



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

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**FOR IMMEDIATE RELEASE**

## **Museum Awarded BAE Systems Grant for VR, Quantum Computing**

**Washington, DC (September 7, 2022)** – The Museum of Science Fiction announced today that it has received a grant from BAE Systems for community education. The grant will allow for the design of a virtual reality tour inside of a quantum computer to educate the general public about the inner workings of this new technology and its potential impact to our civilization.

The quantum computer tour will be available within the Museum of Science Fiction's new VR *Computers and Robots Gallery*, offering visitors a photo-realistic museum experience of the genre's most notable computer and robotic harbingers. Opening in the spring of 2023, the gallery content will include unclassified, public domain materials from BAE Systems, NASA, and DARPA (Defense Advanced Research Projects Agency) - along with corollaries from notable science fiction narratives to help people understand where humanity could be going as a species.

"BAE Systems is committed to supporting organizations where our employees live and work through our Community Impact grant program," said Steve Russell, director of Space Systems at BAE Systems. "The Museum of Science Fiction's dedication to science, technology, engineering, and mathematics education is so important to help bring science fiction to life for future generations."

"For the transformative technologies made possible by quantum information sciences to become a reality of everyday life, it is important for the public to understand the benefits and risks," said Dr. Lloyd Whitman, Senior Director of the GeoTech Center at the Atlantic Council. "Providing a creative and captivating way to learn about quantum is a great way to demystify this technology and inspire students to pursue the STEM education needed to work in this industry of the future."

"VR continues to provide an effective way to visually explain how a quantum computer works from the inside out," said Greg Viggiano, executive director of the Museum of Science Fiction. "Speculating about the technology's impacts on our civilization is more challenging. To help us think about this coming watershed, the Museum is publishing a non-fiction anthology with 24 international contributing authors writing about the probable impacts of AI converging with quantum computing." *Convergence: Artificial Intelligence and Quantum Computing – Volume 1:*

*Social, Economic, and Policy Impacts*, with a forward by Museum advisory board member, David Brin will be published by Wiley in November 2022. For more information about the anthology, please visit [www.museumofsciencefiction.org](http://www.museumofsciencefiction.org)

### **About the Museum of Science Fiction**

The nonprofit Museum of Science Fiction is a destination and point of departure that inspires people and motivates learning - covering the history of the genre across the arts and providing a narrative on its relationship to the real world. The Museum's main mission is to open a portal to imagination: in both virtual and physical space, the Museum offers visitors an opportunity to experience and learn about some of the most important science and science fiction artifacts and achievements. The Museum shows how science fiction continually inspires individuals, influences cultures, and impacts societies. Also serving as an educational catalyst to expand interest in the science, technology, engineering, art, and math (STEAM) areas, the Museum uses tools such as mobile applications and wifi-enabled display objects to engage and entertain. For a full press packet on the Museum of Science Fiction's vision and other information, please visit: [www.museumofsciencefiction.org/presspacket](http://www.museumofsciencefiction.org/presspacket)

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