and film makers in this session.

### History of Science Fiction: Comic Book Edition

2:45pm - 3:45pm

A brief glimpse into the history of science fiction, spotlighting the media of comic books and graphic novels.

### Shy Geeks Speak: How Cons Improved My Life

2:45pm - 3:45pm

Be inspired by introverted and shy geeks who have come out of their shell and found both social and career success through the accepting and inclusive atmosphere of conventions.

### Stop Motion Animation Part 3: Animation and Editing

3:00pm - 4:00pm

Before the days of computer-generated special effects, stop motion animation played a big role in making science fiction a "reality" on screen. In the last of this three-part workshop, learn techniques for creating the illusion of motion, in-camera effects, and lighting. Get hands on animating characters and editing a sequence for our original science fiction short! Age range is 13+. These workshops will be best suited for the young and young at heart, 8th grade and up. Younger guests can join in with a parent.

### Inter-Faith Service

3:00pm - 4:15pm

### Citizen Astronauts

3:00pm - 4:15pm

In the past year, humanity has witnessed Elon Musk's declaration of SpaceX's ambition to initiate full-scale settlement of Mars by the 2030s. Humanity has also witnessed: Jeff Bezos setting up Blue Origin to become the "Union Pacific Railroad" for the Moon; Goldman Sachs substantiating the economic viability of mining asteroids; Luxembourg beginning what is starting to sound like the "Luxembourg Space Trading Co."; Potential China and Europe collaboration on a Moon Village in the 2020s



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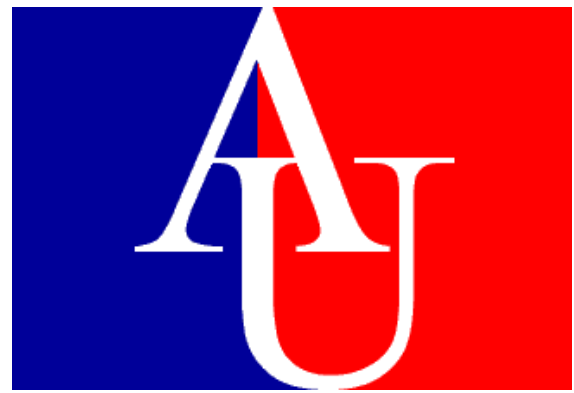
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## Randy Neubert

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