



FOR IMMEDIATE RELEASE
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New Interactive Exhibit on Video Game Industry to Open at BMI
Game Wizards Lets Visitors Design Their Own Video Game

BALTIMORE, MARYLAND – The Baltimore Museum of Industry (BMI) will open a new exhibit that will allow visitors to immerse themselves in the exciting process of creating their very own video game. *Video Game Wizards - Transforming Science and Art into Games* will open on Thursday, October 23.

This exhibit provides an interactive environment where visitors can explore how their talents, skills and passions could possibly lead to a career in the interactive entertainment industry. The exhibit's six stations provide an opportunity for visitors to meet the game makers and learn about their various roles, while making and customizing their own game using the skills demonstrated at each station.

Visitors will experience the collaborative process of video game development at each and every point in the exhibit. At the end of their exhibit experience, visitors are able to play their own game and share it on the exhibit's website with family and friends, and will be able to play any of the games that have been developed at the exhibit.

One of the primary goals of the exhibit is to convey to children the importance of staying in school, doing well, and learning the skills—in science, technology, engineering, art and math—needed to be part of the video game industry, or other professional fields. "This experience will inspire students to someday become creative problem solvers, to take those skills into videogame development or any other career of their dreams," says Sid Meier, co-founder and Director of Creative Development of Firaxis Games based in Sparks, Maryland.

The *Video Game Wizards – Transforming Science and Art into Games* exhibit, was developed by the Baltimore Video Game Wizards, a non-profit organization funded by veteran video game developers in Maryland; Luci Creative and Ravenswood Studio, Lincolnwood, IL; Silver Oaks Communications, Moline IL; Cerebral Lounge/Clean Cuts Music, Baltimore, MD; and the Baltimore Museum of Industry. A start-up grant was provided by the Maryland Film Office/Maryland Department of Economic Development.

The exhibit will run through 2019.

The Maryland video game industry began in 1982 when business entrepreneur, John W. (Bill) Stealey and video game developer Sid Meier teamed up and started the Hunt Valley based company, MicroProse. This new exhibit recognizes the 30+ years of Maryland's video game industry and gives visitors information, encouragement and fun.

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EXHIBITION DATES:

Media Preview: Wednesday, October 22, 3:00-5:00pm. RSVP to cmullins@thebmi.org
Exhibition opens to the public: Thursday, October 23, 2014 running through 2019.

ABOUT THE BMI:

Founded in 1977 as a project of the Mayor's Office, the Baltimore Museum of Industry is a private, nonprofit organization established to celebrate the past, present and future innovations of Maryland industry and its people through dynamic educational experiences. The Museum is a leader in innovative education about Maryland industry and a major attraction for Baltimore, Maryland, and the Mid-Atlantic region.

VISITOR INFORMATION:

The Baltimore Museum of Industry is located at 1415 Key Highway, Inner Harbor South, Baltimore, MD 21230. The BMI is open Tuesday – Sunday, 10 a.m. - 4 p.m., and closed Mondays, Christmas Day, New Year's Day and Thanksgiving. Free on-site parking is available. Admission prices, general museum information and directions can be found at www.thebmi.org. Follow us on Facebook at Facebook.com/Baltimore-Museum-of-Industry and on Twitter at @BMIatWork.