



Museum of Science Fiction Washington, DC USA: Earth: Sol: Milky Way MEDIA CONTACT Steve Winter, Brotman|Winter|Fried 703.533.4825, swinter@aboutbwf.com

FOR IMMEDIATE RELEASE

Sci-Fi Novelist Andy Weir to Lead Panel Discussion On Escape Velocity Extra, Focusing on The Artemis Program to Colonize The Moon By 2024

NASA Scientist C. Alex Young to Join Panel for Free-to-the-Public Webcast, Wednesday night, July 29, 7:00 p.m. ET

Washington, DC (July 15, 2020) – With NASA's Artemis project to create a permanent habitat on the Moon and author **Andy Weir's** brilliant 2017 novel of the same name at its core, the **Museum of Science Fiction** today announced that the next edition of **Escape Velocity Extra** will feature a look man's permanent return to the lunar surface.

Set for **Wednesday**, **July 29 at 7:00 p.m.**, Escape Velocity Extra: The Artemis Mission, a live streamed web program, will be available, online, entirely free of charge.

"Through our second online production, **Escape Velocity Extra: The Artemis Mission**, the Museum will explore, both through both science fiction and science fact, America's next great journey through space," said the Museum's Production Counsel Charles Hildebrandt. "We're excited to have NASA play a major part of this program."

A collaborative effort between NASA and commercial industries, the Artemis program intends to land the next man and the first woman on the Moon by 2024, using innovative technologies to explore more of the lunar surface than ever before with the fully expressed intention to take the next giant leap – sending astronauts to Mars.

Weir's 2017 science fiction novel, <u>Artemis</u>, takes the NASA project one-step farther. Set in the late 2080s, Artemis is the first and – to that point – only city on the Moon. The story follows the life of porter and smuggler Jasmine "Jazz" Bashara as she gets caught up in a conspiracy for control of the city. Highly praised by readers on Goodreads, the book was voted the best sci-fi novel of the year. Winner of the John W. Campbell Award for Best New Writer in 2016, Weir achieved prominence with his 2011 debut novel <u>The Martian</u>, which was later adapted into the 2015 Ridley Scott feature film starring Matt Damon, Jeff Daniels, Chiwetel Ejiofor and Jessica Chastain among others.

The program will be moderated by **Paul Stimers**, which, in addition to Weir will feature NASA scientist **C. Alex Young**.

A public policy attorney and partner in the Washington, D.C. law firm K&L Gates, Stimers focuses on matters related to emerging technologies, such as commercial spaceflight, IT, nanotechnology, and water technology. As policy counsel to several major commercial spaceflight companies and the leading industry association for commercial spaceflight, Stimers has been active in helping the industry grow quickly and safely, while continuing to support a strong role for NASA in space exploration. He has addressed a wide variety of areas of space law and policy.

Dr. Young will make his second appearance on Escape Velocity Extra, having participated in last month's pilot program on life in a post-apocalyptic world. Young is the Associate Director for Science in the Heliophysics Science Division at NASA's Goddard Space Flight Center, where he directs their Education and Public Outreach team. He has given dozens of lectures, television and radio interviews for NASA/TV and participated in several Discovery Channel documentaries.

For additional information, or to access the program, please click on the REGISTER FOR FREE TICKET button at <u>https://escapevelocity.events/evx/</u>.

About the Museum of Science Fiction

The nonprofit Museum of Science Fiction will be the world's first comprehensive science fiction museum, covering the history of the genre across the arts and providing a narrative on its relationship to the real world. The Museum will show how science fiction continually inspires individuals, influences cultures, and impacts societies. Also serving as an educational catalyst to expand interest in the science, technology, engineering, art, and math (STEAM) areas, the Museum uses tools such as mobile applications and wifi-enabled display objects to engage and entertain. For additional information, please visit: www.museumofsciencefiction.org.