



MUSEUM OF  
SCIENCE FICTION

Washington DC  
USA: Earth / Sol: Milky Way



2019  
Museum of Science Fiction  
Escape Velocity  
Prospectus and Program Guide



# Bringing science fiction to reality

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## Contact

Any questions regarding this document should be directed to:

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Executive Director  
Museum of Science Fiction  
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Alexandria, VA 22314 USA  
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: Staring into the glowing blue exhaust of a mercury-ion thruster, February 1980; James L. Long and Associates (photo).





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## Acknowledgements

The Museum of Science Fiction would like to acknowledge and thank the individuals and organizations for their generous support and dedication to making Escape Velocity 2019 a major success. Specifically, the following individuals and organizations:

Joe Gillmer, Brian Stanton, and Tom Meyer  
Kevin Reid and Steve Winter  
Gary Nordike, Michael Paugh, Ralph Miller, William Smith, and Donny Versiga  
20<sup>th</sup> Century Fox and Gale Force Nine  
AK Metal Fabricators  
HUGHES  
BAE SYSTEMS  
SMITHGROUPJJR

Kurt and Melanie Kuhn for their generous donation of the Starship Enterprise studio miniature to the Museum's permanent collection, commemorating the 40<sup>th</sup> anniversary of *Star Trek: The Motion Picture*.

For display object exhibit loans to the 40<sup>th</sup> Anniversary of the film, *Alien*:

Diana Arechiga  
Charles de Lauzirika  
Clint Borucki  
Steve and Danita LaBoyteaux  
Magnoli Clothiers of New Zealand

## WELCOME

Escape Velocity 2019 is the fourth annual conference dedicated to celebrating science fiction and promoting STEAM education, and it promises to be the coolest, most diverse, and most engaging show we've put on yet. Each year we've added more special guests, programming hours, and floor space to keep up with growing attendance, and that means EV2019 will be the biggest show in all aspects.

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"Imagination is the key to my lyrics. The rest is painted with a little science fiction."

Jimi Hendrix


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Not content with simply offering you, our fans, "more," we also made it a point this year to make everything "better." This is most evident in how we are approaching the theme of this year's show: "Technology as a Mirror of Humanity." How do humans control the technology we create, and how much does it change who we are? We've tried to weave that theme deeper into our programming this year than ever before, and we hope that will provide everyone with a more cohesive and memorable experience across all of the conference's attractions.

The gallery has also been another area of focus for us this year, and we think we've provided for the first time a glimpse of what visitors can expect from a true, full-fledged Museum of Science Fiction. The centerpiece in the gallery this year – a one-of-a-kind studio scale model of the Enterprise from *Star Trek: The Motion Picture* – will be on display for the first time anywhere and is emblematic of the kind of unique exhibits we strive to preserve and display.

In addition to all of the spaceships, pop culture, and entertainment programming, EV2019 continues our commitment to education with a wide slate of learning opportunities for children, including gifted artists, astronauts, authors, and educators from a variety of academic fields. We strive to provide an atmosphere where science fiction fans of all ages and backgrounds can learn and share their love of the genre in an inclusive and intellectually stimulating environment, and I'm thrilled that so many of you have joined us this year. Whether this is your first visit to Escape Velocity or you have been with us from the beginning, thank you for your support; we couldn't do any of this without you.

Best regards,



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

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"I would designate as science fiction in the best sense: they are visions and anticipations by which we seek to attain a true knowledge, but, in fact, they are only imaginations whereby we seek to draw near to the reality."

Pope Benedict XVI

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## EVENT THEME: TECHNOLOGY

Ever since *Frankenstein*, considered by many to be the first science fiction novel, the genre has always explored questions of humanity and the human condition. Whether it is through meeting alien lifeforms, the rise of robots, or lab-grown clones, the best works of science fiction have used the idea of "others" to force us to look at ourselves and ask what it is that makes us who are.

It is in that vein that we decided to make "Technology as a Mirror of Humanity" the theme for this year's show. There are headlines seemingly every month announcing the invention of some new device which was once relegated solely to the world of science fiction. Renewable rocket boosters that can land on their own, delivery drones that bring packages to your door and lunch to your office, and self-driving cars are just some examples of how rapidly advancing technology has moved from the pages of science fiction into our everyday lives.

But as the pace of technological advancement increases, so too do the risks. While the concept of dual-use technologies – those with both positive and harmful applications – is nothing new, the potential power of many cutting edge technologies raises the stakes of misuse to heretofore unseen levels. At EV2019, we aim to present programming which examines how technology can and should be harnessed to be a force for good, but that we must be cognizant of the dark elements of humanity which threaten to subvert our collective brighter future.

## MUSEUM STATUS

The creation of a physical Museum of Science Fiction took a giant leap forward this year with the generous donation from model builder Kurt Kuhn of his collection of master-level replica models and props, beginning with the USS Enterprise from *Star Trek: The Motion Picture* which is on display for the first time anywhere in the Museum Gallery at Escape Velocity. This model will be the first of hundreds of pieces in the Kuhn Collection which will form the foundation of our holdings as we work to assemble the most important collection of iconic sci-fi props, costumes, and models anywhere in the world.

While the ultimate long-term objective remains the construction of a permanent museum in the Washington, DC area, the Museum team will also continue to pursue other opportunities, such as temporary exhibits, "pop-up" galleries, and our quarterly lecture series, to educate the public and raise awareness of the Museum in the short term.

## COMMITMENT TO EDUCATION

From its inception, the Museum of Science Fiction was envisioned as a



center for using science fiction to promote interest in and pursuit of STEAM fields: Science, Technology, Engineering, Art, and Math.

Escape Velocity strives to complete this mission by offering learning opportunities to attendees across a wide range of ages and grade levels. We aim to offer a variety of programs to allow different types of learners to engage and explore our content as meaningfully as they can, including with hands-on activities, in conjunction with technology, and in both social and solitary settings. Guests will have numerous opportunities to speak directly with astronauts and academics, interact with scientific instruments and tools, and join workshops on drawing and creative writing, to name a few.

## CREATING AWARENESS: VISITOR EXPERIENCE

Science fiction is one of the most varied and eclectic genres, and our goal is to provide something for fans of as many different forms of it as we can. From Jedi padawans to Trekkers and book lovers to TV watchers, we want everyone to enjoy themselves and feel like Escape Velocity understands their interests. Guests looking to play games will find an extensive tabletop gaming section or can take on the role of a crew member in the Starship Horizons Bridge Simulator. Those interested in watching movies have the Film Festival running all weekend to enjoy and will have the chance to meet some of the directors and actors. We have emphasized this year more than ever providing a slate of inclusive programming catered towards people of color, women and girls, and the LGBTQ+ community.

At the core of Escape Velocity is the Museum of Science Fiction Gallery. Featuring props and costumes from a wide range of science fiction media, the Gallery includes both screen-used objects and high quality replicas from talented artists. One of the centerpieces this year will be the full-size replica of the iconic USS Enterprise from *Star Trek: The Motion Picture*. This eight foot long model features an automated light-up sequence from the movie, and Escape Velocity is the first time it's ever been on public display.

Escape Velocity also continues our tradition of inviting other like-minded organizations to share their passion for science fiction in the ways they know best. AnimeUSA and BlerdCon, two extremely popular conventions in their own rights, will be at the show and presenting their own set of original programming. Our partners at NASA will lead the Afterschool Universe educator's workshop. The Art Way Alliance is joining us again with multiple panels on illustration where attendees will have the chance to pick up pens and practice newly-learned drawing techniques.

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## 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

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“A lot of the science fiction that I grew up reading was written when we still thought that Venus might be an oceanic planet.”

David Grinspoon

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## LEADERSHIP

### **Greg Viggiano PhD, Executive Director**

Greg is an entrepreneur and product management executive. He has a 25-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.

### **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 has 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.

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“I’m frustrated with Hollywood and television and the movies because they see science fiction as an excuse for eye candy, for lots of great special effects.”

David Gerrold

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### **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.

### **Paul Oehlers PhD, Vice President, Research and Development**

Paul is responsible for examining new technologies and innovative curricula, facilitating partnerships with academic institutions, and providing original content for museum exhibit user experience. Additionally, he is an Associate Professor of Audio Technology at American University. During his nine-year tenure as the director of the Audio Technology program from 2004 to 2013, enrollment increased 250% and he oversaw the construction of a \$2.5 million state of the art recording facility. For his creative scholarship, he received the Margaret Lee Crofts Fellowship from the MacDowell Colony for the Arts. He is currently the co-chair of the College of Arts and Sciences Educational Policy Committee at American University, overseeing curriculum changes for every program in the college.



Armstrong, Collins, and Aldrin  
Crew of Apollo 11, 1969

### **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.

### **Kurt Kuhn, Board Member**

Kurt is the founder and owner of Modeler's Miniatures & Magic, an online forum and gallery dedicated to supporting and showcasing the artistry of the studio-scale modeling community. He has built and overseen the construction of hundreds of models and props in his lifetime, many of them near identical replicas to what had been used on set during filming. Kurt is also active in various charitable and community service foundations, as well as research in immune system health.

### **Phil Frana PhD, Board Member**

Phil is an Associate Professor of Interdisciplinary Liberal Studies and Associate Dean of the Honors College at James Madison University (Harrisonburg VA). He is currently writing a book on the history of artificial intelligence, *The Past, Present, and Future of Artificial Intelligence, Robotics, and Automation* (ABC-CLIO, 2019).

### **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, Quantum Computing, 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 Heliophysics 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.



*Stargate, 1994*

### **Dave Arland, Board Member**

Dave is the president of Arland Communications in Carmel, Indiana. With more than 30 years of experience in the consumer electronics industry, Dave 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, Social Media**

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

### **Megan Carter-Stone, Real Strategies, Social Media**

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

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

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

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"When I grew up, I saw the moon landing, and I was fascinated watching them as a child, and that's what really turned me onto space and science fiction, and I started watching things like 'Lost In Space,' and that led me to 'Star Trek,' which was a major influence on my life."

Ronald D. Moore

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**Bruce Falk, Vice President, Strategic Partnerships**  
**Paul Fitzgerald, PhD, Vice President, Personnel Management**  
**Shauna Fitzgerald, Vice President, Special Events and Planning**  
**Eric Gordon, Director, A/V Management**  
**Rebecca Gordon, Director, Volunteer Management**  
**Steve Hohne, CPA, Controller**  
**Keith Jodoin, MA, Vice President, Video Production Unit**  
**Aisha Matthews, MA, Director, Literary Programming**  
**Barbara Mabie-McClain, Director, Pop Culture Programming**  
**Jason McClain, MA, Vice President, Pop Culture Programming**  
**Chris Mich, Director, Escape Velocity Film Festival**  
**Bjorn Munson, Programming**  
**Nico Pandi, Director, External Relations**  
**Marissa Long, Director, Education**  
**Brittnie Rector, Photographic Team**  
**Josh Rector, MA, Director, Grants and Proposals**  
**Kevin Reid, Real Strategies, Social Media**  
**Kevin Siqueira, Director, Volunteer Management**  
**JD Taylor, Director, Exhibition Hall Operations**  
**Sophia Viggiano, Graphic Design and Social Media**  
**Charles Wheeler, Director, Event Security**  
**Gwen Wheeler, Manager, Museum Store**

## **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 attract young people to science, technology, engineering, art, and math by producing and presenting the most compelling, exciting, educational, and entertaining science festival in the United States using science fiction as its primary engine. Major event partners and sponsors for 2019 include: the NASA Goddard Space Flight Center, Hughes, CarMax, American University, BAE Systems, K&L Gates, Roddenberry Entertainment, Master Replicas Group, EZ Storage, Real Strategies, Access, Harris Teeter, Sapling Productions, Ubisoft, and Martin Logan.

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 by DUST, including competitions, awards, keynote speeches, and project-based learning activities for children.



*Farscape, 1999*

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 2019

### Frequently Asked Questions

#### Admission

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

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

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

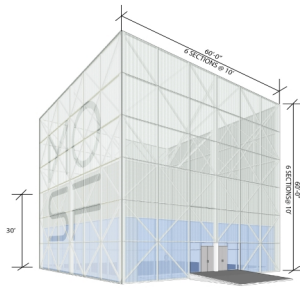
A: Yes. Tickets will be available for purchase at the door each day of the event.

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

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

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

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



**GRUNLEY**

MOSF Preview Museum Concept

## 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. As a courtesy to others, always ask permission before photographing others at the event or exhibitor merchandise.

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

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

### Q: Will guests sign autographs?

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

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

A: Some guests may have items to purchase, 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 in the online program schedule.

## 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 Gaylord 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 Gaylord Marriott is a smoke-free hotel. No smoking is 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 forms of payment.

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

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

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

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

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

A: 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 hotel information desk.

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

A: Attendees with small children are 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.

\*\*\*As a courtesy to other attendees, please do not attend discussion panels with children who are not comfortable sitting quietly for an hour at a time.\*\*\*

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

A: For attendees with accessibility needs, please present your ADA card should you require special seating or handicap access for programs.



Lightsaber, *Star Wars*, 1977



MOSF Mobile App

## Weapons and Safety

Escape Velocity appreciates the dedication of costume designers when it comes to creating accurate costumes.

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

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

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

We will have a weapons check at registration. However, we cannot anticipate all eventualities, and there will always be judgment calls at the intersection of fun and safety. Since we must err on the side of caution, we appeal 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. 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 security 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!

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

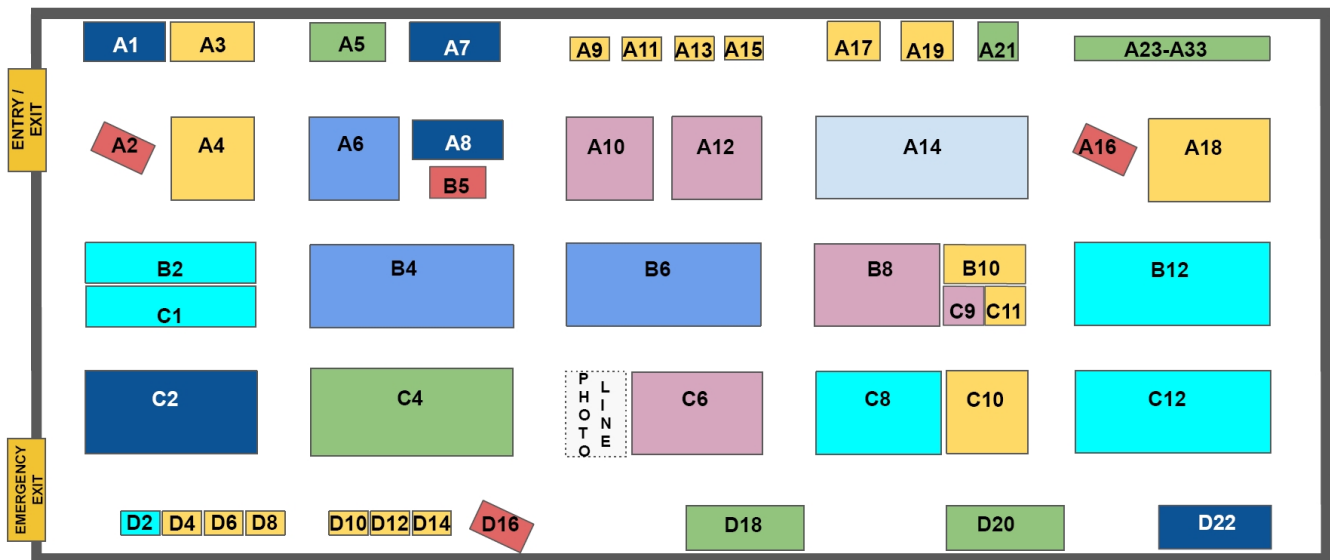
If you are a victim of harassment or see another person (guest or staff) harassed, please contact our security team or hotel staff immediately.



*Alien, 1979*

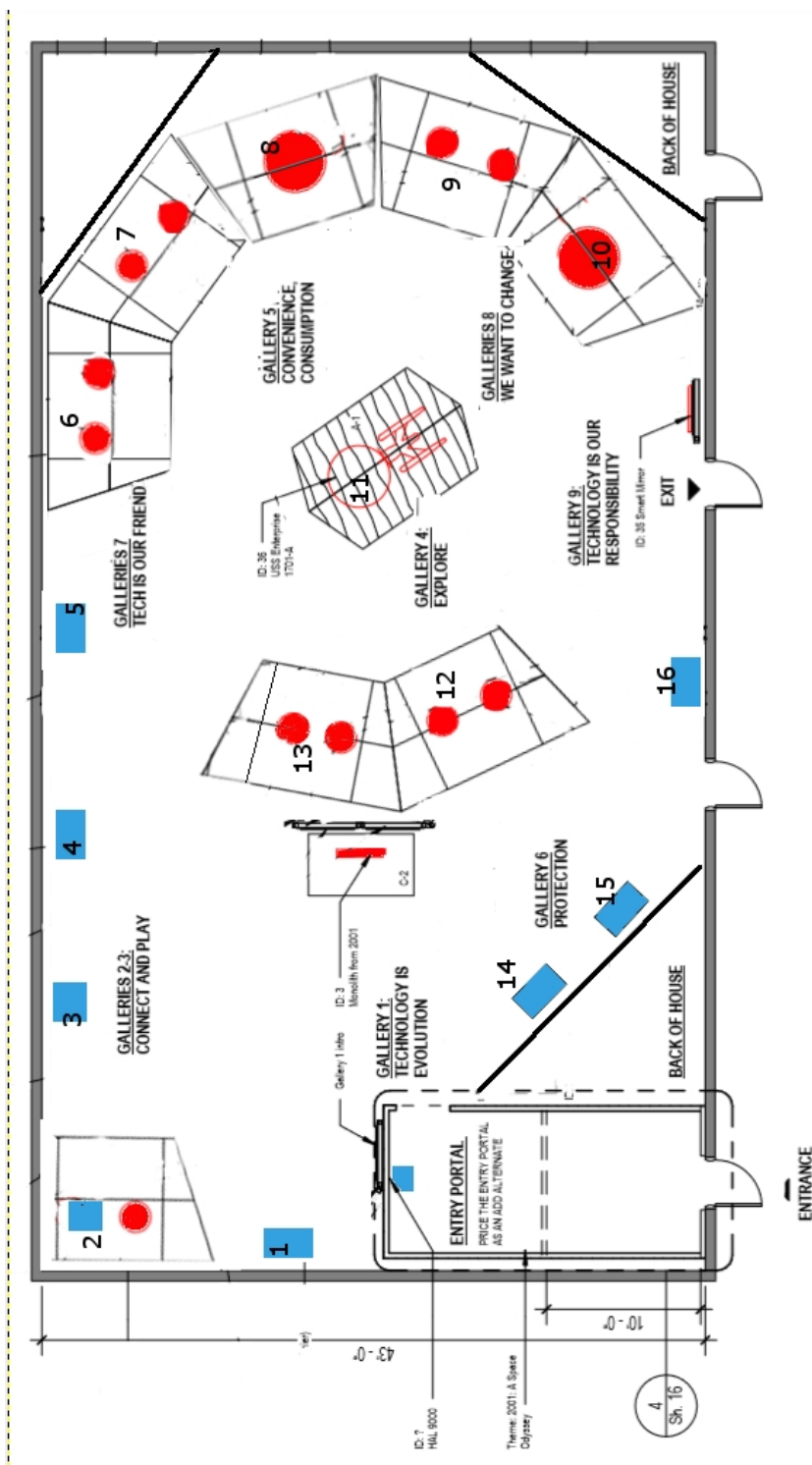
# THE FLOOR

## Exhibit Hall Map



## Exhibitors

EXHIBITOR NAME	LOCATION	CATEGORY
501st Old Line Garrison	C4	COSPLAY / FANDOM
Acme Design, Inc.	A6	DISPLAY
Anime USA	A29	COSPLAY / FANDOM
Art Way Alliance	A18	ARTISTS / VENDORS
Art Way Alliance	B12	ACTIVITIES
Augment Arcade	C1	ACTIVITIES
BAE Systems	C9	INNOVATION / TECH
Batmobile	B6	DISPLAY
BeSTEM! Summer Camp	C10	ARTISTS / VENDORS
BlerDCon	A21	COSPLAY / FANDOM
Celebrity Tables	A7 - A8	MOSF
Chaotic Abstraction: Art by Dominique Vargo	A11	ARTISTS / VENDORS
Chop Shop	A4	ARTISTS / VENDORS
Circuit Breaker Labs	D8	ARTISTS / VENDORS
Cosmic Encounter Galactic Championship Tournament	A14	GAMING
DC Anime Club	A33	COSPLAY / FANDOM
DC Star Wars Collecting Club	C4	COSPLAY / FANDOM
DC Stunt Coalition	D2	ACTIVITIES
Demonstration floor	C12	ACTIVITIES
Dream Dragon Studios	A13	ARTISTS / VENDORS
ePlanetarium	C8	ACTIVITIES
Exhibitor Lounge	D22	MOSF
Farpoint Convention	A23	COSPLAY / FANDOM
FIRST Robotics	C6	INNOVATION / TECH
Fortress Publishing, Inc.	D6	ARTISTS / VENDORS
Gale Force Nine	B10	ARTISTS / VENDORS
Ghostbusters Tri-State Division	D20	COSPLAY / FANDOM
Halo Nation / UNSC Capitol	D18	COSPLAY / FANDOM
Iron Knight Cosplay's Cylon Cruiser	A16	CARS
Karina Dar Juan - SFX Makeup	A9	ARTISTS / VENDORS
Katsucon	A25	COSPLAY / FANDOM
MAGFest	A31	COSPLAY / FANDOM
Master Replicas Group	A10	INNOVATION / TECH
Museum of Science Fiction Education Station	B12	ACTIVITIES
Museum of Science Fiction Gift Shop	A1	MOSF
Museum of Science Fiction Green Screen	B2	ACTIVITIES
Museum of Science Fiction Silent Auction	C2	MOSF
NASA	B8	INNOVATION / TECH
National Electronics Museum	A12	INNOVATION / TECH
Otakon	A27	COSPLAY / FANDOM
Play-Well LEGO Engineering	A19	ARTISTS / VENDORS
Pongos Learning Lab	B12	ACTIVITIES
R2DC	C4	COSPLAY / FANDOM
Rantings of a Wandering Mind	D12	ARTISTS / VENDORS
Star Trek Bridge Green Screen	B4	DISPLAY
Stronge Designs	A3	ARTISTS / VENDORS
Sunshine Sketches	D10	ARTISTS / VENDORS
T.A.G. Labs	B12	ACTIVITIES
T.A.G. Labs	C11	ARTISTS / VENDORS
TBD	D16	CARS
Tesla	A2	CARS
The Great Adventure Lab	B12	ACTIVITIES
The Rebel Legion	C4	COSPLAY / FANDOM
The Saber Legion	C4	COSPLAY / FANDOM
Titan Robotics	C6	INNOVATION / TECH
U Can Quilt	A17	ARTISTS / VENDORS
United States Colonial Marines	A5	COSPLAY / FANDOM
Viataap	A15	ARTISTS / VENDORS
Vintage Violet	D14	ARTISTS / VENDORS
Willow Shire	D4	ARTISTS / VENDORS

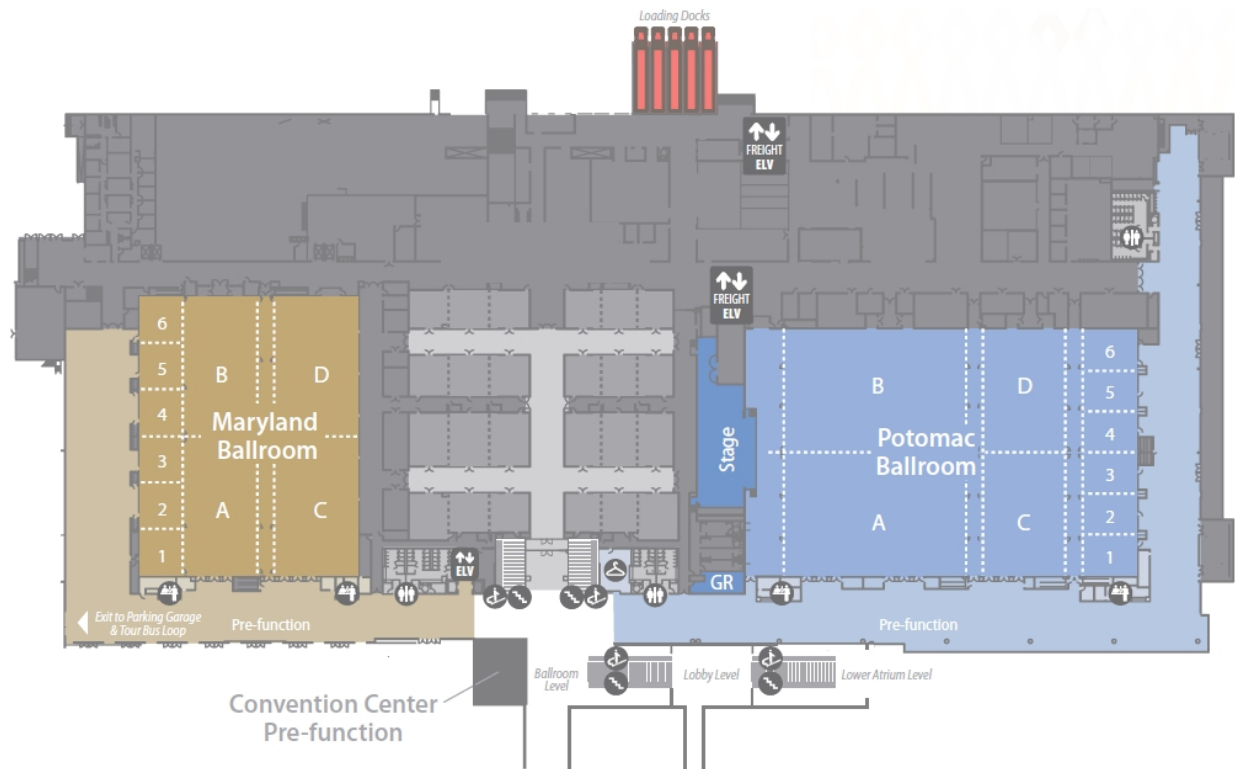


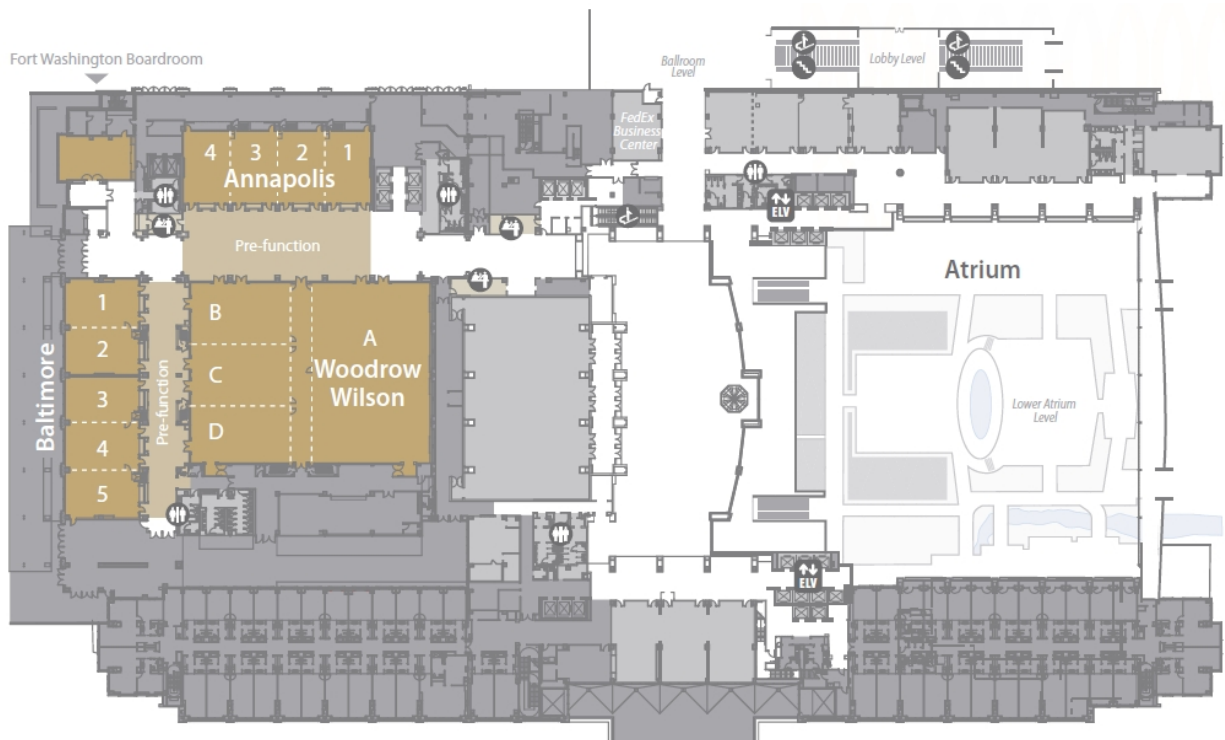


## Hotel Floor Maps

“Normal television limits what you can do. With science fiction, you can exercise your imagination more. I fell in love with it.”

Gene Roddenberry





## PROGRAMMING

### Guests

#### DOMINIQUE TIPPER

Dominique Tipper plays the leading role of 'Naomi Nagata' in the critically-acclaimed series *The Expanse*, based on the popular science fiction series by James S. A. Corey. Set in the future, *The Expanse* tells the story of a detective, a first officer and a United Nations executive as they uncover a conspiracy that spans the solar system, and could threaten the future of the human race. She will reprise her role in the fourth series, which will be out this year. The show is available to view on Amazon Prime.

In 2016, Dominique was featured in Warner Bros highly anticipated *Fantastic Beasts* and *Where to find Them*, as well as *The Girl With All The Gifts* with Gemma Arterton, Glenn Close, and Paddy Considine. Dominique plays 'Devani', a soldier living through the zombie apocalypse, who is witness to the monitoring of and experimentation on a group of highly intelligent, but feral, children. As well as appearing in Mark Waters' adaptation, of Richelle Mead's young adult novel *Vampire Academy* (2014), in 2012, Dominique starred as 'Sarah' in *Fast Girls*, alongside Lenora Crichlow, Lily James, Noel Clarke, and Bradley James. Co-written by Noel Clarke, *Fast Girls* depicts the rivalry between young athletes Shania Andrews (Crichlow) and Lisa Temple (James) as they compete to become professional sprinters. In addition to acting Dominique took her first steps into directing and producing in 2018 with the creation of *Trying To Find Me* her first short film based on the one woman play of the same name, written and performed by Ann Akin. She is currently developing her first feature film.

#### GIGI EDGLEY

Gigi Edgley is an internationally renowned actress originally from Australia. Edgley has starred in numerous film and television series including FX's *Feud*, USA's *The Starter Wife*, E! Entertainment's *Face off* Designer's latest feature, *Diminuendo*, *Rescue Special Ops*, *Tricky Business*, Syfy's *Showdown at Area 51*, *Quantum Apocalypse*, *Carlotta*, *Newcastle*, *Black Jack*, *Peacekeeper Wars*, *Stingers*, *Secret Life Of Us*, *Beastmaster*, *Lost World*, *Water Rats*, *Day of The Roses*, *Star Trek Continues*, and *Nexus*.

Additionally Edgley has an extensive history with The Jim Henson Company beginning with her popular role as Chiana on the company's critically acclaimed sci-fi cult series, *Farscape*, in which she starred for over five years. Gigi stole the hearts of sci-fi enthusiasts. She was originally cast as a guest star for one episode, but quickly captured the attention of the *Farscape* writers, producers and the fans alike. The mischievous Chiana became one of the most popular, and at times controversial characters in the series. The Syfy Channel and The Jim Henson Company also asked her to host Jim Henson's *Creature Shop* Challenge.

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"There's no doubt that scientific training helps many authors to write better science fiction. And yet, several of the very best were English majors who could not parse a differential equation to save their lives."

David Brin

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Landing Party field equipment  
*Star Trek*

### ANWAN GLOVER

Anwan “Big G” Glover is an American musician and founding member of the Washington, DC-based go-go band “BackYard Band” (also abbreviated as “BYB”), which he co-founded in 1988.

Glover is also an actor, known for his portrayal of “Slim Charles” in the HBO crime-drama television series *The Wire*. Fate would put Anwan in front of the Emmy Award Winning Casting Director Pat Moran who was so impressed with his audition that she immediately cast him the series. Glover’s gritty role as the enforcer for hire, Slim Charles, became a pivotal recurring role until the series ended. Since then, Glover has been steadily honing his craft in both television and film. He can be seen in episodes of hit TV series like *Treme*, *Law & Order SVU*, and *Scream Queens*. In 2018, he portrayed Mikken in the film *Prospect*, an American science fiction film. The movie was developed by Shep Films and distributed by Gunpowder and Sky, under their science fiction-oriented label DUST.

### DAN CURRY, VES

Award-winning visual effects supervisor, Dan Curry’s very first *Star Trek* credit was actually for the movie *Star Trek IV: The Voyage Home*, for which he designed the titles as graphics artist, his profession by trade. Apart from this movie, he later made a small uncredited contribution to *Star Trek V: The Final Frontier* with his friend Ronald B. Moore, when they supervised the VFX of a single effects scene, and revisited his graphic design origins by designing the titles for *Star Trek Generations*. Dan was a senior member of the special and visual effects (VFX) team and served as visual effects supervisor on *Star Trek: The Next Generation* (from the second half of season one onward), and as visual effects producer on the entire runs of *Star Trek: Deep Space Nine*, *Star Trek: Voyager* and *Star Trek: Enterprise*.

A veteran of over 100 feature films and television productions, Curry’s career spans over three decades working with some of the industry’s most influential and respected filmmakers. Among other awards, his work has been recognized with seven Emmys (15 nominations) and a VES Award for Best Broadcast Visual Effects. Curry is a past VES Board member and a past Visual Effects Peer Group Governor of the Academy of Television Arts & Sciences. He is also a member of DGA, ASC, and PGA. Curry is a former Peace Corps Volunteer in Community Development, designing and supervising construction of small dams and bridges in rural Thailand. He subsequently directed a Thai language television series, taught architectural drafting at Khon Kaen University and did freelance art, architecture, and production design for clients ranging from the United States Information Service to the late King Bhumibol Adulyadej of Thailand. Returning to the United States, he taught Fine Arts, Film, and Theater at the university level prior to entering the entertainment industry.

## MORGAN GENDEL

The screenwriter best known to *Star Trek* fans as the Hugo Award-winning writer of TNG episode “The Inner Light” is making his third appearance at Escape Velocity! Patrick Stewart himself said that was his favorite episode of *Star Trek: The Next Generation*, and science fiction website io9.com ranked it the #8 best episode from among all 700 hours of the Trek series. The tale of Picard’s road not taken, into a life of hearth and home, has resonated with fans for more than a quarter of a century. During that same period, Morgan has written or produced more than 200 episodes of television for series including *The 100*, *Law & Order*, *Drop Dead Diva*, *V.I.P.* and *The Dresden Files*. He will be giving an exclusive sneak preview of his novel, “*Planet 6*,” at Escape Velocity as well as presenting a version of his WHY-FI (Why is this Fictional?) podcast, moderating a panel of renowned astrophysicists and biologists. Morgan is also a member of the Museum of Science Fiction’s Board of Advisors

## MARC OKRAND

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

## KELLIE GERARDI

Kellie is a commercial spaceflight industry professional and popular science communicator. She is one of 100 candidates selected to colonize Mars via Dutch non-profit Mars One. Kellie serves as the media specialist of the Commercial Spaceflight Federation and is also a member of The Explorers Club. In 2014, she became the youngest member to co-chair The Explorers Club Annual Dinner (ECAD).

## C. ALEX YOUNG, PhD

C. Alex Young 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. Alex is also a member of the Museum of Science Fiction’s Board of Advisors and Technology Subcommittee.

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“To meddle in the makeup of other species, in an attempt to ‘uplift’ their intelligence, might be the most ethically fraught and worrisome decision humanity could make. But to refuse the chance might be the most damnably selfish one. It would say: ‘we stumbled into this gift and now we refuse to share.’”

David Brin

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Universal Translator  
*Star Trek*

### AISHA MATTHEWS

Aisha is a Ph.D. student in English Literature at Southern Methodist University, having finished her Master's Degree at Southern New Hampshire University in early 2017. As an undergraduate at Yale ('13), she studied Young Adult Science Fiction Literature (alongside more classical sub-genres), and wrote her thesis on Scott Westerfeld's *Uglies* quartet and the function of adolescent mechanisms such as slang, body modification, and self-harm throughout the series and the genre. At the Master's level, she explored African-American Literature, Science and Speculative Fictions, Postmodern and Feminist Theory, and Contemporary American Literature. Her Master's Thesis focused on Octavia Butler's *Patternmaster* quintet, examining the series' power structures through the Foucauldian framework of panopticism and exploring the dynamics of social constructionism as they apply to the narrative. At present, her research interests are focused on Afrofuturism, Science Fiction Criticism, and YA SF Literature.

### DAVID GRINSPOON, PhD

Dr. Grinspoon is an astrobiologist, award-winning science communicator, and prize-winning author, as well as a frequent advisor to NASA on space exploration strategy. His new book *Earth in Human Hands* was named a Best Book of the Year by NPR's Science Friday. He is a Senior Scientist at the Planetary Science Institute and has participated on the science teams of several interplanetary spacecraft. In 2013, he was appointed as the inaugural Chair of Astrobiology at the U.S. Library of Congress where he studied the human impact on Earth and organized a public symposium on the Longevity of Human Civilization. Grinspoon's writing has appeared in the *New York Times*, *Slate*, *Atlantic Monthly*, *Scientific American*, *Boston Globe*, and the *Los Angeles Times*. He lectures widely, and appears frequently on television, radio and podcasts, including as a frequent guest on *StarTalk Radio* and host of the new spinoff *StarTalk All Stars*.



## ERIC SUGGS, JR.

Eric is the founder of Animation Roots Studio (ARS) and he 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 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.

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“Science fiction is not  
predictive; it is descriptive.”

Ursula K. LeGuin

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## IRON KNIGHT COSPLAY

Iron Knight Cosplay, 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

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

## GHOSTBUSTERS TRI-STATE DIVISION

Here at Ghostbusters Tri-State Division, we are driven by a single goal; to do our part in making the community a better place! As an Official Ghost Corps Franchise, we use nostalgia and our love of Ghostbusters to raise money for local charities. We strive to build productive relationships and make a positive impact with all of our pursuits.

## 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 at American University or working at SiriusXM in Washington, D.C.



Tricorder  
Star Trek: The Next Generation

## Friday Programming and Panels

### Educator Workshop

10:00 AM - 2:30 PM

Location: Panel 2

Contributors: Sara Mitchell; Sarah Eyermann

Description: By engaging students in content they already find fascinating, we can get them hooked on science! Meet Afterschool Universe — a freely-available hands-on astronomy curriculum created by NASA for afterschool programs, summer camps, and more. Learn about the benefits of teaching astronomy in out-of-school time settings, and try out a few of our activities! This half-day workshop will lead participants in a series of hands-on activities from the program, focusing on the chemical elements, how they are created in stars, and how we can use light to figure out what elements are in distant objects. We will also introduce participants to the free comprehensive manual for program facilitators that provides background information and detailed recipes for running program sessions, and other online resources. Afterschool Universe is a curriculum created by the Astrophysics Education Team at NASA Goddard Space Flight Center for a hands-on astronomy program targeted at children ages 11-14, though individual sessions and activities can be adapted for other ages. This flexibly-structured program explores basic astronomy concepts, focusing on what's in the universe and how we study it, and is designed to be run in a variety of settings.

### Atomic Dialogues (Feature)

11:00 AM - 1:00 PM

Location: Film Festival

Description: An original scientific Italian road movie, Atomic Dialogues is a delicate and earnest declaration of love to Italian science. A "scientific comedy" of sorts, it is a quest for knowledge in the land of contemporary physics in which the director himself uses his own cameraman, the young, underpaid, and reluctant Nicola, as a guinea pig to demonstrate that even hard topics like quantum mechanics and general relativity can be explained to anyone, even those convinced to be incapable of understanding or, even worse, who don't want to know.

### Exhibit Hall - VIP Access

11:00 AM - 12:00 PM

Location: Exhibit Hall

Description: Exhibit Hall Open for VIP Access. The Exhibit hall houses our larger exhibits, as well as artists, scientists, industry experts, educational areas, vendors, and MORE!

### Exhibit Hall - Open Access

12:00 PM - 7:00 PM

Location: Exhibit Hall

Description: Exhibit Hall is open for attendee access. The Exhibit Hall houses our larger exhibits, as well as artists, scientists, industry experts, educational areas, vendors, and MORE!

### Cosmic Encounter Galactic Championship Tournament

12:00 PM - 6:00 PM

Location: Cosmic Encounter Zone, Exhibit Hall, A14

Description: Meet the designers of the classic sci fi boardgame Cosmic Encounter and compete in the first annual Galactic Championship Tournament! Beginners welcome. Additional \$15 ticket required.

### Museum Gallery - Open Access

12:00 PM - 6:00 PM

Location: MOSF Gallery

Description: Open for Attendee Access. The Gallery houses meticulously curated artifacts, costumes, props, artwork, and more, from various genres of Science Fiction, sci-fantasy, and more!

### Anya (Feature)

1:00 PM - 3:00 PM

Location: Film Festival

Description: ANYA is a love story set in contemporary NYC about a couple and the scientist who discovers the reason they can't conceive: the husband and his secretive people are different species of humans. Together they must decide whether having a baby through gene editing is worth the cost.

### Be Your Own Superhero

1:00 PM - 2:00 PM

Location: Art Way Alliance, Exhibit hall, B12

Contributors: C. Edward Sellner

Description: We may not live in a world where people can fly or lift cars, but in this workshop we'll use our imaginations to discover our own super powers, learn about the great heroes and heroines of comics who are more popular today than ever, and even design your own superhero look! This is an active and artistic workshop for children and youth ages 6 and up.

### DC Stunt Coalition Demo

2:00 PM - 3:00 PM

Location: Demonstrations, Exhibit hall, B12

Contributors: Abra Burkett; Dylan Hintz

Description: Ever wonder what it takes to be a galactic swordmaster? If you like sabers of light, and want to learn a bit about the practicality of science fiction sword fighting, DC Stunt Coalition does it all!



Sand Worm, *Dune*

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“Science fiction writers foresee the inevitable, and although problems and catastrophes may be inevitable, solutions are not.”

Isaac Asimov

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### Starship Horizons Bridge Simulator

2:00 PM - 11:00 PM

Location: Bridge Simulator

Contributors: Fred Beebe

Description: Starship Horizons is a multi-player bridge simulation experience allowing 2-6 players to work together as the ship's bridge officers. The core gameplay experience is designed around players commanding their own starship as the bridge officers in the roles of Captain, Flight, Tactical, Science, Engineering and Operations. Missions will run throughout the convention.

### TAG Labs game development workshop

2:00 PM - 5:00 PM

Location: TAG Labs, Exhibit Hall, B12

Description: Want to learn about game design? Maybe you just want to play games? TAG Labs will be hosting game development workshops along with consoles for playing your favorite games. Come learn about game design using powerful and free tools like Unity 3D, Magica Voxel, Construct, and more. Workshops are come and go; there's no need to stay for the whole duration. Explore these tools for making games with TAG Labs instructors ready to help you learn.

### Shorts Block 1

3:00 PM - 4:30 PM

Location: Film Festival

Description: A selection of short films that are official entries into the 2019 Escape Velocity Film Festival. Films: BELIEVE, Streetlights of the Universe, Keystroke.

### Drawing Diversity with Sci-Fi Characters

3:00 PM - 4:00 PM

Location: Art Way Alliance, Exhibit hall, B12

Contributors: Anna Richardson

Description: Do your characters appear bland or stereotypical? Join AWA and Middnite Designs as they tackle the art of creating diverse Sci-Fi characters. Come discuss the importance of diversity and representation in all their forms and, if time permits, create your own new and improved character!

### Megalobox

3:00 PM - 8:00 PM

Location: Anime USA Film

Type: AnimeUSA

Description: Episodes 1-13

### Creative Writing Workshop for Teens

3:30 PM - 6:30 PM

Location: Panel 2

Contributors: Josh Shaine; LG Ransom; Nick Kelly

Description: Calling all (aspiring) teen writers between the ages of 11 and 17! Join us for an interactive creative writing workshop led by published science and speculative fiction authors, where you'll learn writing techniques, practice developing stories, and get to ask any questions you might have about writing and publishing science fiction literature.

### Assistive (Disability) Tech of the Future

4:00 PM - 4:50 PM

Location: Panel 1

Contributors: David L. Anderson; Danielle Price; Kristen Koopman; Karina Perez

Description: The sciences of biomechanics and ergonomics are transforming human rehabilitation and augmentation technology in remarkable ways. Assistive tech is also altering social attitudes about what constitutes disablement. It is also producing remarkable progress in orthopedic outcomes and efficiencies – making it possible for individuals to improve their lives.

### Teaching Science Fiction Literature in the University

4:00 PM - 4:50 PM

Location: Panel 3, Moderator: Larry W. Ranney

Contributors: Patrick Sharp; Michael Klein; Christy Tidwell; Larry W. Ranney

Description: Come join a collegiate discussion among peers about the rewards and challenges of teaching science fiction at the university level.

### Habitable Worlds: The Search for Life in the Universe

4:00 PM - 4:50 PM

Location: Panel 4, Moderator: Lou Mayo

Contributors: Dr. Katherine Garcia-Sage; Dr. David Williams; Lou Mayo

Description: There are a handful of fundamental questions that remain to be answered. The answers to these questions, besides generating more questions, have the power to change every element of society, our belief systems, and our sense of who we are. Among these sits the question “Are we alone?” Is the Earth the only life sustaining planet in the universe? Is extraterrestrial life possible? Is it probable? Could it be intelligent? The information needed to answer these questions span the fields of physics, chemistry, biology, and, of course, astronomy. In this panel discussion, we will explore the current state of knowledge surrounding extraterrestrial life and habitability, and what it may suggest about the possibilities for life beyond Earth. We will discuss potential life sustaining environments within the solar system and look further out at extrasolar planets and planetary systems.

### Democratizing Access to Space

4:00 PM - 4:50 PM

Location: Main Events, Moderator: Paul Stimers

Contributors: Paul Stimers; Kellie Gerardi; Sirisha Bandla; Jane Kinney

Description: Hear from three leaders in the commercial spaceflight industry about how new technologies and new ways of doing business are making it possible for more and more people to get to space. Learn about the reusable rockets, expandable habitats, space-based manufacturing, and other capabilities that will enable millions of people to live and work in space in the coming years. See how today’s commercial platforms are already enabling elementary school classes to send science experiments into space. Ask about how to get involved in the commercial spaceflight revolution.

### Giant Robots and Space Pirates: How Science Fiction helped Bring Anime to America

4:00 PM - 4:50 PM

Location: Anime USA Panels

Contributors: Sarah Hodge-Wetherbe

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



Sonic Screwdriver  
*Doctor Who (4<sup>th</sup> Doctor)*

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“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*

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### Advanced Material Use in Costuming

4:00 PM - 5:25 PM

Location: Panel 6

Contributors: Barbara Mabie-McClain; Jason McClain

Description: Demonstration and discussion of various materials in use for advanced costume/prop making with real world applications.

### From Alchemy to Algorithms

4:00 PM - 4:55 PM

Location: Panel 5

Contributors: Dan Curry, V.E.S.

Description: Tracing the evolution of visual effects technology from capturing images on film and creating imagery with photographed elements, compositing on optical printers, and matte paintings done in oils to creating effects with computer generated images using examples from Dan's career on *Star Trek* and other productions. Also, conceptual design of CG creatures for *Star Trek*, and creating Klingon Martial Arts, Mok'Bara, The Bat'leth, Mek'Leth and other weapons.

### Star Wars: A New Hope with Commentary

4:30 PM - 7:30 PM

Location: Film Festival

Contributors: Charles de Lauzirika; Charles Hildebrandt; Chris Mich; Kylos Brannon

Description: The science fantasy film that changed it all - in its original 1977 theatrical version (that's right: Han will SHOOT FIRST!). Screen in segments and listen in on a select panel of Star Wars experts as they share behind-the-scenes stories, film history connections and other Force-filled facts.

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

5:00 PM - 6:00 PM

Location: Art Way Alliance, Exhibit hall, B12

Contributors: Darren Soto

Description: 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 personality to strengths and weaknesses.

### DC Stunt Coalition Demo

5:00 PM - 6:00 PM

Location: Demonstrations, Exhibit hall, B12

Contributors: Abra Burkett; Dylan Hintz

Description: Ever wonder what it takes to be a galactic swordmaster? If you like sabers of light, and want to learn a bit about the practicality of science fiction sword fighting, DC Stunt Coalition does it all!



### That Gundam Thing

5:00 PM - 5:50 PM

Location: Anime USA Panels

Contributors: Eric Rutledge

Description: Gundam has been around since 1979 and has spawned a vast number of series over the years. This primer brings you into the multiverse that is Gundam. Taking a look at numerous shows and timelines, we will take a look what series is right for you!

### From Page To Stage – A Journey At Warp Factor 9 For Sci-fi WRITERS

5:05 PM - 5:55 PM

Location: Main Events

Contributors: Mandy Sweeney; Morgan Gendel

Description: Morgan Gendel has spoken extensively about the fan-favorite “Inner Light” episode of Star Trek: The Next Generation for which he won the Hugo Award for Science Fiction Writing. In the course of this panel, he will discuss the differing techniques employed for TV and Film writing as opposed to novels and written stories. Using his own works for TV as well as his soon-to-be-published sci-fi novel, Planet Six, Gendel will examine how themes, the classic three-act structure, and hero’s journey are applied differently to novels and screenplays. Movies such as Star Wars and the works of authors such as Neal Stephenson, Peter Watts, Madeleine Ashby and Robert Charles Wilson, among others, will be discussed.

### Electricity and Magnetism Before the Electronic Revolution

5:05 PM - 5:55 PM

Location: Panel 1

Moderator: Michael Simons

Description: The 19<sup>th</sup> and early 20<sup>th</sup> centuries saw the emergence of electrical science. Much of technology we consider cutting edge can be traced to the fundamental experiments conducted during this time. The terms we use to describe and measure electrical and magnetic phenomenon such as Watt, Ampere, Volt, Henry, Ohm, and Farad pay homage to these pioneers. Still, electricity and magnetism remain a mystery to many people. The National Electronics Museum will take you back to the time of the Jacob’s ladder, Tesla coil, and Crooke’s tube and perform some the early pioneering experiments in electricity and magnetism. They may look like pieces straight from Frankenstein’s lab, but without them there would be no Wi-Fi, GPS, or smart phones.

### Return of the Cheesy Line-Reading Contest!

5:05 PM - 5:55 PM

Location: Panel 5

Contributors: Larry Waldman; Christian Evangelista; Jason Chang; Brandon Troy; Zach Scheinerman

Description: Escape Velocity’s most talked about panel returns! Join other attendees in a hilarious struggle to see who can perform the worst lines in television and film history. May the cheesiest actor win!

Moderator: Zach Scheinerman

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“Oh, let the sun beat down upon  
my face  
Stars fill my dream  
I’m a traveler of both time and  
space  
To be where I have been  
Sit with elders of the gentle race  
This world has seldom seen  
They talk of days for which they  
sit and wait  
All will be revealed”

Led Zeppelin  
*Kashmir*

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“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 the Earth*

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### The Space Force Debate

5:05 PM - 5:55 PM

Location: Panel 4

Contributors: Phillip Pournelle; Christopher Weuve; Merle Robinson; Robert Moshier; Mark McDonagh

Description: A debate on what a real 'Space Force' would actually look like. The military branches are shaped by the technologies and domains that they must command. How will the challenges of the space environment shape the form of a US Space Force?

### Costuming/Cosplay 101

5:40 PM - 7:00 PM

Location: Panel 6, Moderator: Lindsay Bartleson

Contributors: Marianne Pease; Lindsay Bartleson; Melissa Williams; Rusty Weir; Tom Jewell

Description: Discussion covering various introductory level costuming/cosplay topics. This will cover getting started, budgets, entry level technology used as well as beginner tips and tricks. We will cover costuming choices, thrifty spending, time savers, and more!

### Apollo 50<sup>th</sup> – looking back and looking forward

6:10 PM - 7:00 PM

Location: Main Events, Moderator: Dr. C. Alex Young

Contributors: Dr. C. Alex Young; Ernie Wright; Andrea Jones

Description: As the world celebrates the 50th anniversary of human landing on the Moon, we are not only looking backward at the Apollo's legacy but also going forward to the Moon to stay. The truth is, NASA never stopped going to the moon, even if astronauts haven't been there in a while. Take an out-of-this-world tour with our panelists: learn what cameras and sensors on manned and robotic missions have discovered, what new and exciting science can be done from the moon and how scientists and engineers are preparing to go back to the moon (including protecting astronauts), with an eye to eventually going on to Mars and even beyond.

### D.I.Y. Sci-fi Filmmaking

6:10 PM - 7:00 PM

Location: Panel 3, Moderator: Jay Pickens

Description: How to make your own sci-fi or superhero movie on a tight budget. Tips and tricks for good/better visual effects with less money.

### War in the Mega Cities of the Future

6:10 PM - 7:00 PM

Location: Panel 4

Contributors: Phillip Pournelle; Merle Robinson; Robert Moshier; Mark McDonagh

Description: As the global population grows and cities become ever denser, military planners are preparing for near future conflict scenarios in and around urban megacities, particularly in the developing world. How will developing technologies -- UAVs, robots, AI, space-based platforms -- be employed in these new environments?

### Ghostbusting for the Kids, Costuming for Charity 101

6:10 PM - 7:00 PM

Location: Panel 5

Contributors: Bobby Petersen

Description: Ghostbusters Tri-State Division is here to give you the tips and considerations from a well performing charity costume group. From public events, to fundraising, and awareness. This topic will cover both good practices and the experience from folks who have volunteered for many years. Hear what it is like to entertain for a good cause consistently and repeatedly.

### Pop Parliament

7:15 PM - 8:05 PM

Location: Panel 5

Contributors: Adam Hennessy

Description: Welcome to the highest court in the pop culture multiverse. Anime Parliament® is where you can step forward as a character or fan, and institute the changes you feel should be made. Come and state your case! But remember: be ready for a debate, because you'll certainly get one.

### Ethics of AI

7:15 PM - 8:05 PM

Location: Panel 1, Moderator: Michael Klein

Contributors: Brian Stanton; Michael Klein; Vicente Ordonez

Description: The way machine systems work (and don't work) often mirror our values. Are we having an ethical crisis in artificial intelligence? If we want computers to "understand" human actions, we need to better understand the purposes, goals, and consequences of our inventions and our actions. In this panel, we will explore the ethical and social implications of AI and autonomous robots.

### From Paper to Pixels

7:15 PM - 8:05 PM

Location: Panel 6

Contributors: Daniel Greenberg

Description: Discussion on getting into the video game industry, making games, and where to start.

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"...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

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"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

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### CHASING NEW HORIZONS: True tales of exploration to Pluto and beyond! 7:15 PM - 8:05 PM

Location: Panel 3

Contributors: David Grinspoon, PhD; Henry Throop

Description: Hear from Planetary Scientists David Grinspoon and Henry Throop how the longtime dreams of planetary explorers to visit Pluto turned into one of the greatest space exploration adventures of our time. Learn the inside story of the New Horizons' Mission, from its inception to the triumphant encounters with the Pluto System and the strange object called "Ultima Thule." Dr. David Grinspoon is the co-author, with mission leader Alan Stern of the acclaimed book "Chasing New Horizons: Inside the Epic First Mission to Pluto." He is an astrobiologist, award-winning science communicator, and prize-winning author. Dr. Henry Throop is an astrophysicist and long-time member of the New Horizons science team. In their talk at Escape Velocity, they will explain the thrilling underdog story of how the New Horizons came to be, the colorful cast of characters involved, and the miraculous triumphs the team achieved together in reaching Pluto, and then beyond to Ultima Thule. A book signing will follow.

### Military Geography of the Solar System 7:15 PM - 8:05 PM

Location: Panel 4

Contributors: Christopher Weuve; Merle Robinson; Robert Mosher; Mark McDonagh

Description: In space, no one can hear you scream, but everyone can see you fly -- the geography of warfare in space is dominated not by distances (as most would think), but by delta-v and sensors. How everything we know about fighting on the land, sea, and air won't help us in space.

### DIY Cosplay: You Really CAN Do It Yourself! 7:50 PM - 9:10 PM

Location: Panel 2, Moderator: Denise Cross

Contributors: Stephanie Cross; Joseph Cross; Denise Cross

Description: Do you ever look at all the people who wear amazing cosplay and think to yourself "I wish I could do that!" For those who want to put their foot into the realm of cosplay, but feel a little unsure of where to start--whether it's budget, character choice, skill level, time, etc. this panel is for YOU! No need to grind for EXP or gil; let us be your guides to navigating your first cosplay. This panel will spark your imagination and prepare you to create recognizable characters with minimal investment. Characters from all sorts of genres make for excellent first time cosplays because of their easy construction, simple design, and basic outfit pieces. You'll get plenty of mileage out of seifuku outfits. Lab coats will be your friend for wacky or serious scientists alike. And if nothing else seems viable, look no further than your own closet--that L, Tsukimi Kurashita, or Yuri Katsuki cosplay is waiting for you. Come join us and see a cosplay being made from start to finish in real time! Audience members who are not in cosplay will be able to try on some cosplay shown during the panel. One lucky person will win a cosplay prize!

## No. 6

8:00 PM - 12:00 AM

Location: Anime USA Film

Description: Episodes 1-11

Godzilla: Just a Giant Lizard?

8:00 PM - 8:50 PM

Location: Anime USA Panels

Contributors: Melissa Lazaro; Priscilla Pertica

Description: Godzilla is an iconic image worldwide. However, what's often overlooked is how this giant lizard is a metaphor for the atomic bomb. Come learn about the atomic bomb's history, its use, and its destruction--identifying the symbolism found in Godzilla, both original and new.

## Ogre Battles in Washington DC!

8:20 PM - 12:00 AM

Location: Gaming Room, Moderator: Charles Hildebrandt

Contributors: John Brent Macek; Charles Hildebrandt

Description: This session is limited to 16 players. The epic conflict returns for its third year! Play Steve Jackson's classic game of science fiction warfare on a scale map of Washington DC! In the 22<sup>nd</sup> century, the world is at war. Jet-pack-equipped, battlesuit-armored infantry launch shoulder-fired nukes, combat hovercraft skim the ground at 150kph, 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, and competing Factory State warlords now send their forces to loot and burn Washington, DC. Order your tanks to roll up Route 66! Nuke the Wilson Bridge! Reduce your office building to radioactive rubble! Beginners welcome, no experience required, and all materials provided.

## Space Party

8:20 PM - 12:00 AM

Location: Main Events

Description: 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!

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

Ray Bradbury

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"Science is magic that works."

Kurt Vonnegut  
*Cat's Cradle*

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### [Alien: 40 Years of Fright](#)

8:20 PM - 9:10 PM

Location: Panel 6

Contributors: Charles de Lauzirika

Description: In 1979, Ridley Scott's science fiction/horror classic *Alien* terrified audiences around the world, spawning a successful multi-film franchise in the process. The Xenomorph continues to appear in films, comic books, video games and other media to this day. Charles de Lauzirika, director of the definitive documentary THE BEAST WITHIN: MAKING ALIEN, and producer of the massive ALIEN ANTHOLOGY and PROMETHEUS box sets, will discuss the creation of the first film, its impact and its ongoing legacy.

### [Prospect - Feature Film with Actor Anwan Glover](#)

9:00 PM - 11:00 PM

Location: Film Festival

Description: A teenage girl and her father travel to a remote alien moon, aiming to strike it rich. They've secured a contract to harvest a large deposit of the elusive gems hidden in the depths of the moon's toxic forest. But there are others roving the wilderness and the job quickly devolves into a fight to survive. Forced to contend not only with the forest's other ruthless inhabitants, but with her own father's greed-addled judgment, the girl finds she must carve her own path to escape.

### [Cultural Underpinnings of Japanese Science Fiction](#)

9:00 PM - 9:50 PM

Location: Anime USA Panels

Contributors: Chris Needham

Description: From the first appearance of Godzilla through the latest live action anime adaptation, even a casual American sci-fi fan will be familiar with Japanese science fiction. Yet the world of Japanese sci-fi is filled unique storytelling perspectives, strange worlds, and blurred lines between genres that can seem strange to a western audience. By learning about the history of science fiction in Japan, and the cultural underpinnings of themes, tropes, and storytelling conventions the rich world of Japanese sci-fi becomes easier to navigate.

### [Space Pirates and Alien Queens: A look at the Leijiverse](#)

10:00 PM - 10:50 PM

Location: Anime USA Panels

Contributors: Eric Rutledge

Description: Ever marvel at the myriad series that make up the Leijiverse? Wonder at the appeal of their storylines or the connections between each character?

### [Katrina's Dream \(Feature\)](#)

11:00 PM - 1:00 AM

Location: Film Festival

Description: Katrina wishes to have children but her boyfriend Louis doesn't. She falls in love with his best friend Ron, who becomes the man of her life. One night, returning drunk together from a birthday party, the two friends are involved in a car accident in which Ron loses his head and Louis his body. Thanks to a head transplant the two men survive, merged into one person. Katrina must now deal with the body and mind of two men to fulfill her dream.



## Saturday Programming and Panels

### Weather on Earth and Weather in Space

9:00 AM - 9:50 AM

Location: Panel 5, Moderator: Carolyn Y Ng

Contributors: Sarah Jones, PhD; Dr. Yariska Collado-Vega; Kristen Weaver; Lou Mayo; Carolyn Y Ng

Description: Weather affects life and assets not only on Earth, but in space as well, on other planets in our solar system and in other stellar systems. How do we observe weather, track it locally or globally, and eventually predict extreme weather events? Hear NASA specialists who combine their science expertise and imagination to take you on a journey through the solar system and beyond. Learn about the science and technology of satellite observations, and how you may access some of the visuals and stories. You may even download mobile apps that allow you to contribute to earth and space weather studies.

### Costuming/Cosplay 201

9:00 AM - 10:20 AM

Location: Panel 6, Moderator: Lindsay Bartleson

Contributors: Lindsay Bartleson; Tom Jewell; Marianne Pease; Melissa Williams; Rusty Weir; Doomtastic

Description: Discussion on some more advanced techniques, materials, technology, and trends. Topic covers extended learning about materials, use, construction, patterning, and more.

### Invasions: Other Worlds of Military Science Fiction

9:00 AM - 9:50 AM

Location: Panel 4, Moderator: Luke Shabro

Contributors: Phillip Pournelle; CPT Steven Modugno; Luke Shabro; Christopher Weuve

Description: This panel will explore the ongoing changes to military science fiction as a consequence of the last decade and a half of warfare around the world. Panelists will discuss the classic tropes of MilSF (e.g. power armor, invading other worlds, etc.), the ways in which MilSF examines veterans communities, how they deal with unconventional warfare (e.g. insurgencies, civilians in the path of war, etc), and how the resultant psychological traumas impact soldiers and civilians alike.

### Science Fact: The Cyberpunk Fiction that has Become Reality

9:00 AM - 9:50 AM

Location: Panel 3, Moderator: Nick Kelly

Contributors: Mike Blevins; Erica Massey; Nick Kelly

Description: In this session, panelists will compare famous high-tech fiction stories and how what was then sci-fi has since become reality in homes, businesses and markets.

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

Ray Bradbury

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

Larry Niven

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### Marc Okrand: Klingon and other SF languages

9:00 AM - 9:50 AM

Location: Main Events

Description: The creator of the Klingon language discusses constructed languages in general and SF languages more specifically. Klingon in particular will be addressed, as well as how the process of movie-making affects the nature of constructed languages.

### Worlds of Ursula K. Le Guin (Feature)

9:00 AM - 11:00 AM

Location: Film Festival

Description: Worlds of Ursula K. Le Guin is a feature documentary exploring the remarkable life and legacy of the late feminist author, Ursula K. Le Guin. Best known for groundbreaking science fiction and fantasy works such as "A Wizard of Earthsea," "The Left Hand of Darkness," and "The Dispossessed," Le Guin defiantly held her ground on the margin of "respectable" literature until the sheer excellence of her work, at long last, forced the mainstream to embrace it.

### Saint Seiya Soul of Gold

9:00 AM - 11:00 AM

Location: Anime USA Film

Description: Episodes 1-6

Exhibit Hall - VIP Access

10:00 AM - 11:00 AM

Location: Exhibit Hall

Description: Exhibit Hall Open for VIP Access. The Exhibit hall houses our larger exhibits, as well as artists, scientists, industry experts, educational areas, vendors, and MORE!

### Museum Gallery - VIP Access

10:00 AM - 11:00 AM

Location: MOSF Gallery

Description: Open for VIP Access. The Gallery houses meticulously curated artifacts, costumes, props, artwork, and more, from various genres of Science Fiction, sci-fantasy, and more!

### Starship Horizons Bridge Simulator

10:00 AM - 11:00 PM

Location: Bridge Simulator

Contributors: Fred Beebe

Description: Starship Horizons is a multi-player bridge simulation experience allowing 2-6 players to work together as the ship's bridge officers. The core gameplay experience is designed around players commanding their own starship as the bridge officers in the roles of Captain, Flight, Tactical, Science, Engineering and Operations. Missions will run throughout the convention.

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### A Brief History of Anime

10:00 AM - 10:50 AM

Location: Anime USA Panels

Contributors: Brent Newhall

Description: Where did anime come from? How did it start? Brent P. Newhall of Geek Archaeology 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.

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

Douglas Adams  
*The Salmon of Doubt*

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### Matrix Game – The Future History of Sol

10:00 AM - 2:00 PM

Location: Gaming Room

Contributors: Phillip Pournelle

Description: Will Skunk Works' fusion reactor come on line? Will Elon Musk and Jeff Bezos take humanity into orbit? Will synthetic biology bring humanity to a new golden age or wipe it out? Will supercomputers improve the world or enslave humanity? Step into the future... Determine the future history of the Solar system as state and non-state actors grapple with the rise of new advanced technologies which will enable humanity to take to the stars. The challenge is will humans take all of their foibles with them on their voyages? John W. Campbell coined the phrase Future History to describe a genre of Science Fiction stories which speculated on the impact of technological development on the world and humanity. In a similar way wargaming has been used in the Department of Defense and other organizations to imagine alternative futures and their impact on humanity and missions for the services. One of the types of games employed for the examination of the future is Matrix Wargames, where the referee draws upon the expertise of the participants to adjudicate the outcome of actions in the game. Join veteran wargame designer and defense analyst Phil Pournelle on a journey to explore this future. Participants will not only take on roles in the long term competition between factions but participate in the adjudication process. While the emphasis of this game will be on entertainment, you will get some insight into how some elements of the Department of Defense explore a range of potential futures and how we may be forced to adapt. 10 players maximum.

### Neurodiversity: Cognition, Alterity, and Ability in Science Fiction Literature

10:05 AM - 11:25 AM

Location: Panel 3, Moderator: Aisha Matthews

Contributors: Melinda C. Hall; Michael Bérubé; Sami Schalk; Aisha Matthews

Description: Last year, the Escape Velocity literature track entered into an examination of disability representation in science fiction literature. Due to the popularity of the topic, our discussion will continue this year with an exploration of neurodiversity - the effort to de-pathologize "mental illness" and consider the wide array of cognitive differences that defines us all.

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“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*

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### The Law of Science Fiction Inventions

10:05 AM - 10:55 AM

Location: Panel 2, Moderator: Charles Hildebrandt

Contributors: Nari Ely; Bethany Bengfort; Charles Hildebrandt; Mark Lemley

Description: Our favorite sci-fi inventions raise some interesting legal questions. What happens to the copy of me that will inevitably be stored in a transporter? Is it ethical to destroy that copy? Does it have rights? Who gets to control what I can make with a matter replicator? What happens when it goes wrong? When do AIs become sentient? What happens when they do? When a self-driving car makes a wrong turn, or a self-flying spaceship fails to open the pod bay doors, who is responsible? If I invent a time machine, when should I patent it? Our panel of legal geeks will explore these and other questions with implications not only for our favorite sci-fi shows but for the real world as well.

### The Evolving Internet

10:05 AM - 10:55 AM

Location: Panel 1

Contributors: David Larochelle; Jeremy Pesner

Description: For the past 25 years, the Internet has been the place where experimental, innovative, and disruptive technologies are born and deployed. It was designed to be entirely decentralized, with no single actor possessing the ability to dominate it. However, the rise of tech giants, telecom companies and authoritarian governments has resulted in a more centrally controlled Internet experience. This raises the question: will the Internet continue to be an open forum where innovation can thrive? And if not, what kind of world will we be living in 50 years from now? Internet scholars will explain the fundamental principles that allowed the Internet to become so centrally embedded in everyday life, along with how today's Internet and web architecture leave it prone to oligopolic control. They will conclude with a brief scenario exercise imagining several possible future scenarios for the Internet.

### Dance Workshop- Hip Hop

10:05 AM - 10:55 AM

Location: Panel 5

Contributors: Tony Dortch

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

### What do intelligent space probes think about in the empty expanses of space?

10:05 AM - 10:55 AM

Location: Main Events

Contributors: Michael Bear; Steven Danziger

Description: Probes traveling for millions of miles through the vast emptiness of space may have little to no contact with anyone on Earth for long stretches of time. Does the artificial intelligence in these state of the art spacecrafts ever get bored? Hear from space program engineers on the creation and operation of these advanced systems.

### The Curse of Mary Sue

10:05 AM - 10:55 AM

Location: Panel 4

Contributors: LG Ransom

Description: Strong female characters are twice as likely to be dismissed as a "Mary Sue" in science fiction than strong male characters. In this presentation, author LG Ransom will discuss the origins of the "Mary Sue" curse, the difference between a strong female character and a "Mary Sue," the concept of the Bechdel test, as well as the unfair bias the literary world has toward strong female characters in science fiction.

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

Kurt Vonnegut  
*Timequake*

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### Teaching Science through Worldbuilding

10:35 AM - 11:25 AM

Location: Panel 6, Moderator: John Monahan

Contributors: John Monahan

Description: Building a believable world requires an enormous amount of science. Astrophysics, geology, chemistry, biology, etc. all play a vital role in getting readers/viewers to buy into the world as a dynamic 3 dimensional place. Worldbuilding in the classroom provides an opportunity to use that as hook to teach science to students as they create their own worlds.

### Closer than We Think (Feature)

11:00 AM - 1:00 PM

Location: Film Festival

Description: A documentary about the art and life of futurist imagineer Arthur Radebaugh.

### Captain Harlock

11:00 AM - 2:00 PM

Location: Anime USA Film

Description: Episodes 1-9

### Exhibit Hall - Open Access

11:00 AM - 7:00 PM

Location: Exhibit Hall

Description: Exhibit Hall is open for attendee access. The Exhibit hall houses our larger exhibits, as well as artists, scientists, industry experts, educational areas, vendors, and MORE!

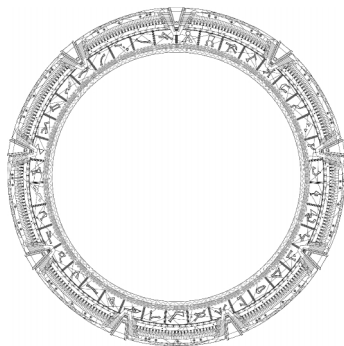
### Robot Dance School

11:00 AM - 11:50 AM

Location: Demonstrations, Exhibit hall, B12

Contributors: Pongos Learning Lab

Description: How smart are computers? What is programming? Can robots dance? The answers to all of these questions and more will be explored during with Robot Dance School. This is a fun, interactive, and very active session that will teach kids a little bit about programming while getting them on their feet and dancing.



*Stargate, 1994*

### Pokemon Go & Draw

11:00 AM - 12:00 PM

Location: Art Way Alliance, Exhibit hall, B12

Description: 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.

### Cosmic Encounter Galactic Championship Tournament

11:00 AM - 6:00 PM

Location: Cosmic Encounter Zone, Exhibit Hall, A14

Description: Meet the designers of the classic sci fi boardgame Cosmic Encounter and compete in the first annual Galactic Championship Tournament! Beginners welcome. Additional \$15 ticket required.

### Museum Gallery - Open Access

11:00 AM - 6:00 PM

Location: MOSF Gallery

Description: Open for Attendee Access. The Gallery houses meticulously curated artifacts, costumes, props, artwork, and more, from various genres of Science Fiction, sci-fantasy, and more!

### Cloud Age Symphony: Steampunk and Anime

11:00 AM - 11:50 AM

Location: Anime USA Panels

Contributors: Sarah Hodge-Wetherbe; Chris Needham

Description: 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.

### The Present and Future of 3D Printing

11:10 AM - 12:00 PM

Location: Panel 1

Contributors: Brent Newhall

Description: 3D printing, or additive manufacturing, is already revolutionizing the world of manufacturing, as parts and whole objects can be designed and printed on the fly. Join Brent P. Newhall of Geek Archaeology (and owner of eight 3D printers) as he guides you through the current state of home desktop 3D printing, general additive manufacturing in the world today, and the potential uses of 3D printing in the future.

### Sewing Workshop

11:10 AM - 12:00 PM

Location: Panel 2, Moderator: Melissa Williams

Contributors: Rusty Weir; Melissa Williams

Description: Hands on sewing workshop experience. Come to learn the basics and some advanced techniques, and a little about the technology of sewing.

### The Quantum Revolution

11:10 AM - 12:00 PM

Location: Main Events, Moderator: Paul Stimers

Contributors: Dr. Matthew Putman; Nicholas Farina; Dr. Marco Lanzagorta; Paul Stimers

Description: Hear from quantum pioneers about the future of quantum computing, communications, cryptography, and sensors, what it will mean for the world, and how they are helping create that future today. Learn from the leaders of quantum companies about how they are unlocking the power of entanglement and superposition to advance medicine, break encryption, and beat stealth.

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

Robert A. Heinlein  
*Stranger in a Strange Land*

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### Raqs Nerd - A Fusion Belly Dance Demo + Lesson

11:10 AM - 12:00 PM

Location: Panel 5

Contributors: Jessica Small; Andriel Hartwick

Description: Join fusion belly dance duo The Gerudo Vagrants as they lead you on their latest and greatest dance adventure featuring music from some of their favorite video games. This panel will showcase various forms of the fusion belly dance spectrum, along with a variety of traditional belly dance props. At the end of the showcase, the Vagrants encourage audience participation and want to teach you some moves!

### Intro to Video Game Programming with Scratch Jr.

11:10 AM - 12:00 PM

Location: Panel 4

Contributors: Joan Indiana Rigdon; Laura Wilhelm

Description: Let's turn that kid love for iPads into kid love for writing their own video game programming on iPads using Scratch, the super-simple, drag-and-drop multimedia programming language designed by MIT's Lifelong Kindergarten project. In this workshop, kids will design and animate their own "alien!"

### Women Writers: The Works of Margaret Atwood, Ursula K. LeGuin, and Joanna Russ

11:40 AM - 12:55 PM

Location: Panel 3, Moderator: Bridgitte Barclay

Contributors: Meg Elison; Sarah Canfield; Anna Bedford; Melinda C. Hall; Robin Ann Roberts; Bridgitte Barclay

Description: Women writers of science and speculative fiction have continued to challenge and reconstitute what it means to be gendered in a society which is increasingly technologically advanced. Yet in its enlightenment drive towards "progress," is also often ethically regressive. intermingling speculative tropes and strategies with an interrogation of traditional (and nontraditional) feminist concerns has generated a new horizon for cultural critique which produces understanding through estrangement and reorientation. This panel will explore the literature of influential feminist science fiction authors Margaret Atwood, Joanna Russ, and the recently desisted Ursula K. LeGuin, and contemplate their contributions both to science and speculative fictions and to society, at large.



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

Isaac Asimov

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### STEM in Anime 12:00 PM - 12:50 PM

Location: Anime USA Panels

Contributors: Oluchi Ofoha-Haimbach; Ugochi Ofoha; Ijeoma Ofoha; Uchenna Ofoha; Matthew Haimbach

Description: Exploring the intersection of physics, astronomy, tech, and anime with a click-bait worthy top 10 list of anime tech we need in real life.

### TAG Labs game development workshop 12:00 PM - 2:00 PM

Location: TAG Labs, Exhibit hall, B12

Description: Want to learn about game design? Maybe you just want to play games? TAG Labs will be hosting game development workshops along with consoles for playing your favorite games. Come learn about game design using powerful and free tools like Unity 3D, Magica Voxel, Construct, and more. Workshops are come and go; there's no need to stay for the whole duration. Explore these tools for making games with TAG Labs instructors ready to help you learn.

### Mind Control, Surveillance, and Big Data: The Dark Side of the Federation 12:15 PM - 1:05 PM

Location: Panel 5, Moderator: Dan Delaney

Contributors: Rebecca Tushnet; Dan Delaney; Mark Lemley

Description: While the world of *Star Trek: The Next Generation* is often considered a post-scarcity utopia, there are several aspects that would give a 21<sup>st</sup> century time traveler pause if they went there. Advances in medicine and technology opens up new opportunities - both for the empowerment and the control of the individual. An open ended discussion of the ramifications of a Trek future.

### Visions for the Future of Work 12:15 PM - 1:05 PM

Location: Panel 1, Moderator: David Peterson

Contributors: David Peterson; John Monahan; Anton Korinek

Description: Historically, technology has created more jobs than it's destroyed. That might not continue to be true. What will people do? Who among us will be most "robot-ready" for the work places of the future? Panelists will discuss how artificial intelligence, robotics, and automation are transforming human business, markets, government, and law.

### Dominique Tipper Spotlight

12:15 PM - 1:05 PM

Location: Main Events

Description: Join Dominique Tipper from *The Expanse* as she dives into the things that have been the highlights of her career, her time on set, and much more!

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"I don't really see science fiction as fiction. I can imagine colonies on Mars and everything."

Sigourney Weaver

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### STEM-O-LOGY™

12:15 PM - 1:05 PM

Location: Panel 2

Contributors: Zanethia Eubanks

Description: Join us for an hour of game-playing that will STEM-U-LATE Your Mind™! STEM-O-LOGY™ is a game created by Mathematician, Commander Zanethia Eubanks, MPH, FAC-COR II in 2012, to promote an interest in more Science, Technology, Engineering and Mathematics (STEM) disciplines for students within a fun, learning environment. It consists of age and grade appropriate questions stored in an active database where students, when asked, can demonstrate their long term/applicable memory versus regurgitating information using their short-term recollection to pass a test or exam. When students "play games,, their meta cognition and neuropathic psyche improves which promotes an understanding, appreciation and application of information that is taught and explored in homes, schools, and communities. Our vision is to connect STEM disciplines to student's learning style by "playing STEM-O-LOGY™". This game helps students apply their knowledge, decreases their anxiety to apply what they know on standardized tests, exams and oral presentations. STEM-O-LOGY™ can even be useful when interviewing for STEM job/internship opportunities. The possibilities are limitless!

### Gamer's Curation

12:45 PM - 1:35 PM

Location: Panel 6

Contributors: Daniel Greenberg

Description: Discussion covering the many aspects of keeping those cabinet games running well and looking good, this panel will share important tips on board and art repair.

### Cosplay Chess

1:00 PM - 1:50 PM

Location: Demonstrations, Exhibit hall, B12

Contributors: Brittany Azzato

Description: A lively life-size, living leverage of literally human size chess. With costumes and chessmasters, come check out "real" 3d chess.

### DUST Short Film Series

1:00 PM - 4:00 PM

Location: Film Festival

Description: DUST is the first multi-platform destination for binge watchable sci-fi. These science fiction short films are from emerging filmmakers with stunning visual effects, captivating plots and complex character explorations. Robots, aliens, space exploration, technology, and human experience are all a part of DUST.

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“The idea that, you know - when I was growing up - that everybody would carry around a portable communicating device, that was science fiction when I was a kid.”

Paul Allen

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### The History and Art of Anime Styles

1:00 PM - 2:00 PM

Location: Art Way Alliance, Exhibit hall, B12

Contributors: Pauli Kohberger

Description: 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.

### Q & A with an Anime Expert

1:00 PM - 1:50 PM

Location: Anime USA Panels

Contributors: Brent Newhall

Description: Whether you watched anime many years ago or have never touched it (but maybe you know a family member who has), this is your chance to ask every embarrassing noob question you've ever had about anime. This panel will be led by Brent P. Newhall, who's been watching anime for over 20 years and speaks at numerous anime conventions, and will start with a brief orientation to the medium.

### Early African American Science Fiction (Pauline Hopkins, George Schuyler)

1:10 PM - 2:00 PM

Location: Panel 3, Moderator: Aisha Matthews

Contributors: André Carrington; Qiana Whitted; Seo-Young Chu; Aisha Matthews

Description: This panel will explore Afrofuturism's past, most specifically the early textual productions which form the origins of the genre. Panelists will discuss the pioneering authors, such as Pauline Hopkins and George Schuyler, whose late 19<sup>th</sup> century and early 20<sup>th</sup>-century speculative constructions addressed the challenges of race and racism in postbellum America by literalizing alterity, assimilation, and racial science through the conventions of satire, sentimentalism, and proto-futurism.

### Technology and the Human Condition

1:20 PM - 2:10 PM

Location: Panel 1, Moderator: Robert Zelenka

Contributors: Peggy Zelenka; Lee Cannon; Edward Celarier; Robert Zelenka

Description: Among the fundamental questions of technology are those concerned with the ways in which it can be applied to the betterment of human life. How may our image of ourselves change? Will we grow closer to one another or more distant? In this panel we will consider three technologies: the development of artificial general intelligence, the enhancement of human beings through molecular engineering and cybernetic augmentation, and the widespread ongoing internetworking of people and cultures through communication instruments. We will bring to our discussion philosophical, scientific, and narrative perspectives.

Ghostbusters 101  
1:20 PM - 2:10 PM

Location: Panel 5

Description: Celebrating the history of the Ghostbusters on its 35th anniversary.

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"We are an impossibility in an impossible universe."

Ray Bradbury

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Generative Systems: An Intro to Code-Driven Art  
1:20 PM - 2:10 PM

Location: Panel 2

Contributors: Brandon Morse

Description: Digital Media artist and Professor Brandon Morse will discuss how computer code and math can be used in the creation of art and design. He will discuss his own artistic work and how it involves code and technology. Students will also be able to participate in a brief, interactive, hands-on demo of how the process works. Brandon Morse is a Washington, DC based artist who works with generative systems as a means to examine the ways in which physical phenomena such as entropy and emergence can function in ways that are both poetic and metaphorical. Through the use of code, and the creation of custom computer software, he creates simulations of seemingly complex systems resulting in video and video installations that seek to draw parallels between the ways in which these systems work and the ways in which we, both individually and collectively, navigate the world around us. He has exhibited his work in museums, art spaces and galleries across North America, Asia, and Europe. <http://www.coplanar.org>

Book Release Party for Brian Koscienski & Chris Pisano from Treehouse Publishing Group  
1:20 PM - 2:10 PM

Location: Panel 4

Description: Join Brian Koscienski & Chris Pisano in a celebration of the world-wide release of their newest young adult urban fantasy novel, "The Apocalypse Club."

Mars As a Home for Past or Present Life  
1:20 PM - 2:10 PM

Location: Main Events

Contributors: David Grinspoon, PhD; Jennifer Stern; Heather Graham; Michael Meyer

Description: The recent finding of a Lake on Mars, buried beneath the polar cap, is hugely exciting. If the discovery holds up to scrutiny, it basically means that the Red Planet has called our bluff because there's a place on the Mars today with conditions that may be identical to ice-covered lakes . So then why shouldn't there be life on Mars today? This finding demands we study and explore Mars more closely to understand the role of life everywhere, including on Earth. Whether or not there could be life on Mars today, the evidence keeps accumulating that billions of years ago, when Mars was a young planet, conditions there were similar to Earth when life was getting started here. Four expert Planetary Scientists and Astrobiologists who work with NASA missions and data will describe the latest findings and ideas about Mars and the possibilities for life there.



HAL 9000  
2001: A Space Odyssey

### Cosplay Cosmetics

1:50 PM - 2:40 PM

Location: Panel 6

Contributors: Kurenai Kiba; Karina Noelle Dar Juan; Doomtastic

Description: You have makeup question? We have makeup answers. From lingo to lipsticks, Doomtastic and Kurenai Kiba have been getting questions that focus on makeup. Now, you can get your questions answered live! Come to this panel to solve your cosplay makeup inquiries. This panel is dedicated 100% you.

### Aldnoah.Zero

2:00 PM - 5:00 PM

Location: Anime USA Film

Description: Episodes 1-9

### Do It for The Culture: Intro to Afro-Kawaii

2:00 PM - 2:50 PM

Location: Anime USA Panels

Contributors: Amy Rei; Bettina Lotomey; Jillian Johnson

Description: What happens when Hip Hop's Cool meets Kawaii's Cute Culture and is draped in Pop-Afrocentricity? Join DC Kawaii Style's community style leaders for a talk about their personal J-fashion styles and how Kawaii can be and is defined through the cool of black aesthetic in comparison to Japan's B-Style.

### Space Opera: Culture of the Sci/Fi Tragedy-Comedy Epics

2:15 PM - 3:05 PM

Location: Panel 3, Moderator: Aisha Matthews

Contributors: Aisha Matthews; Iain Marcks; Kristi Chadwick; Patrick Sharp; GIGI EDGLEY

Description: The classic SF form of the Space Opera locates its origins in late-1920s pulp magazines, and has since expanded to include wide array of texts, such as Dan Simmons' *Hyperion*, John Scalzi's *Old Man's War*, and Orson Scott Card's *Ender's Game* series, as well as epic cinematic productions including *Star Wars*, *Farscape*, *Firefly*, *Battlestar Galactica* and arguably, newer shows such as *The Orville* and *The Expanse* as well. Despite its wide array of manifestations however, space opera still relies on many of the same character archetypes, plot devices, and melodramatic expositions as it did when the genre started. Come join us for an interdisciplinary discussion of space opera - how it works, what it takes, and why we love (or love to hate) it - from the varied perspectives of literature and cinema to the material realities of film production and acting. Featuring *Farscape*'s Gigi Edgley.

### Evolution of Starfleet

2:25 PM - 3:55 PM

Location: Panel 5

Moderator: Adam Hennessy

Description: This panel is an in-depth description of some of the most famous vessels in *Star Trek*, showing how ship designs have changed and evolved through new technology and based upon the needs of the Federation from the 22<sup>nd</sup> through 24<sup>th</sup> centuries.

### WHY-FI (Why is this Fictional?) – Interplanetary Edition

2:25 PM - 3:25 PM

Location: Main Events, Moderator: Morgan Gendel

Contributors: Dr. Connie Bertka; C. Alex Young, PhD; Dr. John Bracht; Morgan Gendel; David Grinspoon, PhD; Richard S. Miller; Dr. Gregory Harry

Description: Frequent EV guest Morgan Gendel (writer of “The Inner Light” episode of *Star Trek: The Next Generation*) presents a live version of his “WHY-FI” podcast, currently in development with Ridley Scott’s company. In this special installment for EV, Gendel will moderate a panel of renowned scientists to explore the well-worn sci-fi trope of journeying to a distant star system to meet up with homo sapiens-like humanoids. Yet in real life, as we know, FTL (faster-than-light-speed) travel is theoretically impossible, and the probability of a planet in that Goldilocks zone (not too hot, not too cold) that will sustain liquid water, considered a precursor for life, is statistically low. Gendel and his panel will discuss the alternatives: hibernation for long flights; wormholes as shortcuts; and the possibilities for finding life of a completely different kind than we encounter in movies and TV.

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“Fantasy is the impossible made probable. Science fiction is the improbable made possible.”

Rod Serling

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### 3D Printing in Movies & TV: Science Fiction or Fact?

2:25 PM - 3:15 PM

Location: Panel 4, Moderator: Ryan Sochol

Contributors: Todd Blatt; Ethan Reggia; Joshua Hubbard; Abdullah Alsharhan; Andrew Lamont; Michael Restaino; Ryan Sochol

Description: From the opening credits of *Westworld* to constructing disguises in “Mission Impossible,” additive manufacturing or “3D Printing” is increasingly being included in science fiction movies and television shows. This panel will focus on discussing many of the recent examples of 3D printing in media and how close we are to these emerging applications.

### Video Game Programming with Scratch

2:25 PM - 3:15 PM

Location: Panel 2

Contributors: Joan Indiana Rigdon; Laura Wilhelm

Description: Is your child ready to move beyond modding and ready to program his or her own video games? Try Scratch, the super-simple drag-and-drop multimedia programming language designed by MIT’s Lifelong Kindergarten project. In this workshop, kids will design a simple asteroid blaster game!

### Saber Legion Demonstration

2:30 PM - 3:20 PM

Location: Demonstrations, Exhibit hall, B12

Description: The Saber Legion (TSL) is the world’s largest custom saber combat organization that specializes in dueling using iconic saber from everyone’s favorite sci fi movies. While training and dueling is where our focus lies, building a community for like minded saber enthusiasts has become our mission. Join us for one of our demos and see why we are #UnitedThroughSabers

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“Don’t think. Thinking is the enemy of creativity. It’s self-conscious and anything self-conscious is lousy. You can’t try to do things. You simply must do things.”

Ray Bradbury

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### Master Replicas: The world of Sci-Fi collecting

2:55 PM - 3:45 PM

Location: Panel 6

Contributors: Steve Dymso

Description: Where will the collecting market be heading, and what will it look like in the next few years? We will discuss this subject in-detail, and provide insights/opinions on this multi-billion dollar industry.

### Melee & Wizard at Escape Velocity

3:00 PM - 5:00 PM

Location: Gaming Room, Moderator: John Brent Macek

Contributors: John Brent Macek; Charles Hildebrandt

Description: Max Number of Players: 12 Come join in an epic fantasy battle as two teams of warriors and sorcerers fight to the death for glory in the arena! Melee! Wizard! During the First Golden Age of Tabletop Gaming (the 1970s) these two games were challengers to the reigning king, Dungeons & Dragons. Out of print since 1983, they are now back and better than ever, newly-published by their designer, the legendary Steve Jackson of Steve Jackson games (of Munchkin, Ogre, GURPS, and Car Wars fame). Melee and Wizard are fast-playing and easy to learn, so experience is not necessary. All material provided.

### Drawing Anime Fan Art

3:00 PM - 4:00 PM

Location: Art Way Alliance, Exhibit hall, B12

Description: Join Art Way Alliance as we debate the art of fan art. Come discuss different ways to draw and have fun with anime and discover how to utilize certain aspects of the artform into your work. If time permits, artists will get to put their newfound knowledge to paper.

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

3:00 PM - 3:50 PM

Location: Anime USA Panels

Contributors: Sarah Hodge-Wetherbe; Chris Needham

Description: 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.

### Jabberwocky Audio Theater - Live Audio Production - Nostromo 2:

Electric Alien Boogaloo

3:20 PM - 4:10 PM

Location: Panel 1, Moderator: Bjorn Munson

Contributors: Gigi Edgley; Bjorn Munson

Description: Enjoy a live performance of "Nostromo 2: Electric Alien Boogaloo (featuring Chuck Codgers)" by Team Jabberwocky .

Performance features a cast of professional voice actors, foley artists, and sfx galore. Presented in traditional radio teleplay format.



### Environmental Science Fiction

3:20 PM - 4:10 PM

Location: Panel 3, Moderator: Christy Tidwell

Contributors: Bridgitte Barclay; Eric Otto; Patrick Sharp; Rebecca Evans; Christy Tidwell

Description: Environmental science fiction is embedded with an ecological consciousness that centralizes humanity's relationship with the earth. This panel will examine representations of the environment in science fiction, with special attention to utopian (environmental perfection) and dystopian (environmental destruction) narratives.



M314 Motion Tracker  
*Alien* (1979)

### Everything in the Verse: A Firefly Trivia

3:30 PM - 4:20 PM

Location: Panel 4

Contributors: Nyx Wolff

Description: Are you a leaf on the wind? Let's see you soar or at least answer some shiny trivia to find out how much of a Browncoat you really are. Trivia game and discussion as we determine who has the right stuff and who can be let out of an airlock.

### Spaceteam with Pixel Pop Maid Cafe

3:30 PM - 4:30 PM

Location: Gaming Room

Contributors: Maid Maple; Maid Mana; Maid Rubi; Maid Suzume; Maid Mochi

Description: Join us in the board game room for some fast-paced fun with the card game Spaceteam.

### Stop Motion Animation Workshop

3:30 PM - 4:20 PM

Location: Panel 2

Contributors: Pongos Learning Lab

Description: Wonder kids, animate! In this fun, very hands-on session, kids will learn how to make their toys dance. We will start with a brief discussion of animation terminology, and then get right down to animating with a free app. You can bring your own device if you wish, or use one of our Kindles. Bring some small toys to animate.

### Positive diverse role models and heroes in video games

4:00 PM - 4:50 PM

Location: Panel 6, Moderator: George Hutchins

Contributors: George Hutchins; Jessica Echols

Description: This discussion covers the exploration of positive role models and characters in video game platforms that are represented as culturally diverse and important to people of color and other underrepresented groups. We seek to celebrate heroes that are seen as more than minor or supportive roles. In mainstream gaming and other mediums, there is a trend for characters of diverse backgrounds to often be cast as a villain, or a hero of questionable morals, or are stuck in just one stereotype. We hope to enlighten and celebrate the fact that its not just football, basketball, or grand theft based games where we can find these characters.



Apollo 11 Command Module  
1969

### A Science Fiction Fan's Guide to Anime

4:00 PM - 4:50 PM

Location: Anime USA Panels

Contributors: Brent Newhall

Description: 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 the 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.

### TAG Labs game development workshop

4:00 PM - 6:00 PM

Location: TAG Labs, Exhibit hall, B12

Description: Want to learn about game design? Maybe you just want to play games? TAG Labs will be hosting game development workshops along with consoles for playing your favorite games. Come learn about game design using powerful and free tools like Unity 3D, Magica Voxel, Construct, and more. Workshops are come and go; there's no need to stay for the whole duration. Explore these tools for making games with TAG Labs instructors ready to help you learn.

### The Elysium Effect

4:10 PM - 5:00 PM

Location: Panel 5

Contributors: Rick Tumlinson

Description: In the science fiction film Elysium starring Matt Damon, Earth's wealthiest 0.1% move to the ultimate gated community, an orbiting space colony, leaving a poverty stricken humanity to fend for themselves on a ravaged planet. In our modern reality, it is the 0.1% who are financing the development of spaceships and technologies that could make just such a scenario possible. Elon Musk, Jeff Bezos, Richard Branson and the others leading what we call the 'space revolution' are spending billions of their own money to support a human breakout into space. "Rick will discuss why we aren't destined for the Elysium future, what is being done to help ensure that space is open to all humanity, and how the resources of space can ultimately save the Earth."

### Technology and Culture in YA Science Fiction

4:35 PM - 5:25 PM

Location: Panel 4, Moderator: LG Ransom

Contributors: LG Ransom; Eric Otto; Meg Elison; Robin Ann Roberts

Description: Returning to the popular topic of young adult science fiction, this panel will explore the evolution of the genre in the mid-to-late twenties, and will examine its various relationships with technology and technology culture. As a sub-genre which has come to be known for its signature technological or post-apocalyptic approaches to the bildungsroman, such literature not only empowers young adults to see themselves as agents of change, but also appeals to youth culture's posthumanist thrust. Panelists will discuss the ways that technology shapes society in young adult science fiction (and vice versa) and will interrogate the young adult SF novel as a space for negotiating a less rigidly demarcated organic humanity.

### How to Draw Chibi Sci Fi Characters

5:00 PM - 6:00 PM

Location: Art Way Alliance, Exhibit hall, B12

Contributors: Dennis Johnson

Description: Chibi is a style formed from Japanese anime and manga. Meaning "small," this style exaggerates certain character features like head size and shape, height, and eye size. In this class, students will learn to transform a character into a Chibi! We will explore different styles of Chibi as well as pinpointing key features to capture the identity and attitude of a character.

### Intermediate Cosplay Armor Making -- The Devil is in the Details

5:00 PM - 5:50 PM

Location: Anime USA Panels

Contributors: Lena Volkova

Description: Do you already know the basics of cosplay armorsmithing? Are you confident in creating something from EVA Foam or working with worbla? Do you want to take your armor to the next level and do something absolutely mindblowing? If so, this panel is for you. In this panel, Lena Volkova will demonstrate several techniques that can help you create intricate and impressive details to your armor. This demonstration panel will go over working with foam clay, etching, beveling techniques, faking hardware, dremel sculpting, weathering techniques, and an introduction to incorporating LEDs and/or fairy lights in your armor.

### Film Festival Awards and Fashion Show

5:00 PM - 7:30 PM

Location: Main Events

Contributors: Kaydee Stratis; Tony Dortch; Allison Carswell; Penny Weir; Calixta Starr; Jessica Small; Andriel Hartwick; Adam Hennessy; Pixel Pop Maid cafe; Randy Jennings; Sam Salman; Joe Harvey; Maid Maple; Maid Mana; Maid Rubi; Maid Suzume; Maid Mochi; Jamie Bonsignore

Description: Join us as we celebrate Escape Velocity 2019! Greg Viggiano, Executive Director of the Museum of Science Fiction, will open the ceremony with a welcome. Following the welcome will be the presentation of the Escape Velocity 2019 Film Festival Awards. To wrap up the ceremony, the Fashion Show will highlight the talent and art of sci-fi and fandom inspired costumes and fashion, where imagination meets reality!

### Star Driver

5:00 PM - 7:00 PM

Location: Anime USA Film

Description: Episodes 1-6

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"Three thousand stadia from the earth to the moon,—the first station. From thence to the sun about five hundred parasangs. ... Marvel not, my comrade, if I appear talking to you on super-terrestrial and aerial topics. The long and the short of the matter is that I am running over the order of a Journey I have lately made. ... I have travelled in the stars.

Lucian of Samosa

One of the earliest examples of what might be regarded as science fiction.

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Ghost Trap  
Ghostbusters

## The Supernatural in SF Literature (Nalo Hopkinson, NK Jemisin, Nnedi Okorafor)

5:40 PM - 6:30 PM

Location: Panel 4, Moderator: Aisha Matthews

Contributors: Aisha Matthews; Micah Donohue; Rebecca Evans; Anna Bedford; Cassandra Jones

Description: The boundaries of science fiction as “cognitive estrangement” are often too restrictive for many of the most inventive, thought-provoking texts which address the co-evolution of scientific advancement alongside non-dominant cultural practices and perspectives. Speculative fiction (SF) has emerged as a term to encompass both the traditional genre conventions of science fiction and the intersectional discourses of identity, ultimately uniting over a shared vision of departure from the historical past or present. In particular, authors writing within the Afrofuturist and Africanne-futurist traditions, most notably including Octavia Butler, NK Jemisin, and Nnedi Okorafor, are well-known for their exploration of futures in which science is not limited to Western ways of being, but is instead compatible with the organic evolution of Afrodiasporic cultures as well. Melding the spiritual and scientific traditions of science fiction and mysticism, such fictions weave the presence of the supernatural into their networks of advanced technologies and scientific advances. This panel will look at the supernatural aspects of science fiction literature in the works of these influential authors to explore the generative possibilities that introducing the supernatural into science fiction can create.

## Legend of the Galactic Heroes: Die Neue These

7:00 PM - 10:00 PM

Location: Anime USA Film

Description: Episodes 1-9

## Alien Universe Short Films

7:00 PM - 9:00 PM

Location: Panel 1 & 2

Description: In celebration of the 40<sup>th</sup> anniversary of the release of *Alien*, this screening of all six of the new *Alien Universe* short films will be the first time anywhere that they are all shown together.

## Tabletop for the End of the World LIVE

7:30 PM - 9:00 PM

Location: Panel 4

Contributors: Jemarc Axinto; Mitch Monin; Manuel Lugo; Kevin Heil

Description: This original hit scifi/actual-play podcast has been described by fans as the “post-apocalyptic love child of The Adventure Zone and Welcome to Nightvale you didn’t even know you wanted til now.” Hundreds of years into the future, America has fallen into ruin and neglect. To cope with the harsh realities, The Overseers have made it possible for everyone to plug into their True Reality system, but when the Potreblyat Corporation took over, only the rich and influential could stay plugged in. Now, four of the “Unplugged” have come together against all odds to play an ancient game known as Dungeons and Dragons 5<sup>th</sup> Edition.

### Doctor Whose Line

7:45 PM - 9:15 PM

Location: Main Events, Moderator: Joe Von Dühm

Contributors: Dan Hepler; D.J. Hinckle; Brian Tepe; Silke Maus; B.G. Wooten; Joe Von Dühm

Description: 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!

### NSDMG - Near Future Game

7:50 PM - 12:00 AM

Location: Panel 6

Contributors: Merle Robinson; Robert Mosher; Mark McDonagh

Description: Players will control nations, factions, and corporations in a near-future struggle for supremacy in the Solar System. The National Security Decision Making Game (NSDMG) has been running dynamic interactive multi-player live action role-playing games for public, academic, and government groups since 1990. Our scenarios are structured for examination of real or potential world challenges. Designed by our political, diplomatic, military, educational, and business experts - every game is uniquely challenging and fun. Our events cast you as a key faction in one of several nations where your choices make the real difference between national and personal success or failure. Journey into the near future of 2035. Experiment with how nation states, international organizations, and commercial enterprises might cooperate and compete as humanity expands into the solar system. Explore the capabilities/constraints of space operations; planetary unification or disunion; costs/rewards of space operations; and space law. Additional \$5 ticket required.

### My Hero Academia and the Subversion of the Superhero Trope

8:00 PM - 8:50 PM

Location: Anime USA Panels

Contributors: Melissa Lazaro; Priscilla Pertica

Description: In a world where a new superhero movie comes out every few months, one story will rise above the rest to save us from "superhero fatigue." Join us for a discussion about how My Hero Academia tells a story about superheroes that avoids the usual pitfalls yet still manages to pay homage to the genre.

### Spaceteam with Pixel Pop Maid Cafe

8:30 PM - 9:30 PM

Location: Gaming Room

Contributors: Maid Maple; Maid Mana; Maid Rubi; Maid Suzume; Maid Mochi

Description: Join Pixel Pop Maid Cafe for a rousing game of Spaceteam.

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"It is said that fact is sometimes  
stranger than fiction, and  
nowhere is this more true than in  
the case of black holes. Black  
holes are stranger than anything  
dreamt up by science fiction  
writers."

Stephen W. Hawking

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TARDIS  
*Doctor Who*

## Dark Frequencies: The Strange World of Shortwave Numbers Stations

9:00 PM - 9:50 PM

Location: Anime USA Panels

Contributors: Sarah Hodge-Wetherbe

Description: For over 75 years, strange pirate radio messages have been picked up over shortwave radio. These have become known as numbers stations. But what are they? Who is sending them and why? How is it they have captured the imagination of many who hear them? Come and find out.

## Cosplay Dance Off

9:30 PM - 11:00 PM

Location: Main Events, Moderator: Jason McClain

Contributors: Gigi Edgley; Calixta Starr; Rusty Weir; Sarah Halley; Sarah Mackay; Alexandro Cano; Swaraj Dhumne; Daniel Dresser; Mary Lagdameo; Nicholas Rivera-Miller; Brittany Azzato; Tony Dortch; Marianne Pease; Karina Noelle Dar Juan; Jessica Small; Andriel Hartwick; Brittany Petersen; Melissa Williams; Tyrone Cleveland; Barbara Mabie-McClain; Jason McClain

Description: Come see your favorite characters get "Technologic." Our dancers will be performing moves from all genres. Whether its street, classical, or hip hop, we have the moves. Come see all the victory dances in their dazzling glory. Hot music and even hotter dance battles!

## Occupants (Feature)

10:00 PM - 12:00 AM

Location: Film Festival

Description: "Occupants" is a film about Annie Curtis, an award-winning documentarian, and her husband, Neil. Annie and Neil embark on a '30 Days of Clean Living' documentary, setting up cameras all over their house to document, via the Internet, their new eating habits. By doing so, half of their cameras capture a parallel version of themselves - a version that ultimately unravels and threatens their very existence.

## Animate the Future: When Science Fiction and Anime Meet

10:00 PM - 10:50 PM

Location: Anime USA Panels

Contributors: Doomtastic

Description: This East meets West panel looks at subgenres of science fiction and how they appear in a variety of different media from the United States, Europe, and Japan. Come and learn about how some of your favorite science fiction subgenres are expressed and influenced by culture in some of your favorite anime and manga. Space Opera, cyberpunk, and alien invasions, oh my!

## Parasyte

10:00 PM - 12:00 AM

Location: Anime USA Film

Description: Episodes 1-6



### Space Dance

11:15 PM - 2:00 AM

Location: Main Events

Contributors: Barbara Mabie-McClain; Jason McClain; DJ SHALEIGH

Description: 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. Fun music by our in house celebrity DJs and colorful atmosphere that's truly from another world!

### Plan Nine from Outerspace (Feature)

12:00 AM - 2:00 AM

Location: Film Festival

Description: Dubbed the "worst film ever made," Plan 9 from Outer Space (1959) is the Ed Wood's cult classic that is the epitome of "so-bad-it's-good" cinema. Extraterrestrials decide to raise the dead on Earth to stop humans from creating a doomsday weapon that could destroy the Universe! Starring Gregory Walcott, Mona McKinnon, Tor Johnson, "Vampira" (Maila Nurmi) and Bela Lugosi.

## Sunday Programming and Panels

### Queer SF: Beyond the Heteronormative Paradigm

9:00 AM - 10:20 AM

Location: Panel 3, Moderator: Erica Massey

Contributors: Erica Massey; LG Ransom; Anna Bedford; Christy Tidwell; Kristi Chadwick

Description: In recent years, science and speculative fictions have been most compellingly utilized to articulate differences, and have done so by exploring those things which estrange us from normativity - the bizarre, the uncanny, and the queer - to articulate the transformative potential of those subjects and objects who refuse to be "corrected." In this discussion, panelists will examine queer futurities, foregrounding the representation and visibility of LGBTQ+ characters in science fiction literature, to ultimately consider how such representations can transcend the naturalized, reproduction-centric heteronormative paradigm.

### Frontiers of Bioengineering and Biohacking

9:00 AM - 9:50 AM

Location: Panel 1, Moderator: Karina Perez

Contributors: Shaun Moshasha; Michael Klein; Virginia Soenksen; Karina Perez

Description: Can we, or should we, transcend the limitations of our bodies? Do we really need implantable continuous lab testing, prosthetic electronic contact-lens cameras, or puppies that glow in the dark? This panel will discuss the brave new world of biohacking, grinders, and the cyborg lifestyle.

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"The function of science fiction  
is not always to predict the  
future but sometimes to  
prevent it."

Frank Herbert

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Narcissus  
*Alien* (1979)

### Chicana/o-Futurism

9:00 AM - 9:50 AM

Location: Panel 4

Contributors: Micah Donohue; Victoria Sanchez

Description: "Chicanafuturism explores the ways that new and everyday technologies, including their detritus, transform Mexican American life and culture. It questions the promises of science, technology, and humanism for Chicanas, Chicanos, and other people of color. And like Afrofuturism, which reflects diasporic experience, Chicanafuturism articulates colonial and postcolonial histories of indigenismo, mestizaje, hegemony, and survival" (Ramirez). This panel will discuss both the theory and application of chicanafuturism in science fiction literatures.

### Gatchaman Crowds

9:00 AM - 11:00 AM

Location: Anime USA Film

Description: Episodes 1-6

### Creative Writing Workshop (18+)

9:00 AM - 12:00 PM

Location: Panel 2

Contributors: Darren Beyer; Nick Kelly

Description: Have you been working on your novel or short story for what feels like forever? Have you always wanted to write an SF story but always second guess yourself when you put pen to paper? If so, this is the panel for you! In this interactive workshop, you will work with published science and speculative fiction authors who will lead a range of creative writing and thought exercises, and will answer questions and offer advice about writing and publishing.

### Exhibit Hall - VIP Access

10:00 AM - 11:00 AM

Location: Exhibit Hall

Description: Exhibit Hall Open for VIP Access. The Exhibit hall houses our larger exhibits, as well as artists, scientists, industry experts, educational areas, vendors, and more!

### Museum Gallery - VIP Access

10:00 AM - 11:00 AM

Location: MOSF Gallery

Description: Open for VIP Access. The Gallery houses meticulously curated artifacts, costumes, props, artwork, and more, from various genres of Science Fiction, sci-fantasy, and more!

### Starship Horizons Bridge Simulator

10:00 AM - 1:00 PM

Location: Bridge Simulator

Contributors: Fred Beebe

Description: Starship Horizons is a multi-player bridge simulation experience allowing 2-6 players to work together as the ship's bridge officers. The core gameplay experience is designed around players commanding their own starship as the bridge officers in the roles of Captain, Flight, Tactical, Science, Engineering and Operations. Missions will run throughout the convention.

### Science: Fiction or Fantasy? A look at Science Fiction vs Science Fantasy in Anime

10:00 AM - 10:50 AM

Location: Anime USA Panels

Type: AnimeUSA

Contributors: Vicky Pohlen

Description: There is an enduring debate about how to draw the line between science fiction and science fantasy. Come learn about the distinction between the two and see it applied to a variety of science fiction -- or science fantasy - anime.

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"If what we are doing is not seen by some people as science fiction, it's probably not transformative enough."

Sergey Brin

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### Biotechnology, Human Evolution, and Sustainability in Fiction

10:05 AM - 10:55 AM

Location: Panel 4, Moderator: Jeffrey Barber

Contributors: Leigha McReynolds; Rajat Chaudhuri; Rebecca Stone Gordon; Jeffrey Barber

Description: The possibilities and dangers of biotechnology have been a familiar and ongoing theme in literature and cinema, from the advent of artificial life in "Frankenstein" and genetic engineering in "The Island of Dr. Moreau," to the narrative speculations of post humanism and AI in "Bladerunner," "Schismatrix," and "Altered Carbon." Other artists have examined the possible impacts, both hopeful and catastrophic, of biotechnology on the wider natural environment. This panel session will explore how fiction and film have portrayed and reflected on the impact of biotechnology on human evolution and efforts to create a sustainable future. From exploring the plausibility of terraforming to the possibility of sustaining or destroying life on Earth, science fiction artists provide critical considerations of real-life challenges facing humanity and world leaders in the 21<sup>st</sup> century. Panelists will combine analysis of science fiction texts with discussions of developments in technology and popular discourses surrounding potential applications to illuminate important conversations that might define our future.

### Future of Food

10:05 AM - 10:55 AM

Location: Panel 1, Moderator: Jenny Splitter

Contributors: Tara Scully; Jenny Splitter; Peg Willingham

Description: This panel covers the way technology is changing our food and what that means for the future. We'll dig into the evidence and research on new plant-based foods, lab meat and the Impossible burger, CRISPR and GMO crops, precision nutrition and the ways in which technology is shifting our eating habits and health.

### Visual Effects for Students Using Student Resources and Micro Budgets

10:05 AM - 10:55 AM

Location: Main Events

Contributors: Dan Curry, V.E.S.

Description: A discussion of creative thinking, seeing what is in a scene and what could be there, and how resources already available to students can be used to expand their storytelling capabilities. The value of "establishing shots" to add scope and storyboards to increase efficiency will also be discussed. Examples from Dan's career on *Star Trek* and other productions will be used.



Lunar Excursion Module  
Apollo 11, 1969

### Fallout Tech in the Real World

10:05 AM - 10:55 AM

Location: Panel 6

Contributors: Jason McClain

Description: A not-so fantastical look at the real world technology that prevails in the universe of the Fallout series. Nuclear Planes - we got em! Atomic Batteries - Check! Silly Warning signs - yep! Come to this discussion to learn all about the nuclear world, seen through the eyes of Fallout, and all of its retro-futuristic glory!

### NSDMG - Cold War Game

10:05 AM - 2:10 PM

Location: Panel 5

Type: Gaming and Simulation

Contributors: Merle Robinson; Robert Mosher; Mark McDonagh

Description: The National Security Decision Making Game (NSDMG) has been running dynamic interactive multi-player live action role-playing games for public, academic, and government groups since 1990. Our scenarios are structured for examination of real or potential world challenges. Designed by our political, diplomatic, military, educational, and business experts - every game is a uniquely challenging and fun. Our events cast you as a key faction in one of several nations where your choices make the real difference between national and personal success or failure. Enter the way-back machine and experience the intense competition of the early 1960s. It will be the world you know from the history books - with some "adjustments" to explore some of the "what ifs" of history. Gain insight into the challenges/opportunities of dealing with a newly assertive and independent third world.

### Ethnic Techno-Cultures

10:35 AM - 11:55 AM

Location: Panel 3, Moderator: Aisha Matthews

Type: Literature

Contributors: Aisha Matthews; Ricardo Guthrie; Franklin Mitchell; Jose G. Moreno; Tim Yamamura

Description: This panel will investigate a variety of ethnic and indigenous "futurisms" – Afro, Latinx, Asian American, and beyond – and highlight issues of race, technology, and labor as they relate to science fiction texts across literary, filmic, and community archives. Panelists will present papers exploring what ethnic studies methodologies and a consideration of ethnic techno-cultures might offer to the study of technology, society, and questions of the future for racial minorities in the United States and beyond.

### Transgeek (Feature)

11:00 AM - 1:00 PM

Location: Film Festival

Description: "TransGeek" is about making a place for transgender people to tell their own stories in their own voices. The film uses in-depth interviews conducted over a period of several years to explore the lives, hobbies, politics, careers, and thoughts of transgender geeks, and features an original score composed by Zoë Blade, a British electronic musician and transgender woman.

### Play Dune against the designers!

11:00 AM - 3:00 PM

Location: Gale Force Nine, Exhibit hall, B10

Contributors: Peter Olotka; Bill Eberle; Jack Kittredge

Description: Award-winning game publisher Gale Force Nine, in association with the Museum of Science Fiction, is proud to announce the return of the classic 1979 strategy board game Dune! Based on the iconic series of science fiction novels by Frank Herbert, players select a unique faction at the start of each game and must engage in high stakes diplomacy in order to safely harvest valuable spice while avoiding giant sandworms and rival factions. Original designers Peter Olotka, Bill Eberle and Jack Kittredge are ready to take on all challengers at Escape Velocity! All materials provided.

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“Violence is the last refuge of  
the incompetent.”

Isaac Asimov  
Foundation

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### Gundam Unicorn

11:00 AM - 1:00 PM

Location: Anime USA Film

Description: Episodes 1-2

### Exhibit Hall - Open Access

11:00 AM - 4:00 PM

Location: Exhibit Hall

Description: Exhibit Hall is open for attendee access. The Exhibit hall houses our larger exhibits, as well as artists, scientists, industry experts, educational areas, vendors, and more!

### Gravity is Optional

11:00 AM - 4:00 PM

Location: Education Station, Exhibit hall, B12

Contributors: Robert Clemenzi

Description: Hands on science that will blow your mind! Gravity is Optional has been presenting weird physics demos in the DC area since 2010. Stop by the Education Station on Sunday, May 26 to see optical illusions and play with magnets, motors, gears, floating objects and more - all in the name of science!

### Ink and Paint Come Alive

11:00 AM - 11:50 AM

Location: Anime USA Panels

Contributors: Brent Newhall

Description: How does an anime studio actually produce an episode of anime? What are the actual steps, and how are they broken down? Brent P. Newhall of Geek Archaeology takes you through the animation processes that bring anime to life, from initial meetings to key animation, all the way to voice recordings and sound effects.



Mission Patch  
Apollo 11, 1969

### Museum Gallery - Open Access

11:00 AM - 3:00 PM

Location: MOSF Gallery

Description: Open for Attendee Access. The Gallery houses meticulously curated artifacts, costumes, props, artwork, and more, from various genres of Science Fiction, sci-fantasy, and more!

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

11:00 AM - 12:00 PM

Location: Art Way Alliance, Exhibit hall, B12

Contributors: Tyrone Barnes

Description: 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?

### Color Theory and Cosplay with Kurenai Kiba

11:10 AM - 12:00 PM

Location: Panel 6

Contributors: Kurenai Kiba

Description: 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.

### Geoengineering and Climate Change

11:10 AM - 12:00 PM

Location: Panel 1

Type: Science

Contributors: Karina Perez; David L. Anderson; Chris Trisos; Kevin Seidel

Description: Geoengineering is a climate change solution that could quite literally change the world. Can we sustainably manage the environment while protecting and transforming our economic and energy systems? Are there viable ways to engineer a cooler planet? What could possibly go wrong? Panelists will consider past and future efforts to terraform Earth.

### Lego Robotics: Martian Rover!

11:10 AM - 12:00 PM

Location: Panel 4

Contributors: Joan Indiana Rigdon; Laura Wilhelm

Description: Students follow step-by-step on-screen instructions to build their robots, and then write suggested programs to get their robots working. After that, those who are ready may write more complicated programs involving motion or tilt sensors. In this workshop, kids will work in pairs to build and program a Martian Rover to explore the red planet!

### Dominique Tipper Spotlight

11:10 AM - 12:00 PM

Location: Main Events

Description: Join Dominique Tipper from *The Expanse* as she dives into the things that have been the highlights of her career, her time on set, and much more!

### Talisman!

12:00 PM - 3:00 PM

Location: Gaming Room

Contributors: Kylos Brannon

Description: Come play the classic adventure game Talisman (with the Dungeon, Highlands, Blood Moon, Reaper, and Sacred Pool expansions)! Choose your character and travel the world to seek adventure, collect weapons, battle fantastic creatures, and recruit companions on your quest for the Crown of Command. Beginners welcome, no experience required, and all materials provided. 6 players maximum.

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"The most hopelessly stupid  
man is he who is not aware he  
is wise."

Isaac Asimov  
Foundation

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### A Puppet Without a Ghost: the Evolution of Cyberpunk Anime

12:00 PM - 12:50 PM

Location: Anime USA Panels

Contributors: Sarah Hodge-Wetherbe

Description: 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.

### Fan Culture: Shipping, OTPs, and Fan Fiction

12:10 PM - 1:00 PM

Location: Panel 3

Contributors: Larissa Zek; Priya Sinha; André Carrington; Erica Massey; Karen Hellekson

Description: This panel will explore the production of fan literature surrounding primary science and speculative fiction texts. Discussion will encompass the forms/terms of literature and film specific to fan culture and what the fan community has to offer uninitiated readers.

### So You Want to Make a Film? A legally-sound producer's guide

12:15 PM - 1:05 PM

Location: Panel 4, Moderator: Bjorn Munson

Contributors: Charles Hildebrandt; Bjorn Munson

Description: Advances in filmmaking technology mean that anyone with a smartphone could jump into filmmaking this afternoon... but should you? And where should you start? Join local filmmaker Bjorn Munson and entertainment attorney (and MOSF production counsel) Charles Hildebrandt for a whirlwind guide about the steps you need to take and legal issues you must consider when mounting your independent film opus.

### What Robots of the Future Can Do / The Driverless Revolution

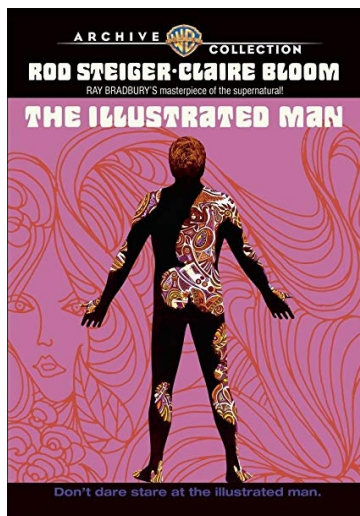
12:15 PM - 1:05 PM

Location: Panel 1, Moderator: Brenda Leong

Contributors: Brenda Leong; John Monahan; Shannon Conley-Phillips; Emily York

Description: Driverless cars could not only change our commute, they might change the way we live and work. Will they reduce congestion, deaths, and insurance costs? Will they mean the end of human driving? Panelists will speak on technological challenges that must be overcome, as well as recent lessons in the field that are impacting the whole industry.





*Illustrated Man* (1969)

### How To Make Your Cosplay Come Alive!

12:15 PM - 1:05 PM

Location: Main Events

Contributors: Calixta Starr

Description: Have you ever felt your cosplay was missing an element or not as "lifelike" as you wanted? It could be that you are missing an important aspect of cosplay- the character's personal movements, poses and body language! In this workshop/lecture, we will discuss how a character's personality and mindset is displayed through movement. In addition, we will explore exercises and techniques you can practice at home to personify the character on the convention floor, in photos, and on the masquerade stage!

### Advanced Sewing and Costuming Machines: Beyond the Stitch

12:15 PM - 1:05 PM

Location: Panel 6, Moderator: Melissa Williams

Contributors: Marianne Pease; Melissa Williams; Rusty Weir

Description: Discussion and showing of advanced machines in use for sewing, finishing, and possibly textile creation methods.

### Tech Duels: Should The United States regulate drone technology?

12:15 PM - 1:05 PM

Location: Panel 2

Contributors: David Trigaux; Murshed Chowdhury

Description: As Amazon moves their HQ2 into Arlington and dreams of swarms of delivery drones, questions of regulation grow. Similarly, the use of UAVs by the military, by farmers, by the entertainment industry, and by entrepreneurs is rapidly expanding. Students from the Washington Urban Debate League (WUDL) will discuss a broad range of technological and policy issues related to drone technology.

### The Art of Illustration

12:30 PM - 1:30 PM

Location: Art Way Alliance, Exhibit hall, B12

Contributors: Kofi Jamal Simmons

Description: Using random adjective, nouns, and verbs, artists will practice creating their own characters. This brainstorming project is a great way to warm up before doing heavy drawing that can be done anywhere.

### Shorts Block 2

1:00 PM - 3:00 PM

Location: Film Festival

Description: Due to thematic and visual content, the EV Film Staff would rate the films in this block PG-13: Parents Strongly Cautioned - some material may be inappropriate for children under 13. A selection of short films that are official entries into the 2019 Escape Velocity Film Festival.



### Gurren Lagann

1:00 PM - 3:00 PM

Location: Anime USA Film

Description: Episodes 1-6

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"We earth men have a talent  
for ruining big, beautiful things."

Ray Bradbury

*The Martian Chronicles*

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### TAG Labs game development workshop

1:00 PM - 4:00 PM

Location: TAG Labs, Exhibit hall, B12

Description: Want to learn about game design? Maybe you just want to play games? TAG Labs will be hosting game development workshops along with consoles for playing your favorite games. Come learn about game design using powerful and free tools like Unity 3D, Magica Voxel, Construct, and more. Workshops are come and go; there's no need to stay for the whole duration. Explore these tools for making games with TAG Labs instructors ready to help you learn.

### MechAmerica!

1:00 PM - 1:50 PM

Location: Anime USA Panels

Contributors: Eric Rutledge

Description: We all know that Mechs are all over in Anime. Fair to say that Japan has a love affair with robots. But what about the US of A and how western audiences have treated Mecha and Giant Robots? Come and explore the wonderful world of mechs in American pop culture!

### Saber Legion Demonstration

1:10 PM - 2:00 PM

Location: Demonstrations, Exhibit hall, B12

Description: The Saber Legion (TSL) is the world's largest custom saber combat organization that specializes in dueling using iconic saber from everyone's favorite sci fi movies. While training and dueling is where our focus lies, building a community for like minded saber enthusiasts has become our mission. Join us for one of our demos and see why we are #UnitedThroughSabers

### Diversity in Early 2000s American Cartoons

1:20 PM - 2:10 PM

Contributors: James Jackson

Description: This panel will discuss animated shows of the early 2000s and how cultural diversity has become dynamic in kids shows.

Animated shows talked about in the panel will be Static Shock, Jackie Chan Adventures, Mucha Lucha, and many others.

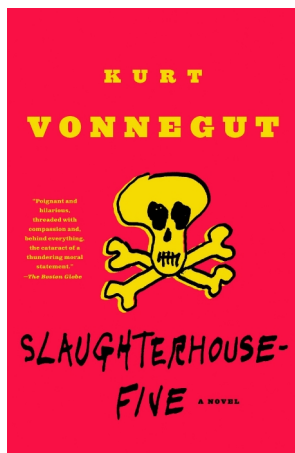
### How Did They Make That?: Tech Edition

1:20 PM - 2:10 PM

Location: Panel 6, Moderator: Jason McClain

Contributors: Jason McClain; Tom Jewell

Description: Discussion and presentation of items, props, costumes, and the methods used to create/embellish them. Technology focused to cover advanced features or creation techniques.



*Slaughter House Five* (1969)  
Kurt Vonnegut

## Technology Embodied – Body Modification, Synthetics, and the Posthuman in SF Literature

1:15 PM - 2:35 PM

Location: Panel 3, Moderator: Aisha Matthews

Contributors: Aisha Matthews; William Barry; CPT Steven Modugno; Doron Darnov; Pratyasha Basu; Elisha Baba

Description: As technological development continues to advance at an unprecedented rate, humanity finds itself more and more integrated with, and oftentimes dependent on, technological amplifications, interventions, and solutions. As such technology becomes commonplace, blurring the boundaries between organic and synthetic life, we might ask ourselves, will we someday reach a point where being "human" ceases to mean anything? Whether our concerns are moral, aesthetic, medical, monetary, eugenic, or something else altogether, this futurist impulse to create, to invent, to evolve to the next level of being, is a hallmark of Western society. Accordingly, despite (or perhaps because of) our human moral concerns and questions, the study of science and speculative fictions serves as the perfect terrain for examining questions about the posthuman and the transhuman. Perhaps our ethical obstacles are precisely what makes the creation and dissemination of science fiction critical to our continuing "progress." The subject of technological embodiment opens a realm of possibility where we can investigate the necessity of safeties, articulate and explore our concerns about the future, and weigh for ourselves the risks and rewards of an increasingly cyborg human experience. What makes a human and what makes a person? Are we already posthuman? Does the presence of a soul enter into our ethics about body modification? What should we worry about and be excited for? Such questions were the object of inquiry which inspired the following presentations: Doron Darnov - "Seeing Beyond the Human: Augmented Reality, Visual Prosthesis, and Cybernetic Imagination in Charlie Brooker's 'Black Mirror'". Pratyasha Basu - "Artificial Memory in the Works of Ted Chiang and Philip K Dick". CPT Steven Modugno & Dr. William Barry - "Transhumanist Soldier". Elisha Baba - "The Prophetic Warning of Technological Domination in Speculative Literature"

## Enterprise 1701 Model Making with Kurt Kuhn and Dan Grumeretz

1:20 PM - 2:10 PM

Location: Main Events

Contributors: Dan Grumeretz; Kurt Kuhn

Description: Kurt Kuhn takes us on a journey to explore the recreation of one of Hollywood's most iconic starship. This discussion will cover the building of the starship Enterprise, as seen in *Star Trek: The Motion Picture*. Join Kurt as he pulls back the curtain to show how iconic movie magic is made. Be sure to check out the large scale Enterprise model in our Gallery exhibit. The model measures over eight feet long and four feet wide and features an automated light-up sequence identical to the scene in the film when the ship leaves drydock.

### Traffic Management for Satellites

1:20 PM - 2:10 PM

Location: Panel 1, Moderator: Phillip Cunio

Description: This event will briefly describe the importance of spaceborne infrastructure to modern daily life, provide an extremely simple overview of orbital mechanics for the average human, and then demonstrate a suite of tools for real-time monitoring of satellites on orbit. The event audience interaction, allowing some members to engage with the tools and pick geosynchronous satellites to watch.

### Makey Makey Experimental Audio Lab

1:20 PM - 2:10 PM

Location: Panel 4

Contributors: Pongos Learning Lab

Description: Makey Makey is a super cool kit that allows you to turn just about any conductive object into a controller for a computer. That means you can use bananas, lemons, limes, play-doh, cups of water, pieces of aluminum foil, and even other people to control games, make music, and much more!

### A Very Special Recording of The Cosplay Cast -- Cosplay and STEM

2:00 PM - 2:50 PM

Location: Anime USA Panels

Contributors: Lena Volkova; Rey\_Dot\_Ham; Jay's Fine Art Photography; Ginny Liz

Description: In this episode, Lena, Amelia, Jason, and special guest Ginny further expand on STEM within the cosplay world. Although we're all familiar with how STEM can play a role in creating stellar cosplay, how does cosplay contribute to STEM? In this panel we'll discuss how our STEM backgrounds not only contribute to our cosplay endeavors, but also how our experience as cosplayers helps contribute to the STEM community, including community outreach and engagement.

### World Development in Fantasy & Sci-Fi Story Telling

2:00 PM - 3:00 PM

Location: Art Way Alliance, Exhibit hall, B12

Contributors: Jordan Clark

Description: Jordan Clark guides writers aspiring to create works of pure fiction to create worlds that are completely unrealistic....however totally believable!

### What Can We Do When Machines Learn?

2:25 PM - 3:15 PM

Location: Panel 1, Moderator: Michael Bear

Contributors: Brian Stanton; Michael Bear; James Foulds; Jennifer Keating

Description: Machine learning can do lots of good things from stopping cyberbullying and reducing bias and unfairness in schools and the workplace, to even predicting who might be a terrorist. But what will happen when computer and data scientists use algorithms to manage our digital lives, predict crime, determine jail sentences, and make other hugely consequential decisions? What are the advantages of relying so heavily on "thinking" systems?



NASA, Saturn V Booster



Trinity  
*The Matrix* (1999)

### 3D Printing for the Costumer/Prop Maker

2:25 PM - 3:15 PM

Location: Panel 6

Contributors: Jason McClain; Brent Newhall

Description: Discussion and showing of 3D print technology and how it applies to costuming and prop making.

### Bodice Rippers & The Geeks Who Love Them

2:25 PM - 3:15 PM

Location: Panel 5

Contributors: Dana Wooster; Dixie Cochran; Darbi Bradley; Jessica Jellish

Description: Like many fandoms, those who love the romance genre have been forced into some interesting debates about the worthiness of the medium. This panel will be focus not only on the ways in which the genre has evolved over time, but also on the ways it could improve in the future, and how loving romance books has or has not connected the panelists to other fandoms. Join us for a rollicking good time while we discuss the much hyped "bodice rippers," because sometimes, it really is all about the happily ever after.

### Gotta Play 'Em All

2:25 PM - 3:15 PM

Location: Panel 4

Contributors: Daniel Greenberg

Description: Review of modern era game from current game developers and experts who just want to play the classics and talk about the development that went into them.

### YouTube Stars

2:45 PM - 3:35 PM

Location: Demonstrations, Exhibit hall, B12

Contributors: Pongos Learning Lab

Description: Does your child want to be the next YouTube super star? We can help them get started down the right path. This session will cover internet safety, planning videos, and basic video production. Bring your own device! We'll help you plan your first video, and send you off to record it.

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## VooDooFX Randy Neubert

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