## Floor Maps

**Third Floor (3)** — Wellcome Wing: Engineer Your Future, Flight, Ramp, Fly Zone, Shake Bar, Launchpad, Launchpad Briefing Room, Launchpad City, Exhibition Road. For step-free access between Flight gallery and Wellcome Wing use the lift on 2M

**Second Floor (2)** — Wellcome Wing: Atmosphere, Information Age, Information Age Studio, Energy Fuelling the Future, Ada Lovelace, The Clockmakers' Museum, Media Space Gallery, Virgin Media Studio, Journeys Through Medicine, Media Space Café, Exhibition Road

**First Floor (1)** — Wellcome Wing: Who Am I?, Studio B, Studio A, Measuring Time, Cosmos & Culture, Agriculture, Challenge of Materials, Cosmonauts, Exhibition Road

**Ground Floor (G)** — Wellcome Wing: Cravings, Antenna, Deep Blue Diner, IMAX Theatre, The Model Walkway, Making the Modern World, Foucault's Pendulum, Exploring Space, Energy Hall, Churchill's Scientists, The Theatre, The Café, Shop, James Watt and Our World, Group Entrance / Exit, Entrance, Exit, Exhibition Road

**Basement (B)** — Wellcome Wing: Ramp, The Garage, Things, Secret Life of the Home, Exhibition Road

# B  BASEMENT

## THINK

### Wired for Sound, *Things*
19.25–19.50, 20.35–21.00

Join Johan Holmström, Senior Composer and Sound Designer at King Digital Entertainment, as he guides you through the process of making a catchy score for a major mobile game franchise such as *Candy Crush*. And what about in-game sound effects? How important are they? Come along to find out and make some sweet music!
*Places limited to 100 visitors.*

### Fun Needs Maths, *Things*
20.00–20.25, 21.10–21.35

Join Dr Hugo Carr, a Senior Data Scientist at King with an academic background in artificial intelligence and statistics, as he explains how data scientists can help game designers to launch and maintain some of the world's best-loved mobile games.
*Places limited to 100 visitors.*

## EXPERIENCE

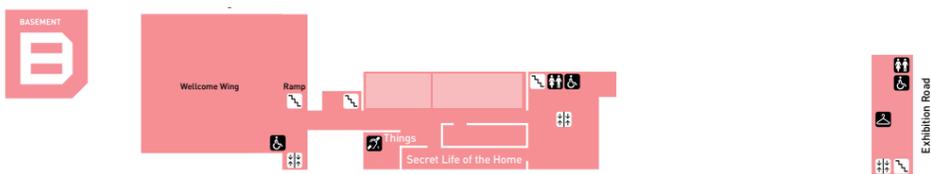### The Technology Behind Enabling Our Every Day, *Wellcome Wing*
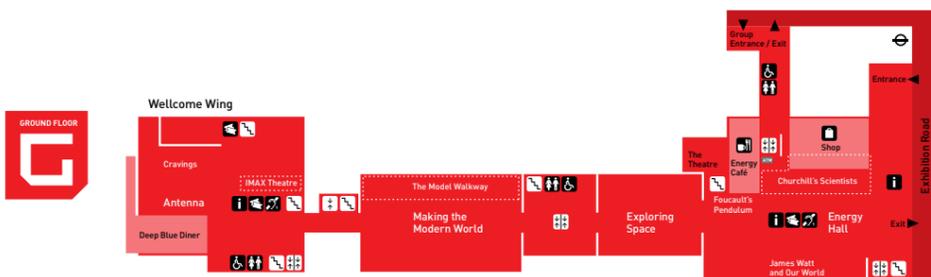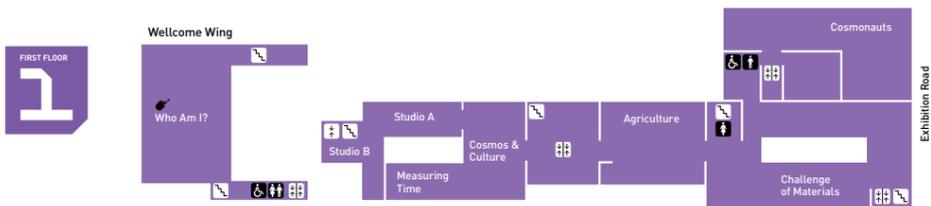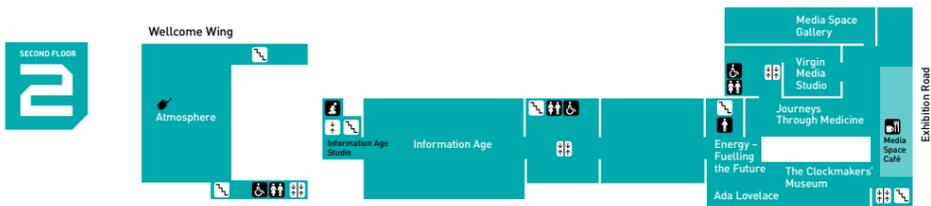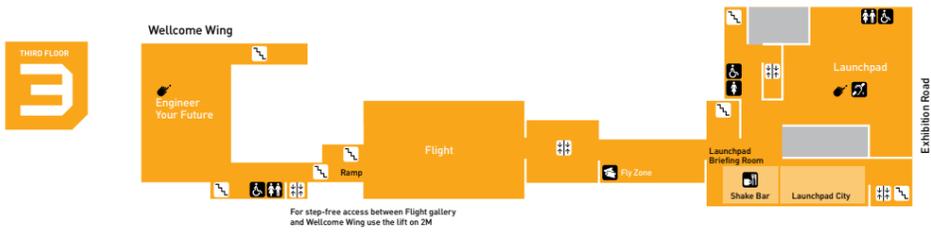Drop in, 18.45–21.30

URENCO's centrifuge experience will get your head spinning and help you uncover the technology behind nuclear energy. Come and try our human roulette wheel to find out how we all benefit from nuclear technology and enter our fantastic competition.
*#enablingoureveryday*

## CREATE

### Binary Bracelets, *Wellcome Wing*
Drop in, 18.45–21.30

Come and use our binary code beads to make a bracelet with a 'hidden in plain sight' word or sequence. Think of it as real-life word processing, but with fewer words, and more zeros and ones.

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### #Tag! You're It! *Wellcome Wing*
Drop in, 18.45–21.30

Hashtags are everywhere! Do you have a favourite? Help us populate our physical Twitter wall with real tags. No trolls allowed.
*#smlates*

### Crocodile Clip the Internet to Your World, *Wellcome Wing*
Drop in, 18.45–21.30

Play 'whack a mole' with Code Club and explore the programming principles and technology behind the game. Then have a go at creating a Makey Makey drum kit with your new know-how.

# G  GROUND FLOOR

## THINK

### Talkaoke, *Antenna*
19.30–20.00, 20.15–20.45, 21.00–21.30

The Science Museum's favourite pop-up talk show is back, giving you the chance to chat about the hottest topics and solve the world's problems one byte at a time.

## EXPERIENCE

### Ada Lovelace, *Making the Modern World*
19.30–20.00, 20.15–20.45, 21.00–21.30

Ada Lovelace was not only Lord Byron's daughter but gained fame as a mathematician and 19th-century computer programmer. Join our actress as she tells all.

### Instatwitter, *Making the Modern World*
Drop in, 18.45–21.30

Tweet us – come along and have your picture and tweet taken and printed off. Take it away and tweet it again!

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### Level Up Human, *The Theatre*
19.30–20.15, 20.45–21.30

Combining biology and ambition, Level Up Human takes a light-hearted look at what it means to be human, and what the alternatives might be. Join Simon Watt and guests for the live recording of an exciting new podcast series.
*Places limited to 120 visitors.*

### The Painting Fool, *Antenna*
Drop in, 19.00–21.30

Come and have your portrait drawn by The Painting Fool – a piece of intelligent emotional software, created by Professor Simon Colton, that reads your emotions to create a unique image of you.

### Silent Disco, *Exploring Space*
19.00–21.40

Whether you're practising your moves or just in the mood to slam dunk the funk, grab a headset, select your tunes and dance until you drop.
*Last entrance 21.30.*

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### Punk Science: The Game Show, *IMAX Theatre*
20.45–21.30

Punk Science celebrate the Mistress of Maths! The Countess of Computing! The Lady of Logic! Come and be educated and entertained as the Science Museum's resident comedy duo present the extraordinary life of the extraordinary lady Ada Lovelace. There will be great prizes to be won, but the best prize is knowledge.
*Tickets are limited and cost £5 per person – available from any ticket desk.*

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### What's Next for the Tech Industry and How Will It Improve Our Lives? *IMAX Theatre*
19.30–20.30

Ada Lovelace's vision for computing has made her a powerful symbol for modern women in the tech industry. To celebrate the bicentenary of her birth, join us for a very special panel discussion in the IMAX Theatre, hosted by King.
This event brings together key figures from Facebook, Google and other major players in the digital world to discuss the future of the tech industry and its impact on our lives.
*This is a free pre-booked event, but limited tickets will be available from the IMAX ticket desk from 19.20.*

# 1  FIRST FLOOR

## THINK

### The Thrilling Adventures of Lovelace and Babbage, *Studio B*
19.30–20.10, 20.40–21.20

Sydney Padua's bestselling graphic novel *The Thrilling Adventures of Lovelace and Babbage* combines extensive research with alternate-universe comic-book escapades. In this talk she will discuss her book and show 3D animations of the Analytical Engine – a gigantic steam-powered computer invented in 1837.
*Places limited to 80 visitors.*
*Sydney Padua will be signing copies of her book following each talk.*

## EXPERIENCE

### Design a Level! *Near Cosmos & Culture*
Drop in, 18.45–21.30

Join Jay Foreman and Laura Taranto, who design levels for King's hit mobile game *Farm Heroes Saga*. Tonight they'll take you on a step-by-step journey through the process of creating new levels. What is it that makes a game level fun but challenging enough to keep you satisfied on your journey home?

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### Cosmonauts: Birth of the Space Age
All night

Discover the dramatic story of how Soviet Russia turned the dream of space travel into a reality and became the first nation to explore space in this once-in-a-lifetime exhibition. Explore the historical and cultural power of Russia's yearning for space, discover the deeply personal stories of the pioneers who kick-started the Space Age and see the most important space artefacts ever to be displayed in the UK, from real cosmonaut-flown spacecraft to the fascinating equipment needed to live in space.
*Charges apply – purchase tickets from any ticket desk.*

### Hidden Gems, *Agriculture*
Drop in, 18.45–21.30

Peel away the layers of the Science Museum's collections and you'll find a weird and wonderful world of spectacular objects. Come and marvel at a selection of items not normally on public display, brought straight from our stores.

### Digital Culture, *opposite Agriculture*
Drop in, 19.00–21.30

Ada Lovelace was a Victorian pioneer of the digital age, the first to imagine that computers could process things other than numbers. Tonight, digital artists Nina Kov, Gordana Novakovic and Brigitta Zics will be joining us to showcase their work and explore the connections between computing and the arts.

## CREATE

### Screen Grab, *Cosmos & Culture*
Drop in, 18.45–21.30

Join two up-and-coming printmakers in their pop-up studio and create your own screen-print souvenir of this month's Lates. It will be hands-on, beautiful and inky...

# 2  SECOND FLOOR

## EXPERIENCE

### Gathered Leaves: Photographs by Alec Soth, *Media Space Gallery*
All night

Alec Soth is widely considered to be world's foremost documentary photographer. This exhibition presents his four signature series – *Sleeping by the Mississippi* (2004), *Niagara* (2006), *Broken Manual* (2010) and the most recent, *Songbook* (2014) – and highlights his remarkable career and distinctive vision.

### Zeros and Ones: Read and Draw Along, *Media Space Café*
Drop in, 18.45–21.30

How would you go about illustrating computer code? Come and join the Jelly Creditors as they read from Sadie Plant's seminal book on Ada Lovelace and cyber-feminism. Colour-in as you read and listen, and take home your own Ada-inspired comic-booklet.

### Information Age gallery tour, *Information Age*
20.30–21.00

The *Information Age* gallery celebrates more than 200 years of innovation in information and communication technologies. Join John Wilson and relive remarkable moments in history, placed into the context of our now computer-dependent society.
*This tour will be delivered in BSL and translated into English by a voice-over interpreter. It is suitable for both deaf and hearing audiences.*

### Get Your Game Brain On, *Information Age Studio*
19.30–20.00, 20.15–20.45, 21.00–21.30

Do you have what it takes to design a game? Get ready to fire up your synapses and take your best ideas to the next level of game design with a workshop run by Tristan Clark, Senior Game Designer at King Digital Entertainment. During this session the group will select their preferred game mechanics and art options to create an original, polished game.
*Places limited to 40 visitors.*

### Minerva Scientifica: Ada Lovelace, *Information Age*
19.30–20.00, 20.15–20.45, 21.00–21.30

Electric Voice Theatre perform computing, coding and a-cappella music as you take part in some scientific research, and experience some thoughts and music inspired by Ada Lovelace and other women in computing.

### Can Touch This, *Information Age*
Drop in, 18.45–21.30

Hold history in your hands with objects from the Science Museum's collection. Museum volunteers will show you what they are made from and how they transformed the way we communicate and share information.

### Ada Lovelace
All night

Discover the remarkable story of Ada Lovelace, a Victorian pioneer of the computer age, in our new exhibition celebrating the bicentenary of her birth.

### Ada.Ada.Ada. *Atmosphere*
19.30–20.00, 20.15–20.45, 21.00–21.30

Join Zoe Philpott for her spellbinding interactive storytelling on the world's first computer programmer, Ada Lovelace, with a handful of postage labels, string and a stunning programmable dress that would make Ada proud.

## ▣ THIRD FLOOR

## THINK

### The Science of Knitting as Therapy, *Launchpad Briefing Room*
19.30–20.00, 20.15–20.45, 21.00–21.30

How can knitting be used to manage pain and stress? How is it like coding and why is it gendered? Learn about the impact of knitting's rhythmic, repetitive cross-body movements and how it facilitates physiological, biological, psychological and social change.
*Places limited to 50 visitors.*

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### When Everything's Clean, *Launchpad show space*
19.25–19.50, 20.35–21.00

What does your search history say about you? Reflecting on a history of oracles, mediums and the notion of prediction, Erica Scourti delves into her – and your – not-so-secret online activities. Expect audience participation!
*Places limited to 90 visitors.*
*The 20.15 session will be BSL interpreted.*

### Entanglement: The Power of Quantum Computing, *Flight*
20.00–20.25, 21.10–21.35

Miniaturisation of electronics has led to ever more powerful computers, but a limit is looming on the horizon: the quantum world. Join Dr Ben Still as he talks about quantum weirdness, the power it can bring, and how it can be harnessed.

### Microcomputing: Me and the Masses, *Launchpad show space*
20.00–20.25, 21.10–21.35

Do you remember the wave of microcomputing platforms that erupted onto the market in the 1980s? The Sinclair Spectrum and BBC Micro? Listen to Alison's memories interwoven with commentary from a generation of women who learned to use computers in the 1980s.
*Places limited to 90 visitors.*

### Chattering Bots and Computer Poetry, *Flight*
19.25–19.50, 20.35–21.00

Remember the Microsoft paperclip? Think your Twitter followers are all human? Instant messaging with a `bored horny housewife'? You might not have heard of the pioneering linguist Margaret Masterman, but her research has heard of and talked to you.

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## EXPERIENCE

### Launchpad
19.00–21.30

You remember it well from when you were nine... and if you don't, now's your chance to realise what you missed. Exercise your mental muscle through interactive science fun with no kids between you and the big red buttons to press. This is the last chance to visit *Launchpad* before it closes on 1 November to make way for our new interactive gallery opening in late 2016.

### Digital Identities: All About You, *outside Launchpad*
Drop in, 18.45–21.30

Take part in live research. Reflect on your earliest memories of going online. Share your first e-mail address. What do these early, naive interactions with the web tell us about identity? What does it mean to go from MadMan86@yahoo.com to RBrown@gmail.com?

### Fly with the Red Arrows in Fly Zone
19.15–21.10, charges apply

Discover the thrill of flying in the cockpit of a Red Arrows jet in our breathtaking Red Arrows 3D flight simulation theatre.
*Half-price Lates special offer – £3 per ride.*
*Corporate Members go free.*

### Take control in our 360° flight simulator
19.15–21.10, charges apply

Have you ever wanted to fly your own jet? Our Fly 360° interactive flight simulators allow you to do just that.
*Lates special offer – £10 per ride.*
*Corporate Members get 20% discount.*

## CREATE

### Wireless Workshop, *Launchpad City*
Drop in, 18.45–21.30

Discover how to connect an electric circuit using paint instead of wires. Succeed and take your work home as part of a light-up greetings card with a unique design based on one of the Science Museum's iconic objects.

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## Food and drink

### ⬓ Energy Café
Serves a range of hot and cold dishes, including Mexican tacos and home-made pizza. Plus cakes and hot, cold and alcoholic drinks.

### Energy Hall Bar
Offers a range of beers, ciders, wines and soft drinks, as well as sausage rolls, spinach and ricotta rolls, mixed olives, mixed roasted nuts and nachos.
*Cash only.*

### Making the Modern World Bar
Choose from a range of beers, ciders, wines and soft drinks. Food includes chilli con carne and vegetarian chilli served with rice.

### Deep Blue Diner
Serves a range of beers, ciders, wines and soft drinks plus mixed olives, mixed honey-roasted nuts and nachos.

### ① First Floor Bar – Gin Bar
Offers a range of cocktails, beers, ciders, wines and soft drinks, plus sausage rolls, spinach and ricotta rolls, mixed olives, mixed roasted nuts and nachos.

### Cosmonauts Café
Serves a range of beers, ciders, wines and soft drinks, plus ice cream, sorbets and Russian-themed alcoholic shakes.

### ② Media Space Cocktail Bar
Choose from a range of cocktails, beers, ciders, wines and soft drinks, plus beef and vegetarian empanadas.

### ③ Shake Bar
Offers a range of alcoholic and non-alcoholic milk shakes, ice cream and other alcoholic and soft drinks. Sausage rolls, spinach and ricotta rolls, mixed honey-roasted nuts and nachos are also served here.

*All bars accept cash and credit cards unless otherwise stated.*

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## Next Lates...

### Wednesday 25 November

### Maths – CalcuLates

Next month we'll be delving into the world of mathematics, taking in a zombie invasion, the Enigma machine, fine art and the planets. We'll also be seeing how maths is used by illusionists, and you'll get your chance to try your hand at journalism. Plus, as always, there'll be live music, the Punk Science comedy show and the best silent disco in town.

Visit **sciencemuseum.org.uk/lates** for more information.

## Win VIP access to next month's Lates!

To be in with a chance of winning five VIP passes for you and your friends, simply follow us on Instagram and tag your photos with the hashtag #smLatesVIP.

Our favourite photo of the night will win you and your friends the chance to jump the queue and get your first drinks free at next month's Lates.

## Information

### ATM
An ATM is located on the ground floor between the Shop and the Energy Café.

### Toilets / Cloakroom
Toilets are located in the basement and on the ground floor, second floor and third floor. A cloakroom is available on the lower ground floor.

### Shopping
The Science Museum Shop is open on the ground floor.

### Talk to us
If you have any questions about Lates, e-mail **lates@sciencemuseum.org.uk**.

And remember, if you're talking about Lates on Twitter or Instagram, please use #smlates to help others find your opinions, photos and videos.

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# SCIENCE MUSEUM

# LATES

## Computer Says Lates

**28.10.15**
**18.45–22.00**
🐦 📷 **#smlates**

Free Wi-Fi throughout the Museum

⑱

Supported by **King**