



MUSEUM OF
SCIENCE FICTION

ESCAPE VELOCITY 2016



July 1 — 3

From Imagination
to Reality

Gaylord
Convention
Center

National
Harbor
Maryland

LIFTOFF 0900–2200

0900hrs Daily

LAUNCH SITE 38.7842° N 77.0164° W

Artwork by Mike Winkelmann



NEW ON
SCIENCE
WEDNESDAYS @ **9^P & 10^P!**

**OUTRAGEOUS ACTS
OF SCIENCE**

NEW EPISODES WEDNESDAYS **9/8c**

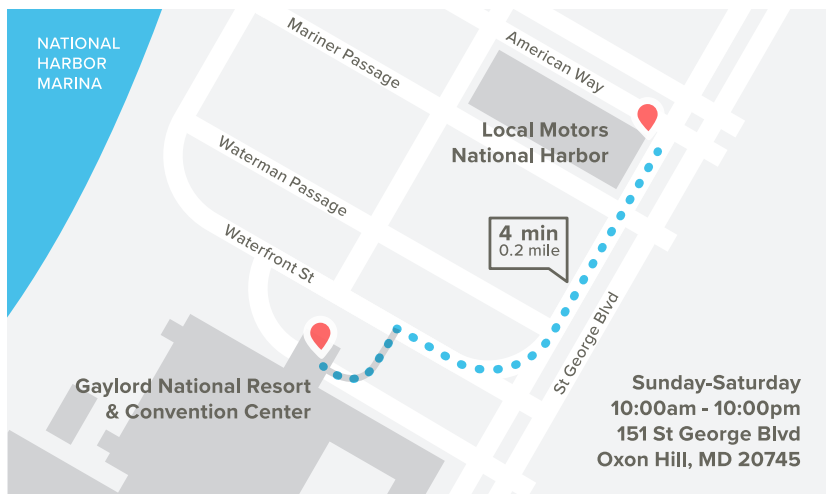
NEW EPISODES
**HOW TO BUILD
EVERYTHING**

WEDNESDAYS **10/9c**

THE FUTURE OF TRANSPORTATION IS RIGHT AROUND THE CORNER... LITERALLY



Come see the Local Motors Olli at our brand new National Harbor facility. The self-driving, cognitive vehicle is just steps away from Escape Velocity.




local motors

Bring in this ad for 20%
off any one item in the
Local Motors store.



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Welcome to Escape Velocity!

On behalf of the entire Museum of Science Fiction staff and the event team behind Escape Velocity, I would like to thank you for joining us at our first annual education, innovation, pop culture, and technology event.

Escape Velocity started as an idea to raise money and raise awareness for the Museum's educational programming. With a team of over 140 senior industry professionals, we felt that the time was right to plan a large-scale, world's fair-type event.

Each quarter, we strive to deliver a variety of interesting activities that we feel align with our mission and your expectations of a science fiction museum. Just in the last six months, the Museum has co-sponsored a solar system civilization workshop in Los Angeles with the White House, released our second Android mobile app, announced the international CubeSat competition winners, published the first edition of the Journal of Science Fiction, and partnered with the US Department of Homeland Security. The next six months should be just as exciting, given our current planning.

We would like to thank our founding event partners, NASA, Local Motors, and Science Channel for making our first year a great success. I hope that you will have a wonderful time and enjoy the wide range of programs we have in store for you. We look forward to seeing you again next year as we make Escape Velocity bigger and better every year.

Best regards,



Greg Viggiano, PhD
Executive Director

You are about to enter Escape Velocity.

In rocket science terms, escape velocity is the minimum velocity needed to escape a gravitational field. Our Escape Velocity intends to achieve something similar. Through a combination of film, theatrics, discussion panels, guest appearances, workshops and more, we aim to encapsulate the interplay between science and the arts through science fiction... and in doing so inspire thousands to overcome the event horizon of conventional thinking and push their imaginations to go beyond tomorrow!

Part science festival, part science fiction convention, Escape Velocity is the world's first 'micro futuristic world's fair' designed to entertain, educate and inspire in equal measures.

Escape Velocity was originally conceived in 2015 by the Museum of Science Fiction, the team behind the latest museum planned for Washington DC. Among its supporters are NASA, IBM, and the US Navy. Several of Escape Velocity's guests are also hard-working members of the Museum team, including authors David Brin and Greg Bear, *Star Trek* screenwriter Morgan Gendel, and NASA's heliophysics expert C Alex Young PhD.

Headlining at this first Escape Velocity are Rod Roddenberry, son of Gene Roddenberry and executive producer of the up-and-coming 2017 *Star Trek* series; Adam Nimoy, whose devoted research into his father's work has resulted in the documentary film, *For the Love of Spock*; Gigi Edgley, whose role as *Farscape*'s 'Chiana' has made her a cult science fiction icon; and Jamie Anderson, son of Thunderbirds producer Gerry Anderson and creator of new series, *Firestorm*.

Panel discussions will cover all areas of science and science fiction, from Klingon linguistics to interplanetary colonization. This year, we are particularly excited about our *Star Trek* panel featuring Rod Roddenberry and Adam Nimoy and moderated by screenwriter Morgan Gendel.

Escape Velocity will also be offering a Starship Bridge Simulator, hands-on activities for kids, an Opening Night Concert, a Space Party, a Science Fiction Trivia Contest, numerous workshops, a Film Festival, book signings, an Awards Ceremony and Gala Dinner, and a *Rocky Horror Picture Show* midnight screening, all inside the Gaylord Hotel and included in the ticket price.

So have fun, take your time, and have a good look around. Over this Independence Day weekend, Escape Velocity hopes to bring to you the entire scope of science fiction: its past, present, and future...

Admission

What do I need to get into the event?

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

Can I buy tickets the day of the event?

Yes, tickets will be available for purchase at the door each day of the event.

What if I am unable to print my ticket?

No problem - just pull up the confirmation email on your phone to show at registration, or provide them with your information to pull up your order manually.

What if I purchased tickets and am unable to attend?

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@museumofsciencefiction.org for exchange or refund options, but please note that any such refund is at Escape Velocity's sole discretion. You must contact us prior to the event - no refunds or exchanges will be issued once the event has passed.

Photos & Autographs

Can I take pictures/video?

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 - it will be left to their discretion. Guests have a right to their privacy, and if they ask not to have their picture taken, please respect their wishes.

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

Photos & Autographs

Will guests sign autographs?

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.

Do I need to bring something for them to sign?

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 merchandise.

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

Each guest will have the times they will be available for autographs and photos posted at their tables.

At the Event

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

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

Will there be public WiFi?

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

Can I bring a pet?

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

Is there a designated space for smoking?

The Gaylord 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 event or hotel staff.

Will artists and other vendors accept credit cards?

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 with both payment options available.

What if I run out of cash?

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

At the Event

What if I get hurt?

Please see a member of security, or ask an attendee to find one on your behalf. All security staff have been trained in first aid protocol.

What if I lose something?

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.

Can I bring a stroller?

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

Do you have any accommodations for those with disabilities?

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

What is Escape Velocity?

Escape Velocity is a separate non-profit entity established by the Museum of Science Fiction to host an event dedicated to science fiction and STEAM programming. The Museum's mission is to create a center of gravity where art and science are powered by imagination. Science fiction is the story of humanity: who we were, who we are, and who we dream to be. The Museum will present this story through displays, interactivity, and programs in ways that excite, educate, entertain, and create a new generation of dreamers. To learn more, please visit www.museumofsciencefiction.org

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 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 costume 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 all-ages fun and security. Since we must err on the side of caution, we are relying on and appealing to our guests’ 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 on the floor.

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

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.

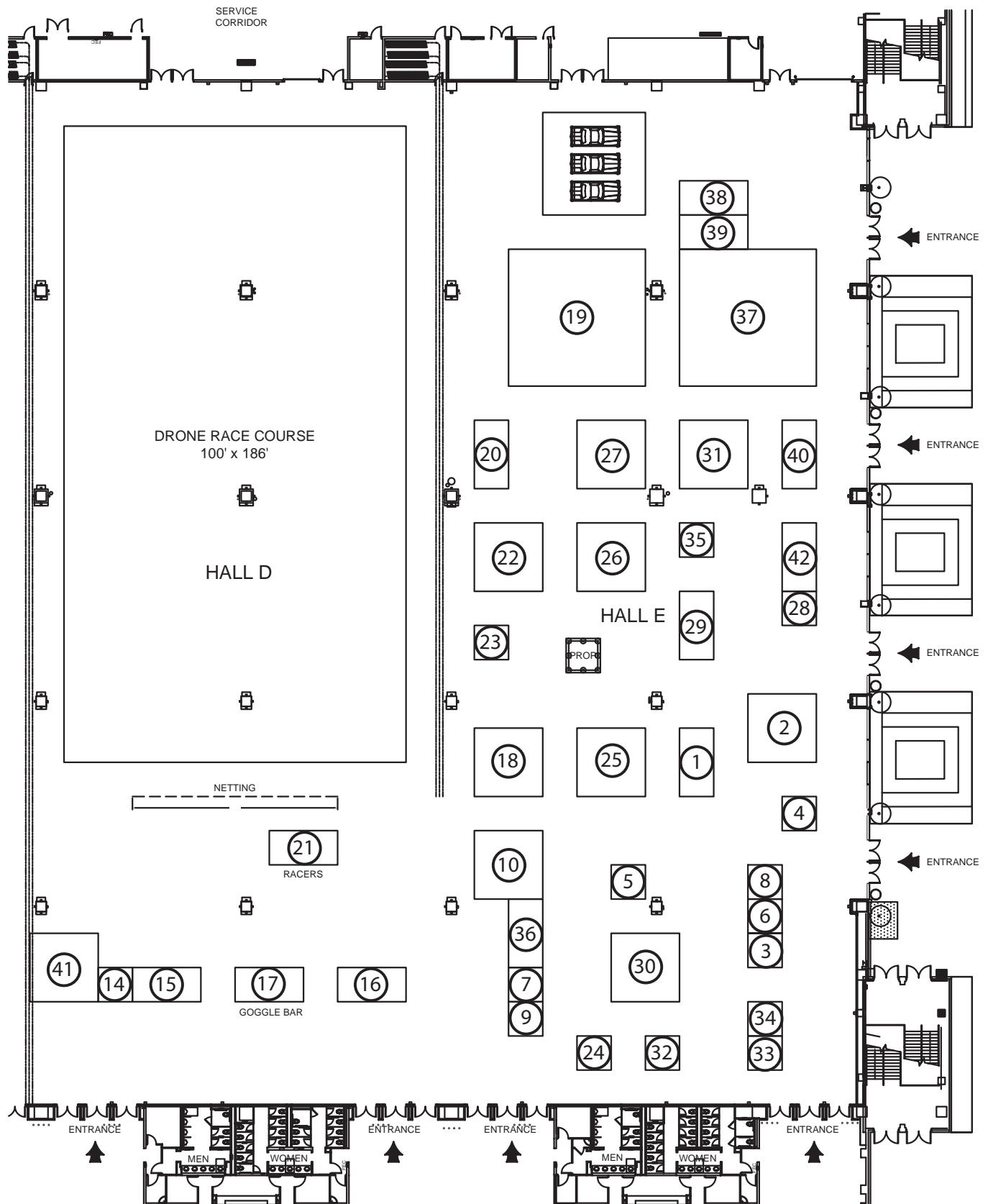
Remember: cosplay is not consent.

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 space for self-expression for all our attendees. We are aware that cosplayer harassment has taken place at other conventions, and all 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.

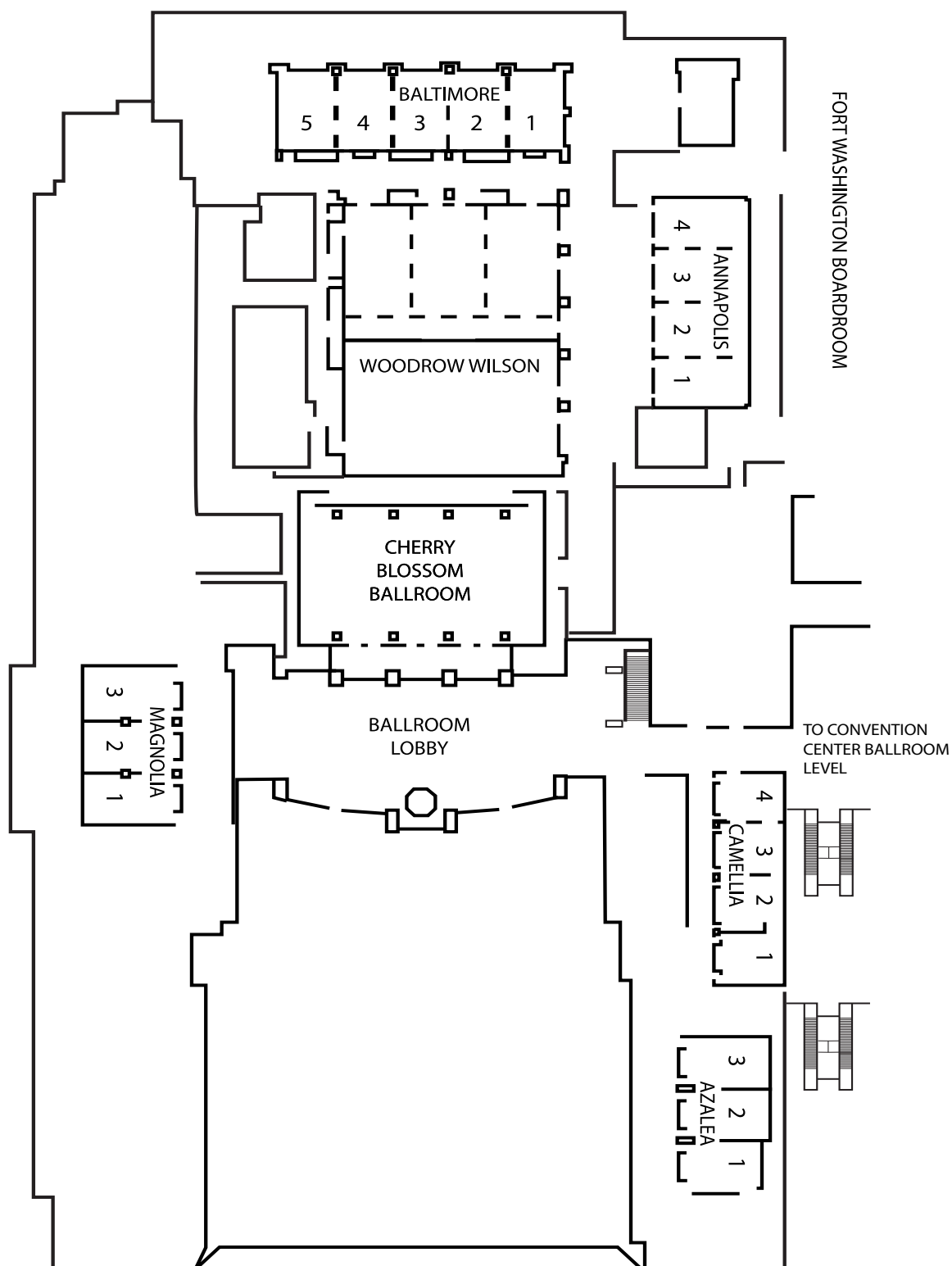
Mutual respect establishes a foundation for free-spiritedness and fun. With your help, everyone at Escape Velocity can have a good time.

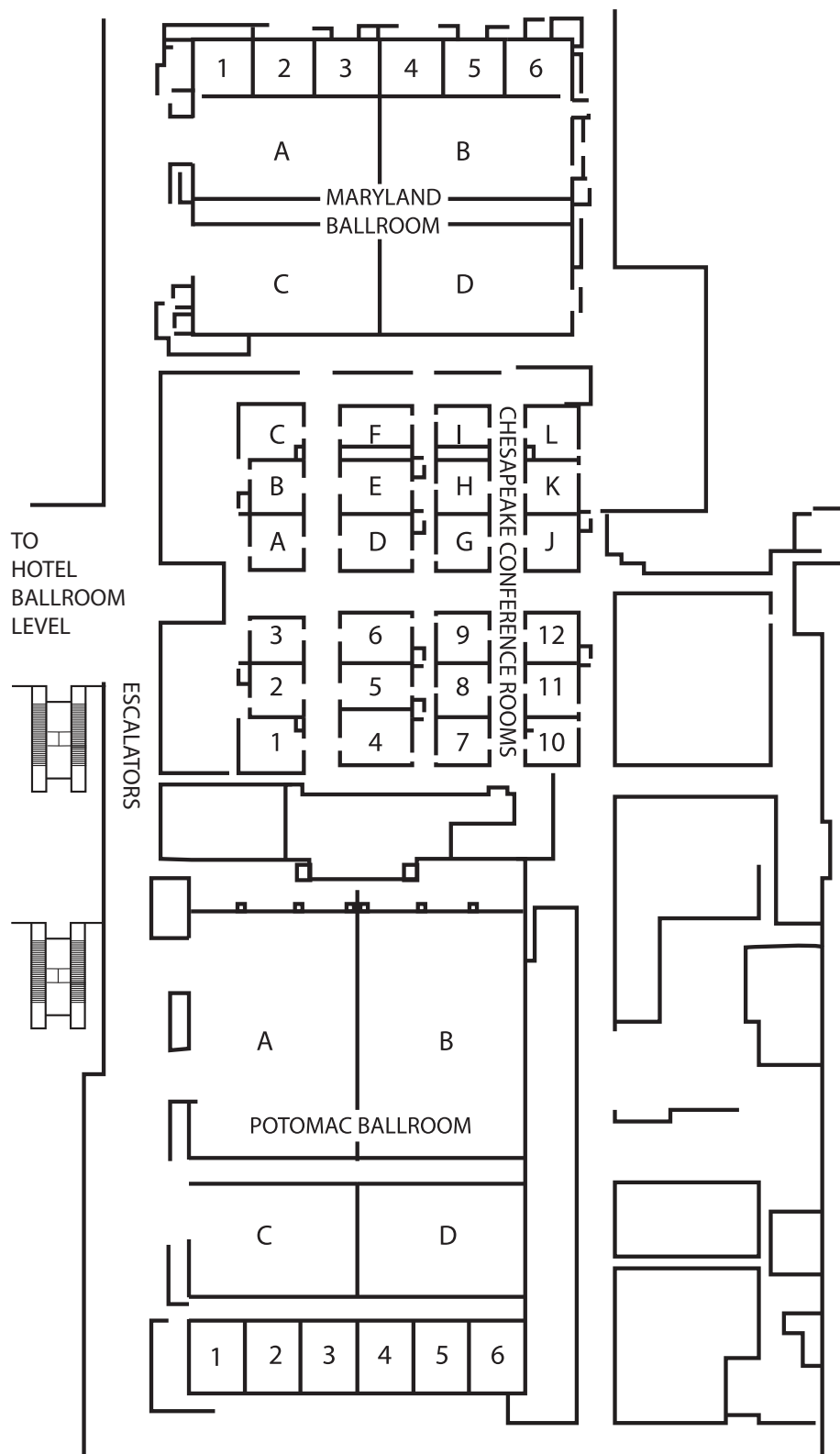


VENDOR	LOCATION	CATEGORY
Drone Qualifying Event Course	Course	Drones
TARDIS	Prop	SciFi Artifact
UVa iLab	1	Education
Video Gamers United/George Mason University	2	Education
ECUSA education	3	Education
Johns Hopkins - Museum Studies	4	Education
FarPoint Convention	5	SciFi Convention
Everybody Code Now!	6	Education
BerryGood Bottle	7	Retail
District Coder Dojo	8	Education
Video Cruise	9	Retail
F2B/Science TV	10	SciFi Partner
US Navy Drones	14	Drones
Dexter Robotics	15	Drones
everis	16	Drones
Rugged Sky Media/Google Bar	17	Drones
Artway Alliance	18	Entertainment/Art
501	19	Costume
TechShop	20	Innovation
Drone Qualifying Event - Racers	21	Drones
DC Public Library	22	Innovation
Artbot Gallery	23	Entertainment/Art
Author - James Suriano	24	Entertainment/Art
Geppi's Museum	25	Entertainment/Art
Local Motors	26	Innovation
MOSF Silent Auction	27	Innovation
Katsucon	28	SciFi Convention
Made In Space	29	Space
Studio Cosplay	30	Costume
US Navy	31	Government
Author - Darren Beyer	32	Entertainment/Art
Celebrity Signing Area	33	Entertainment/Art
Celebrity Signing Area	34	Entertainment/Art
Mad4Minifigs	35	Retail
Dead Bat Designs	36	Retail



VENDOR	LOCATION	CATEGORY
NASA	37	Space
NASA Stage seating	38	Space
NASA Stage	39	Space
Heinlein Prize Trust	40	Space
DC Drone User Group (DCDUG)	41	Drones
Carbon Origins	42	Space
MAGfest	TBD	Convention
Boston Science Fiction Festival	TBD	Convention





Chuck Adler
St. Mary's College of Maryland

Serene Almomen
Senseware

Jamie Anderson Producer,
director, writer

Wendy Anderson
Workhouse Arts Center

Catharine Asaro
Author

Rick Aseltine

Scott Aughenbaugh
Center for Strategic & International
Studies

Tim Bailey
Nova Bailey

Phillippa Ballantine

Anastasia Bodnar
Biology Fortified Inc

Fred Briggs
NoVa Labs

Abra Burkett
DC Stunt Coalition

Hongda Chen

Greg Chirikjian
Johns Hopkins University

Susanne Coates
University of Maryland

Phil Cook
Eagle Films

Missy Cummings
Duke University

Dan Curry
Director, producer

Charles Day
Physics Today

Anthony DelGenio
NASA

Cesar Diaz
Video Gamers United

Josh Dittmar
U.S. Navy

Alvin Drew
White House Office of Science and
Technology Policy

Steve Dreyer
Museum of Science Fiction

Joseph Dulney

Charles Dunbar
Study of Anime

Kyle Joseph E

Scott Edelman
Author

Gigi Edgley
Actress

Dorothy Farrell

Paul Fenwick
Science educator

Liz Fogel
Disney

Trey Fogerty
NENA: The 9-1-1 Association

Guy Fraker
AutonomouStuff

Phil Frana
James Madison University

Howard Frank
University of Maryland

Jane Frank

John Frazier

Lisa Friedersdorf

Jason Ganz

Kyle Garber
Museum of Science Fiction

M Sieiro Garcia
The Sci-Fi Diner Podcast

Jonathan Garrett
Local Motors

Kelli Gerardi
Commercial Spaceflight

Lis Gmaz
Studio Cosplay

Jen Golbeck
UMD, Because Science! Podcast

Garth Graham
Star Power Comic

Jim Green
Planetary Science Division
Director, NASA

David Grinspoon
Planetary Science Institute

Stephanie Hackenburg
Studio Cosplay

Rod Hall
KL Gates LLP

Chris Hazard
Hazardois Software Inc

Sam Hedlund
Inter-American Development
Bank

Kathryn Hemman

David Hernly
Starship Horizons

Scott Hertzog

Dylan Hintz
DC Stunt Coalition

David Israel

Patrick Jackson
American University

Nicole Jacobs
Studio Cosplay

Laurel F Jean
Humboldt State University

Karina Dar Juan
Museum of Science Fiction

Jeff Kahn
Johns Hopkins University

Mat Kaplan
The Planetary Society

Nancy Kiang

Julia Klag
Doomtastic

Adam Kress
Local Motors

Andy Lane
Author

Bria LaVorgna
Tosche Station

Kris Lindhart

Skip Lipman
The Forge Studios

Matt Lucas

Barb Mabie
Mabie-Notes

Peter Marquez
Planetary Resources

Britany Marriott
Geppi's Entertainment Museum

Nevin Martell
Writer

Mike McDonnell
Mars One

Jessica Meisinger
National Renderers Association

Pam Melroy
NASA, DARPA

Anne Marchant
National Academies of Science

John Monahan
Science writer

Shelah Morita
NNCO

Tee Morris

John Morton
Actor

Bjorn Munson
Museum of Science Fiction

Claire Nelson
Development engineer

Ron Newcomb
The Forge Studios

Adam Nimoy

Leyla Norooz
University of Maryland

Paul Oelhers
Museum of Science Fiction

Mark Okrand
Linguist

Aria Omrani

Neil Ottenstein

Katriel Page

Jessiva Paul
Museum of Science Fiction

Mason Peck
Cornell University

Anne Pendleton-Julian

Jeremy Pesner
International Connector

Luvia Peterson
Actress

Seth Polansky
Attorney

Katie Qutub
US Agency for International
Development

Rod Roddenberry

Meghan Rosatelli
Digital America

Jeff Rutenbeck
American University

Tommy Sanford
Commercial Spaceflight

Christian Savage
Katsucon

Anthony Scerbo
Discerning Spaceflight

Jennie Schmidt
Maryland Grain Producers

Adam Schneider



Adam Seats

Avery Senator

Anne Simone

Universty of Maryland

Iryna Sirota-Basso

M.V. Coyote Smith

Ryan Sochol

Mike Solof

Geppi's Entertainment Museum

Quinn Spadola

National Nanotechnology
Coordination Office

Jonathan SPencer

Museum of Science Fiction

Jenny Splitter

Writer

Paul Stimers

K&L Gates

Eric Suggs

Artway Alliance

James Suriano

Author

Michael Terracciano

Star Power!

Christopher Vo

Sentien Robotics

Jeff Wargo

Lloyd Whitman

The White House, OSTP

Greg Williams

Steven Lloyd Wilson

Author

Peggy Wu

ANSIBLE

Alvin Yew

NASA

Alex Young

NASA

Leila Zucker

Mars One

Guest bios at <http://escapevelocity.events/guests/>

Board Gaming

12:00-6:00 PM, Cherry Blossom

Escape Velocity will feature a general gaming room and well-stocked library of hobby games. With your EV pass, you can check out anything that sparks your interest (free of charge). We will have many modern favorites, plus some rare and unusual games dating back to the 1970s. Come and play!

Preview Gallery - Museum of Science Fiction

12:00-6:00 PM, Baltimore 345

A sneak peak of MOSF! View a collection of artifacts from the Museum of Science Fiction collection.

Starship Horizons Bridge Simulator

12:00-6:00 PM, Magnolia 1

Guests: Rick Aseltine (Moderator)

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.

Kid's Activities with Museum of Science Fiction

12:00-6:00 PM, Chesapeake DE

Boy Scouts Computer Animation Badge

12:00-5:00 PM, Chesapeake F

Guests: Eric Suggs, Artway Alliance

Panel Discussions

12:00-7:30 PM, Various Rooms

Sci-fi Fighting

3:00-4:00 PM, Baltimore 12

Need to prep for a Light Saber duel? Looking to improve your Vulcan Death Grip, or just want to rock some Kirk-Fu? The DC Stunt Coalition presents their Fight Choreography 101 workshop. Drawing from the content of their Phaser's and Sabers Panel, DCSC will show you the basics of safety and performing a fight scene as seen on stage and film.

Science Fiction Trivia

7:00-9:00 PM, Cherry Blossom

Think you can beat the Museum of Science Fiction at its own game, literally? Get your team together for a late-night trivia event using the official MOSF "trivia app". Sponsored by Local Motors.

FRIDAY, JULY 1

12:00 PM	12:30 PM	1:00 PM	1:30 PM	2:00 PM	2:30 PM	3:00 PM	3:30 PM	
Video Gamers United Presents: Microsoft Kodu Makerspace 12:00 PM - 3:00 PM								
			An Indie Comics Writing Workshop 1:00 PM - 2:00 PM				Designing a Si-Fi Hero 3:00 PM - 4:00	
				How to be a Happy Cyborg 1:15 PM - 2:30 PM		Cosplay and Community 2:30 PM - 3:45 PM		
				Mad Scientists 1:15 PM - 2:30 PM		Me and My Matrix? The Future of Humans and Computers 2:30 PM - 3:45 PM		
				How to Run a Convention : Social Media and Marketing 1:15 PM - 2:30 PM		Mars in Science Fiction 2:30 PM - 3:45 PM		
Phasers and Sabers 12:30 PM - 1:15 PM			Space Resources and Asteroid Mining 1:15 PM - 2:30 PM					

FRIDAY, JULY 1

	1:00 PM	4:30 PM	5:00 PM	5:30 PM	6:00 PM	6:30 PM	7:00 PM	7:30 PM
Cherry Blossom	Romancing the Uncanny Valley: Why We Love Robots 3:45 PM - 5:00 PM			Bringing the World to Life: Science Fiction and Independ- ent Filmmaking 5:00 PM - 6:15 PM				
Chesapeake C								
Chesapeake D E								
Chesapeake F				How to Design a Picture Book Character 5:00 PM - 6:00 PM				
Chesapeake GHI	How to Build a Planet: Believable Settings for Fantastic Tales 3:45 PM - 5:00 PM			Science of <i>Star Trek</i> 5:00 PM - 6:15 PM			38 Days in Space with Astronaut Pam Melroy 6:15 PM - 7:30 PM	
Maryland 1	Women in Science Fiction 3:45 PM - 5:00 PM			Bullying in the Cosplay Community 5:00 PM - 6:15 PM			Nanotechnology Will Give You Superpowers 6:15 PM - 7:30 PM	
Maryland 2	Methods in Futurism 3:45 PM - 5:00 PM			How to Run a Convention: Building a Team and Staff 5:00 PM - 6:5 PM				
Maryland 3				An Early History of Computing 5:00 PM - 6:15 PM				

Board Gaming

10:00-4:00 PM, Cherry Blossom

Escape Velocity will feature a general gaming room and well-stocked library of hobby games. With your EV pass, you can check out anything that sparks your interest (free of charge). We will have many modern favorites, plus some rare and unusual games dating back to the 1970s. Come and play – try new games, meet fellow gamers, and have fun!

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Panel Discussions

10:00-6:45 PM, Various Rooms

Stories from the Future: Yeah Moon!

12:00-12:45 PM, Exhibit Hall, NASA Stage

Guests: Claire Nelson

Futurist and storyteller Claire A. Nelson shares a tale about life on the Moon. In the upcoming 'Space Goodwill Games 2040' of the XXXV Olympiad, all eyes are on the team from Jamaica. Team Jamaica, the world-renowned sprint factory, has qualified for the Steeple-Chase CrossTour, making it the ONLY non-space faring nation to have a team in the Space Goodwill Games. Team 'Jamaica to the Universe' blasts off to a new chapter in history, 'Yeah Moon!'

The Chromatics

1:00-1:30 PM, Exhibit Hall, NASA Stage

The Chromatics are an award-winning, high-energy vocal band on a mission to delight audiences with their songs about science, technology, life, and their intersections. They have taken their astronomically-correct a cappella songs, a project called AstroCappella, from Palm Springs to Orlando and from Las Vegas to New York, and their CD has even flown in space!

Machine Ethics and Emerging Technologies

3:00-4:00 PM, Exhibit Hall, NASA Stage

Technology is advancing at a faster rate than society's expectations, and can go from science-fiction to being consumer-available with very little discussion in between. But the questions this raises are critically important. What happens when self-driving vehicles cause unemployment, when medical expert systems work on behalf of insurance agencies rather than patients, and when weapon platforms make their own lethal decisions?

Sci-fi Fighting

3:00-4:30 PM, Baltimore 12

Need to prep for a Light Saber duel? Looking to improve your Vulcan Death Grip, or just want to rock some Kirk-Fu? The DC Stunt Coalition presents their Fight Choreography 101 workshop. Drawing from the content of their Phaser's and Sabers Panel, DCSC will show you the basics of safety and performing a fight scene as seen on stage and film.

The Chromatics

4:00-4:30 PM, Exhibit Hall, NASA Stage

The Chromatics are an award-winning, high-energy vocal band on a mission to delight audiences with their songs about science, technology, life, and their intersections. They have taken their astronomically-correct a cappella songs, a project called AstroCappella, from Palm Springs to Orlando and from Las Vegas to New York, and their CD has even flown in space!

Sci-Fi Cocktails

6:00-7:30 PM, Cherry Blossom

Join us for a sci-fi themed cocktail hour before the Escape Velocity Gala Dinner.

Escape Velocity Celebrity Gala Dinner

7:30 – 10:00 PM, Cherry Blossom

Join us for a cocktail reception and gala dinner where Rod Roddenberry will make a keynote presentation about *Star Trek's* 50th Anniversary and his work with the Roddenberry Foundation. Mason Peck, former NASA Chief Technologist and member of the Museum's Board of Advisors, will present the CubeSat awards to three high school teams from China, Texas, and New York. The award ceremony will be followed by the science fiction live auction.

Sci-Fi Burlesque

9:45-11:45 PM, Maryland BD

The sexiest local cosplayers will be performing a sci-fi themed burlesque show!

SATURDAY, JULY 2

	10:00 AM	10:30 AM	11:00 AM	11:30 AM	12:00 PM	12:30 PM	1:00 PM	1:30 PM
Cherry Blossom					<i>Star Trek: The Next Generation</i> with Rod Roddenberry 11:15 AM - 12:30 PM	The Future of Mobility and Autonomous Vehicles 12:30 PM - 1:45 PM		
Chesapeake C								
Chesapeake D E								
Chesapeake F					The Basics of Animation 11:00 AM - 12:00 PM			Drawing Characters with STEAM 1:00 PM - 2:00 PM
Chesapeake GHI	The Future of Food 10:00 AM - 11:15 AM					Science Fiction, and the Symbiotic Relationship with Real Science 12:30 PM - 1:45 PM		
Maryland 1	Homesteading in Space: Science and Technology to Inspire Science Fiction 10:00 AM - 11:15 AM					<i>The Martian</i> : Science Fiction and Science Fact 12:30 PM - 1:45 PM		
Maryland 2	Science and Entertainment Exchange 10:00 AM - 11:15 AM							
Maryland 3					Video Games, Virtual Reality and What We Can Learn From Them 11:15 AM - 12:30 PM	So You Want To Be A Comic Artist 12:30 PM - 1:45 PM		

SATURDAY, JULY 2

	2:00 PM	2:30 PM	3:00 PM	3:30 PM	4:00 PM	4:30 PM	5:00 PM	5:30 PM
Cherry Blossom					Cosplay Showcase 4:00 PM - 5:15 PM			
Chesapeake C	Video Gamers United Presents: Indie Game Development with TAG Labs 1:45 PM - 3:00 PM							
Chesapeake D E								
Chesapeake F				Designing a Sci-Fi Villain 3:00 PM - 4:00PM			The Art of Forging Giant Mechas & Robots 5:00 PM - 6:00 PM	
Chesapeake GHI	The Final Frontier and Beyond: <i>Star Trek</i> 50 Years Later 1:45 PM - 3:00 PM			Space Medicine 3:00 PM - 4:15 PM		Why Are We Drawn To Science Fiction 4:15 PM - 5:30 PM		
Maryland 1				First Contact: Improbable Dream or Worst Nightmare? 3:00 PM - 4:15 PM		Steampunk in Anime, Film and Comics 4:15 PM - 5:30 PM		East. Vs. West. Sci-Fi 5:30 PM - 6:45 PM
Maryland 2				Spotlight: Gigi Edgley 3:00 PM - 4:00PM		Spotlight: Luvia Peterson 4:15 PM - 5:00 PM		
Maryland 3				The History of Science Fiction 3:00 PM - 4:15 PM				

Panel Discussions

10:00-4:15 PM, Various Rooms

Preview Gallery - Museum of Science Fiction

10:00-6:00 PM, Baltimore 345

Starship Horizons Bridge Simulator

10:00-4:00 PM, Magnolia 1

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.

Kid's Activities with Museum of Science Fiction

10:00-4:00 PM, Chesapeake DE

Book Signing with Jamie Anderson

11:00-11:30 PM, Exhibit Hall, NASA Stage

Board Gaming

11:00-4:00 PM, Cherry Blossom

Escape Velocity will feature a general gaming room and well-stocked library of hobby games. With your EV pass, you can check out anything that sparks your interest (free of charge). We will have many modern favorites, plus some rare and unusual games dating back to the 1970s. Come and play – try new games, meet fellow gamers, and have fun!

Sci-fi Fighting101

12:00-1:00 PM, Baltimore 12

Need to prep for a Light Saber duel? Looking to improve your Vulcan Death Grip, or just want to rock some Kirk-Fu? The DC Stunt Coalition presents their Fight Choreography 101 workshop. Drawing from the content of their Phaser's and Sabers Panel, DCSC will show you the basics of safety and performing a fight scene as seen on stage and film.

Space! And Why It's Awesome!

1:45-2:45 PM, Exhibit Hall, NASA Stage

Guests: Michael Terracciano, Garth Graham

Curious about the wonders of space, but don't know where to start? Garth and Michael, the creators of the sci-fi webcomic "Star Power", will be happy to share their love of outer space with you! "SPACE! And why it's Awesome!" is an accessible talk about celestial objects, favorite planets, and the majesty of it all.

SUNDAY, JULY 3

10:00 AM		10:30 AM		11:00 AM		11:30 AM		12:00 PM		12:30 PM		1:00 PM		1:30 PM	
					Universal Translator: Linguistics in Science Fiction 11:15 AM - 12:30 PM					Robots: Rosie vs. Roomba 12:30 PM - 1:45 PM					
										Dystopian Science Fiction in Pop Culture 12:30 PM - 1:45 PM					
A Hero To Believe In 10:00 AM - 11:00 PM								The Art of Manga: Composing Scene Design in Sequential Art 12:00 PM- 1:00 PM							
					Art Inspired by Science Fiction and Space 11:15 AM - 12:30 PM						Science Fiction Educators Workshop 1:00 PM - 2:45 PM				
Drone Applications 10:00 AM - 11:15 PM					Game of Drones 11:15 AM - 12:30 PM				Collecting Pop Culture 12:30 PM - 1:45 PM						
					3D Printing: "Replicating" Success 11:15 AM - 12:30 PM				Star Wars: Then and Now 12:30 PM - 1:45 PM						
					Time Travel 11:15 AM - 12:30 PM				Mythgard/Science Fantasy: Crossing the Bridge with Clarke's Third Law 12:30 PM - 1:45 PM						

SUNDAY, JULY 3

	2:00 PM	2:30 PM	3:00 PM	3:30 PM	4:00 PM	4:30 PM	5:00 PM	5:30 PM
Cherry Blossom				3D Printing and Model Building at the Museum of Science Fiction 3:00 PM - 4:15 PM				
Chesapeake C	Space Operas and Space Westerns: From <i>Flash Gordon</i> to <i>The Force Awakens</i> 1:45 PM - 3:00 PM			The Big Score: The Evolution of the Soundtrack in Science Fiction 3:00 PM - 4:15 PM				
Chesapeake D E								
Chesapeake F	Bring Your Toys to Life: Tips on Stop Motion 2:00 PM - 3:00 PM							
Chesapeake GHI	Science Fiction Educators Workshop 1:00 PM - 2:45 PM			Uncommon Core - Incorporating Science Fiction into the Curriculum 3:00 PM - 4:15 PM				
Maryland 1	To the Cinema and Beyond: A Look at the Year in Sci-fi Films 1:45 PM - 3:00 PM							
Maryland 2	Science Fiction Legacies 1:45 PM - 3:00 PM			Quantum Computing 3:00 PM - 4:15 PM				
Maryland 3				What is 'Science Fiction'? And Where is SciFi Going? 3:00 PM - 4:15 PM				

FRIDAY, JULY 1

Phasers and Sabers

12:00-1:15 PM, Maryland 3

Featuring: Dylan Hintz

Weapons talk gets intellectual! Join the DC Stunt Coalition for 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.

Video Gamers United Presents: Microsoft Kodu Makerspace

12:00-3:00 PM, Chesapeake DE

Featuring: Cesar Diaz

In this beginner-level workshop for kids aged 8 to 11, attendees analyze and revise game characters, write code, collaboratively plan and create a Kodu game, and explore the iterative design process. It is recommended that kids bring their own laptops and headphones for this workshop. All participants under 17 must have an adult caregiver sign a participation agreement and remain in the Microsoft Store for the duration of the event.

An Indie Comics Writing Workshop

1:00-2:00 PM, Chesapeake F

It's not as hard as you think! More people than ever before are making comics and telling stories on their own terms. In this one-hour discussion about writing comics, we will walk students through a checklist of what they need to start—and even publish—their own comics.

How to Run a Convention: Social Media and Marketing

1:15-2:30 PM, Maryland 2

Featuring: Christian Savage

Ever wonder what it would take to run a convention? If you're interested in putting together your own convention, definitely come by and listen in on this series of panels! This part of the series explains how to build and develop social media and marketing for your convention.

How to be a Happy Cyborg: What Science Fiction and Science Fact Teach Us About Life in the Age of Facebook, iPhones and FitBits

1:15-2:30 PM, Chesapeake GHI

Featuring: Sam Hedlund, Knowledge Management Consultant, Inter-American Development Bank (moderator) Do you want to know how technology can support a better life? Creative and digital habits coach (and part-time Joss Whedon expert) Samuel Hedlund, MBA, provides a fast-moving look at how science fiction and science fact collide in our lives today. Discover how to cultivate digital wellbeing and avoid digital dystopia.

Mad Scientists

1:15-2:30 PM, Maryland 1

Featuring: Jon Monahan

From Dr. Frankenstein to Dr. Horrible, the mad scientist has become an icon in books, movies, comics and games. Believe it or not, many of them are based on real scientists who pushed the boundaries of science, only to earn the scorn of their peers. Join us for a conversation about mad scientists, fictional and real, from the past, present and future - if you dare!

FRIDAY, JULY 1

Space Resources and Asteroid Mining

1:15-2:30 PM, Maryland 3

Featuring: Paul Stimers, KL Gates, Peter Marquez, M.V. "Coyote" Smith, Tommy Sanford

As commercial spaceflight becomes a reality, the United States and other nations are extending the reach of their laws and public policies into the cosmos. Join a panel of space policy experts, space lawyers, and commercial spaceflight pioneers to examine this emerging area of law and policy and its impact on the future.

Cosplay and Community

2:30-3:45 PM, Chesapeake GHI

Featuring: Liz Gmaz, Nicole Jacobs, Stephanie Hackenburg,
Studio Cosplay

Cosplay is much deeper than the costume. Sometimes it can touch lives and help people get over hurdles. See how your cosplay can put a positive spin on your community. This way, we can help every person become a superhero!

Mars in Science Fiction

2:30-3:45 PM, Maryland 2

Featuring: David Grinspoon, Dr. James Green

The Red Planet has fascinated many a science fiction writer. The word 'Martian' has long identified alien life. How have modern exploration and imaging influenced authors' interpretations of Mars? Will human exploration someday mirror science fiction? Where do the Mars of the imagination and the Mars of science intersect?

Me and My Matrix? The Future of Humans and Computers

2:30-3:45 PM, Maryland 1

Featuring: Phil Frana, Susanne Coates, Jen Golbeck

The relationship between humans and computers has changed rapidly since their invention. Emerging technologies like virtual reality and brain computer interfacing have the potential to revolutionize how we use computers once again. Will the computers of the future look like anything we've seen in science fiction?

Designing a Si-Fi Hero

3:00-4:00 PM, Chesapeake F

Featuring: Jerry and Penelope Gaylord

Join ID STUDIOS members Jerry and Penelope Gaylord to learn some basic character design tips when creating your sci-fi hero/heroine. Learn some basic anatomy and see how certain design elements make your hero fit in his/her alien environments. Bring a pencil and some paper so you can sketch your ideas!

Romancing the Uncanny Valley: Why We Love Robots

3:45-5:00 PM, Cherry Blossom

Featuring: Phil Frana, Charles Dunbar, Steven Wilson

Why do kids love Baymax from *Big Hero 6* so dearly? Why do we watch with rapt attention whenever we come across a video of a machine that can walk, talk, and interact with humans? Robots seem to bring out not only a sense of awe in us, but an inquisitive nature of what possibilities could arise from such technology.

FRIDAY, JULY 1

Women of Science Fiction

3:45-5:00 PM, Maryland 1

Featuring: Gigi Edgley, Luvia Peterson, David Grinspoon, Peggy Wu, Dr. James Green

How to Build a Planet: Believable Settings for Fantastic Tales

3:45-5:00 PM, Chesapeake GHI

Featuring: Chuck Adler

Designing life-sustaining, alien worlds credibly is the mark of the successful science fiction writer. The basic science has been understood for a long time, but recent discoveries have enriched the writer's toolbox immeasurably. We'll have a brief presentation about the process of designing a habitable planet, then open the floor for discussion and questions.

Methods of Futurism

3:45-5:00 PM, Maryland 2

Featuring: Anthony Scerbo, Avery Senator, Claire Nelson, Scott Aughenbaugh

A thought-provoking discussion about how science fiction and related exploratory methods can help us contemplate the future.

How to Design a Picture Book Character

5:00-6:00 PM, Chesapeake F

A workshop that will walk kids through the basic steps of creating characters for story books. Fish on land? Cows in space? No problem! Learn what you need to create any character, anywhere, any time!

How to Run a Convention: Building a Team and Staff

4:30-5:45 PM, Maryland 2

Featuring: Christian Savage

Ever wonder what it would take to run a convention? If you're interested in putting together your own convention, definitely come by and listen in on this series of panels! This part of the series covers how to build a staff, team development, and how to keep your staff engaged in their mission.

An Early History of Computing

5:00-6:15 PM, Maryland 3

Featuring: John Monahan, Joseph Dulney

The computer revolution is rapidly changing every aspect of our lives, but the roots of that revolution are a lot older than most people realize. Learn about the great men and women who became the first computer revolutionaries.

Bringing the World to Life: Science Fiction and Independent Filmmaking

5:00-6:15 PM, Cherry Blossom

Featuring: Bjorn Munson, Jamie Anderson, Phil Cook, Skip Lipman, Ron Newcomb, Seth Polansky

Film is one of the most prominent media in bringing science fiction to life. What goes into creating the experience? Join independent film studios in a discussion about the process behind science fiction films, from pre-production to final cut.

FRIDAY, JULY 1

Bullying in the Cosplay Community

5:00-6:15 PM, Maryland 1

Featuring: Liz Gmaz, Stephanie Hackenburg, Nicole Jacobs, Britany Marriott

Studio Cosplay is teaming up with Kurenai Kiba and Nicole Jacobs to help stop cosplay bullying in our beloved cosplay community. Our goal is to bring some of the issues to light and inform you about ways to spot bullying at conventions, share some of our experiences, and find ways we can grow together in the cosplay community.

Science of *Star Trek*

5:00-6:15 PM, Chesapeake GHI

Featuring: Dan Curry, David Grinspoon, Alex Young

Unlike so many other science fiction programs, *Star Trek* was premised on being as faithful to scientific precepts as possible—with a dash of creative license. As a result, it predicted many of the technological advancements we take for granted today. Learn about the inner workings of the *Star Trek* universe and its amazing gadgets, and how close we are to turning what remains of the series' sci-fi tech into reality.

38 Days in Space with Astronaut Pam Melroy

6:15-7:30 PM, Chesapeake GHI

Featuring: Pam Melroy

Pam will talk about her experiences as a Space Shuttle pilot and mission commander, including her three assembly missions to the International Space Station. She will share some stories about the challenges and triumphs of flying in space.

Nanotechnology Will Give You Superpowers

6:15-7:30 PM, Maryland 1

Featuring: Quinn Spadola, Hongda Chen, Dorothy Farrell, Lisa Friedersdor

What superhero wouldn't want a costume that can stop a bullet, a car that can heal itself, or an invisibility cloak? Or to provide clean drinking water, energy with fewer emissions, and food they know isn't spoiled? Nanotechnology is already making possible the powers possessed only by fictitious superheroes. Join nano scientists and engineers and discuss what powers await you.

SATURDAY, JULY 2

The Future of Food

10:00-11:15 AM, Chesapeake GHI

Featuring: Anastasia Bodnar, Nevin Martell, Jessica Meisinger, Jennie Schmidt, Jenny Splitter

From food pills to growing green lumps, the foods of the future presented in science fiction are often unrecognizable and unappetizing. The real future of food is tied to our health, our environment, and a changing world. We'll discuss what emerging food technologies may solve the problems we face today, and imagine what more distant challenges - like space travel - may mean for the food of the distant future.

Homesteading in Space: Science and Technology to Inspire Science Fiction

10:00-11:15 AM, Maryland 1

Featuring: Lloyd Whitman, Greg Chirikjian, Alvin Drew, Andy Lane, Mason Peck

Achieving a future where humanity can live independently from Earth will require all of life's necessities to come from space. This panel will discuss the science and technology of space exploration, including mining, nanotechnology, robotics, biological engineering, habitats, and healthcare, with the goal of inspiring the creation of science fiction that expresses a positive, entertaining view of a future "homesteading" in space.

Science and Entertainment Exchange

10:00-11:15 AM, Maryland 2

Featuring: Ann Merchant, Liz Fogel, Jeff Kahn, Anne Simone

Film and television offer plenty of fun, but are also highly influential tools to get audiences thinking about science and engineering. In 2008 the National Academy of Sciences launched the Science & Entertainment Exchange to leverage the enormous power of film and television to inform and inspire. This panel, featuring both science consultants and entertainment industry professionals, will talk about the growing partnership between science and entertainment that allows for effective, accurate, and entertaining portrayals of science and scientists.

The Basics of Animation

11:00-12:00 PM, Chesapeake F

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

Star Trek: The Next Generation with Rod Roddenberry

11:15-12:30 PM, Cherry Blossom

Featuring: Rod Roddenberry

Star Trek began 50 years ago from the imagination of his father. Listen to Rod Roddenberry reminisce about growing up around one of the birthplaces of science fiction, the influences it had on him back then, and what it means to him today, as he takes *Star Trek* forward for the next generation of fans.

Video Games, Virtual Reality and What We Can Learn From Them

11:15-12:30 PM, Maryland 3

Featuring: Katriel Paige, Jason Ganz, Chris Hazard, Kathryn Hemman, Seth Polansky

As video game technology has improved over the years, so has its capacity for immersion. 3D graphics, Oculus Rift, and holographic Minecraft are among the examples of rapidly increasing VR technology. In this panel, experts and academics in the video game industry discuss these advancements, predict the future of this technology, and lay out the ethical and educational pros and cons of its implementation.

SATURDAY, JULY 2

So You Want To Be A Comic Artist

12:30-1:45 PM, Maryland 3

What goes into the creation of comics? Comic artists, writers, and specialists discuss what it takes to design entire worlds, characters, and storylines, not to mention how to reach the public with their creations. Open to all levels of comic enthusiasm, from fans to aspiring content creators.

"The Martian": Science Fiction and Science Fact

12:30-1:45 PM, Maryland 1

Featuring: Jim Green

Before production started on Ridley Scott's 'The Martian', Ridley contacted NASA to obtain information about their plans for human exploration of Mars. Having been one of the main consultants on the film, Dr. James Green will discuss what NASA's real plans and challenges are regarding sending humans to Mars, as compared to this fictional account.

Science Fiction, and the Symbiotic Relationship with Real Science

12:30-1:45 PM, Chesapeake GHI

Featuring: Dan Curry, Catherine Asaro, David Israel, Greg Williams

An exploration of the history of how science fiction and real science inspire each other.

The Future of Mobility and Autonomous Vehicles

12:30-1:45 PM, Cherry Blossom

Featuring: Adam Kress, Paul Fenwick, Guy Fraker

This panel discussion will delve into what the future of transportation might look like in just a few short years. Experts from Local Motors and other leaders in future-forward mobility will discuss topics like self-driving cars, the 3D-printing of vehicles and how ride-sharing could change the way we move through the world.

Drawing Characters with STEAM

1:00-2:00 PM, Chesapeake F

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.

The Final Frontier and Beyond: *Star Trek* 50 Years Later and its Impact on Space Exploration

1:45-3:00 PM, Chesapeake GHI

Featuring: Dan Curry, Adam Nimoy, Mason Peck, Rod Roddenberry, Alex Young

In 1976, NASA unveiled the newest addition to their fleet for the post-Apollo era: the Space Shuttle Enterprise. 39 years later, Italian astronaut Samantha Christoforetti wore a Starfleet uniform onboard the International Space Station. Explore the relationship between *Star Trek* and space exploration with this panel as we hear about the experiences from the heroes of screen and space, and learn what lies in store.

SATURDAY, JULY 2

Video Gamers United Presents: Indie Game Development with TAG Labs

1:45-3:00 PM, Chesapeake C

Featuring: Cesar Diaz

TAG Labs will be hosting this panel, featuring local Independent Game Developers. The developers will speak on their journey to becoming Indie Game Developers, provide tips to aspiring game Devs, address the state of Indie Games and provide an in-depth view into the life of a Game Developer.

Designing a Sci-Fi Villain

3:00-4:00 PM, Chesapeake F

Join ID STUDIOS members Jerry and Penelope Gaylord to learn some basic character design tips to turn your "bad guy" into something out of this world! See how simple silhouettes can set villains apart before going into the details of the design. Bring a pencil and some paper so you can sketch your ideas!

Spotlight: Gigi Edgley

3:00-4:00 PM, Maryland 2

Actress Gigi Edgley, better known as Farscape's 'Chiana' will be at Escape Velocity for its entire three-day run! In addition to her role as Chiana, the street-smart Nebari from cult science fiction series Farscape, Edgley has an extensive list of film and television credits. You may know her from The Starter Wife, Rescue Special Ops, Tricky Business, Showdown at Area 51, Quantum Apocalypse, Carlotta, Newcastle, Black Jack, Peacekeeper Wars, Stingers, Secret Life of Us, Beastmaster, Lost World, Water Rats and Day of the Roses, and as host of Jim Henson's Creature Shop Challenge.

Something we are very much looking forward hearing about is Edgley's new short film project, Hashtag, which provides a "sleek, smart, and sexy view of a world where social media dominates every moment of our lives." Currently in post-production, Hashtag raised an amazing \$44,222 through Kickstarter in 2014, and there are plans to take the film to Sundance, Cannes and Toronto film festivals.

First Contact: Improbable Dream or Worst Nightmare?

3:00-4:15 PM, Maryland 1

Featuring: Patrick Jackson, Wendy Anderson, David Grinspoon, Seth Polansky

The merits and demerits of "activating" the Search for Extra-Terrestrial Intelligence (SETI) by sending messages to targeted star systems have become a hot topic. In the end-note in a recent Communications of the ACM by Seth Shostak, SETI's senior astronomer takes an uncharacteristically pessimistic view of the possible consequences of reaching out to our interstellar neighbors. Can science fiction foretell the possible outcomes of mankind's First Contact?

The History of Science Fiction

3:00-4:15 PM, Maryland 3

Featuring: Britany Marriott, Mike Solof, Steven Lloyd Wilson

This genre that we love is diverse, with a definition that has been the root of battles between the devoted and the scholarly. Travel through time and space by teaming up with experts in the field. From crossing the sands of Arrakis to encountering the species only known to us as 8472, let us take a journey with you as we lay out a brief history of science fiction.

SATURDAY, JULY 2

Space Medicine

3:00-4:15 PM, Chesapeake GHI

Featuring: Mike McDonnell, Kris Lindhart, Ryan Sochol, Leila Zucker

Keeping humans healthy for long distance space travel presents a host of problems. How do we minimize the health impacts of weightlessness? How do we treat illness and injury without access to the full range of expertise, medication, and equipment available on Earth? Are the solutions to these problems presented in science fiction feasible? What real-life medical advances could help?

Cosplay Showcase

4:00-5:15 PM, Cherry Blossom

Attention cosplayers of all skill levels and fandoms! Want to show off your handiwork and gather friendly and casual feedback from a panel of fellow crafters? Wearing a bought cosplay and want to talk about why you chose the character? Do you just love dressing up with a community of nerds and want to express your love? Cosplayer panellists are here to offer support, advice, and to have fandom squeals in solidarity.

Spotlight: Luvia Peterson

4:15-5:00 PM, Maryland 2

Best known for her series regular role as the fan favorite character Jasmine Garza on Syfy Network's Continuum. She is also known for her recurring character, Lt. Fisher in TNT's Falling Skies. Luvia has appeared in several notable projects for both Film and TV including, The X-Files, Battlestar Galactica, Reaper, Sanctuary, Endgame, The Tomorrow People, and Psych. Luvia is up for a CSA (Canadian Screen Award) for best supporting actress for her work in Continuum! Luvia is starring in a new science-fiction film, Moonshot, coming out later this year.

Steampunk in Anime, Film and Comics

4:15-5:30 PM, Maryland 1

Featuring: Kathryn Hemmann, Phillippa Ballantine, Julia Klag, Tee Morris

We in the United States often associate the steampunk genre with Victorian England, but how do other countries use steampunk to challenge and reconfigure their own histories? This panel will offer an international perspective on steampunk across multiple artistic media, with a focus on the mad science and outlandish devices that whirl and clank within fantasy versions of the late nineteenth century in anime, manga, and comics.

Why Are We Drawn To Science Fiction?

4:15-5:30 PM, Chesapeake GHI

Featuring: Ron Newcomb, Garth Graham, Skip Lipman, Michael Terracciano, Steven Lloyd Wilson

We are aware of the impact of science fiction on popular culture through almost every form of entertainment. It is a worldwide phenomenon with a longstanding history. But how often have we given thought to why this is the case? Why is the genre of science fiction so well-loved and celebrated? Can we even find an answer to this question?

The Art of Forging Giant Mechas & Robots

5:00-6:00 PM, Chesapeake F

The Art of Forging Giant Mechas and Robots is a one hour course that teaches people the fundamentals of drawing Mechas by using geometric shapes. The course will cover the anatomy of Mechas and Robots with a brief introduction to the many ways of creating the Mechas and the differences between Mechas and Robots. At the end of this course students will have a basic understanding of how to create a Mecha from concept to a sketch and will be able to repeat the process on their own.

SATURDAY, JULY 2

Eastern Versus Western Science Fiction

5:30-6:45 PM, Maryland 1

Featuring: Kathryn Hemmann, Charles Dunbar, Julia Klag, Britany Marriott

Join academic and fan experts in the field in a discussion on American and European Science Fiction versus Science Fiction within the Japanese entertainment industry and beyond.

SUNDAY, JULY 3

A Hero To Believe In

10:00-11:00 AM, Chesapeake F

What is a hero? What makes a character heroic? This one-hour class will teach students the who, what, where, why and how's of writing heroic characters at the heart of their next comic story.

Drone Applications

10:00-11:15 AM, Maryland 1

Featuring: Fred Briggs, Josh Dittmar, Trey Fogerty, Katie Qutub, Christopher Vo

This panel, featuring hobbyists, industry representatives, and researchers, will investigate the current and future uses and impacts of drones in science, the military, surveillance, and everyday life.

Time Travel

11:15-12:30 AM, Maryland 3

Featuring: Adam Seats, Chris Hazard, Luvia Peterson, James Suriano

Who among us hasn't wanted to travel back in time in their own DeLorean or TARDIS? Would the butterfly effect hold true? Could you prevent your own birth? Ponder the paradoxes of time travel and the science that may propel us forward... or back.

3D Printing: "Replicating" Success

11:15-12:30 PM, Maryland 2

Featuring: Mason Peck, Fred Briggs, Jonathan Garrett, Ryan Sochol

The idea of a machine making what you want, when you want it, is common in science fiction. From The Diamond Age's matter compilers to Star Trek's replicators, the future promises the perfect cup of Earl Grey without waiting to heat the water. Scientists working at the cutting-edge of 3D printing technology (a.k.a. additive manufacturing) will discuss the real future possibilities of this science fiction trope.

Art Inspired by Science Fiction and Space

11:15-12:30 PM, Chesapeake GHI

Featuring: Karina Dar Juan, Wendy Anderson, Garth Graham, Chris Hazard, Michael Terracciano

How has science fiction pop culture inspired and affected the arts, and how have elements of science fiction been received within art culture? From comic art to painting, from pen and ink to digital tablets and Photoshop, join artists of various media in a discussion on science fiction's influence on the art world.

Universal Translator: Linguistics in Science Fiction

11:15-12:30 PM, Cherry Blossom

Featuring: Marc Okrand

Join this panel to learn the funny and insightful lessons of what goes into crafting fictional languages, the impacts these languages have on their source material and the real world, and where modern communication is heading over the next few decades and centuries.

Game of Drones

11:15-12:30 PM, Maryland 1

Featuring: Rod Hail, KL Gates LLP

Panelists representing the world's leading drone manufacturer and others will consider how legislation and regulation have constrained and promoted drone innovation, and discuss the novel drone applications that could be on the horizon. They will also enlighten attendees on how drones are transforming a number of industry landscapes.

SUNDAY, JULY 3

The Art of Manga: Composing Scene Design in Sequential Art

12:00-1:05 PM, Chesapeake F

A workshop that will demonstrate key concepts and the importance of scene design using composition and traditional art-making essentials. An illustrator and comic artist will explain the different uses of viewing angles and tone while showing how to compose an image in a sequential art format.

Collecting Pop Culture

12:30-1:45 PM, Maryland 1

Featuring: Brittany Marriott, Jane Frank, Howard Frank, Adam Schneider, Mike Solof

You've spent years refining your personal collections, be they of books, comics, toys, models, records, or robots. But how should you take care of them? See how the experts do it! Join speakers from Geppi's Entertainment Museum and the DC Star Wars Collectors Club in a discussion on collecting and keeping track of your sci-fi treasures.

Dystopian Science Fiction in Pop Culture

12:30-1:45 PM, Chesapeake C

Featuring: Adam Seats, Wendy Anderson, Gigi Edgley, Sam Helund, Patrick Jackson

What is behind the rise of dystopian science fiction and fantasy in pop culture today, and the corresponding decrease of optimistic science fiction? Panelists will discuss the merits of using dystopian vs. optimistic science fiction for storytelling, try to explain the rise of dystopian science fiction over the past two decades, and consider the effect these two models of science fiction have on society.

Mythgard/Science Fantasy: Crossing the Bridge with Clarke's Third Law

12:30-1:45 PM, Maryland 3

Featuring: Neill Ottensetn, Laurel F Jean, Aria Omrani, Jonathan Spencer

According to Arthur C. Clarke's Third Law, "any sufficiently advanced technology is indistinguishable from magic." If Thor's hammer is an example of highly-advanced Asgardian technology, is the Force more than just a mystical energy field? Can science fiction feature both robots and magic? Where do we draw the line between fantasy and science fiction?

Star Wars: Then and Now

12:30-1:45 PM, Maryland 2

Featuring: Kyle Garber, Kyle Joseph E, Scott Edelman, Bria LaVorgna

An open-ended discussion on the *Star Wars* universe following the inclusion of *The Force Awakens* to the series. How has the universe changed? How has it stayed the same? How did the returning cast do after so many years away?

Robots: Rosie vs. Roomba

12:30-1:45 PM, Cherry Blossom

Featuring: Phil Frana, Missy Cummings, James Suriano

Quick, picture a robot. Does it have two arms, two legs, and talk? Thank science fiction. Panelists will compare humanoid and non-humanoid robots in science fiction and reality. What jobs are right for humanoid robots and what jobs aren't? And how does the form of a robot shape our perception of it?

SUNDAY, JULY 3

Science Fiction Educators Workshop

1:00-2:45 PM, Chesapeake GHI

Featuring: Jessica Paul

The MOSF Teacher's Workshop is designed to help teachers find new and innovative ways to incorporate science fiction into the classroom. First, we will explore the ins and out of hosting an STEAM activity night. Come and learn from our mistakes on what you need (including lesson plans) to host your own STEAM event! Second, join our featured panelists – Iryna Sirota-Basso and John Monahan to an open forum discussion about how to incorporate Science Fiction into the classroom. Iryna is a teacher at Academy of the Holy Cross who will talk about exploring the role of fantastic fiction in a high school classroom. Reading a variety of texts, from dystopias to the tales of AI, students are given an opportunity to view the challenges of the modern world through the lens of speculative fiction. John is a teacher and the author of *They Called Me Mad*, about the scientists that pushed the outer limits of knowledge.

Science Fiction Legacies

1:45-3:00 PM, Maryland 2

Featuring: J Mason Peck, Jamie Anderson, Dan Curry, Adam Nimoy, Rod Roddenberry

We can only imagine that growing up in a science fiction family would be a . . . fascinating experience, to say the least! Five perspectives come from children of creators, storytellers, writers, and filmmakers: Rod Roddenberry, Adam Nimoy, Jamie Anderson, Mason Peck, and Dan Curry.

Space Operas and Space Westerns: From *Flash Gordon* to *The Force Awakens*

1:45-3:00 PM, Chesapeake C

Featuring: Adam Seats, Sam Hedlund

Find out the history behind *Star Wars*, *Star Trek*, *Battlestar Galactica*, *Cowboy Bebop*, *Firefly*, and beyond. How did these styles of sci-fi once hated as “hack work” grow to become some of the most beloved tales of our time? And why have they served as such an inspiration to generations of scientists, engineers, and everyday people (despite often being light on “hard” science)?

To the Cinema and Beyond: A Look at the Year in Sci-fi Films and what 2016 Has in Store

1:45-3:00 PM, Maryland 1

Featuring: Matt Lucas, John Frazier, M. Sieiro Garcia, Steven Lloyd Wilson

In the past year, we've seen so many new and “new-to-you” science fiction films hit the cinema. Which were the most notable? The most groundbreaking? The most necessary or unnecessary, depending on your view? See the debate first-hand here.

Bring Your Toys to Life: Tips on Stop Motion

2:00-3:00 PM, Chesapeake F

Take your toys and a camera to make your own animated films. This workshop tutorial will teach any age the basics methods used to create movies like *Boxtrolls* and *Nightmare*.

SUNDAY, JULY 3

Uncommon Core - Incorporating Science Fiction into the Curriculum

3:00-4:15 PM, Chesapeake GHI

Featuring: Jessica Paul, John Monahan, Iryna Sirota-Basso

Science fiction connects science, technology, and literature; a combination ideal for a classroom! How can you incorporate science fiction into your teaching? A panel of educators will share their lessons and experiences developing science fiction based curriculum, while aligning with Common Core and Next Generation Science Standards. Inspire the next generation of science fiction fans!

3D Printing and Model Building at the Museum of Science Fiction

3:00-4:15 PM, Cherry Blossom

Featuring: Steve Dreyer, Jeff Wargo

The Big Score: The Evolution of the Soundtrack in Science Fiction

3:00-4:15 PM, Chesapeake C

Featuring: Tee Morris

Music forms an integral part of television and cinema, yet is rarely examined or celebrated. Are there fans out there that collect soundtracks as some collect cards and comics? What is some of the best music from the genre? Which themes are true signatures? This panel discusses and celebrates the music behind some of your favorite sci-fi moments.

What is 'Science Fiction'? And Where is Sci-Fi Going?

3:00-4:15 PM, Maryland 3

Featuring: David Grinspoon, Catherine Asaro, Scott Edelman, Steven Lloyd Wilson

A free-wheeling discussion between panelists and the audience about what does—or does not—count as science fiction. Are there common misconceptions about what qualifies? Are we too limited in our thinking? What does the vox populi consider to be science fiction versus that of science fiction aficionados? Ultimately, who's to say what is or is not science fiction?

Quantum Computing

3:00-4:15 PM, Maryland 2

Featuring: Joseph Dunley

Quantum computing technology is rapidly evolving and has the potential to significantly disrupt the field of machine learning. In this talk, we give and crash course on quantum computing and describe the current state quantum computing technology. We'll focus on a special type of quantum optimization called quantum annealing and its applications in machine learning. How will quantum machine learning change the landscape of machine learning research?

FRIDAY

Time Start Film

3:00 PM	Short Film Block I	75 min., followed by Q&A
6:00 PM	<i>Firestorm</i>	45 min. presentation
9:00 PM	Late Night Feature I: TBD	110 min.

SATURDAY

Time Start Film

10:00 AM	Short Film Block II, featuring Nexus	60 min. followed by Q&A
12:00 PM	Live Movie Stunt Demo with On Camera Combatives	60 min., child friendly
2:30 PM	Luvia Petersen Presents: <i>Moonshot</i> Sneak Peak/Game Release	60 min.
5:00 PM	<i>Star Trek Continues</i> and talk with-Gigi Edgley	45 min., followed by Q&A
10:30 PM	<i>Rocky Horror Picture Show</i>	120 min.

SUNDAY

Time Start Film

11:00 AM	Live Movie Stunt Demo with On Camera Combatives	60 min., child friendly
1:00 PM	Short Films from Boston Sci-Fi Film Fest	60 min.
4:00 PM	For the Love of Spock preview with Adam Nimoy	60 min.

Naprisha Brown Ryan

Jose Canahui

Peter Cane

Alex Carvalho

Christina Clapp

Matthias Cohen

Cosentino

Luca Covi

Lou Dalmaso

Karina Dar Juan

John Detrich

Steve Dreyer

Mark Edward

Bruce Falk

Paul Fitzgerald

Shauna Fitzgerald

Rachel Frederick

Joe Gillmer

Abby Goodlaxson

Charles Hildebrandt

Hannah Hoare

Steve Hohne

Keith Jodoin

Brit Lovin

Steve Major

Katrina Marland

Heather McHale

Paul Miller

Bjorn Munson

Paul Oehlers

Nico Pandi

Jessica Paul

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"NAPALM": A Soldier of Poloda

By Lee Strong

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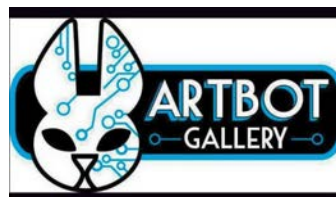
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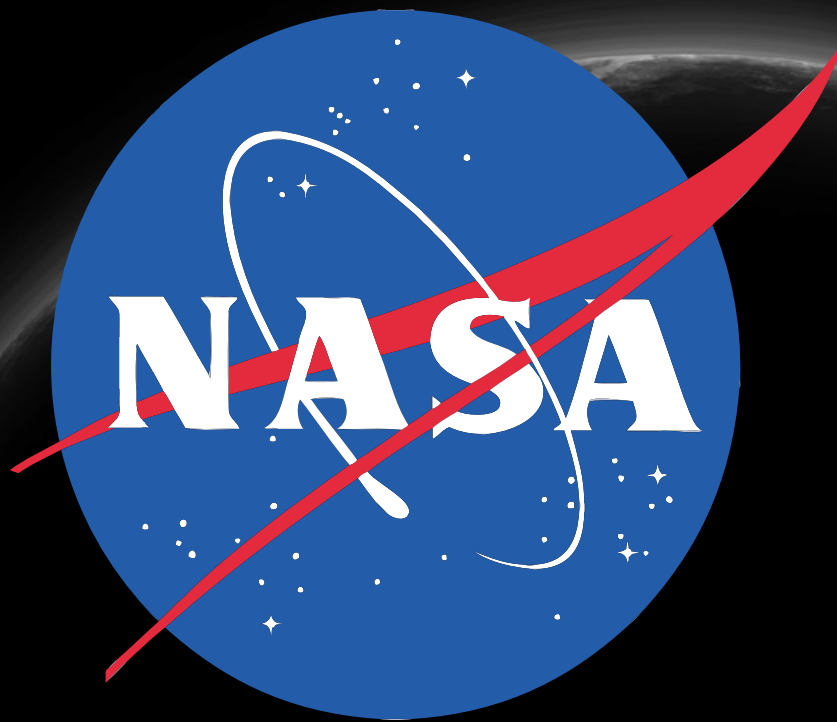
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