

A detailed illustration of a space station in orbit above Earth. The station's complex structure, including solar panel arrays and various modules, is shown against the blue and white of the planet. A bright yellow light emanates from a central module, and a white shuttle is docked at one of the station's arms. The moon is visible in the dark background of space.

2018
Museum of Science Fiction
Escape Velocity
Prospectus and Program Guide

Contact

Any questions regarding this document should be directed to:

Greg Viggiano
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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)

Contents

4	Welcome
5	Relevance
5	Museum Status
6	Lecture Series
6	Commitment to Education
6	Creating Awareness: Visitor Experience
7	Leadership
11	Key Partners and Sponsors
12	About Escape Velocity
	FAQs
	Weapons and Safety
	Anti-harassment Policy
16	The Floor
	Exhibit Hall Map
	Exhibitors
	Museum Gallery
	Hotel Floor Maps
22	Programming
	Guests
	Friday Programming and Panels
	Saturday Programming and Panels
	Sunday Programming and Panels
60	Advertisers and Sponsors

WELCOME

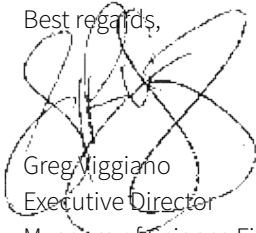
Welcome to Escape Velocity 2018, our third annual conference dedicated to science fiction in all its forms. Last year's show featured more guests, exhibitors, and entertainment than at our inaugural event, and this year's show continues that trend of offering you, our fans, a more engaging show with a bigger variety of programming and activities.

The theme of this year's event is "Other Worlds," and that will be on display through all three days of the conference. Learn some of the secrets behind one of the most famous science fiction stories of all time, *2001: A Space Odyssey*, in our special program celebrating its 50th anniversary. Apply for citizenship in Asgardia, the world's first space nation. Compete for galactic supremacy in Cosmic Encounter against the designer of the iconic board game himself, Peter Olotka.

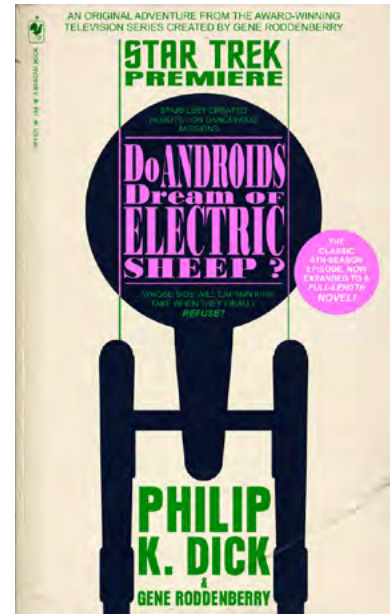
Of course, education remains a central pillar of our mission at the Museum of Science Fiction. Amidst all of the costumes, movies, and games, Escape Velocity has no shortage of learning opportunities for students. NASA scientists, authors, programmers and more are available all weekend to meet with, talk to, and learn from, and a variety of hands-on projects offer children the ability to express their ingenuity through guided exploration.

Thank you for joining us this year and supporting our vision to bring a full scale, physical museum from imagination to reality. I sincerely hope you have a fantastic time at Escape Velocity and will continue to follow all of the many other exciting activities we have in store for this year and beyond.

Best regards,



Greg Viggiano
Executive Director
Museum of Science Fiction
Washington DC USA
Earth: Sol: Milky Way



RELEVANCE

What is it that makes science fiction so attractive to so many both young and old? There may be as many answers to this question as there are moons of Jupiter. Here's two ideas worth considering. Perhaps it's because science fiction is imbued with ideas allowing us to speculate about what the future might bring. Or, perhaps it's because science fiction provides a platform upon which we can reflect on the human condition.

For many who grew up during the Mercury, Gemini and Apollo missions of the 1960s and 1970s, escaping the confines of the Earth and going into space and to the moon was the culmination of a dream first imagined by science fiction writers in the 19th century and early 20th century.

In the decades since then, unmanned missions have explored the far reaches of our Solar System, surveying moons and planets that were once just a twinkle in the eye of astronomers who could only dream about what was out there.

Science fiction is actually more relevant today than it was then as the next generation of human beings who now dream about going to the stars may actually get that chance.

MUSEUM STATUS

When the idea for a science fiction museum in the Washington, DC area was first explored five years ago, the thought was that an actual physical building would house the treasures of the genre would be the first priority.

After identifying several potential sites, conducting feasibility assessments and completing architectural designs and gallery master plans for a visitor center and preview museum, a decision was made to pursue a more promising near-term objective. The goal would be to produce an annual science fiction convention that would deliver an experience that would complement that of an actual physical museum, with more interactivity - and build a community around a planned physical museum.

To this end, the first Escape Velocity was launched in 2016 with dozens of program activities including speakers, films, educational exhibits, costume and gaming competitions. Our Museum Gallery was filled with one of the largest collections of iconic sci-fi props, costumes and models assembled in one place.

Now in its third year, Escape Velocity 2018 will deliver more – much more – but will continue the process of laying the foundation toward our dream of an actual Museum of Science Fiction.

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

COMMITMENT TO EDUCATION

At its core, science fiction is based in both science and fiction. As such, it is the mission of the Museum of Science Fiction to bridge the gap between these two seemingly disparate pursuits through a STEAM-based educational approach to learning using Science, Technology, Engineering, the Arts and Mathematics as access points for guiding student inquiry, dialogue and critical thinking.

Science fiction is the perfect platform for finding new, exciting and interesting ways to attract the next generation of children who have grown up in a world of social media, computers and smartphones.

Both the Museum of Science Fiction and Escape Velocity are non-profit 501(c)(3) organizations dedicated to enhancing the learning experience and making complicated science and art concepts easier to grasp and appreciate. We are especially interested in reaching students from underserved communities, students with special learning needs, as well as those from at-risk groups.

Escape Velocity 2018 will provide a challenging atmosphere and program for both students and educators alike. Come join us as we explore those other worlds we can only dream of today.

CREATING AWARENESS: VISITOR EXPERIENCE

As Escape Velocity reaches its third annual event, it continues to grow and develop broader goals while providing exceptional program quality and visitor experience.

Each year, the overall goal is to increase program quality and deliver more value, more fun, and a more memorable visitor experience while keeping event costs low. As nonprofit organizations, both the Museum of Science Fiction and Escape Velocity can focus all available resources entirely on educational programs and event objectives. Our attention can be devoted to public outreach, awareness, and delivering the best programming to the most people for the lowest admission prices.

Escape Velocity aims to provide a wide range of programming to appeal to various interests and all age groups. By working to build relationships with other communities and organizations, Escape Velocity expands its scope with the creation of cooperative content. The Museum of Science Fiction seeks to elevate its Museum Gallery to create an inspirational and educational space for visitors to explore an exhibit of high quality replica props and costumes. Combined, the goal is to create a positive visitor experience with expanding attendance.



Return of the Jedi, 1983

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 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.

“Individual science fiction stories may seem as trivial as ever to the blinder critics and philosophers of today - but the core of science fiction, its essence, the concept around which it revolves, has become crucial to our salvation if we are to be saved at all.”

Isaac Asimov
“My Own View”

The Encyclopedia of Science Fiction

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

“A learning experience is one of those things that say, ‘You know that thing you just did? Don’t do that.’”

Douglas Adams
The Salmon of Doubt

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.



Planet of the Apes, 1968

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 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.

Dave Arland

Dave Arland is the president of Arland Communications in Carmel, Indiana. With more than 30 years of experience in the consumer electronics industry, Dave Arland is respected by both editors and listeners as a knowledgeable resource. Dave graduated from Butler University in 1985 with a degree in Radio & Television. He spent three years on-air at WIBC and WIRE Radio before being named Press Secretary to four-term Indianapolis Mayor, Bill Hudnut. After a wealth of city government and national association experience, Dave joined Thomson/RCA in 1991. At Thomson, Dave moved up through the ranks to be named Vice President of Global Consumer Marketing. He led the public relations efforts to introduce MP3 music players, high-definition TV, and e-book readers to consumers throughout the United States and Europe. He also served as the company's voice in Washington, testifying twice before Congress and helping staff of the Federal Communications Commission understand complex digital technology developments.

Rachel Frederick, MA
Curator

Rachel is a museum collections specialist with a passion for all things science fiction. She holds a Master's degree from George Washington University in Museum Studies, with a focus on collections management, and is a current member of the American Alliance of Museums. Her undergraduate degrees include a BA in Historic Preservation and Classics, with a minor in Museum Studies. Rachel originally started volunteering in museums in 2003 and now has many years of professional experience in the DC area. As part of the Museum of Science Fiction, Rachel works on developing the Museum's exhibitions and permanent collection.

Coleman Bass, Real Strategies
Stacy Bruss, Director, Science Programming
Jose Canahui, Director, Web Design
Megan Carter-Stone, Real Strategies
Christina Clapp, Director, Digital Advertising
Bree Cox, Manager, Educational Programming
Lou Dalmaso, Graphic Design
Karina Dar Juan, MA, Director, Programming and Assistant Curator
Angelo Eclavea, Manager, Educational Programming
Bruce Falk, Vice President, Strategic Partnerships
Paul Fitzgerald, PhD, Vice President, Personnel and Volunteer Management



Star Wars, 1977

Shauna Fitzgerald, Vice President, Special Events and Planning
Eric Gordon, Director, A/V Management
Rebecca Gordon, Director, Volunteer Management
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
Hannah Hoare, Manager, Product Sourcing
Steve Hohne, CPA, Controller
Joanne Hunter, Programming
Barbara Mabie-McClain, Manager, Pop Culture Programming
Jason McClain, MA, Director, Costume and Wardrobe
Heather McHale, PhD, Managing Editor, Journal of Science Fiction
Bjorn Munson, Programming
Alex Noll, PhD, Programming
Nico Pandi, Director, External Relations
Brittanie Rector, Photographic Team
Josh Rector, MA, Director, Grants and Proposals
Kevin Reid, Real Strategies
JD Taylor, Director, Exhibition Hall Operations
Damia Torhagen, Social Media
Sophia Viggiano, Graphic Design
Santha Walters, Manager, Educational Programming
Gwen Wheeler, Manager, Museum Store

“Two possibilities exist:
either we are alone in
the Universe or we are
not. Both are equally
terrifying.”

Arthur C. Clarke

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 2018 include: the NASA Goddard Space Flight Center, NASA NIAC, CarMax, Cornell University, American University, BAE Systems, K&L Gates, The Arthur C. Clarke Foundation, Bigelow Aerospace, The Arthur C. Clarke Foundation, Boeing, Asgardia, Roddenberry Entertainment, Master Replicas Group, Smooth-On, EZ Storage, Real Strategies, Access, Harris Teeter, Sapling Productions, Fantasy Flight Games.

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.

About Escape Velocity 2018

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 you 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

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



2001: A Space Odyssey, 1968

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.

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 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.

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



2001: A Space Odyssey, 1968

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.

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.



Babylon 5, 1994

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

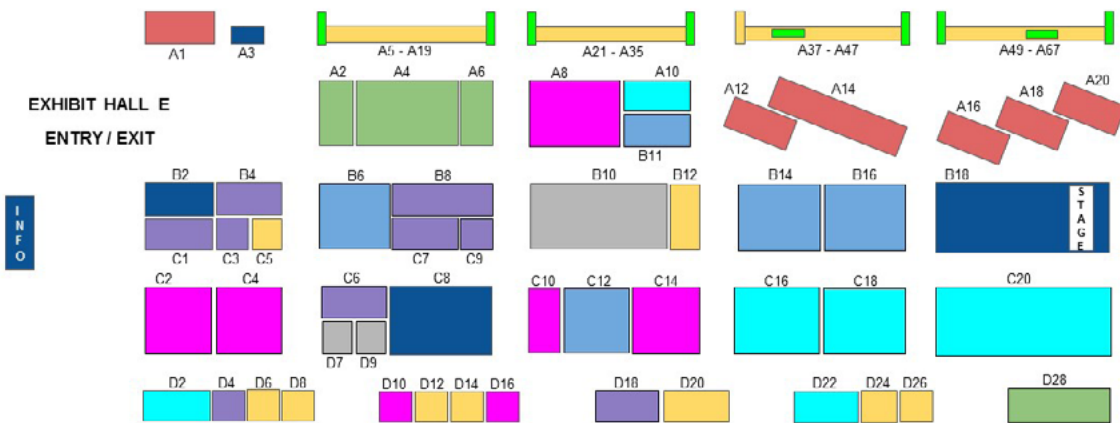
Mutual respect establishes a foundation for free-spiritedness and fun. With your help, everyone at Escape Velocity can have a great time.

“Two possibilities exist: either we are alone in the Universe or we are not. Both are equally terrifying.”

Arthur C. Clarke

THE FLOOR

Exhibit Hall Map



Exhibitors

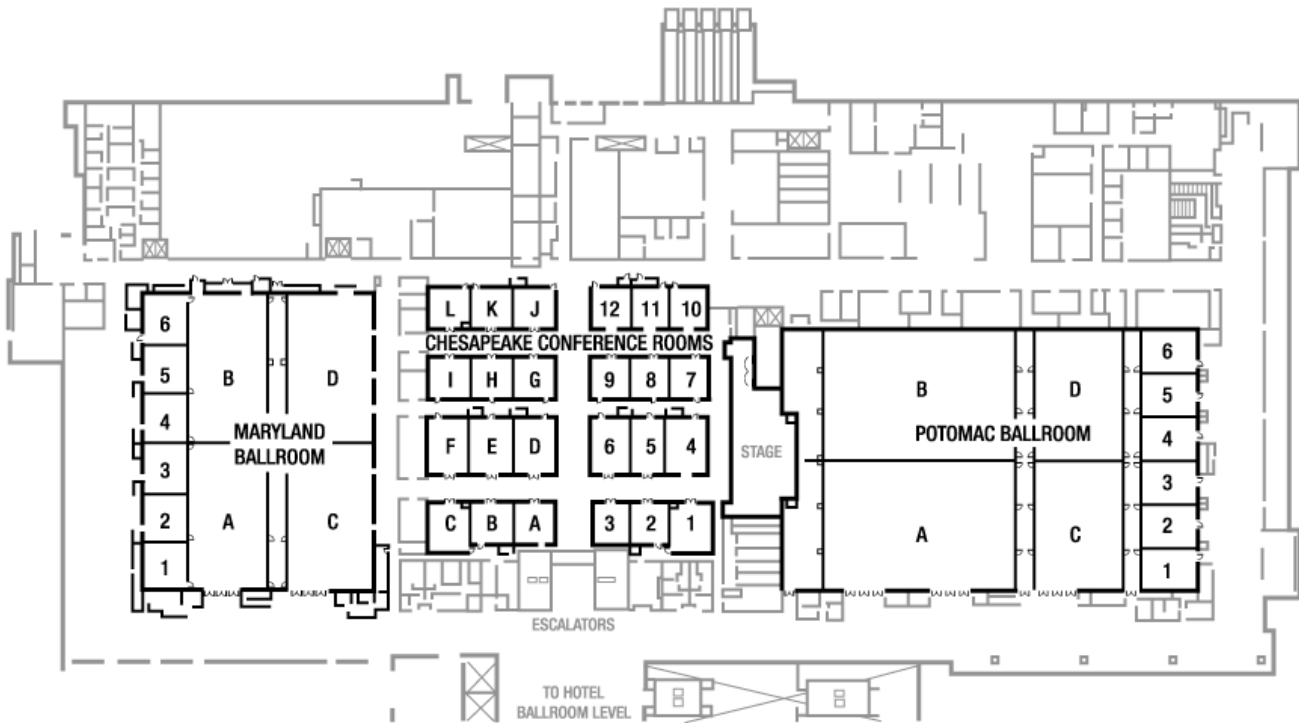
Vendor	Location
Acme Design, Inc.	C12
Millennium Falcon/Laser Cannon	B6
EVA Pod	B14
Mike Scott Clavius Suit	B14
MOSF Monolith	B14
Jurassic Park Photo Experience	B11
Land Speeder	B3
Ghostbusters Tri-State Division	A16
Trioxin Kustoms	A18
Charm City Ghostbusters	A20
Tesla Roadster	A1
Little Guy Max	A12
Tesla Model X	A14
The Saber Legion	C7
501st Old Line Garrison	B8
R2DC	C9
Klingon Jail	C1
United States Colonial Marines	D18
Halo Nation/UNSC Capitol	C6
Arlington County CostumeLab	B4
Creative Directions Thermoplastic Supply/Skeleton Key Cosplay	D4
DC Star Wars Collectors Club	C3
Art Way Alliance	C18, D22
MOSF Education	C20
Cal Poly Architecture Design Project	B16
ePlanetarium	C16
Pongos Learning Lab	C20
AWA Programming	C20
Art Brains	A10
DC Stunt Coalition	D2
Fantasy Flight Games	A6
Cosmic Encounter	A2
Board Gaming	A4
Family Board Gaming	D28
National Electronics Museum	C10
VR Dreamscapes	D16
3D Herndon	C2

Vendor	Location
Smooth-On, Inc.	C4
Movie Magic Green Screen	A8
FIRST Robotics	C14
NASA	B10
BAE Systems	D9
Explore Mars, Inc.	D7
Farpoint Convention	A5
Derpycon	A19
Zenkaikon	A21
Otakon	A47
Shore Leave	A35
BlerDCon	A49
Anime USA	A39
MAGFEST	A45
Northeast Trek Con	A67
Joe's Record Paradise	D12
Shotan Kazori	C5
Book Bank	D14
Magic Mirror Photobooth	D6
Woah-Botz	D8
Dream Dragon Studios	A7
GBee Fabrics	A9
Anime Ceramix	A23
Circuit Breaker Labs	A17
Super Art Fight	A37
Icing Smiles	A33
Mabie Knot Designs & Cosplay	A57
L. G. Ransom	A11
Richard C. White	A25
3Geeks1House	A41
Needy Cat Creations/The Squeaky Egg	A51
Jocelyn Short	A53
High School Technology Services	A15
My Alien Mermaids	A55
Star Power	A31
Eric Guadara	A27
Sean Brady Games	A29

Hotel Floor Maps

“If you ask ‘Should we be in space?’ you ask a nonsense question. We are in space. We will be in space.”

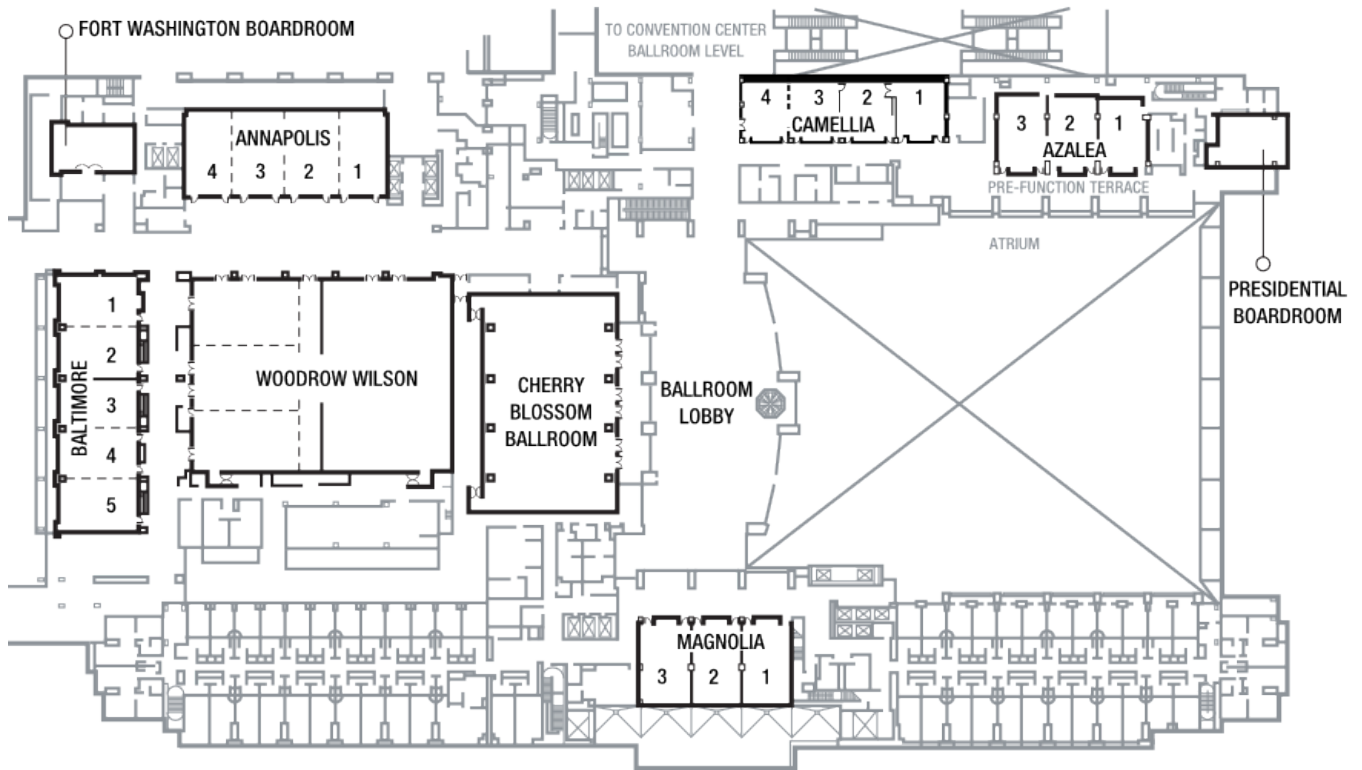
Frank Herbert





Planet of the Apes, 1968

MEETING ROOM



PROGRAMMING

Guests

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.

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.

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.

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.

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,

“Looking at these stars suddenly dwarfed my own troubles and all the gravities of terrestrial life.”

H.G. Wells
The Time Machine

public relations, broadcast and streaming media, and emergent media (MFA). Jeff serves as one of the Museum's Board of Advisors.

Friday Programming and Panels

Educator Workshop

9:00am - 12:50pm

This free workshop is open to teachers, parents, homeschoolers, and anyone with a passion for innovative education. Register for a free Friday ticket using the code Workshop to RSVP for this event at <https://escapevelocity.events/registration-tickets/>. Space is limited - priority will go to public school teachers and parents who homeschool their children. Note: Free Friday tickets are for workshop participants only. This is a professional development opportunity for educators; guests of participants will be asked to enjoy National Harbor during the workshop.



Planet of the Apes, 1968

Cosmic Encounter®: World Champion Jack Reda's Home Brews

12:00pm - 1:00pm

Jack Reda is the creator and curator of The Warp, the most comprehensive Cosmic Encounter resource in the cosmos (redamedia.com/warp). His collection of homebrew Cosmic components includes reimagined versions of moons, aliens, space station, hazards, technology and more. He will also showcase outrageous variants like Cosmic Stars, Lucre Rewards, Subterfuge, Asteroids, and other surprises.

Cosmic Encounter®: Quick Start/Alien Combos/Play Designers

12:00pm - 5:00pm

- New to Cosmic? Learn in a few minutes. Check out Cosmic Quick Start & Alien Combos
- Play Game of Thrones, the iron throne. It's like being in your own HBO episode. (based on the Cosmic game system)
- Join or watch games with Cosmic pros and Cosmic designers.
- Check out Cosmic Encounter on TableTop Simulator - take a trip into a live TTS game.
- "The Ultimate Answer to Life, The Universe and Everything is...42!" — Douglas Adams, The Hitchhiker's Guide to the Galaxy

The Good of Gaming: Using video games to expose STEAM fields to the next generation! with TAG Labs

2:00pm - 3:00pm

Ever wondered how video games can be used to engage students in the classroom? Video games serve as an amazing gateway into a career in STEAM. Learn about the exciting facets of STEAM as it relates to video games and how T.A.G. Labs uses those facets to engage underrepresented youth in DC.

"Any planet is 'Earth' to those that live on it."

Isaac Asimov
Pebble in the Sky

Streaming 101: Mixing It Up

3:00pm - 3:50pm

How to get started in streaming

DC Stunt Coalition

3:00pm - 3:50pm

DC Stunt Coalition shows off with workshops and demos!

Earth Rise: 50 Years

3:00pm - 3:50pm

Missions around, to, and beyond the moon fascinate and educate the public, and provide scientists with oodles of data and scientific knowledge. In 2018 already, we have had once in a lifetime viewing experiences related to the moon, including a super wolf moon, a super, blood, blue moon, and more to come as the year progresses! In addition, the 50th Anniversary of EarthRise, the Apollo 8 mission, will be in December of 2018. And perhaps most intriguing, NASA is head back to the moon!!!!!! Come hear NASA scientists talk about what it takes to get to the moon and what the moon can tell us about our solar system and others.

War of the Worlds, 2018

3:00pm - 3: 50pm

Jabberwocky Audio Theater (JAT) will perform an original adaptation of H.G. Wells' "War of the Worlds" in conjunction with Arlington Independent Media's WERA-LP Radio Arlington. The production will feature local actors and (at least some) live sound effects, making the performance as fun to watch as it is to hear.

Future War: Other Worlds or Other Worldly?

3:00pm - 3:50pm

Radical developments in technology will forever alter the future of war. The advent of such emerging technologies as robotics, AI, VR, and synthetic biology may make war on Earth nearly unrecognizable, something from a distant world. Perhaps developments in space exploration and travel may bring these new forms of combat to new worlds. This panel will assemble a super-awesome collection of experts to discuss bleeding edge technologies and how they will change warfare. The panel will draw examples from Sci-Fi, and a particular emphasis will be placed upon considering space war in the future.

Costuming/Cosplay 101

3:00pm - 3:50pm

A crash course in getting started in the world of costuming and cosplay. We will discuss from start to finish how to assemble your cosplay and provide helpful tips and advice.



Babylon 5, 1994

Boolean Girl Coding Workshop A

3:00pm - 3:50pm

Escape Velocity welcomes back Boolean Girl! Kids are invited to join this workshop for hands-on coding experience. Space is limited to 25 students, so please add this to your My Sched to reserve a spot! Note: all the Boolean Girl sessions are separate, identical sessions.

The Westerner's Guide to Mobile Suit Gundam, the "Star Trek of Japan"

3:00pm - 4:20pm

What if I told you there was a military SF franchise that's been hugely popular for nearly 40 years, with revenue of \$800 million in 2013 alone? That's the Gundam franchise, and Brent Newhall will lead you on a tour of its history, major themes, and Western influences.

Movies: Science Fiction Shorts

3:00pm - 4:20pm

Murmurs of a macrocosm Using NASA recordings from the Apollo missions and sounds of the universe recorded by satellites in space, we travel through a microscopic world. Adam Azmy, Director *NOISE* A secretive young woman listens to mysterious noise alone in her room - until she inadvertently lets her brash flatmate into her life. The noise that appears in the film is actual noise recorded from space by satellites orbiting earth - provided by researchers at Queen Mary's University in London, UK. Ali Jennings, Director *Horizonland* In the 1980's, a public broadcasting science show titled *Horizonland* explains how we know what we know. Jeremy Waltman, Director

Drawing Characters with S.T.E.A.M. with C. Edward Sellner of Visionary Comics

3:30pm - 4:30pm

Attendees will 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.

Hand Sewing 101

4:00pm - 4:50pm

Come join an experienced Masquerade champ as we dive into the basics of hand sewing. Some things you just have to do by hand!

"Science is no more than an investigation of a miracle we can never explain, and art is an interpretation of that miracle."

Ray Bradbury
The Martian Chronicles

Cal Poly Architecture Designs for the Museum of Science Fiction

4:00pm - 4:50pm

For this special project, students in Professor Margaret Kirk's third-year Architectural Design class were challenged to create a proposal for the Museum of Science Fiction. The students started by examining a work of science fiction (film) and designed a character based on what they analyzed. In the character design, the students considered the spatial and material systems and connections of body and skin to create a costume. They are translating those ideas into a museum design, addressing larger social, cultural and organizational implications. During this timeframe, Professor Kirk and the students will be in the gallery space to discuss the project and their designs.



Battlestar Galactica, 2005

Boolean Girl Coding Workshop B

4:00pm - 4:50pm

Escape Velocity welcomes back Boolean Girl! Kids are invited to join this workshop for hands-on coding experience. Space is limited to 25 students, so please add this to your My Sched to reserve a spot! Note: all the Boolean Girl sessions are separate, identical sessions.

Exploring the Wired: The Ideas Behind Serial Experiments Lain

4:00pm - 4:50pm

Serial Experiments Lain is among one of the most popular “cult classic” sci-fi anime of all time. It contains many ideas about the future of the internet and technologies that were experimental in nature at the time or only concepts of what was to come. This panel offers a look at the ideas put forth by the show as well as the technologies and ideas it borrowed from.

Edgar Rice Burroughs, His World and His Influences

4:00pm - 4:50pm

Panelists will introduce Burroughs to a new generation, describe some of his many literary accomplishments, and discuss his influences on both fiction and science.

How Science Fiction Inspired Exploration Achievements

4:00pm - 4:50pm

Wernher Von Braun presented fantastic drawings and a narrative of space stations and lunar landers to Collier's magazine in the 1950s to spark the drive for space exploration. From Apollo to the current International Space Station and our views toward returning to the moon and going to Mars, much of our national vision traces back to the inspiration of those stories.

Draw Dr. Who Characters with Keir Lyles

4:30pm - 5:30pm

You know Who, but do you know how to draw your favorite Drs. and their companions? Come learn how to draw everyone and everything from the Dr. Who universe with Art Way Alliance artist Keir Lyles. From the first doctor to Daleks to the TARDIS itself, you don't want to miss out on how to depict your favorite incarnation. If time permits, maybe Keircan will teach you how to depict yourself as a Time Lord.



Babylon 5, 1994

Movie: Centralia, Pennsylvania's Lost Town

4:30pm - 6:00pm

A coal mining town of approximately 1,500 residents in upstate Pennsylvania is overcome by a massive underground mine fire which began in May of 1962. After many failed attempts by the government to put out the fire, it grew larger and moved beneath most of the town. By 1982, the first of many residents were relocated voluntarily. Through the 80's and into the 90's the mine fire and gases from the fire grew worse, and a subsidence would occur on a regular basis. As a result, eminent domain was imposed, forcing the remaining residents out of their homes. However, as the new millennium approached, a group of residents filed a lawsuit and fought the state of Pennsylvania for the right to stay in their homes. By 2013, the case was settled and granted those remaining residents life estates. As of 2017, five homes, three families, one municipal building, and one business remains in the borough. As the years go on and as the families pass on, the state of Pennsylvania will tear down the remaining homes, leaving one day nothing but vacant lots and sidewalks filled with trees and weeds.

Innovation from Other Worlds

5:00pm - 5:50pm

The Homeland Security mission is vast--trying to defend against, mitigate the damage of, and recover from natural and man-made disasters. Technology plays a key role in facing these challenges and the Department of Homeland Security Science and Technology Directorate turns to "other worlds" to find technologies that can be adapted into this new world. Tech used on the Mars lander is now protecting subway systems from flooding and bio monitors from the space station are helping search and rescue teams find living victims buried under earthquake rubble. Meanwhile, tech designed for video gaming is now being used to help first responders communicate in high-noise environments. This panel will discuss how open-minded repurposing of tech from other worlds can create game-changing innovation in life-saving new applications.

Giant Robots: Crushing your Misconceptions

5:00pm - 5:50pm

What's the first thing that springs to mind when you think of giant robots? Is it metal monsters hammering at each other? Overpowered machines that stomp

through problems without rhyme or reason? This panels will explore these tropes and misconceptions and look at their origin in mecha anime and manga.

Simulating Near-Future Conflicts

5:00pm - 5:50pm

Come learn how game designers think about the future of warfare and political conflict. Jason Matthews (co-designer of Twilight Struggle), Christopher Weuve (career naval analyst and wargame designer), and Merle Robinson (DOD analyst and wargame designer) talk about challenges of designing conflict simulations for both the commercial market and for the military and intelligence communities.

Cheesy Line-Reading Contest

5:00pm - 5:50pm

Acting can be difficult, especially when the dialogue is written by George Lucas post-1990 or Tommy Wiseau. We like to criticize the actors in our favorite sci-fi movies and TV shows, but is it really their fault? Come see if fellow Escape Velocity attendees can deliver a monologue about sand better than Hayden Christensen, or scream about bees with more sincerity than Nicolas Cage. May the cheesiest actor win! It's an interactive, hilarious performance that involves audience participation, and celebrates science fiction in Pop Culture.

Innovation from Other Worlds

5:00pm - 5:50pm

The Homeland Security mission is vast--trying to defend against, mitigate the damage of, and recover from natural and man-made disasters. Technology plays a key role in facing these challenges and the Department of Homeland Security Science and Technology Directorate turns to "other worlds" to find technologies that can be adapted into this new world. Tech used on the Mars lander is now protecting subway systems from flooding and bio monitors from the space station are helping search and rescue teams find living victims buried under earthquake rubble. Meanwhile, tech designed for video gaming is now being used to help first responders communicate in high-noise environments. This panel will discuss how open-minded repurposing of tech from other worlds can create game-changing innovation in life-saving new applications.

Movie: A Year in Space

5:00pm - 6:50pm

By special arrangement with PBS, Escape Velocity is pleased to provide a free screening and discussion of A Year In Space. Follow NASA astronaut Scott Kelly's yearlong mission on the International Space Station as NASA charts the effects of long-duration spaceflight by comparing him to his identical twin on Earth, astronaut Mark Kelly.

"But suppose we were to teach creationism. What would be the content of the teaching? Merely that a creator formed the universe and all species of life ready-made? Nothing more? No details?"

Isaac Asimov

The Dangerous Myth of Creationism

YA Science Fiction Writing Workshop

5:00pm - 6:50pm

This interactive writing workshop will focus on helping authors understand how to write fantasy, science fiction, and speculative fiction stories for young adults. This workshop is meant for aspiring novelists, short-story writers, and anyone else interested in learning some SF writing tips & techniques. Space is limited to 60 students, so please add this to your My Sched to reserve a spot!

Comic Covers Design 101 with Dan Nokes

5:30pm - 6:30pm

Dan Nokes hosts a workshop on how design your basic comic book cover working through from concept, to do's and don'ts, to the tropes and trade secrets of the masters and journeymen alike!

Dance Workshop - Hip Hop

6:00pm - 6:50pm

A Dance workshop with Paranoia Boi and his crew to learn how to dance Hip Hop

Cal Poly Architecture Designs for the Museum of Science Fiction

6:00pm - 6:50pm

For this special project, students in Professor Margaret Kirk's third-year Architectural Design class were challenged to create a proposal for the Museum of Science Fiction. The students started by examining a work of science fiction (film) and designed a character based on what they analyzed. In the character design, the students considered the spatial and material systems and connections of body and skin to create a costume. They are translating those ideas into a museum design, addressing larger social, cultural and organizational implications. During this timeframe, Professor Kirk and the students will be in the gallery space to discuss the project and their designs.

Frankenstein's Monster: 200 Years Later

6:00pm - 6:50pm

In recognition of the 200th-anniversary of Frankenstein's publication, panelists will discuss the science and speculative fiction aspects of the text, consider its significance as an early prototype within the SF genre, and explore the text's present and future significance through the many questions (in particular, those of posthumanism, race, technology, and progressivism) it engenders.

Will Asteroid Mining Solve our Resource Shortages?

6:00pm - 6:50pm

As humanity continues to industrialise and advance technologically, deposits of accessible minerals are being exhausted, leading to concerns of global shortages

"I, for one, bet on science as helping us. I have yet to see how it fundamentally endangers us, even with the H-bomb lurking about. Science has given us more lives than it has taken; we must remember that."

Phillip K. Dick

*The Shifting Realities of Philip K. Dick:
Selected Literary and Philosophical
Writings*

of rare materials over the next 40 years. But many minerals that are rare on Earth are abundant in space, and space-based-solar is an order of magnitude more productive without night or atmosphere. Will the industrialisation of space solve our resource and energy shortages of the future?

Movie: Malice: Emergence

6:30pm - 9:00pm

World Premiere Film screening and Q&A with the cast and crew of Malice, including director Phil Cook

Legacy Launch Party!

7:00pm - 7:50pm

The Heir is Back...and only at Escape Velocity! EV 2018 cordially invites you to the pre-launch book party of the season for L.G. Ransom's much anticipated sequel to Hollin's Heir : Legacy of Hollin. If you love Voltron, Power Rangers, Robotech or science fiction books in general, don't miss your chance to snag a signed, limited edition, first run copy of the hottest new Super Sentai story in YA literature. Join the launch at 7pm on Friday, May 25th in room (...) meet L.G. Ransom in person, ask her questions about her books, and listen to her read the first chapter of Legacy.

Pop Parliament

7:00pm - 8:00pm

The Pop Parliament is ready to hear cases from any sci-fi, fantasy, anime, or game universe you can come up with. All audience members are welcome to bring 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, and 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.

Late Night Karaoke

8:00pm - 1:00am

Join us for some Fun and Nerdy Karaoke!

Doctor Whose Line is it Anyway?!

8:15pm -9:45pm

A sci-fi and pop culture twist on the venerated comedy favorite, along with professional comedians and exceptional laughs, this event is sure to please. It's so funny it could even make a Vogon Laugh!



Return of the Jedi, 1983

Gaming After Dark

8:30pm - 11:30pm

The fun at Escape Velocity continues after the sun sets! Come to our Gaming After Dark event, where we will have various board games and video games on hand for you to play. Play an old favorite or discover a new adventure! Volunteers will be on hand to guide you through the games if you have any questions.

Ogre Battles in Washington, DC

8:30pm - 11:30pm

Back for its second year! Play Steve Jackson's classic game of science fiction warfare on a scale map of Washington DC. In the 22nd century, the world is at war. Jet-pack-equipped, battlesuit-armored infantry launch shoulder-fired nukes, combat hovercraft skim the ground at 150 kph, while semi-autonomous tanks loose tac-nuke smartshells from electromagnetic cannons. And the most powerful weapon of all has no human crew – the battlefield is ruled by gigantic sentient cybertanks called 'Ogres'. The year is now 2115. The world's great empires are destroyed. After a twenty-year war with the Paneuropean Federation, the North American Combine has shattered into a thousand competing factions – The Factory States, ruled not by humans, but by Artificial Intelligences, some benevolent, some not. Now, the last of the emergency power reactors has failed, and the automated defenses surrounding the former Combine Eastern Regional Capitol are clear. The long-abandoned city lies ripe for plunder. Six competing Factory States now send their forces to loot and burn Washington, D.C. Order your tanks to roll up Route 66! Nuke the Wilson Bridge! Reduce your office building to radioactive rubble! No rules familiarity required; all materials provided.

Movie: Flora

9:00pm - 11:30pm

****New Extended Cut Premiere**** Film screening and Q&A with executive producers and actors Dan Lin and Teresa Marie Doran

Super Art Fight

10:00pm - 11:59pm

The self-described Greatest Live Art Competition in the Known Universe crash-lands into Escape Velocity with a special, nighttime adult version of Super Art Fight! 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.



Cards Against Anime: SYFY!

10:30pm - 11:20pm

After-hours over 21 panel, Cards against Humanity using science fiction-based cards. Players are picked from the audience, Price is Right style.

Space Party and Dance

10:30pm - 2:00am

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!

Movie: Ghostbusters Quote-Along

12:00am - 2:15am

Join the Ghostbusters to watch Ghostbusters! Join in on the fun of the quote along, with trivia afterward.

Movie: Planet of the Apes

12:00am - 2:15am

Planet of the Apes celebrates its 50th anniversary this year. Celebrate this anniversary with a special midnight screening of the movie with a special introduction.

Saturday Programming and Panels

Video Game Programming and Development: It's More than Syntax

9:00am - 9:50am

When you want to program a video game, what tool and programming language should you choose? There are a plethora of accessible video game-making tools available to developers of all ages. Join video game developers Eric Guadara and Daniel Greenberg to learn your options and why, in the end, the language isn't what makes the game.

Boolean Girl Coding Workshop C

9:00am - 9:50am

Escape Velocity welcomes back Boolean Girl! Kids are invited to join this workshop for hands-on coding experience. Space is limited to 25 students, so please add this to your My Sched to reserve a spot! Note: all the Boolean Girl sessions are separate, identical sessions.

Creating Other Worlds for Science Fiction Films

9:00am - 9:50am

Learn how you can use miniatures, sets, costumes, green screen, and computers to create imaginative worlds on a budget.

“Science, my lad, is made up of mistakes, but they are mistakes which it is useful to make, because they lead little by little to the truth”

Jules Verne
A Journey to the Center of Earth

Unsettling “The Eternal Feminine” and Other Gender Myths

9:00am - 9:50am

“One is not born, but rather becomes, a woman” – Simone de Beauvoir This panel will explore texts which deconstruct the essentialist myth of “The Eternal Feminine” archetype within science and speculative fiction literatures. Panelists will discuss alternate representations of “female” power and agency, and discuss the ways in which non-traditional gender identities are helping to dismantle such views.

Sci-Fi Languages, Dialects, and Slang

10:00am - 10:50am

If languages are systems of interrelated, communally determined signs, it stands to reason that a genre which bends the conventions of narrative (and language itself) will be rife with complex, unconventional signs, symbols, and even intertextual references. Join our panelists in exploring the similarities and differences between created SF languages, special dialects, and slang lexicons. How do they influence readers? Do they augment or diminish the reading experience? Do they create new speech communities which transcend the boundaries of how and why a text is read? Join us to explore these questions and more!

Boolean Girl Coding Workshop D

10:00am - 10:50am

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TV: Scienstars

10:00am - 10:50am

A shuttle on a training mission is overrun by a swarm of menacing spacefaring aliens. They are the Errg, fearsome creatures that feed on energy. When the Errg set their sights on our energy rich solar system, the team at Scienstar Academy race to prevent Earth from being turned into an energy graveyard! With material from the new K-12 science education standards worked directly into a narrative fiction framework, Scienstars creates a seamless transition between entertainment and education that drives students’ enthusiasm for learning to stellar heights. Our goal is to entertain, educate, and inspire the next generation of scientists!



Battlestar Galactica, 1978

Greg Nicotero on The Walking Dead

11:00am - 11:50am

Join Greg Nicotero, executive producer, director, and special effects make-up supervisor for The Walking Dead! This panel discussion will offer fans a retrospective of some of his favorite moments and make-up designs from the show's first eight seasons, as well as hints of things to come.

Spotlight on Geppi's Entertainment Museum

10:00am - 10:50am

The 7 Dwarves (OK, TRAPPISTS)

10:00am - 10:50am

In February 2017, NASA announced one of its most exciting discoveries to date: 7 exoplanets in the TRAPPIST-1 system, some of which have the potential to support life as we know it. Join a set of NASA scientists to learn more about the TRAPPISTS, exoplanets in general, and how such discoveries are possible.

Cosmic Encounter®: Quick Start/Alien Combos/Play Designers

10:00am - 5:00pm

- New to Cosmic? Learn in a few minutes. Check out Cosmic Quick Start & Alien Combos
- Play Game of Thrones, the iron throne. It's like being in your own HBO episode. (based on the Cosmic game system)
- Join or watch games with Cosmic pros and Cosmic designers.
- Check out Cosmic Encounter on TableTop Simulator - take a trip into a live TTS game.
- "The Ultimate Answer to Life, The Universe and Everything is...42!" — Douglas Adams, The Hitchhiker's Guide to the Galaxy

Boolean Girl Coding Workshop E

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Cal Poly Architecture Designs for the Museum of Science Fiction

11:00am - 11:50am

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the students considered the spatial and material systems and connections of body and skin to create a costume. They are translating those ideas into a museum design, addressing larger social, cultural and organizational implications. During this timeframe, Professor Kirk and the students will be in the gallery space to discuss the project and their designs.

Ghost in the Matrix

11:00am - 11:50am

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.

In Saturn’s Rings with NASA! A Journey for IMAX theaters

11:00am - 11:50am

In Saturn’s Rings, narrated by LeVar Burton, is a ground-breaking giant-screen documentary film. Using only real images, the film’s simulated spaceflight flies you through the real Saturn and its moons, more intimately and with more stunning detail, than has ever been possible before. Feel as if you were actually there, because we were. This is real. NASA scientists from the Saturn mission join the filmmakers for an extended preview of this remarkable film, and go behind-the-scenes of NASA’s mission to Saturn & Titan. Learn about NASA’s mission, what they learned about Saturn’s great moon Titan, and how this stunning film was made. Enjoy Q&A with filmmakers and NASA scientists to close the presentation. More info. at: <https://www.insaturnsrings.com/> <https://www.jpl.nasa.gov/missions/cassini-huygens/>

Blerdcon Presents: Blerd is the Word

11:00am - 11:50am

Saber Combat

11:00am - 11:50am

Representing the local State Charters of The Saber Legion, an international saber combat organization, offering an outlet for all fighters to come safely compete in matches and tournaments while utilizing replicas of one of science-fiction’s most recognizable props.

Humans, Cyborgs, Androids: Companions in the Exploration of Other Worlds

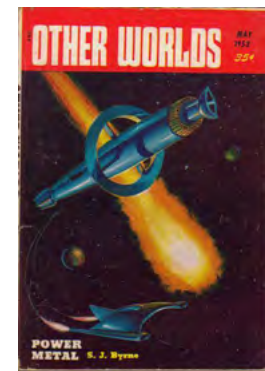
11:00am - 11:50am

Someday before long we will explore new worlds together—humans, cyborgs and androids—each with our own strengths and our own weaknesses. And we will work as a team. In this panel we will examine what each can bring to the task and

“...science fiction is something that could happen - but usually you wouldn’t want it to. Fantasy is something that couldn’t happen - though often you only wish that it could.”

Arthur C. Clarke

how the others can ensure the success and safety of the missions. What will these worlds be? The moon? Mars? Other bodies in our solar system? Or even around distant stars? How far are they? How long will it take for signals to pass exchanging information? What will it take to reach each destination, establish settlements, and explore?



Female Embodiment in the Post-Apocalyptic Survival Narrative

11:00am - 12:15pm

The post-apocalyptic novel comes in many forms. Be it through biological warfare, the creation of zombies, civic unrest and revolution, or some other society-crushing event, the end of the world is a source of contemporary cultural fascination. But one thing that we never seem to discuss is the realistic set of challenges which accompany living in a post-apocalyptic world. With a move towards feminist theory and women's and gender studies, panelists will discuss the many challenges of being a woman at the end of the (civilized) world, including nudity, contraception, menstruation, pregnancy, and termination.

A Brief History of Anime

11:00am - 12:20am

One of the great international bastions of popular science fiction is Japanese anime, which will feature a dozen new SF series every year. But where did anime come from? Brent P. Newhall will take you on a hundred-year trip through the history of Japanese animation, from World War II propaganda, through Astro Boy, Gundam, and Akira, up to the anime that's changing the industry today.

Pokemon Go & Draw

11:30am - 12:30pm

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!

A Puppet without a Ghost: The Evolution of Cyberpunk Anime

12:00pm - 12:50pm

Even before the term cyberpunk came into popular use, sci-fi anime was exploring the themes and visuals that would later define the cyberpunk genre. We'll follow the wire of how cyberpunk anime continues to evolve.

Touch the Sun

12:00pm - 12:50pm

The Parker Solar Probe, which is slated to be launched sometime in 2018, is a NASA mission to "touch" the sun in order to study solar wind. Come hear a talk by NASA experts involved in the design and launch of these types of expeditions.

Dance Workshop - Fusion Dancing

12:00pm - 12:50pm

Learn Fusion Dance with the Gerudo Vagrants

Ghostbusters Tech in the Real World

12:00pm - 12:50pm

An introspection on the engineering behind the technology that is shown in the Ghostbusters franchise, with accurate prop and costume examination and breakdown as well as subject matter experts from the Tri State and Charm City Ghostbusters.

Movie: Black Wake

12:00pm - 2:00pm

Specialists gather in a top-secret facility to investigate a series of strange deaths on beaches along the Atlantic Ocean. One of the team's scientists (Nana Gouvea) examines video evidence to uncover a possible parasitic explanation for the fatalities. But when a determined detective (Tom Sizemore) sends her the crazed writings of a mysterious homeless man (Jonny Beauchamp), the scientist slowly learns that the actual threat may be more dangerous -- and far older -- than anyone ever imagined. Can she convince her colleagues (led by Eric Roberts) of the true danger before an ancient force rises from the sea to bring madness and death to all of humanity?

SPAAACE! And Why it's Awesome

12:00pm - 12:50pm

Michael Terracciano and Garth Graham, the creators of the online graphic novel STAR POWER, love space! They want you to love space, too! Come share their enthusiasm for the cosmos in this very accessible, beginner-friendly chat about what makes outer space so wonderful. It's easier to get into stargazing and the wonders of space than you think! This informal, fun chat about what makes space so fun, and how accessible it really is for beginners, is a perfect fit for both sci-fi enthusiasts and amateur stargazers.

Minecrafting

12:00pm - 5:00pm

Create your own Minecraft tools and defeat the Endermen! Children ages 5-12 are welcome with a parent. Note: class size is limited to 20 participants, but sessions will be held on a rolling basis throughout the afternoon.

“The dinosaurs became extinct because they didn’t have a space program. And if we become extinct because we don’t have a space program, it’ll serve us right!”

Larry Niven

Costuming Cosmetics

1:00pm - 1:50pm

You have makeup question? We have makeup answers. From lingo to lipsticks, Doomtastic and Kurenai Kiba will be answering questions that focus on makeup. Expert Costumers will show of some of their finest secrets!

The Science of Frankenstein

1:00pm - 1:50pm

At the turn of the 19th century in Italy, Alessandro Volta and Luigi Galvani sparred over the physiological effects of electricity. Volta's Pile (the first electrical battery) had new practical applications in chemistry and medicine where the followers of "Galvanism" felt that electric currents were the vital source of life. The greatest proponent of this theory, Giovanni Aldini took the electro-medical experiments to the extreme, proposing that electric shocks could revive the dead. The macabre public experiments by Aldini and other "resurrectionists" would horrify audiences... and eventually inspire Mary Shelley's famous story of the resurrected monster, Frankenstein. Dean Howarth recounts these unsettling stories and recreates (legally!) some of the experiments done by these controversial scientists. Starring Dean Howarth as "the Galvanist" and Rachel OConnell as Mary Shelley.

World-Building for Writers

1:00pm - 1:50pm

Prolific TV writer Morgan Gendel takes us on a tour of the many worlds for which he has written, from the artisanal village of the planet Kataan from "The Inner Light," to the nuked-out future of The 100, to Earth Colonial Planet 6-2 from his new novel, Planet Six. Aspiring writers and fans alike will enjoy learning how to establish a world with compelling description and design it to wring maximum emotion from the characters who populate it.

The Present and Future of 3D Printing: Cosplay, Manufacturing, and More

1:00pm - 1:50pm

Did you know you can buy a desktop 3D printer for less than \$200, and have it printing in under an hour? In the past few years, 3D printing has jumped from an obscure corner of the prototyping world to an affordable hobby. Join Brent P. Newhall of Geek Archaeology for a look at the practicalities of modern 3D printers from making cosplay pieces to massive industrial projects, as well as some ideas for how 3D printing may be used in the future (authors, take note!).



Cloud Age Symphony: Steampunk and Anime

1:00pm - 1:50pm

Steampunk and its various spin off genres have influenced anime for years. In this panel we look at the anime that have taken inspiration from steampunk and examine how anime has in turn influenced some aspects of steampunk itself.

Heroes, Villains, and Healing

1:00pm - 1:50pm

This panel is designed to help individuals understand how comic books can help heal past traumas. Blending science with science fiction and pop culture. This panel uses scientific data and research to apply the use of comics to heal past traumas. Kenneth's Book, "Heroes, Villains, and Healing" addresses this research and its application.



Cosmic Encounter®: Alien Secrets

1:00pm - 1:50pm

Decades of designing hundreds of aliens, with Cosmic Encounter Designer Peter Olotka:

- The secret of alien combos
- Where on earth did these 195 aliens come from?
- Inventing Expansion Sets
- Alien art over the decades and around the world
- How to come up with new ideas
- No Fair! The basis of Alien design
- Let's design some aliens right now

Faith and Reason: Can Science Fiction Encompass Both?

1:00pm - 1:50pm

One way in which we might define the genre of science fiction is as a literary form that generally respects the epistemic authority of scientific reason: technology instead of magic, and a universe without supernatural deities directing the course of events. Given that predisposition, is there room in a science fiction story for both reason *and* faith? This town hall-style session will feature initial statements by a few persons of faith who are also fans of science fiction, and then open up the discussion to all present at the session.

The History and Art of Anime Styles with Paul Kohberger

1:00pm - 2:50pm

The roots of Japanese comics and animation stretch back over a hundred years. From their beginnings as kamishibai, or slideshows, to the contemporary shows and films of today, this panel will discuss various artists and classic works.

Sci-Fi Dough Ornaments

1:00pm - 2:50pm

Show your love of Science Fiction with this great make and take activity for kids of all ages. Let's make dough ornaments! Join us in an all ages workshop (kids under 10 will need parent assistance).

The Future Looks a Lot Like...the Past?

2:00pm - 2:50pm

If you think of science fiction anime, your first thought is likely of a dark cityscape, futuristic tower or mecha battle. Yet a surprising number of anime imagine the future as a beautiful reworking of the [often Western] past. From the 19th French aesthetic of Gankutsuou to Baroque ornamentation of Trinity Blood to the noir look of Cowboy Bebop many series have made a conscious decision to root humanities future deep in our past. Understanding why not only allows us a deeper appreciation of science fiction anime, but tells us something about ourselves.

Everything you Wanted to Know about Worbla Armor Fabrication but were Afraid to Ask

2:00pm - 2:50pm

Are you interested in creating custom armor for your cosplay? Have you wanted to work with worbla, but didn't know where to begin? This is the right panel for you! In this panel, we will discuss the basics of worbla armor fabrication and the process of making armor with worbla, including patterns, molding/shaping, detail work, armor strapping, finishing and painting armor.

Movement Analysis for Character Development

2:00pm - 2:50pm

This lecture will break down and explain the basics of how to analyze a character's movement style/signature and how that can inform your portrayal and masquerade choreography choices. There will be an opportunity to practice movements and character kinetics.

Law of Star Wars

2:00pm - 2:50pm

This panel seeks to answer burning questions about the law in Star Wars: If Han shot first, is he a murderer, or was he in imminent fear for his life? What law, if any, binds those in rebellion against the Empire (or the Republic)? Are clones people? What are their rights (and the rights of robots)? Who owns R2D2 and C3PO? Can Darth Vader really just alter a deal? And much more . . .

“Insanity is relative. It depends on who has who locked in what cage.”

Ray Bradbury

Think Outside the Can

2:00pm - 2:50pm

Bigelow Aerospace habitats are changing the way mission planners think about living and working in space. These habitats allow for launched volumes to increase many times once in orbit, removing the rigid constraints of the “tin can” architecture and opening up a new world of mission possibilities. Moreover, expandable habitats allow for building modular workstations from the inside out, rather than the outside in, making it possible to design just one spacecraft for a wide variety of uses. Let your imagination be your guide as we explore the possibilities together.



Battlestar Galatica, 1978

The 50th Anniversary of 2001: A Space Odyssey

2:00pm - 3:50pm

There is scarcely a better example of STEAM (science, technology, engineering, art, and math) collaborations than 2001: A Space Odyssey. After 50 years, Arthur C. Clarke’s story, as shown to us by Stanley Kubrick, is as visually stunning, thought provoking, and scientifically relevant as it was in 1968. Guests Robert Godwin and Adam Johnson bring us the history of this epic film in a panel moderated by the Arthur C. Clarke Foundation’s Timothy Logue. Book signing and film screening to follow. Note: once the room has reached capacity, we will not be able to let additional attendees in. Make sure to arrive on-time for this panel!

Afrofuturism Returns: Black Superhuman and Otherhuman Identities

2:00pm - 3:50pm

Our discussion on Afrofuturism continues in 2018 as we expand upon last year’s panel, which focused on popular afrofuturist texts, authors, and tropes. This session will aim to address representations of “superhuman” or “otherhuman” embodiment in Afrofuturist science and speculative fictions, including a discussion of the 2018 release of Black Panther, in conversation with the intersection of critical race and women’s and gender studies.

Cosmic Encounter®: Play in TableTop Simulator with Cosmic Encounter Designer Bill Eberle

2:00pm - 5:00pm

- Play in a TableTop Simulator game with Cosmic Designer Bill Eberle
- One seat available (swap out with other players at timed intervals)
- Watch live stream twitch of the game

Finding My Identity in Cosplay with Kurenai Kiba

2:30pm - 3:30pm

Though it brings happiness to millions around the world, cosplay can get a bit perplexing. If you have any questions, bring them to me! Together we will be going through any and all questions that may be plaguing you so you can leave the con inspired and ready to tackle your projects head on.

“Science is magic that works.”

Kurt Vonnegut
Cat’s Cradle

A Science Fiction Fan’s Guide to Anime

3:00pm - 3:50pm

Massive space fleet battles and weird aliens are expensive to produce in CGI, but they’re a lot easier in animation. For decades, Japanese anime has served as a refuge for “big budget” science fiction. Join Brent P. Newhall for a quick overview of Western SF history and its intersection with anime’s history, plus a look at several anime works of particular interest to the Western SF fan.

Gian Robots and Space Pirates: How Science Fiction Helped Bring Anime to America

3:00pm - 3:50pm

Come and find out how America’s love of science fiction helped anime gain a foothold here in the west.

Cyborfication and Memetic Warfare

3:00pm - 3:50pm

Scott and Ostrolenk will discuss the threats to personal security as a result of the integration of technology into human biology and the threats to the human mind from the manipulators of the basic units of thought.

Creating a Sci-Fi Comic

3:00pm - 3:50pm

Michael Terracciano and Garth Graham are the creators of the online graphic novel STAR POWER, a serialized sci-fi space adventure. They want to share the tips and tricks they’ve learned in creating a cosmic tale that blends both science fiction and science fantasy, space physics, and space magic. Want to know when you should do more of one than the other? Is it okay to do both? Garth and Michael will share what they’ve learned over their fifteen-year careers in online comics!

The Circus Siren Pod Presents, Alien Mermaid Meet, Greet, and Swim!

3:00pm - 3:50pm

Meet the Circus Siren Pod from the Shenandoah Valley during this Meet and Greet.

Costuming/Cosplay 201

3:00pm - 3:50pm

Ready to take your costume/cosplay to the next level? Come join seasoned cosplayers and crafters as we talk about how to take your costume or cosplay to a higher level. We will also discuss competitive level crafting and experiences.

Cosmic Encounter®: Into the Future

3:00pm - 4:00pm

Discuss with the Cosmic Insiders:

- Player ideas for Cosmic Encounter's future
- Learn the Nitty Gritty of Cosmic on TTS
- Cosmic on Patreon - help with our Cosmic planning
- Organizing Cosmic Encounter games locally

Interview with a "Vampyre"... A Conversation with the Creators of Nightmares

4:00pm - 4:50pm

You've read the books and seen the movies, now meet the creative spirits behind the horror... Mary Shelley, Victor Frankenstein, Vlad Tepes, and The Count. Come listen to the stories behind the stories that kept you up at night, with some horror icons. Miss Lane delves into questions like...

- Where did the classic science-fiction tales originate?
- What was fiction and what was science?
- Why was Frankenstein's Monster so pissed off?

A Very Special Recording of the Cosplay Cast -- Cosplay and STEM

4:00pm - 4:50pm

In this episode, Lena, Amelia, and Jason discuss how STEM influences cosplay-- from drafting, to fabrication, to photography, and more! All three co-hosts have a background in STEM fields and use it heavily for their craft. We'll get to know them a little better as they explain their backgrounds and how they're used to create breathtaking cosplay and photography. See some wonderful examples of how science and tech meets art.

DC Stunt Coalition

4:00pm - 4:50pm

DC Stunt Coalition shows off with a workshop and demonstration!

A World Where Apes Evolved from Men?

4:00pm - 4:50pm

A roundtable on the continuing appeal of the Planet of the Apes film franchise. The 1968 Planet of the Apes was an edgy genre film with a sophisticated avant-garde

"You don't have to burn books to destroy a culture. Just get people to stop reading."

Ray Bradbury

sound design and score and a charismatic cast of Hollywood stars. The social, cultural, and political issues that the films raise include tensions between science and religion, structural racism, militarism of civilian police forces, evolution, environmental degradation, social control of landscapes, medical ethics, animal rights, and nuclear war. Based on Pierre Boullé's 1963 novel, *La Planète des Singes*, the film spawned four sequels, one remake, three prequels, two television series, novelizations, and comic books.

Returning to the Moon

4:00pm - 4:50pm

The United States has committed to “return American astronauts to the moon, not only to leave behind footprints and flags, but to build the foundation we need to send Americans to Mars and beyond.” What will that look like? How can we build a sustainable lunar presence, and how will it help us reach Mars? Join Explorers Club member, science communicator, Project PoSSUM candidate, and Mars Desert Research Station crew member Kellie Gerardi and Commercial Spaceflight Federation Assistant Director, former NASA Flight Controller, and former aerospace systems engineer Jane Kinney as they discuss what a successful lunar colony will look like. Moderated by MOSF Advisory Board Member Paul Stimers.



Return of the Jedi, 1983

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

4:00pm - 5:00pm

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.

Movie: 2001: A Space Odyssey

4:00pm - 7:00pm

Humanity finds a mysterious, obviously artificial object buried beneath the lunar surface and, with the intelligent computer H.A.L. 9000, sets off on a quest. It's the 50th Anniversary of this iconic film. Whether your interest is adventure, philosophy, model making, literature, costuming, or social commentary - Arthur C. Clarke and Stanley Kubrick gave us everything we could want in a science fiction story.

Cal Poly Architecture Designs for the Museum of Science Fiction

5:00pm - 5:50pm

For this special project, students in Professor Margaret Kirk's third-year Architectural Design class were challenged to create a proposal for the Museum of Science Fiction. The students started by examining a work of science fiction (film) and designed a character based on what they analyzed. In the character design, the students considered the spatial and material systems and connections of body and skin to create a costume. They are translating those ideas into a museum

design, addressing larger social, cultural and organizational implications. During this timeframe, Professor Kirk and the students will be in the gallery space to discuss the project and their designs.

Geek Rock with Miss Nerdstiles

5:00pm - 5:50pm

Come enjoy Fiction Folk music, otherwise known as Filk. We'll have Sci-fi and pop culture flavored music in a relaxing atmosphere. Some tunes are sing-along, while some are laugh-along.

Zombae: The Evolution of Zombies in Popular Culture

5:00pm - 5:50pm

Zombies have been a part of popular culture since the dawn of fiction. Where once they were brain-washed fools and shambling corpses, today they are metaphors for natural disasters, modern consumerism, and even adolescence. Join us for a light-hearted discussion of all things zombie, from their superstitious beginnings to our modern fixation. We'll tackle some tough questions like how much of our modern concept of zombies is rooted in racism and classism, and lighter fare like how all you need to survive a zombie outbreak is a sturdy door and a Netflix subscription.

501st Legion and the History of Costuming and Cosplay

5:00pm - 5:50pm

This panel will cover the history of the 501st Legion, a Star Wars costuming group. It will look at the rise of the group in the larger context of the maker/costuming/cosplay movement, and will examine how attitudes have changed towards costumers and cosplay, along with changes in building and design.

Hit Confirm: A Brief History of Character Design for Video Games with Tyrone Barnes

5:30pm - 6:30pm

Video games are the only mainstream art form in which the audience is not just present, but rather participating in the story. 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 afterwards.

Costume Fashion Show and Awards Ceremony

7:00pm - 8:30pm

As a celebration of the importance of fashion and costume design to creating rich worlds and expanding our imaginations, the Museum of Science Fiction is holding a costume competition and fashion show. This competition is open to all students,

"That's the thing about people who think they hate computers...What they really hate are lousy programmers."

Larry Niven

designers, costumers/cosplayers, and artists. Finalists from this competition will present their creations during this fashion show, then find out who won the awards, as judged by our esteemed panel.

Sci-Fi Anime Worth Watching

8:30pm - 9:20pm

For those new to anime, there's a lot of places to start. And unfortunately, sometimes the definition of "sci-fi" when applied to anime isn't so clear. This panel will attempt to go over some well-regarded shows and what ideas they cover for any sci-fi fans who want to try a new show.

Cosplay Pitfalls: When Things in Cosplay Don't Go Your Way

8:30pm - 9:20pm

Come join us for a panel discussion where seasoned cosplayers Lena Volkova, Rey_Dot_Ham, and cosplayer photographer Jay's Fine Art Photography discuss some of the challenges and struggles in the cosplay world from disappointment, lack of peer acceptance, to chasing the fame monster.

Gaming After Dark

8:30pm - 11:30pm

For the second night in a row, the fun at Escape Velocity continues after the sun sets! Come to our Gaming after Dark event, where we will have various board games and video games on hand for you to play. Play an old favorite or discover a new adventure! Volunteers will be on hand to guide you through the games if you have any questions.

The National Security Decision-Making Game (Science Fiction Edition)

8:30pm - 11:30pm

Explore the boundaries between science-fact and science-fiction. Experience new technologies, world crises and experience mysterious events our near future 2035 scenario. Help deal with world challenges as leaders. Expect anything from crazed dictators, revolutions, pandemics, global warming, uncontrolled artificial intelligence, universal state surveillance, new technologies, new genetic breakthroughs, artificial intelligences, or other surprises in our world that is not quite "as-you-know-it". NSDMG is an intense face-to-face immersive multiplayer seminar role-playing game. Players represent large social, industrial, political and military groups in real-world nations experiencing major domestic and international challenges where their interaction/negotiations with others drive world changing events. Our staff's in-depth knowledge of the military, political, economic and social aspects of world events allow for engaging believable and exciting play. In our games, player decisions make a difference—there are no inevitable outcomes. NSDMG provides a synthetic learning experience where participants can gain insights into the basics of international relations AND experience some aspects of the governance, culture, and circumstances impacting

“Show me a completely smooth operation and I’ll show you someone who’s covering mistakes. Real boats rock.”

Frank Herbert
Chapterhouse: Dune

how other nations work. Well-loved Sci-fi prizes (used sci-fi books and DVDs) for all participants in the game. Tickets: \$5 for Escape Velocity pass holders, \$20 for the general public.

Cosplay Dance Off

9:00pm - 10:30pm

Cosplay Dance Off, where street dance meets cosplay! Watch as our Cosplay Dance Off teams battle it out against each other as your favorite characters for Escape Velocity's Grand Champion title!

Re-telling of Stories of the Rising Sun: Japanese Space Operas

9:30pm - 10:20pm

Remember Buck Rogers and his adventures? How about Duck Dodgers? Maybe you soared with Luke Skywalker, Han Solo, and Princess Leia. But what about Legend of the Galactic Heroes or Captain Harlock? Space opera has captured our imaginations for a century, taking us to far away galaxies and planets. Join us as we take a look through Glass Fleet and space operas of anime and manga.

Tables in Space! An Overview and History of Science Fiction Tabletop RPGs

9:30pm - 10:20pm

Did you know that the first science fiction tabletop RPG was published just 2 years after Dungeons & Dragons? While overshadowed by its fantasy cousin in the RPG world, SF has been a major genre for decades. Join Brent P. Newhall of Geek Archaeology for a history of major SF tabletop RPGs and several recommendations if you want to get started.

Super Art Fight

10:30pm - 12:30am

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.

Space Dance

10:45pm - 2:00am

Come for the dance, stay for the party. If you like to align with the aliens, or do the robot with a replicant, the space party has it all. With Fun music by our in house celebrity DJs, and colorful atmosphere thats truly from another world!

"I love deadlines. I love the whooshing noise they make as they go by."

Douglas Adams
The Salmon of Doubt

Movie: Rock Horror Picture Show Doors Open

11:30pm - 11:59pm

Get there early to get your seats and your participation props!

Movie: Rocky Horror Picture Show

12:00am - 2:30am

Who's ready to do the Time Warp with us again? The University of Mary Washington's one and only Cult Classic Movie Club, the Rich Weirdos, is coming to National Harbor to perform a shadow cast like you've never seen before. With talent and passion like this, you won't want to miss out on the chance to see our dazzling cast in action. So tighten your corsets, ready your calls and joins us for a sweet long night you'll never forget. We can't wait to share our love of Rocky Horror with Escape Velocity!

Sunday Programming and Panels

Be Your Own Intelligence Analyst in the Era of Fake News

9:00am - 9:50am

This is a non-partisan discussion focusing on how to find, review and evaluate contemporary reports on items of interest in international news. Presented by Merle Robinson (former DoD analyst) and Robert Mosher (US foreign Service Retired).

NASA's Saturn Mission: Exploring Saturn and its Moons

9:00am - 9:50am

Join NASA scientists from the Cassini-Huygens mission, and go with them behind-the-scenes into some incredible discoveries from the voyage to Saturn and Titan! See them Lift Titan's Veil and learn more about Saturn and its amazing moon. More info. at: <https://www.jpl.nasa.gov/missions/cassini-huygens/> <http://www.lpl.arizona.edu/~rlorenz/>

Envisioning Sustainable Futures in Science Fiction Film

9:00am - 9:50am

This presentation will explore elements of the challenge, obstacles, and efforts to envision sustainable future worlds and transitions in science fiction film. For decades, scientists have provided reports and warnings of growing global environmental and health threats – global warming, water crises, species extinctions, resource depletion and conflicts, overpopulation, and hunger. These concerns have in turn been the source of highly emotional international, national, and local policy debates as to the nature of the problems and solutions and how these might play out in the future. Cinema, especially science fiction, has drawn upon many of these same concerns in constructing future worlds and scenarios. Many of these films have thrilled audiences with frightening apocalyptic landscapes and oppressive dystopias. Another sub-genre, what



Return of the Jedi, 1983

might be described as “techno-fantasy,” builds stories around convenient future technological solutions allowing for interstellar flight and colonies, nanotechnical Aladdin’s lamps, and future sources of unlimited energy. While such films may be entertaining, they are not necessarily stories about how humanity might build upon current knowledge and action to effectively address our actual global threats. This presentation examines the challenge of science fiction film in constructing scientifically plausible scenarios and visions of humanity’s transition to ecologically sustainable futures. While such cinematic visions and narratives do not easily fit into the expected action vehicles identified with “science fiction”, there is nevertheless a deep and increasing need for hopeful and plausible visions of how positive futures might evolve. The presentation explores how imagination and scientific knowledge in film can provide not simply entertainment and escape but hopeful visions and inspiration for humanity’s creation of a sustainable future world.

“Deep in the human unconscious is a pervasive need for a logical universe that makes sense. But the real universe is always one step beyond logic.”

Frank Herbert
Dune

Science Fiction and Fantasy Characters as Dramatis Personae

9:00am - 10:20am

Science Fiction and Fantasy (SFF) literature and television offer us textual and visual representations of what possible futures might look like, what challenges are likely to arise in the digital age of progress, and how we might handle encountering the unknown, including the probable existence of alien life. But parallel to their ethical and speculative dimensions, SFF literature and television offer for our consideration various complex characters through whose development the text’s innermost meaning becomes intelligible, and the “human condition” is highlighted. Upon closer examination however, many of the characters created within SFF appear to be constructed with various stock roles or “masks” in mind. This is a paper presentation panel. Presenters will analyze the functions of specific dramatic personae and the presence of stock characters in science fiction and fantasy literature, television and film, examining their roles in the construction of SF worlds, canons, cult classics, and in the interrogation of ethics.

Cosplay for Everyone

10:00am - 10:50am

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.

Artist Alley Stage Fight: Running Your First Table

10:00am - 10:50am

Selling your art for the first time at a convention can be daunting, and there are many factors to consider, from the pricing to the type of items to sell. Artist Alley veterans from all levels of experience discuss their tips, tricks, and stories.

How Not to Build a Renegade Computer: HAL 2018

10:00am - 10:50am

Most people recognize HAL as the (evil) computer and adversary in the 1968 movie 2001 A Space Odyssey. HAL was the self-aware artificial intelligence controlling the Discovery spaceship while working as part of its crew. Over time HAL begins to make mistakes and, eventually, the decision is made to shut him down. HAL discovers this and decides to kill the astronauts to carry on its programming. We are fortunate to have two experts who help create actual computers that go into space as well as an authority on AI. Our panel will discuss what it takes to create a computer like HAL today and how our current scientists would ensure that the computer doesn't go "rogue" and perhaps what to do if the unexpected happens.



2001: A Space Odyssey, 1968

In Saturn's Rings, a film for IMAX Theaters: The Kubrick, Science & Tech

10:00am - 10:50am

Stanley Kubrick originally tried to set 2001 at Saturn, as in the novel, rather than at Jupiter, which the technology of the time required, if real images of the planet were to be used. NASA's Cassini-Huygens has since taken the best images of Saturn in history! See how NASA's images and Kubrick's visions were brought together for In Saturn's Rings, to such an extent that Christiane Kubrick requested her own personal copy, and called it "an honor for Stanley to be mentioned... in such a carefully-made film." Director Stephen Van Vuuren takes you into the making of this ground-breaking film for IMAX theaters, the special technology made for it, and the techniques it took to bring Saturn to life using only shots of the real planet, with no CGI. See Saturn -- the REAL Saturn, brought to life for the giant screen, as only a Kubrick family-recognized master can do. More info. at: <https://www.insaturnsrings.com/>

Science Fiction Writing Workshop for Teens

10:00am - 11:50pm

This panel, designed for teens, will teach authors how to write science fiction short stories.

Cosmic Encounter®: The Days of Future Past

10:00am - 12:00pm

- Get the designer's tall tales of how Cosmic made it to 42.
- REJECTED dozens of times
- Poke around the Cosmic Archives see 1972 "Universe Game"
- Tell us about your first Cosmic game
- What's it like living with six aliens for five years?
- The history of digital Cosmic from 1986 to 2018
- The Fantasy Flight revival

Cosmic Encounter®: Quick Start/Alien Combos/Play Designers

10:00am - 3:00pm

- New to Cosmic? Learn in a few minutes. Check out Cosmic Quick Start & Alien Combos
- Play Game of Thrones, the iron throne. It's like being in your own HBO episode. (based on the Cosmic game system)
- Join or watch games with Cosmic pros and Cosmic designers.
- Check out Cosmic Encounter on the TableTop Simulator - take a trip into a live TTS game.
- "The Ultimate Answer to Life, The Universe and Everything is...42!" — Douglas Adams, The Hitchhiker's Guide to the Galaxy

"If your brains were dynamite there wouldn't be enough to blow your hat off."

Kurt Vonnegut
Timequake

Do you Believe in Magic?: The Narrative Construction of Magical Worlds, Creatures, and Characters

10:30am - 11:50am

As is often the case in the examination of the mainstream literary cannon, works incorporating "traditional" magic, Afro-diasporic voodoo and Santeria, and other mystical cosmologies are frequently dismissed as non-literature in an increasingly secular and data-driven world. But by violating the laws of empirical reality, magical narratives challenge the preferred Western emphasis on science to make room for cultural, religious, and social practices inexplicable in scientific terms. This is a paper presentation panel. Presenters will address literary representations of magic and how they operate as disruptive narrative tools. (Harry Potter, The Magicians, LOTR, Narnia, Earthsea, Eragon, Fullmetal Alchemist, Heir Chronicles, Seven Realms, and The Broken Earth trilogy, by N.K. Jemisin)

Cal Poly Architecture Designs for the Museum of Science Fiction

11:00am - 11:50am

For this special project, students in Professor Margaret Kirk's third-year Architectural Design class were challenged to create a proposal for the Museum of Science Fiction. The students started by examining a work of science fiction (film) and designed a character based on what they analyzed. In the character design, the students considered the spatial and material systems and connections of body and skin to create a costume. They are translating those ideas into a museum design, addressing larger social, cultural and organizational implications. During this timeframe, Professor Kirk and the students will be in the gallery space to discuss the project and their designs.

Harry Potter vs. Spike Spiegel: Comparing Mythic Tropes in Japanese Anime vs. the West

11:00am - 11:50am

Japanese culture evolved in almost complete isolation for centuries. How did that affect its stories and what impact has that had on its popular culture, particularly

science fiction and fantasy? Join Brent P. Newhall of Geek Archaeology as he contrasts Western heroic stories with those found in anime and manga, and looks at possible historical and cultural differences that may inform them.

The Toxic Jungle: The Shadow of the Atomic Bomb over Sci-Fi Anime

11:00am - 11:50am

The bombings of Hiroshima and Nagasaki were some of the most horrific moments in modern technological history. Japanese popular culture was forever changed by their destructive power. Here we will explore how these events influenced much of the anime we have come to love.

What the U.S. Navy Taught me about Starfleet

11:00am - 11:50am

Career naval analyst and SF-fan Christopher Weuve talks about the similarities and differences between the US Navy and Starfleet, including the structure and culture of the organizations, and the fundamental differences in the problems they are trying to solve. Starfleet and the US Navy share some important similarities but they actually are more different than you might think. Come explore the ways that Starfleet and the US Navy are similar, and different.

The Futurism of Walt Disney

11:00am - 11:50am

Christian Moran is a writer, filmmaker, and futurist. His documentaries include “Ayahuasca Diary” and “Great Big Beautiful Tomorrow: The Futurism of Walt Disney.” His written work includes “Walt Disney and Technology” and “True Life Adventures”, both published by Theme Park Press, as well as the comic book “Amerikarate”, published by Action Lab. His two unpublished works are the comic book “The Osiris Path” and the science fiction novel “ECHO: The Augment”. Christian also heads his family’s Foundation, Grant Town, which focuses on building a world that feeds, clothes, houses, and educates every human being by the end of this century. It’s projects include the Riosbo Ayahuasca Research Center in Peru, and the Grant Town Experimental Community in Southern California. He lives in San Diego with his wife, Christina, and their son, Ronin.

The Hunt for Groot: Astrobiology at NASA

11:00pm - 11:50pm

Astrobiology is the study of the origin, evolution, distribution and future of life in the universe. NASA scientists study astrobiology to better understand our own Earth and the life that inhabits it. For example, by investigating how chemicals and minerals got to other planets, and where they are located (e.g. on the surface or deep inside), we may better understand how the essential compounds for life on Earth arrived and were distributed. The study of astrobiology also informs the search for exoplanets in habitable zones. If we understand how life arose on Earth, we may better identify distant planets that may support life (as we know it). Come

“If you think this Universe is bad, you should see some of the others.”

Philip K. Dick

hear real NASA scientists talk about the various STEM fields that contribute to astrobiology, and how it is an integral part of many NASA missions, including the Mars Rovers, Cassini, and even Hubble.

Rebuilding History: Gundam Style

12:00pm - 12:50pm

What would the world look like if we introduced Gundam technology instead of nuclear warfare during WW2?

Seminal Sketch Sci-Fi

12:00pm - 12:50pm

Have you ever wondered what anime has influenced your favorite science fiction series? Ever noticed similarities between Ghost in the Shell and The Matrix? Do you wonder why the power rangers have color coordinated suits and zords? Or maybe you just want to learn a little about the intertwined history of science fiction and anime. Then join us as we explore several of anime's most influential science fiction series.

6 Blind Men, or How will we Know Life on Other Planets?

12:00pm - 12:50pm

There is no broadly accepted definition of 'life.' Suggested definitions face problems, often in the form of robust counter-examples. Thus, how will we know what constitutes "life" on other planets? Join us for a discussion panel with a geneticist, physicist, comparative planetologist, and philosopher to talk about this issue when exploring alien worlds.

Board Games...in SPAAAAACE!!!

12:00pm - 12:50pm

You wake up on a dreadnought, looking over your empire to assess the damage. One sector was hit with a heavy push but your fighters held their ground. You examine the center of the galaxy, and with the latest fleetwide upgrade installed you decide to break a treaty and take it for yourself. The resources to be obtained are worth it and you have enough firepower and computer assistance to hit your target. Not bad for a single turn of a board game, is it? Board games have been exploring the concepts of space travel, discovery, and combat for decades now, but have had to overcome the physical limitations of an analogue 2-D medium to do it. We will discuss the good and the bad, and what we can do better to add a little sci-fi to your table.



2001: A Space Odyssey, 1968

Color Theory for Costuming and Cosplay

12:00pm - 12:50pm

The right color combination can make your costume POP. From the basics of color combinations to advanced shading, this panel will help you take it to the next level. We will be covering color theory in both make up and costumes.

Artificial Bodies in Contemporary Media

12:00pm - 12:50pm

How are artificial bodies represented in contemporary visual culture? These papers focus on different depictions of the constructed, mechanical, or artificial body in recent films and TV series. From perspectives on disability and gender construction, to films and TV series such as Westworld, AI: Artificial Intelligence, Ex Machina, and Her, these papers explore the impact of the artificial body in science fiction today, and implicitly trace the continued relevance of the Frankenstein myth in contemporary culture. This panel showcases work by graduate students in the Washington DC area, research conducted for an advanced seminar taught by Despina Kakoudaki and titled “Frankenstein And Beyond” (American University, Spring 2018).

Electromagnetic Rail Guns, Fact and Fiction, History and Potential

12:00pm - 12:50pm

While the theory is sound and electromagnetic rail guns have worked well in the lab on a small scale for decades, operationalizing one into a practical weapon has been an engineering challenge. That hasn't stopped science fiction authors and screenplay writers from employing them for everything from infantry rifles to starship battles. As a weapon, a rail gun will launch an extremely high velocity projectile efficiently with a high rate of fire. Modern precision guidance techniques promise to make such systems revolutionize several warfare areas. And the engineering challenges appear to be getting nearer to solution, so soon these will no longer be entirely science fiction. This lecture will discuss current developments in rail gun weapons, delve into the physics of these systems, attempt to separate fact and potential from fiction and fancy, and project their near-term use across a variety of warfare areas. Presented by Capt. Mark McDonagh, USN/ret., a submarine officer with 12 years' experience at the Naval War College and with BS and MS degrees in physics.

The Future According to David Brin

1:00pm - 1:50pm

Award-winning science fiction author and Museum of Science Fiction advisory board member David Brin is speaking to us at Escape Velocity! David's book, Heaven's Reach is perfectly on-theme for this year's event: Other Worlds. David will be discussing Fractal World of his Uplift series (a fresh spin on the Dyson Sphere idea), a cluster of space habitats circling a white dwarf and the science behind building artificial worlds. You can check out David's latest work here.

“Love is that condition in which the happiness of another person is essential to your own.”

Robert A. Heinlein
Stranger in a Strange Land

No Man's Sky - Every Developer's Dream and Nightmare

1:00pm - 1:50pm

No Man's Sky, released in 2016, was a highly anticipated game from the highly acclaimed indie game developer Hello Games. Despite the acclaim and strong anticipation, the development and release of this game was met with much frustration and criticism. In this panel, Eric Guadara will present the details of No Man's Sky, including the success No Man's Sky initial development brought to Hello Games, the ensuing nightmare of the game's development and release, and ultimately the lessons learned.

“The saddest aspect of life right now is that science fiction gather knowledge faster than society gathers wisdom.”

Isaac Asimov

A Wrinkle in Time Open Forum

1:00pm - 1:50pm

Did you love “A Wrinkle in Time” as a child? Do you love it still? What did you think of the movie adaptation? This is an open forum group discussion of one of the most beloved science fiction stories of all time. Youth from the Little Phoenixes Foundation's RISE Dreamers group will participate and provide the insight of new readers in the 21st century.

A Very Special Episode of the Cosplay Cast -- Anime Cosplay vs. Western Cosplay

1:00pm - 1:50pm

In this very special episode we have a battle royale between Anime cosplay and Western cosplay, where we will decide the ultimate sci-fi cosplay. Will it be from an anime or will it be from western media? The audience will decide.

Disability in Science Fiction

1:00pm - 1:50pm

As a genre which foregrounds the abnormal and privileges the atypical, science fiction operates as an ideal medium for the exploration and analysis of difference. Where realist (especially Modernist) fiction often reproduces normative standards through the reenactment of mainstream social discourses, science fiction offers an opportunity to celebrate both physical difference and disability as forms of embodiment and subjectivity which facilitate and encourage positive identification. Science fiction catalyzes the transition from disability as lack to disability as alterity, strength, and interconnectedness. Panelists will discuss representations of ability, disability, and super-ability in contemporary science and speculative fiction novels, exploring questions of embodiment, consciousness, identity, and agency.

Desperately Seeking 21st Century Sci-Fi

1:00pm - 1:50pm

Examination and encouragement of sci-fi media (primarily TV and movies) with an eye towards a 21st century mindset and SF's ability to examine and project possible solutions to modern and future scientific and cultural problems.

“Those who believe in telekinetics, raise my hand.”

Kurt Vonnegut

Getting Started in Comics (Writers Workshop) with Jordan Clark

1:00pm - 1:50pm

Creating comics can be hard. Come 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 from Jordan Clark.

Why are they Spiritual Machines? AI and Religion

2:00pm - 2:50pm

Cognitive science removed the necessity for thinking about mind as an embodied soul, and replaced it with a computational theory of mind. So why is humanity so interested in making intelligent machines our spiritual companions, guides, and gods? This panel will pull together science fiction and science fact to contemplate questions of religions and machines. Are there religious motivations at work in robotics and artificial intelligence research? What should we make of literature, television, and films centered on confrontations between AIs and traditional (human) religious beliefs? What do our machines, and the stories we share about machines, tell us about the human spirit?

Inspiring Mars

2:00pm - 2:50pm

Cal Poly Architecture Designs for the Museum of Science Fiction

2:00pm - 2:50pm

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Starship Troopers: What's All the Fuss?

2:00pm - 2:50pm

A professional military analyst and life-long SF fan talks about why Robert Heinlein's *Starship Troopers* was a controversial book (and a horrible movie).

Changing the World Through (Fan-)Fiction

2:00pm - 2:50pm

Fiction exists to entertain its audience, but it is also fundamental to shaping the evolution of society itself. Much fiction is based around the concept of new ideas; movies like *The Matrix* had us consider whether our world was a simulation, and the contemporary *Westworld* has sparked many a discussion about consciousness and personhood. Yet fiction gives us something even more compelling, and more powerful, than merely exploring new ideas; it gives us stories about how to live our lives. Popular fiction provides society with scripts on what to expect, how to act, what's important in life, how to form relationships, what to aspire to, and commentary and scaffolding on almost every other part of our lives. Intertwined with this has been the long, long tradition of writing fan-fiction; using an existing story or world to expand, explore, or re-invent. Disney solidly highlighted the power of fan-fiction by creating animated films that re-interpret fairy tales that were already familiar to audiences. Modern fan-fiction—while sometimes occupying a niche role—has taken this even further; and is now a powerful vehicle for the exploration of new concepts and ways of living our lives. The creation of fan content also provides an important entry-point for many people—especially young women—into technical skills including programming, front-end development, media editing, and content management. We'll examine how current attitudes towards fan-content can be improved to increase diversity in the tech industry, and society as a whole. A reading list and further resources will be provided for those wishing to learn more.

Butterfly Kisses Screening and Q&A

2:00pm - 2:50pm

"Found footage and urban legend come together in chilling fashion to spin this unsettling film, shot on location in Elicott City, Maryland. A videographer sorting through used tapes uncovers hours of footage of a young woman obsessed with an apocryphal figure known as "Peeping Tom." Determined to uncover the mystery behind her fascination, he in turn loses himself in the vanished woman's tale." Join MOVERS & SHAKERS UNLIMITED Host, Brandon Troy, as he speaks to director, Erik Kristopher Myers, following the film.

World Development in Fantasy & Sci-Fi Story Telling with Tyrone Selby

2:30pm - 3:30pm

Tyrone Selby from Spark-Flow Studios guides writers aspiring to create works of pure fiction to create worlds that are completely unrealistic....however totally believable!

Transtemporal and Transdimensional Worlds

3:00pm - 3:50pm

"Other worlds" are most commonly represented within the popular imagination in a surprisingly derivative fashion. Writers and producers create books, movies,

and TV shows which often show us the “alien environment,” that is barren, or entirely liquid, or densely populated with exotic trees and creatures, asserting ingenuity despite their presentation of creatures and places that take recognizable forms, that can communicate easily with new races and survive meaningfully in unfamiliar surroundings. While there is much to be gained from the exploration of such worlds, this panel will shift focus towards the metaphysical, highlighting worlds that exist between time and space, pushing the boundaries of our shared reality and reshaping our conception of what constitutes a world or world making. Panelists will discuss other worlds that transcend not only place and historicity, but also the constraints of time and material existence altogether, by exploring created worlds which foreground nonlinear existence, both temporally and dimensionally.

“Violence is the last refuge
of the incompetent.”

Isaac Asimov
Foundation

How did they Make That?

3:00pm - 3:50pm

If you have ever wondered where they get those wonderful toys, or how those armor peices fit so well, this is the discussion for you. With prime examples and top-tier props and costumes on display, our panel of experts will give a crash course in how they came to create some select peices and props.

A Brave New World for Video Games

3:00pm - 3:50pm

Video games have come a long way form the early days of Atari 2600 and and video arcades. Technology is poised to bring today’s players an immersive virtual or augmented reality with procedurally-generated worlds of breathtaking detail and AI driven inhabitants to encounter during play. But are we prepared for the generation of games that will be built on these advances? We’re still using joysticks with buttons to control them, but not for long if we demand more realistic controls to match the visual experiences we receive. Join us as we discuss how recent technology like the Nintendo Switch is changing how we play video games and the challenges future game designers will face fulfilling player expectations in this brave new world.

Saber Combat

3:00pm - 3:50pm

Representing the local State Charters of The Saber Legion, an international saber combat organization, offering an outlet for all fighters to come safely compete in matches and tournaments while utilizing replicas of one of science-fiction’s most recognizable props.

Saber Combat

3:00pm - 3:50pm

Join us for a discussion of the science behind complex Alien life forms. What biology inspired depictions of hominoid aliens, such as Predator and the Xenomorphs? Are 2-legs a biologically reliable anatomy for complex alien life

forms? Of the various insectivoid aliens, which of those have real life biologic counterparts? How about non-carbon based life forms or even 6 (or 7 or 8) legged body plans? Join comparative anatomist, Jandy Hanna, to discuss these possibilities and more.

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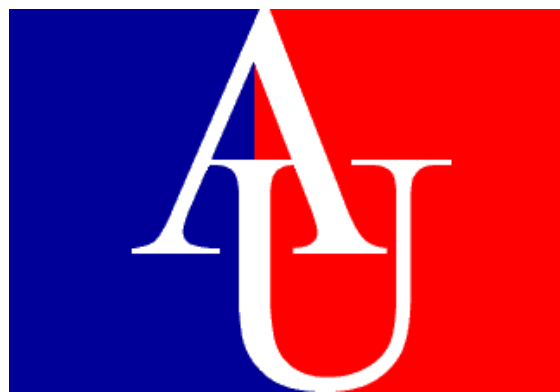
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